

Gallic Wars Improvements

Version 1.11

Battle Engine

Added – LHI now added as Roman option.

Added – Heavy Chariots to Punic army unit mix.

Corrected – SHC can not follow-up attack into impassable terrain.

Scenario Editor

Adjusted - Variable ammo levels introduced. Default numbers set on creation of unit now adjustable.

Version 1.10

Battle Engine

Added – LHI can now use testudo formation.

Adjusted – Variable ammo levels introduced. Default numbers at start of a battle are

- Javelins - 5
- Infantry bow – 15 shots
- Mounted bow – 30
- Lead shot slingers – 30
- Other slingers – 20
- Bolt shooting engine - 25

Adjusted – Units can only descend from a fortification if it is a tower hex not a wall hex.

Adjusted – defenders on walls do not advance off the wall if the enemy attacking unit retreats one hex.

Adjusted – Menu – Help – Combat Melee Effectiveness chart updated for SHC

Corrected – Mantlets and Towers are now visible in 3D view under FOW mode.

Corrected – Missing 3D view SHC unit now showing

Corrected – Menu Help - Missile Range chart – entries for staff sling and crossbow removed. Missile Effectiveness chart also updated

Corrected – Routed pike men lose their pikes. When routed unit rallies, unit is shown as sword only unit. New images added for this.

Version 1.09

Battle Engine

Added – ‘Shock & Awe’ – Experienced, warband, militia and levy units will undergo a morale break test if contacted by a charging enemy unit. If the unit fails the test it will rout automatically.

Added – Melee weapon effectiveness reference chart to **menu** – **Help** options.

Adjusted – Leader units now move during each segment of the action phase. For mounted leaders when under ‘Group Command’ they move at the speed of the slowest unit in the group.

Corrected – Lead-shot slingers as well as normal slingers now shown with ‘S’ on 2D counter unit.

Corrected – 3D view where mantlets are in use – they appeared under all friendly units. Fault now removed.

Corrected – Stone throwers (catapults) now able to provide indirect fire.

Corrected – When using ‘Next to Move’ unit option and the default movement instruction is employed, the correct response is shown by the red arrows.

Corrected – Weapons Range pop-up box updated with change in range of lead-shot sling and horse archers.

Version 1.08

Battle Engine

Added – Individual unit can join a group without creating a new group. Left click unit to join, go to menu – Units – Unit Joins Group then right click one unit in the group the unit is to join.

Added – Combat Info box seen during a combat phase (alternative to Unit Losses on Map) can now be set such that the dialog box closes after 2 seconds without clicking on the box. The 2 seconds is hard-coded and cannot be altered.

To set this mode – go menu – Options – View Losses on Map (click off) then menu – Options – Combat Dialog Box Timer (click on).

Added – To reduce the number of mouse clicks to move a unit, a single unit on a hex is now given a default command of ‘Move’ and a player can left click the unit on the map (activate) then right click the target hex and the movement will be executed. LI and LC default command is ‘Skirmish’. Press the ‘Z’ key (Group Mode) before attempting to give a group command to skirmish. If it does not work, click on another unit in the group then click ‘Z’. Only one ‘default’ command can be placed on a unit.

Added – LI, LMI, LHI and LC can not be disrupted by terrain or movement given their open, loose formation.

Added – Units can not charge in ‘Thick Fog’.

Adjusted – Hot Keys can now be used in conjunction with the Unit Information Box and Command Box pop-up. Except for keyboard keys 1, 2 & 3.

Adjusted – LHI increased to 8 points for Regulars and 7 points for Irregulars. LHI have a number of advantages over HI so cost more points.

Adjusted – Formation Change – previously only organised / formed units can change formation; now Regular Elite and Veteran units also permitted to change formation when disrupted.

Adjusted – Local Initiative - Fixed units now show more initiative if enemy units nearby.

Corrected – Implementation of siege warfare commands not working due to introduction of default commands for ‘Move’ and ‘Skirmish’. Fault corrected.

