

# Rome at War – Hannibal at Bay Errata and FAQ

## First Edition Rules

Pg 3: Light Cavalry description has a depiction of Light Infantry.

2.21: Change "enemy units" to "any non-leader units".

6.1: After Example, add: "If a player's Army Commander has been eliminated during the current turn, the player may still attempt activation, using the eliminated Army Commander's initiative minus one."

6.2: Add a second example:

*The Roman player has activated all leaders. The Persian player attempts to activate leaders and fails with a high roll. Since the Roman player has no further leaders to activate, the Persian player gets one more chance. If he or she fails again play proceeds directly to the Recovery Phase.*

7.12: First bullet: Replace with: The unit stops in the area and conducts no further movement. If two or more non-legion heavy infantry counters are overstacked neither unit may move again until the following game turn.

9.1: Change "two or three" to "two to four".

9.71 Example: Change "steps" to "strength points".

10.13: Replace with: Cavalry may never move into an area containing elephants. Elephants may move into an area containing friendly cavalry, but each cavalry unit must take a step loss unless the owning player makes a die roll less than or equal to the morale value of the cavalry unit.

10.2: Delete the middle sentence: "A unit may always move one area regardless of movement cost, unless the terrain is prohibited."

10.21: Change "are adjacent" to "start adjacent".

13.3: At the end add: Note that recovered steps are still counted as eliminated for enemy victory point totals.

13.5: The rule reference at the end of the section should be (12.5).

14.2 (Clarification): Add "at the end of the combat segment" after "each leader present".

15.2: Change “going with the higher value” to “using the unit with higher combat strength”.

15.52 Add a second bullet: Detachments (and small counter remnants of heavy infantry) are treated as light infantry for all purposes but count as heavy infantry for victory points since that is their parent unit.

## Carthaginian Scenario Book

Scenario 2, Great Plains, Victory Conditions: Carthage receives '2' pts per enemy heavy infantry or cavalry step eliminated, not '1'.

## Quick Reference Card

Under 'Charges' and 'Defense', delete the section in parens: "(except phalanx charged from front)"

## Sample of Play

Right Column, under 'Defense'. The light cavalry strength should be halved to '1'.

## Frequently Asked Questions

Q: If a successful counter charge has been determined does one implement the results (the now assault) during the assault phase or treat it as an assault during the charge phase?

A: Resolve it as an assault immediately (during the charge phase). You're resolving the charge, its just that the counter-charge changes the mechanism used.

Q: If a leader fails his activation roll and the other leader has moved everyone he has, does the turn end? Is it like both failed?

A: It takes two activation failures to cause end-of-turn (6.2). If all the Carthaginians have been activated, and Rome fails to activate a leader, the Roman player gets one more chance. If he fails again, turn over.

Q: An Army Collapse check (13.5) is noted to occur at the end of the turn and yet its effects are only during the activation phase. What actually happens during the Army collapse check?

A: Nothing happens immediately, its just that for the rest of the game, he can't rely on that leader to stick around when activated. Once collapse has begun, its time to start a fighting withdrawal and save as many points as you can.

Q: Is leader loss (14.2) treated sequentially for charge resolution? That is if the charging units take a loss and lose the leader, they don't get his benefit during their charge attack resolution.

A: Leader loss is checked at the end of combat. They get his tactical benefit regardless.

Q: In which phase are leaders replaced - immediately or during recovery?

A: During Recovery

Q: The rules indicate that a light cav unit is halved on defense, but in the Sample of Play the light cav unit in the Laelius vs. Hanno charge rolls its full strength. Did I miss something?

A: The rules are correct. Originally, the light cav was normal on defense, but playtesting resulted in halving them to "encourage" them to either withdraw or counter-charge. That change didn't make it into the example.

Q: How do you actually apply step losses?

A: Read the definition of steps at the bottom of the second column on page 2. The heavy infantry counters (the "long counters") all have six to eight steps -- (for example, 1st step loss: V 1a flips to V 1b; second step loss: replace that counter with the V 1c/1d counter; on down to when it becomes a small counter V 1g.)

Q: In the example, Scipio's charge is said to move 73-60-50. This seems not to be in a straight line – down-down-diagonal...is this correct?

A: Any charge is legal if the starting area and ending area (adjacent to the target) can be connected by a straight line (or edge). The cavalry charge through every area the line goes through. Down, down, diagonal will work.

Q: In reference to 9.5 and 9.6 - does losing more than half strength points refer to more than half the number of steps or more than half the strength?

A: Its combat strength points (total of all units in the area), not steps. In playing I've had pursuit come up several times, usually when the Punic levies (those Lb and Pu light infantry) are targeted by Laelius. The rules are correct, the example should say strength points.

Q: May I charge a unit when I start adjacent to it?

A: No, see 9.1. You can assault an adjacent unit, but cannot charge. You need the distance to build up momentum.

Q: Some of the Legion 3 and 4 units go up in strength with a step reduction. Is that a counter misprint?

A: No, the design notes didn't make it into the package for space reasons. They would have explained why those particular units go up in strength from step d to step e. You'll notice that its only for units 3 and 4 for each legion, the rearmost units, which comprise the *Principes* and *Triarii*. Step e represents the relatively fresh triarii coming into the fray.

Q: If the number of steps is equal, how do you determine which unit provides the morale value of an area?

