

Rome at War – Fading Legions Errata and FAQ

Imperial Scenario Book

Heruli Light Infantry and Nervii Archers set up in 138, not 166.

Second Edition Series Rules

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

Replace the indicted paragraphs with the below:

11.1 Locking Shields

The reference to (15.2) should instead be to (14.2).

9.8 and 11.7 Advances

Whenever an area is vacated as a result of combat (including an area vacated by Voluntary Retreat), units that participated in the attack may advance into the vacated area, even if this exceeds the unit's movement allowance. The option to advance must be exercised immediately, before any other combat resolution. Units are never required to advance (Exception, Forced Retreat (9.6)).

11.31 Restrictions

All withdrawing units **MUST** have a greater movement allowance than the fastest assaulting unit, with the following exceptions:

- A leader in an area alone may always withdraw unless blocked by terrain or enemy units, regardless of movement allowances.
- Light Infantry may always withdraw from an assault containing only enemy heavy infantry.

Frequently Asked Questions

Q. When a leader is killed prior to being activated, can units in his formation be activated anyway? I say no, and it works well to represent the initial confusion prior to getting a new leader in the recovery phase.

A. You are correct. As per (6.0), units may not move or attack unless a leader activates them. The units in this case have no leader until the following recovery phase.

Q. Can defending units withdraw from a missile only attack? They don't have to check morale when so attacked, but could they? I say no, just because I like the way missile attacks can slowly wear down even the biggest units. It also balances the scenarios in favour of Rome's enemies (who often have lots of light infantry).

A. Units cannot withdraw from a missile only attack.

Q. Do cav./eleph. units wishing to counter charge need to take a second morale check.

A. There is only one morale check.

Q. If charge results in a forced retreat, rules 9.6 and 9.8 says the charging units **MUST** advance. But in 9.9 it says that charging units **MIGHT** pursue whether the owning player wishes them to or not.

A. 9.6 deals with *mandatory* retreat by the defender, in which case the attacker must advance and occupy the area.

9.8 deals with *voluntary* retreat by the defender, in which case advance is optional.

9.9 deals with cavalry *pursuit*, which is a different concept than advancing to simply occupy the area.

Q. What if leaders are alone in an area? Can they stop an enemy unit? I play with a traditional, "If a leader is alone in an area he is moved to an adjacent area when enemy units enter the area."

A. You're playing right. See 13.3 (Lone Leaders). Enemy units don't have to stop and attack the leader. If he can't get out of the way through withdrawal the leader is eliminated.

Q. BTW is it normal for ancient battles to break down into a disorganized slugfest? In my attempt to cause the enemy to collapse I'm hesitant to pull back and reorganize so units end up everywhere with little battles happening all over the map. Any tactical advice for an ancient battle newbie?

A. Generally they did, but not at first. Battles were relatively bloodless until one side started to give way. At that point the casualties mounted rapidly and in many cases few of the vanquished survived. Think of the early step losses more in terms of unit cohesion loss than in terms of casualties.