Corrected – ‘Continue Game’ option on ‘End Game’ dialog bug resolved. Now working against computer AI when in ‘Draw’ victory status at end of scenario set number of turns.

Version 1.07

Battle Engine

Added – Rate of increase in fatigue is reduced for a large unit with many ranks. As losses occur in the front rank they are readily replaced by men from the ranks behind.
For a unit strength of 350 – 449, increase in fatigue of 4 is reduced by 1.
For a unit strength of 350 – 449, increase in fatigue of 5 or more is reduced by 2.
For a unit strength of 450 or more, increase in fatigue of 4 is reduced by 1.
For a unit strength of 450 or more, increase in fatigue of 5 is reduced by 2.
For a unit strength of 450 or more, increase in fatigue of 6 or more is reduced by 3.

Added – Computer AI attack feature for siege warfare. If Computer AI player is the attacker on a siege then the AI must be the first player. Battering ram unit retires one hex once the wall collapses.

Adjusted – Troops on an assault tower no longer suffer Reaction Test result where the unit is forced to abandon the tower simply because of a ‘Retire / Recoil’ result. Units will still leave the tower if forced to retreat or rout. This change reduces the likelihood of attacking troops abandoning the assault tower and preventing further attacks on the wall.

Adjusted – Missile fire range –
Short bow and mounted archer = 6 hexes
Ordinary Slinger = 5 hexes
Lead-shot Slinger = 7 hexes

Adjusted – AI computer player now only permitted to split units as per player restrictions. Pike and Long Spear Units can not be split and automatically combine when in the same hex at the start of a player's turn.

Corrected – Troops with ladder on combat at the city walls would lose the ladder facility too often without retreat or routing. Now corrected.

Corrected – Computer AI units were not making ladders on approach to enemy city wall. Now corrected.

Corrected – No picture in Unit Information Box for Gallic HI with sword only. Now corrected.

Corrected – Stone throwing engine not shown in Unit Information box when in Column formation.

Version 1.06 Battle Engine

Added – Losses shown in pop-up box when unit overrun.

Added – Loss of a Legendary leader causes major morale loss to the army.

Added – Keyboard 'Hot Key' 'I' for Unit Information Box on the map (toggle on and off)

Added – Archery overhead fire. Troops armed with the composite bow only can now do indirect fire as long as the enemy is visible to some part of the friendly army. The range of bow indirect fire is 6 hexes as the arrows are fired high in to the air.

Adjusted – Unit formation change now permitted in fields where the crop is not full grown.

Adjusted – Clear terrain now includes ploughed fields and harvested fields.

Adjusted – LMI can now enter all terrain except rivers, lakes, sea hexes.

Adjusted - LCh can skirmish

Adjusted – Reaction test results modified for 'D' class troops – more likely to rout or go into uncontrolled advance. See updated Rules Manual Reaction Test table.

Adjusted – Increased speed of Unit Information Box update. Now more user friendly.

Adjusted – Improved mounted leader's ability to evade combat / overrun.

Adjusted – Army morale is now calculated based on unit class:

Army Morale = Army Morale + (Unit Strength*(70-Unit Fatigue)*Unit Class)

Initial Army Morale = Initial Army Morale + (Unit Initial Strength*70*Unit Class)

Overall Army Morale % = Army Morale / Initial Army Morale

The above calculation allows for unit class and avoids small elite armies routing too rapidly and reduces resilience of large militia armies.

Adjusted – Combat factors – to allow more effectively for shock heavy cavalry charging in, the combat modifier has been adjusted to +2 and for EHC and SHC to +3. For militia and levy troops a new modifier of -1.

Adjusted – Combat factors – to allow more effectively for a charismatic leader in the combat hex. Legendary leaders +3, Experienced leaders +2, Mediocre leaders +1. Previously all leaders were at +1.