A: Under 15.2, it should say: "A side's morale value is that of the largest unit (in terms of the greatest number of steps, going with the higher combat strength value if number of steps are equal)..."

Q: Do velites count as light or heavy infantry for victory point purposes?

A: Even though they behave in combat as light infantry, velites and the step g/h legion remnants count for points as heavy infantry since that's their parent unit (15.52).

Q: 7.12 (second bullet point). I'm not clear what "this option is not available to retreating units" means. Does it mean that a retreating units may not choose to pass through an area if it results in overstacking or that the retreating unit may not be the one to take the casualty?

A: This means that a unit which retreats into an area does not have the option of continuing movement to a second area. It must remain there.

Q: Can units that have been activated earlier in the turn counter-charge?

A: Yes.

Q: If heavy cavalry charges light cavalry which then exercises its right to withdraw (9.2), can the heavy cavalry occupy the vacated area? or, are they obliged to advance (implied in 12.3).

A: They may occupy the area. They are not obligated to advance since pursuit (9.7) isn't in effect.

Q: 9.2 says a successful counter-charge becomes assault combat. Does this imply all steps of assault combat as defined in 11.0? I.e. including a morale check? If so, who counts as the defender? (I.e. who rolls the morale check?)

A: A successful counter-charge becomes assault combat at the same stage as it would had it remained a charge. To illustrate:

1. Cavalry charges cavalry.
2. Defenders roll against their morale (and pass).
3. Defender announces intent to counter-charge.
4. At this stage, you would normally go to Defense under the Charge Segment. Instead, you jump to Combat under the Assault Segment. The original attacker is considered the attacker.

Q: If a cavalry unit is adjacent to a nice target, may the cavalry unit move two spaces away and then charge (its now 2 spaces away, not adjacent)?

A: No. The targets must lie two to four hexes away at the start of the charge segment.

Q: If a unit recovers a step (by being stacked with its leader) does that step still count as a step loss for victory purposes.

A: Yes.

Q: Is each charge resolved completely before going on to the next one, or is each step of each charge completed together?

A: All charges initiated in the same activation are resolved completely before moving on. Those charges initiated at the same time have the charging units moved adjacent to their targets before resolving the combat phase of any of them.

Q: Once a leader is activated, are his units in command for all phases of that activation? The reason I ask is that the rules say "activated leaders may order non-artillery units that have not charged to assault enemy units." What if your leader moves out of range in the charge phase?

A: Command is determined in the Command Phase (4.) and does not change throughout the turn, whether the leader has moved out of range, or been killed.

Q: On diagonal movement, what blocks movement, combat, and command?

A: On diagonals, the quick rule of thumb is that any flanking units block movement and combat, but only enemy units block command range.

Q: In scenario three (Cirta), this occurred: My opponent reattached the velites to the legions. Later, he detached them. Are the velites now subordinate to Laelius (original leader) or Sergius (leader of the legions)?

A: Player's choice. This is a unique situation and probably won't be seen again.

Q: If elephants charge cavalry, are the cavalry required to retreat?

A: No.

Q: In Scenario 3, my opponent reattached the velites to the legions. Later, he detached them. Are the velites now subordinate to Laelius (original leader) or Sergius (leader of the legions)?

A: They're subordinate to Laelius.

Q: Charge: A friendly unit is between a cavalry unit and its intended target for a charge. Because the cavalry unit cannot move in a straight line to charge, it cannot conduct a charge at this target; it must maneuver to set itself up for a charge next turn, ie. move so that there is a straight line of

sight. Is this correct?

A: Correct, UNLESS the friendly unit doesn't cause overstacking when the charging unit passes through (such as a light infantry or another cavalry unit).

Q: Mixed units: Assuming they can fit in an area, meet stacking requirements and are from the same formation, a light infantry unit and a heavy infantry unit can move and assault together. Is this correct?

A: Correct. They can even do so if from different formations provided both Formation Leaders have been activated at the same time.

Q: Mixed units: Can Legion 1 detach its velites, then stack its velites in the same area as Legion 2, thus effectively making Legion 2 a 10-strength unit?

A: The Velites can detach and then stack with the parent unit, \*but\* the parent unit is weakened two steps by the detachment so it will not be strength 10.

Q: Leader replacement: Laelius and Massinissa are killed in the same turn. Can they replace each other (both are now 'unused' and have the same initiative)?

A: No.

Q: 13.6 and 14.3 appear to contradict. 13.6 says a formation leader without any subordinate units can remain in play. 14.3 says if a leader has no remaining units under his command, he is removed from play. Which is correct?

A: Both are correct. 13.6 applies when a leader has lost all units in his formation. 14.3 applies when such a leader is forced to retreat from enemy units.

Q: 2.1 Light cavalry has a light infantry unit depicted.

A: Yes, that's the first item I picked up on when I saw the rulebook.

Q. If a Army Commander dies in the middle of a turn, whose initiative do you use to activate leaders?

A. You still use the eliminated Army Commander's initiative to activate leaders for the remainder of the turn. At the end of the turn, the leader is replaced as normal during the Recovery phase.

Q. What do I do if receiving my reinforcements would result in an overstacked area?

A. You can choose an adjacent area. If those areas are prohibited too, keep going along the map edge until you find an allowed area.