

New updates in this version

- Corrections to points cost in Macedonian & Punic Wars Supplement.
- Clarified points cost for skirmish ability.

Questions and Answers

Q. If a unit has the Parthian Shot ability, does it suffer the -1 to shooting if it fires prior to its movement?

A. You can fire at the start of your movement but you still take the -1 moving penalty, even if you decide not to move after you have fired (due to the results of the fire not being what you wanted for example).

If you fire and do not declare that you are taking the -1 movement penalty you may not subsequently decide to move after you have fired.

Skirmishers with Parthian shot are an exception to this rule – you don't get any minus for moving and firing with skirmishers so – a skirmish unit with parthian shot can fire first and then decide if it wants to move afterwards.

Q. Throwing Weapons and Lance/Heavy Weapon:
Is it possible to combine both? Do I get a re-roll when attacking with a lance and being equipped with javelins too?

A. You would technically - though I can't think of any troops offhand that would be Lance and thrown weapon armed.

Q. Leader Movement:
How far can Leaders move?

A. All leaders can move up to 16" at all times except when fleeing a charge when they move 3D6" (page 47)

Q. Shock, Shaken, Impetuous:
Do I get a Shock-Bonus when I'm shaken?
Can light chariots get the shock rule?
Do I need to test T&L for charging when an impetuous-unit is shaken?

A. You get shock bonus when shaken, light chariots can theoretically get a shock bonus but I can't think of any that I would give it to in an army list, impetuous troops need to test T&L to see if they act impetuously even when shaken.

Q. Does the Leader count to the break point?

A. Leader does not count towards break point - there are other detrimental effects to losing your leader - morale tests and never being able to recover from being shaken.

Q. Can a charging unit 'drift' into contact with the enemy? And if yes: What is it's direction for breakthrough? The direction it came from or it's front edge straight ahead?

A. Formed units have 45 degree charge arc, breakthrough is always in a straight line from the side edges of the unit facing (page 23 and bottom of page 24) A charging unit may move obliquely with the appropriate movement penalties – basically whatever gets you closest to the ideal 'centre front to centre front' charge.

Q. It doesn't matter how much elements are attacking in rear and front, right? It's always a +2 Bonus

A. Correct - and don't forget that a formed unit of any size hitting another formed unit in flank or rear will automatically make the target unit shaken upon contact.

Changes, clarifications and corrections.

Visibility in woods Any stand within 2" of the edge of light woods may see out and be seen by those outside. Visibility *inside* light woods is 4" For heavy woods it is 1" from the edge and 2" inside.

Charge reactions. A unit may only choose a single charge reaction from those available to them – either evade, counter charge or fire defensively.

Training and Leadership tests T&L tests are made using 2D6

Missile fire procedure Roll D10 for each attack and modify the *die roll* – the final modified result will determine if you hit.

Movement table. Where the table refers to '#% shaken if charged' should read '#% chance for a charging unit to become shaken'

Skirmish movement Skirmishers may combine a forward and backward movement in the same turn. This is an exception to the sidestep and retire rule on page 9

Army Break points an elephant or war wagon is now worth ½ an army point, skirmish unit 1 army point and formed unit 2 army points.

A leader costs 100 points and his abilities are rolled for randomly from the table on page 47. An army should generally only have one leader unless there is a big battle, an obvious 'split' to the army or as part of a pre-generated scenario.

Should you want to work out the points for a pre designed leader simple add all of his bonuses for morale, Combat and T&L and then multiply by 25 to get his actual points cost.

Phalanx To count as being in phalanx (page 51) a unit must be in at least 2 ranks, not in a march column (page 4) and so – by default – must have at least 5 stands in the unit.

Phalanx formation bonus (+2) is lost if the unit is inside any type of rough ground, woods or is straddling an obstacle or stream. Units will still get any applicable bonuses for their weapons.

Light troops Only infantry may be given the Light troops (page 51) ability – never cavalry or chariots (or elephants!)

Light units do not get any melee results bonus for outnumbering enemy (+1) or for having deeper ranks than the enemy (+1)

The Light Troops ability does not cost any points as its good and bad effects cancel out.

Light troops may wheel and move obliquely at their full speed rather than being forced to do so at half speed like other formed troops.

Cannons and Bolt Throwers No armour penalties apply to shots from cannon or bolt thrower – please amend fast play sheet and all references to this. Ignore the targets armour when firing with these weapons.

