



## Errata, Addenda, and Clarifications

Last Update: February 23, 2011

### *General Errata Conditions:*

#### **Shaken** (new update)& Fear Checks:

A unit that normally "Passes all Courage Checks", "Passes all Fear Checks" or has no Courage level number does not become 'Shaken' nor roll for Fear.

#### **Fear Check**

"Shaken" affects Range strikes when the unit affected is challenged in the 'Pre-Combat Courage Phase'.

### *Officially Noted, Not published yet-*

**Carthage** Numidian Cavalry - Keyword "Cavalry" erroneously missing.

**Dark Elves** Lowblood Levy (Spears) (6\*) 4\*/5\* (not the printed 6-5-5)

**Undead** Skeletons (not yet officially defined, as there are 5 Skeleton units)

One extra yellow box is official.

(Definitely assume Horde and Spear; I contend that Cav was mentioned and Bows are by formula in the same category.)

### *Command Card Errata*

**Undead - Wave of Terror** (- proposed by Chad)

All affected units will roll for the card effects to apply. There is no 'automatic' Shaken effect.

**Orc - Frenzy** (- proposed by Chad) [Ok, this is my biggest 'reading' of Tea Leaves; it is supported by the citation in second part.]

Only one of this specific card may be played on a unit at one particular time; they are exclusive of each other (as there are two in the deck.)

### *Army Faction errata-*

**Carthage** - Determination - Special Ability only effects Melee (Hand to Hand) Combat; not rangestriking.

**Roman** Replacement army ability (-proposed by Chad, the following functions unchallenged)

Roman Replacement army ability may only be used IF Neither unit may move or have moved this turn.

### *Unit Card Errata-*

Units that have preprinted the "Close" Standing Order may not be given a Standing Order Modifier or be directly controlled.

•110219 Ajax98 corollary- "always Close" units will Ignore Airborne units.

### **Umenzi Giant War Elephant:**

Does not get the "engaged target" penalty when the shooting target is the same unit it is engaged. If the GWE is engaged, it will only range strike the engaged enemy. Does not use range strike in any 'free attack'.

### **Rome**

Triarii - Must be 'Unengaged' to use Special Abilities.

Does not enhance ranged attacks.

Roman units backed up by Triarii get (+1) +0/+0 on engaged attacks. (Non-Roman units do not benefit from from this particular SA.)

Triarii's support (Use of it's SA) Must have a Line of Sight to the unit it is supporting and Friendly units do not block this aspect of LOS for evaluating the support.

- Line of sight must not be blocked by terrain or enemy units. (This also prevents a Triarii from scooting around an enemy that was between it and the friendly it was backing up.)

- Range (5") is reduced by terrain by the same number of MC as it would a final rush of an enemy in the friendly unit's location. Thus, if the units are on rough ground the Triarii can only back up friendlies within 3.5".

Skirmishers do not benefit from Triarii Backup. (-proposed by Chad) This 'Backup' is the replacement of the destroyed unit. The Skirmisher still receives the engagement modifier for being 'backed up'; different word / phrase.

### **Dark Elves**

\*(placed on 110222)

Lashmistresses - The Siren's Call Spell does not work as written on Skirmishers. The Skirmishers will not Final Rush to engagement. The unit will move to the Facing of the LM, but stops there. The official position is that the rules for Skirmishers prevent the spell from forcing the Skirmishers to break the rules.

Be reminded that the Siren's Call Spell is 'fired off' at the end of the Move & Command Phase.

### **Kingdoms:**

"Chosen Ground" scenerio: a large hill counts as two terrain pieces.

"Ambush" scenario: Foresight from watchtowers may be used, but foresight may not be specially purchased for this scenario. (For example, if a player is playing Carthage.)

<http://yourmovegames.com/forum/index.php/topic,1430.0.html>

### **Airborne**

Rules v3.0 & 2.4 have incomplete Airborne rules and have been declared Void.

Rules v2.3, p10-14, have been referred to as the default rule set.

Flying Rules

In addition to its standing order and any standing order modifiers, a unit with flying may be given the "A" (airborne) standing order modifier, indicating that it is currently flying.

While flying a unit is considered to be at the same elevation as other fliers and to be on a higher evaluation than all ground units and terrain.

Note: This means a unit that is flying has High Ground against all ground units. Note: While flying a unit is not considered to be in terrain it is above.

While flying a unit may not engage or become engaged in with units on the ground.  
Note: A flying unit must begin the turn on the ground in order to final rush. Note: they may shoot and be shot at keeping in mind the High Ground range modification.

