

# Chapter 5: The Victory of Arminius, 9 AD

Addenda Sheet as of Mar. 26, 2018

## 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..."

**10.0 Disruption (clarification)**: During play, Disruption only effects unit Combat Values (halve them, round down) but a second Disruption result on an already Disrupted unit eliminates it. Disruption has no effect on Morale Checks, the ability to change facing, or movement.

**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"

**Turn Track** (correction): There is no separate Turn Track provided. Put the Turn marker in hex 0101 at the start of the game and move it down the column one hex (to 0102, 0103, etc.) as each turn finishes.