

# **Chapter 5: The Victory of Arminius, 9 AD**

Addenda Sheet as of Apr. 15, 2017

## **The Rules**

**5.0, 4th line** (correction): Change "Clear" to "Woods".

**7.1. Last Sentence** (addition) Add "and not in an enemy ZOC" after "Combat Mode" and before "may".

**7.2.2, Third Sentence** (addition): Add to the end of the sentence "and each new hex entered".

**7.2.2, Second to Last Sentence** (addition): Add to the end of the sentence "and in Combat Mode".

**9.0** (clarification): Resolve all assaults in the order desired by the attacker. If a hex is attacked, all units in that hex must be engaged. Units need not be engaged together as a single stack, but all assaults against a given hex must be resolved before combat goes to another hex.

**9.0. Second Paragraph, 5th line** (correction): Change "all assaults" to "an assault".

**9.1, Last Sentence** (deletion): Please delete this sentence. It is a holdover from an earlier version of the game.

**9.5.1** (addition): Both Attacker's and Defender's units do not need to perform a morale check if performing the follow up battle from an earlier Battle Rages result.

**9.6 First Bullet** (clarification): A Battle Rages result locks the Supporting units into the upcoming battle to be resolved later (i.e. they cannot move away during their turn to move).

**9.8 Advance after Combat, second line** (correction): Alter the line to read "...defending units had been forced to retreat, the attacking player's..."

**11.0, line 4** (correction): Change "Clear" to "a Woods hex that does not have 2 or more different contour lines in it".

## **The Charts**

**Assault Dice Table** (addition): Add the following:  
"Battle Rages: +1 to the Original Attacker"