

OFFICIAL AMENDMENT

The rule in 2.5.1, that states that “When Large Units of Infantry engaged in melee with impetuous troops or Heavy Cavalry, the loss in one Cohesion Test of as many points as the original VBU of the front Unit means the Rout (and elimination) of the entire Large Unit”, is abolished.

Clarifications regarding missile combat

Units with Missile weapons can only fire **once per turn** (6.1). This means that a Unit on Opportunity that fires in the enemy’s activation phase cannot fire again when it is activated in the same turn.

Reaction Fire (4.2) is an exception to this rule. In this case the Unit can always react by firing even if it has fired that turn and the Reaction Fire does not prevent the Unit from firing when the Unit that reacted is then activated.

The Unit that fires can move before or after firing. You can fire and then move into contact (and melee) in the same activation phase. **You are not allowed to fire after fighting a melee in the same activation phase.**

Example 1. A Unit of FP charges a Unit of T. The melee ends in a draw and the two Units remain in contact. Now T’s Command is activated. The active player performs the melee between T and FP and wins it. The FP must retreat but despite the fact that it is no longer in contact with T, the latter cannot fire (as the firing would be in the same activation phase as the melee).

Example 2. The same situation as above. FP charges T and T loses the melee and retreats. FP does not pursue, or does not reach, T. Now it’s T’s turn to be activated. T can now fire, because the fire occurs in a different activation phase.

Example 3. Suppose that FP charges two Units of T (T1 and T2) from two different Commands. The melee ends in a draw and now T1’s Command is activated. The melee between the two T Units and the FP is fought again and FP is forced to retreat after losing. T1 has not yet fired and cannot fire, but T2 can when his Command has the initiative.

Example of passive “activation”

These examples will help you to understand “passive activation” as described in Paragraph 7.7.4 (Multiple Melee in more than one phase).

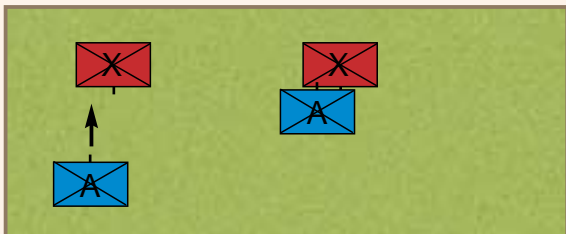
Example 1. Unit “A” is in a melee with enemy Unit “B”. “A” has not yet been activated and the player decides to first activate a Unit in the same command, “C”, to engage in melee with “B”. This activates “A” (who is already in contact) and that cannot be activated later.

Example 2. The same situation as above. In this case the active player decides to activate “A” first (the Unit that is already in contact) and to perform the melee. Let’s suppose that the melee ends with the two units still in contact. Now the player charges with “C” that re-starts the melee and activates “A” again.

Example 3. Same starting positions, but this time “A” and “C” are in different Commands. “A” will also fight during the activation of “C”’s Command. “A” can be activated again afterwards when initiative goes to his Command.

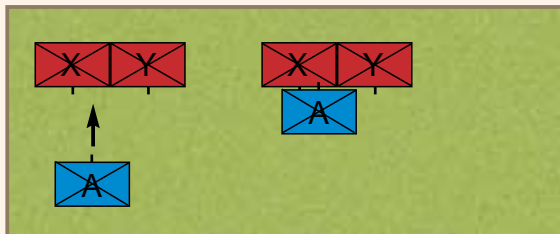
THE PILUM

Example 1



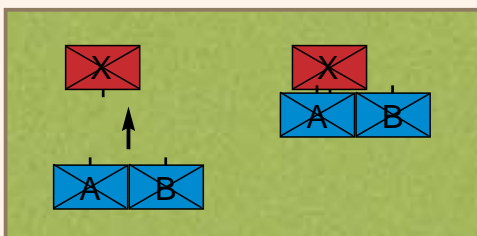
Unit A charges Unit X (Legionaries with Pilum). X rolls 3d6 before the melee.

Example 2



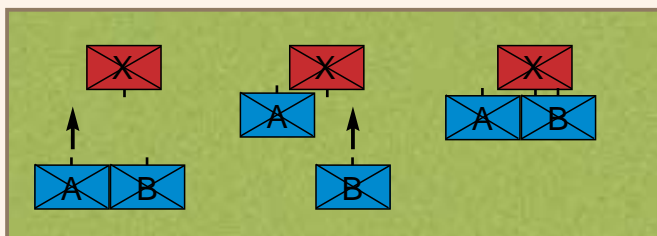
Unit A charges Units X and Y (Legionaries with Pilums). X rolls 3d6 (Main Unit) and Y 1d6 (Support Unit).