While flying a unit may move straight and turn, but may not make any other maneuvers.  
While flying a unit uses its flying movement stat including the turns it takes off and lands.

A unit may not start flying (take off) and land in the same turn.  
When a unit lands it may face any direction (reform) for free.  
While flying a unit may overlap and move over other units (including other flying units). It may not land on top of another unit.

Unless directly controlled, a flying unit with the close standing order will land if its move takes it within its ground final rush distance of the nearest enemy and it will land as close to that enemy as possible.

If possible it must land on what was at the start of the turn the facing side of that enemy. If it started partially or fully above the nearest enemy unit it will land on the far side of that unit if possible.

A flying unit with a location as an objective will land when it reaches that objective. If the objective is occupied it will fly as close as possible to the objective then land.

During deployment a unit with flying may not be placed over another unit.  
Flying units automatically take off when routing and are considered flying until they are rallied.  
When a flying unit is rallied it is given the hold order with the flying standing order modifier HF.

A player may not attempt to create a draw by refusing to land flying units. Once a player has only flying units left on the field, he must either seek to engage the enemy at a reasonable speed or fly his units off the field (if appropriate to the scenario being played).

#### Airborne Combat:

If while flying a unit passes over an enemy that is flying, those units make a fly-by attack against each other during the combat phase. Fly-by attacks incur no bonuses or penalties other than for being in the yellow or in the red but can be affected by command cards or army abilities. A unit making a fly-by attack does not make a ranged attack this turn. If a flying unit's movement causes it to overlap two or more flying enemy units during a single Movement & Command phase it makes a fly-by attack against the first enemy unit only but each of the enemy units gets to make a fly-by attack.

### Card Errata & Corrections *(Source: YMG web site – errata page)*

#### “Hardened” for Hawkshold, Orcs & Undead

Play during an attack, either before your opponent rolls to hit or before he rolls to damage. Your unit gets [Def] +0/+1 this attack. In addition, if you play Hardened before your opponent rolls to hit, the attacking unit gets [Attk] (-1) -0/-0 this attack.

#### Orcs – Crazy Goblins

83 pts. Always has the “Close” Standing Order and may not be given a Standing Order Modifier or be directly controlled. Passes all **Courage Checks**. Is unaffected by your Command Cards and may not be **Lashed**. You may not play Command Cards while Crazy Goblins is attacking or defending.

#### Undead – Swarm of Rats

109 pts. Always has the “**Close**” Standing Order and may not be given a Standing Order Modifier or be directly controlled. Passes all **Courage Checks**. Is unaffected by your Command Cards and may not be **Reanimated**. You may not play Command Cards while Swarm of Rats is attacking or defending.

#### Ravenswood – Wolf Pack

(+2) +0/+0 and +3/+0 during post-**Rout** Free Attacks. If Wolf Pack **Routs**, it automatically **Rallies** at end of turn. Is unaffected by your Command Cards and may not be given **Spirit Guidance**. You may not play Command Cards while Wolf Pack is attacking or defending. Unless your army currently contains a Wolfkin unit, Wolf Pack can only be given the **Close** Standing Order (*with no Objective*).

#### Ravenswood – Aspect of Bear

Choose one:

Play during an attack before you roll to hit. Your unit gets (+1) -1/+2 this attack.

OR

Play during an attack before your opponent rolls to hit. Your unit gets -1/+2 this attack.

#### Ravenswood – Aspect of Bear

Play during an attack, before you roll to hit. Play only on an engaged unit. Your unit gets (+0) -0/+1 this attack. If it deals at least one damage this attack, it deals one additional damage.

#### Umenzi Javelineer

184 points. Core.

+2 while within the **Leadership Range** of any of your non-routing units.

Range attack uses the **Javelin** rule

#### Umenzi Berserkers

226 points.

Always has the “**Close**” Standing Order and may not be given a Standing Order Modifier or be directly controlled. Passes all **Courage Checks**.

#### Lizardmen – Tyrannosarus Rex

507 points. Elite

**Colossal. Terrifying.** Always has the “**Close**” Standing Order and may not be given a Standing Order Modifier or be directly controlled. May not be given “**Fury**.” To play Command Cards on Tyrannosaurus Rex you must first discard two other Command Cards. Tyrannosaurus Rex requires two Command Actions to **Rally**.

#### Rome – Scutarii

(5) 5/5 - 2/1 – 3.5” – 12 – 3.5”

4 Green, 3 Yellow, 3 Red, 1 Reinforcement Box