Hand to hand combat modifiers table Change 'attackers skill' to 'Your skill' and Defenders skill to 'opponents skill'. Table is still used exactly the same way – just change the descriptions to avoid confusion.

Morale Change the first reason of when to take morale tests to 'When a unit has lost 25% casualties in stands – taken immediately but not at all if it is in melee at the time'.

Melee and Morale The morale tests are factored into the charge test (if required) and the melee results. Neither side takes morale tests in a melee – the only way the unit can rout is through losing the melee. Either unit can be wiped out or dispersed if down to only 25% or less of starting number of stands. (Page 20)

Impetuous ability. This does not cost any points and is only given to units as part of the army list - may not be chosen and must be taken if listed.

Skirmish points cost. Skirmishing is not a special unit ability listed at the back of the book and does not cost 5 points.

Oblique Movement With oblique movement your unit keeps the same facing as previously but can drift to one side at the same time as moving forwards. The maximum drift is 45 degrees either side of straight ahead (the same as the units firing and/or charge arc) See B1 and B2 in the example on page 10. The unit will be affected by terrain as usual but any movement will cost double unless skirmishers or light troops.

Wheeling Movement The unit will wheel as normal but the actual distance wheeled will cost double the normal movement. With both wheeling and oblique it is just the actual distance covered that costs extra movement. So if a unit with 8" move performed a 3" wheel on the tabletop this would use 6" of its movement allowance and leave it 2" more to move with.

Interpenetration is not allowed except where it is actually stated in the rules.

As such, Skirmishers can interpenetrate and be interpenetrated by other units - either formed or skirmish but they cannot be charged through or fired through. (Page 45) Though if you have a unit of skirmishers in front of a formed unit there is nothing to stop you activating the skirmishers first, retiring through the formed unit and then leaving the formed troops a valid line of sight to charge. Also - skirmishers keep this free interpenetration ability even if they are routing or routed through (page 43)

Drilled troops can only interpenetrate other drilled troops (or skirmishers obviously) and suffer no penalties for this (Page 50) (this allows the Rep Roman Principes/Hastati/Triari to relieve each other - but only if both units are drilled)

A routing formed unit may be forced to interpenetrate another formed unit during its rout and will cause a T&L test on that unit if it does so - except if the unit interpenetrated is drilled. (page 43)

Other than these instances there is no interpenetration of units allowed.

Forced Back into enemy units

If a unit is forced back into an enemy and cannot carry out all of its forceback result then it suffers the next higher defeat on the victory table and is moved back as far as it can be so that no units are touching. The unit that won the combat carries out its breakthrough as far as it can without contacting the previously defeated enemy.

New special ability – Schiltron This ability is only available to formed infantry units with spears or long spears and the formation must be at least 2 ranks deep.

Instead of moving the unit can take a T&L test to change formation to schiltron. Once in schiltron If it moves in any way the formation will be lost.

While target is in schiltron any unit attacking it will not get the +2 in flank or rear modifier though all other effects and modifiers remain the same as before – ie – the unit will become shaken if hit by formed troops, does not get to counter charge, will not get the benefit of pikes or spears etc.

Defensive fire modifiers Firing unit is being charged modifiers have changed depending on the morale class of the troops being charged with poorer class troops suffering more than experienced.

Regular or better firing unit being charged -1
 Trained or worse firing unit being charged -2

Revised Missile Weapon Ranges			
Weapon	Close Range	Medium Range	Long Range
Bow/ Light Xbow	5"	10"	20"
Hvy Crossbow	6"	12"	24"
Late Handgun	5"	10"	20"
Early Handgun	4"	8"	16"
Sling	4"	8"	16"
Staff Sling	5"	10"	20"
Short/horse bow	4"	8"	16"
Longbow	5"	10"	20"
Javelins/Darts	4"	NA	NA
Light Cannon/ Bolt Thrower	8"	16"	30"
Heavy Cannon	10"	20"	40"

Macedonian & Punic Wars Supplement.

Page 15 – Tribal warriors 65 points, Gallic Cavalry 59 points, Skirmish cavalry 38/2 points, Chariots 58/2 points.

Page 27 - Hypaspists 94 points, Macedonian Phalangites 77 points.

Page 39 – Hastati 63 points, Principes 74 points, Italian Allies 57 points, Penal legion 23 points.

Page 48 – Cretan Archers 74/2.

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