Example 3



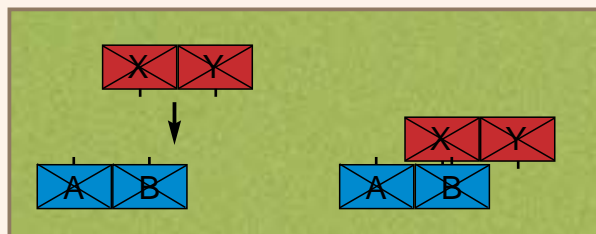
Units A and B charge Unit X (Legionaries with Pilum). X rolls 3d6 against A as it is the Main Unit.

Example 4



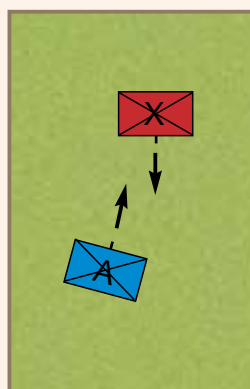
Unit A charges Unit X (Legionaries with Pilum). X rolls 3d6 against A. The melee between X and A ends with no clear outcome. Then Unit B charges Unit X. Here, since Unit X is already engaged in melee it cannot fire at B but the melee is reactivated with B as Main Unit (and Unit A as Support Unit).

Example 5



Units X and Y (Legionaries with Pilum) charge Units A and B. Both X and Y roll 1d6 against Unit B (Main Unit).

Example 6



Unit A charges Unit X (Legionaries with Pilum) that, on Opportunity, decide to counter-charge. Here too X rolls 1d6 for the Pilums before the melee.

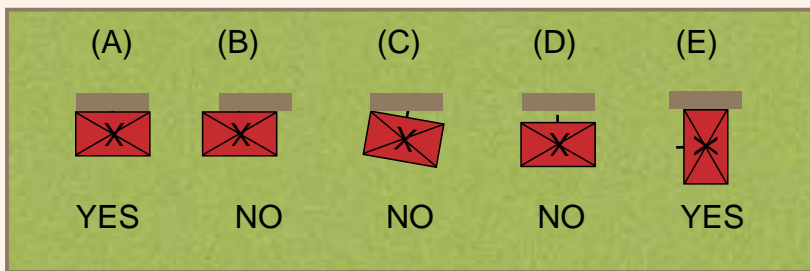


FORTIFICATIONS

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- 1) Size. Fortifications must be as Long as the frontage of a Unit and cannot be deeper than 2U. You can use larger models (carriages) but remember that the actual fortification runs 2U adjacent to the Unit that is defending it. In this case you are advised to divide the model onto two bases: the larger one for aesthetic reasons, where you can depict the wagon or other fortification; the smaller of the two, up to 2U depth, will be the only one used for game purposes (measurement etc).
- 2) Deployment. Fortifications are placed in your deployment area right after the Baggage has been deployed.
- 3) Protection. Fortifications provide protection to Units if they are perfectly adjacent to them (see Fig. 1). Artillery and Skirmishers defended by fortifications are not dispersed but fight normally.
- 4) Undefended Fortifications. These can be crossed by friends and enemy who are already in contact with them, otherwise the latter must first stop when in contact and then cross in another Movement Phase.

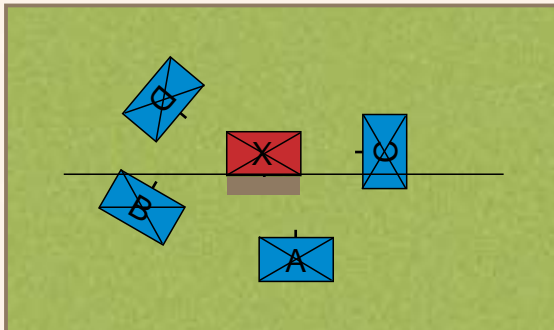
Fig. 1



Cases when the Unit is defending the Fortification

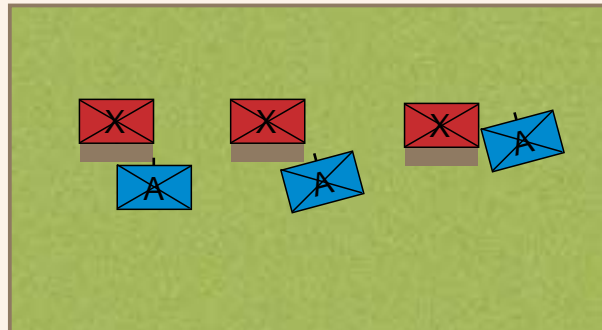
Note: In case (E) they do not suffer the effects of a possible attack from the flank.

