



## **Warmaster Ancients Rulebook Errata**

**When we released Warmaster Ancient Armies we included some rules additions and corrections for Warmaster Ancients and for those who are yet to buy this book, the relevant pages are included after this Q&A to help in your games**

**Q. How Many 'shots' does a unit get when it shoots.**

A. With the exception of heavy artillery each stand gets just 1 shot – or 1 dice – when it shoots. A unit of three stands therefore rolls 3 dice – assuming each stand is in range and within its fire arc of the target. Heavy artillery has 3 shots as noted in the special rules section.

**Q. What is the withdraw point for a Parthian army composed entirely of unarmoured skirmishers – as such units do not count towards the army's core and therefore don't affect its withdrawal when destroyed?**

A. Unarmoured skirmishing units don't normally count as core units, but if an army consists mostly of such units then they do count as core. Unfortunately this was missed from the 'The End of the Battle' section in the rulebook. A Parthian army that consists mostly of unarmoured skirmishers therefore treats such units as core for purposes of withdrawing.

**Q. In the army lists some troops are described as 'shock' in the commentaries but are not indicted as 'shock' in the list. For example Late Achaemenid Persian Heavy Cavalry which are specifically described as 'shock' but are not indicated with the special rule and have the usual points value for non-shock cavalry.**

A. The lists themselves are correct – it is only the descriptions that are sometimes misleading. Because we continued to playtest for as long as possible some late adjustments were made to the lists but I missed some of the accompanying references in the descriptions.

**Q. In the Assyrian list what purpose does the bracket section signify under the Ashurbanipal entry?**

A. The bracket has moved upwards – it should serve to indicate that the Qurubuti Spear, Bow and Cavalry are a single upgrade for 30points.

**Q. In combat can a supporting unit pursue or advance against a retreating enemy.**

A. Yes – supporting units are considered to be engaged in combat and exactly the same rules apply to all units engaged in combat regardless of whether they touched the enemy during the round or merely supported. Whether stands pursue into contact or advance depends solely upon whether they can see enemy – not whether they were supporting or striking blows during the combat itself.

**Q. Do supporting stands suffer casualties in combat? Do they suffer casualties if the unit in front of them is destroyed and hits are left over?**

A. In both cases no – attacks are struck specifically against stands the attackers are touching as described in the rules. Supporting stands are not touching the enemy and can't therefore be attacked. Any hits struck on a unit in excess of its total are lost.

**Q. What happens if a unit charges an enemy unit and also contacts enemy skirmishers corner-to-corner.**

A. Corner-to-corner contacts are still contacts – so such units are considered to have been charged. The skirmishers can react as if they were the target of the charge and can therefore shoot and can subsequently decide to evade.

**Q. Is the 'last ditch' dice 1 dice per stand or one dice per unit.**

A. It's just 1 dice per unit – if the entire unit has no attacks at all it is allotted a single attack – the 'last ditch' attack – 1 dice. This can be allocated to any of the unit's stands.

**Q. Can a unit that advances out of a victorious combat into a new combat carry supporting units in the same way as for a charge.**

A. Yes it can – an advance is a charge that happens out of the normal sequence – the advancing unit can carry a supporting unit in the same way as a unit charging during the Command phase. Unfortunately I didn't spot the exception when I described the supporting charge – where the move is described as happening in the 'Command phase' which it normally does – but the advance is an exceptional 'out of sequence' move and is otherwise treated as a charge.

**Q. Can a phalanx stand support a conventionally based infantry stand either from behind or the side?**

A. No they can't - a phalanx stand can only support another phalanx stand placed beside it – otherwise phalanx stands can't support at all.

# WARMASTER ANCIENTS

## RULES ADDITIONS

This section includes additions to the Warmaster Ancients rules set and is followed by a short list of corrections to the rulebook itself. The additions include special rules needed to flesh out the new armies contained in this book, as well as further additions to the broader game rules themselves. In the case of the latter, the intent has been to address problems that players have encountered whilst keeping changes to a minimum.

As well as outlining each new rule where necessary, a commentary has been included to explain the thinking behind it and hopefully this will help to put things into context.

### 1. Skirmishers – 5cm minimum clearance for evades

The minimum distance a unit must move when it evades is changed from 1cm to 5cm and this affects all references and rules for evades. The main rule is paragraph 3 of 'The Evade' on p 24 and repeated in amended form below.

Evading units must finish their move at least 5cm from both any enemy and any units engaged in combat whether friends or foes. If unable to comply, units cannot evade.

*Comment. This change obliges skirmishers to move at least 5cm from their chargers when they evade and therefore creates more room between the lines for further manoeuvre. This change was felt necessary to address the situation where evaders leave a gap of only 1cm, creating a position where their frontage is blocked to further charges. The 5cm minimum gap has been proposed by a number of players and strikes me as eminently sensible – I thank them for the suggestion!*

### 2. Skirmishers – Evades from close range become subject to chance

This new rule properly belongs on page 25 of the rulebook under the heading 'Skirmishers Evading a Charge' after the second paragraph.