Adjusted – Cavalry and chariots can not move in to a palisade hex.

Corrected – Stone thrower unit not shooting – now working and hex hit shown in blue to highlight scatter effect.

Corrected – Rules Manual with updated combat and missile fire factors.

Corrected – Units entering Assault Tower not showing 'D'.

Corrected – Crash when cavalry move adjacent to palisade hex. Now working.

Corrected – Legionaries making ladders have status bar message saying 'Unit unable to make ladders' but the unit does. Message stopped.

Corrected – Routed pike or long spear units missing picture in Unit Information Box.

Version 1.05

Battle Engine

Added – Archery overhead fire. Troops armed with the composite bow (only) can now do indirect fire as long as the enemy is visible to some part of the friendly army. The range of bow indirect fire is 6 hexes as the arrows are fired high in to the air.

Adjusted – Unit formation change now permitted in fields where the crop is not full grown.

Adjusted – Reaction test results modified for 'D' class troops – more likely to rout or go into uncontrolled advance. See updated Rules Manual Reaction Test table.

Version 1.04

Battle Engine

Added – Legendary Leaders can now be highlighted using the 'L' key.

Added – Option of loss of morale if loss of wagons occurs – Option given at start of scenario only.

Adjusted – Loss of Commander unit now has a major impact on morale and extra victory points scored by the other side.

Adjusted – Command & Control – Mediocre and Experienced commanders can only place instructions on units in the same group. Legendary commanders can place orders on all units.

Adjusted – Cantabrian Circle – A unit in Cantabrian Circle can now move at $\frac{1}{2}$ pace. Cavalry unit in Cantabrian circle now allowed to skirmish.

Adjusted – Skirmishing –

If a unit is in skirmishing mode and an enemy unit moves adjacent to it then -

LI and LCh can always escape from all but LC

LMI can escape from all but LI and LC

LHI can escape from all but LI, LC and MC

If a unit is in skirmishing mode and it moves adjacent to an enemy unit then –
The unit must have sufficient movement points to move to the next clear hex.

Adjusted – Uncontrolled Advance – ‘U’ – units now move on nearest enemy quicker. Regular Elite and Veteran units no longer go in to ‘U’ and the likelihood for Irregular Fanatics and Bodyguard troops is reduced. No change for Experienced troops and the others. Regular LI no longer go in to ‘U’.

Adjusted – Bow effectiveness modified.

Adjusted – All missile armed LC except for militia units can form the cantabrian circle.

Adjusted – Leaders not released now allowed to have active command range to place commands on units in range.

Adjusted – AI Computer player modified for LMI – skirmish if with missiles.

Adjusted – ‘Disruption Recovery’ for a unit improved by +1 if friendly leader within 5 hexes.

Adjusted – HC/EHC given additional +1 bonus when charging in.

Adjusted – MC/HC no longer restricted to 15 action points when in contact with enemy unit but given full movement allowance to give option to disengage the enemy.

Adjusted – Mounted Leaders only move in fourth quarter of the action phase but move their full allowance. This is designed to stop Leaders moving ahead in Group Movement.

Adjusted – LI – no cost to change direction.

Adjusted – Elephants not allowed to recover fatigue – this simulates they were only used once in a battle.

Adjusted – Elephants in combat made more effective except against LI.

Adjusted – Reduced likelihood of elephant being killed by mahout when in rout.

Adjusted – ‘Slow’ option provided on ‘Speed of Action’ slows down the action further.

Adjusted – ‘Next Unit to Move’ option cycles through all units with action points remaining and loops back to the first unit once all have been considered. Modified to stop the loop and generate dialog box ‘All units have been considered’.

Adjusted – The automatic re-combine function that occurs at the start of each player turn is now only automatic for the computer AI player. Players can still manually re-combine but it is now only an option not automatic.

Adjusted – Rules Manual updated.

Adjusted – Legendary leaders now allowed to place orders on any unit on the same side and not just those of the same nationality.