Fig. 2



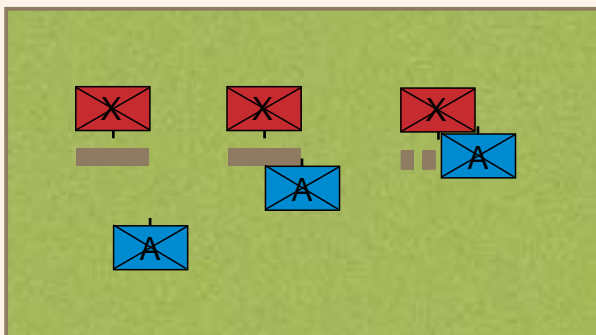
Protection from Missile Fire. The Fortification does not provide protection if the front (or firing side) of the Firing Unit is entirely behind the continuance of the Target Unit's front.

Fig. 3



Protection in melee. No protection is provided if the attacker contacts the Unit, even partially.

Fig. 4



Moving through an un-defended Fortification. A may be left undefended after the retreat of the defenders. You can move over the Fortification with a pursuit move after a melee that has been won against the Unit that was defending the Fortification. In this case it may be necessary to remove the fortification temporarily to give you enough space to move the miniatures.

CLARIFICATIONS AND ADDITIONAL RULES

VD OF GENERALS

All Units with a General have VD=3 even if not explicitly stated in the Army Lists.

CHANGE OF GENERAL'S LEVEL

Roll the dice before activating each Command, even when the roll is not needed to determine initiative. For example, even the last Command that must be activated in a turn must roll 2d6 anyway to see if the General changes level. The roll is no longer required if the General has already changed level. Since only the C-in-C can be Genius/Charismatic, an Expert Subordinate General that rolls a double-6 does not become Genius/Charismatic but remains Expert. He will not need to roll again.

CAPTURING A GENERAL

On the table if you roll a 7 or 8 then the General is captured but only if the test is the result of a melee. If it is the result of Missile Fire (including Pilums), a roll of 7 or 8 has no effect. With a roll of 11 or 12, after Missile Fire, consider the effect shown in the line above it, i.e. the General dies with no immediate effect for the troops.

ASSAULTING BAGGAGE

Even Units with I=0 must assault enemy baggage if the conditions present themselves. This does not apply to Artillery. You cannot fire at Baggage.

THROWING THE JAVELIN

Infantry with javelin suffer no penalty if they throw the javelin after moving for 1 movement phase, but if they move for more than 1 movement phase, then they suffer a penalty equal to the number of movement phases that they have performed.

EVASION

1) Obstacles to Movement. An evading Unit must be able to move its entire movement backwards. It cannot change direction. If the evasion ends on broken or difficult ground then the speed is adjusted accordingly. If the Unit moves over Impassable Terrain or enemies or friendly Units in Melee then the evasion is cancelled. For interpenetration rules, Evasion is considered as involuntary movement.

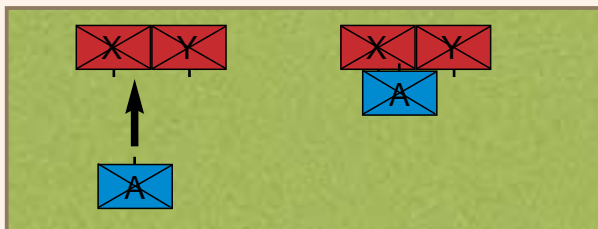
2) Frontal threat. In order to decide whether a threat is frontal, look at the Zone of Control. If the charging enemy Unit crosses, even partially, the ZC of the Unit that can Evade, then consider the threat to be frontal and thus Evasion is allowed. For Missile fire purposes the threat is not frontal if the Firing Unit is entirely behind the continuance of the Target Unit's front.

3) Evasion in more than one move. Just like normal forwards movement a second Evasion move implies passing a Discipline Test, which if failed means Disorder and not being allowed to Evade further. If however you are Evading another enemy, this is a new a Evasion and not the continuance of the previous Evasion.

IMPETUS BONUS

The following do NOT have their Impetus bonus:

1. Troops that are not Fresh, except for Scythed Chariots.
2. Infantry charging Mounted troops.
3. Mounted charging Infantry with Pike or Long Spears, Wagenburg, Elephants.
4. Elephants that charge Skirmishers or non-impetuous Light Infantry.
5. War Chariots that charge from a standing start.
6. Scythed Chariots that charge non-impetuous Light Infantry.
7. Infantry, except for impetuous Light Infantry, that charge in difficult ground.
8. Mounted that are charging in broken or difficult ground.
9. Infantry that are charging troops that are defending fortifications.
10. Mounted that are charging troops defended by stakes or pavises.
11. Troops charging an occupied Built-Up Area.



The Impetus Bonus does not apply even if the troops that annul it are fighting as a Support Unit. Unit A (CP) charges Units X (T) and Y (FP with Pikes). Y fights as Support Unit, but cancels A's Impetus Bonus.



Vikings, 28mm Crusader Miniatures - Photo&Painting Tom Weiss