

Control to Catastrophe: Caesar (V1): Errata and Additions (March, 2026)

Section 8.7.1 Shooting Modifiers, Section 12.5.2 Woods and Shooting, 12.10.2 Villages and Shooting

Action – Rule Change

Remove the -1 Shooting modifier for a Heavy Unit Shooting from Woods (Rough Ground) and Village Boxes. The fact that Heavy Units become Unformed in this terrain was deemed enough of a penalty.

Section 9.2.3 Non-Active Side Charge Reactions: Diagonal Charges;

Diagram: Charging into Melee

Action – Text correction

Units 1 and 2 can charge “Units B and C, respectfully” (not A and B).

Section 9.6.3: Melee Ties

Action –Replace the second paragraph with the following:

If a Unit suffers enough Hits to demand a CaT due to accumulated Hits (e.g., equals or exceeds its CaT Trigger) perform the test. Both sides might need to perform a CaT due to accumulated Hits but only one might fail and Break. Start with the Non-Active Side; if the Unit passes its CaT only then does the Active Side Unit test.

Section 12.5.2: Woods, Visibility and Shooting

Action - Add the following text as a second paragraph:

Units in contiguous Woods and Rough Ground Boxes: A Unit occupying a Woods can see and Shoot at a target occupying an adjacent Woods (or Rough Ground) Box and vice versa.

Section 12.10.2: Villages, Visibility and Shooting

Action - Add the following text as a second paragraph:

Units in contiguous Village Boxes: A Unit occupying a Village can see and Shoot at a target occupying an adjacent Village Box and vice versa.

12.11.1 The Camp

Action – Add the following to the end of the first paragraph:

Placement of the Camp occurs before the army Deployment process.

13.1.7 Roman Line Support Prohibitions

Action - Rule Change. Replace the first paragraph with the following:

A Legion Unit that is Unformed and engaged in Melee only to its front may perform Line Support but does not roll a CT for Melee dice re-rolls. The Line Support action is only for the purpose of increasing the Rupture Trigger of committed Lines.

13.6.3: Light Support Mixed Unit Target

Action - Add the following text:

A Light Support Mixed Unit benefits from being Well Armoured if the Mounted Unit carries that trait.

Action: Rule change

A Light Support Mixed Unit targeted by Artillery Ballshot affects the Heavy Unit only.

13.7.1 Keil Brigade

Action - Clarification

The Units of the Keil Brigade must remain in their deployment arrangement until any one Unit is engaged in Melee. However, Units may perform a Turning Move or About-Face Move prior to Melee contact as long as they remain in their initial deployment position.

13.7.5: Other Swiss Halberd- and Pike-Block Special Rules

Action - Replace the third bulleted point with the following text:

Swiss Pike-Block Units were particularly aggressive and gain a +2 in Melee against any enemy Heavy Foot Unit and retain the bonus D6s every turn of Melee. The bonus is applied only fighting to the Front; the Swiss lose the bonus against ALL opponents if contacted on the Flank or Rear. An Unformed Swiss Unit does not gain this bonus. Aggression applies only in Open or Hill Terrain.

“Aggression” replaces Shock as a special rule for the Swiss.

Action – Clarification:

A Pike-Block that is Unformed suffers a -1 in Melee, not -2 as for other pike-armed foot. This is to account for the supporting polearm and swordsmen integrated into the formation that mitigate the vulnerability of Unformed pikemen alone.

13.10.2 Light Mounted Units dismounting

Action – Rule Change; replace the second and third paragraphs with the following paragraphs:

In the Turn that the Unit dismounts it may Shoot.

A Light Unit that has dismounted may remount if it has not moved from the Box where it dismounted. Having a stand of riderless horses and horse holders helps to mark the Box where the Unit dismounted. Remounting requires a full Active Movement Phase stationary; it may face in any direction and may not Shoot. If the dismounted Unit moves from the Box where it dismounted it may not remount; it remains an Open Order Foot Unit for the balance of the game.

14.6: Porous Units

Action – Rule change

A Porous Unit may have a CCV no higher than 3.

14.7 Morale Decline: Accumulating Catastrophe Markers

Action – Rule addition

In the Core Rules a Unit that already carries a Catastrophe marker and must perform another CaT takes a -1 modifier to its CCV. Players can agree that this penalty accumulates with each test so that at some point the negative modifiers

will result in the Unit automatically failing the CaT. For example, a CCV 5 Unit reaches its Catastrophe Trigger (apply a marker) and must roll less than 5 to pass a CaT. It passes. Next turn it takes a Shooting Hit and tests again applying a -1 for already carrying a Catastrophe marker; it needs to roll less than 4 (CCV 5-1 for the previously applied Catastrophe marker). It passes but the Unit accumulates another Catastrophe marker. Later it again suffers a Hit from enemy Shooting but this time it must roll under 3 (CCV 5-2 for the two accumulated Catastrophe markers), and so on.

14.8 Melee Resolution

Action – Rule addition

For players that want to make Melee resolution more random and deadlier while speeding overall game play apply the following change:

Melee Combat dice results: 4-5 = 1 Hit; 6s = 2 Hits.

Note that this change will likely make Rupture Tests more common.

14.9 Commander “Takes Command”

Action – Rule addition

A Commander may “Take Command” of part of a Brigade that still has its General and Splinter it voluntarily. The new Brigade under his Command can be one or more Units strong and applies all the rules of a normal Brigade. The Commander becomes a General and loses all the attributes of a Commander.

To apply this rule, the Commander must first move into the Box occupied by the Brigade General. In the next Active Turn the Commander attaches himself to a Unit of the Brigade (one or more Units contiguously in Contact) he now commands. This new Brigade may immediately move off from the rest of the old Brigade which is still commanded by its General. This voluntary Brigade Splintering by the Commander may not leave a part of the original Brigade Out of Command; the Brigade General retains part of

his Brigade and the Commander Takes
Command of the balance.