If a non-skirmishing charger has a movement rate that is greater than that of its skirmisher target, and begins its charge within 20cm, then the skirmishing unit must shoot and score at least 1 hit before Armour saves to evade. If a skirmish unit fails to score at least one hit, it cannot evade. If the same charger begins its move within 10cm then two hits must be scored for the unit to evade.

If a non-skirmishing charger has a move rate that is equal to that of its skirmisher target, and begins its charge within 10cm, the skirmishing unit must shoot and score at least one hit before Armour saves to evade. If a skirmish unit fails to score at least one hit, it cannot evade.

*Comment. This rule is intended to address concerns about skirmisher effectiveness against formed units and especially skirmishing infantry against units of cavalry. Note that the distance rule (10cm or 20cm) is the distance at the start of the charger's move whether that is an initiative move or a move resulting from an order.*

### 3. Elephants – Deploying units as individual elephant stands

The natural habitat of this extended pachydermalogical addition to the rules is the Special Rules section under Elephants on p124.

If an army list has elephant units of three stands then these can instead be fielded as three separate units of one stand each – this is entirely up to the player but must be established before the game begins. If an army includes more than one unit of elephants then all must be fielded in the same way – either as individuals or as units of three. If a unit is divided then each stand subsequently counts as an individual unit in all respects. The Victory points value of each elephant stand is 1/3 that given for the full unit of three rounded up to the nearest five (70 pts for standard Indian and 50 pts for standard African elephant). The army's withdrawal point must be increased concomitantly, counting each elephant stand as a unit.

The following rules apply to all elephant units of one stand. This includes units of three stands that have been divided into separate units and units of three stands reduced in size to one stand due to casualties.

Elephants can be included as part of a brigade order without adding to the size of the brigade if there is at least one infantry unit in the brigade for each elephant, and, there are no chariots, cavalry or camels in the brigade. For example, a brigade could consist of four elephants and four infantry units and would count as four units. Three elephants and two infantry would count as three units – two infantry with two elephants counting as two plus an extra elephant. One elephant, one infantry, and one cavalry counts as three units because the brigade includes cavalry and therefore the elephant can't be included for 'free'.

Up to four individual elephants can also be given a brigade order if they form a 'screen' of elephant stands separated by gaps of no more than 4cm between each elephant. Gaps between elephants must be clear gaps without any intervening troops or terrain that the elephants could not cross. Elephant screen brigades cannot include other types of troops. Although referred to as a 'screen', this is also a useful way of grouping elephants that have become dispersed following combat.

Individual elephant stands do not receive the +1 charge bonus for 'Elephant charging against enemy in the open'. Henceforth, this bonus only applies to undivided units of at least two elephants and represents the mass charge of a large number of beasts. Note that the bonus does not apply where two or more separate elephants happen to be positioned next to each other (if you want the bonus use big elephant herds and deploy them as whole units). This does mean that a unit of three elephants reduced to a single elephant foregoes the charge bonus (and having lost all his friends you can't blame him, can you!).

Elephants brigaded with Warband infantry do not affect the Warband's command bonus so long as there is at least one infantry unit for each elephant in the brigade.

Note that as per the regular rules, elephant units of three stands that have been reduced to a single model still have an associated Command penalty of -2 (-1 per stand lost). This only applies to multi-stand units – it does not apply to elephants that have been divided into separate units of one stand.

*Comment. These rules allow elephants to be deployed as screens or to bolster infantry formations and have the advantage of being relatively simple.*

#### 4. Phalanx versus mounted – Additional rule for phalanx

This additional rule belongs in the Special Rule section for the Phalanx on p126 and has been added to the end of the special rules as number '8'.

A phalanx stand counts as a 'defended' enemy to cavalry, elephants, and chariots charging to its front so long as the stand is not also engaged to its side or rear.

*Comment. As a defended target, chargers receive no charge bonuses and require 5+ to hit. Many players have had trouble getting to grips with the phalanx, feeling that the base width alone is not sufficiently representative of the phalanx's ability to see off the unwelcome attentions of mounted troops, elephants and chariots. This change will not make up for lack of support, exposed flanks, or neglecting your skirmisher lines – but it will put some back-bone into phalanx based armies.*

#### 5. The Phalanx – revised rules for 40mm basing

This lengthy section gives further rules regarding the phalanx with the 40mm frontage – its homeland lies in the darker recesses of Appendix 2 on page 138.

A number of players have requested that the rules take fuller account of pike or sarissa armed phalangites based to the 40mm edge on a 40mm x 20mm base, mostly because this is a more amenable basing for 15mm models. The following new rules section has therefore been devised to meet this need.

If the phalanx is based to the 40mm edge then ignore the standard phalanx rules, including those cited throughout the rulebook, and apply the following rules instead.

1. The phalanx is a cumbersome and relatively inflexible formation. To represent this, a phalanx moves at normal infantry pace of 20cm in the Command phase only if it is in either a line or column formation and if the unit moves either directly forward or charges. In all other formations or situations, including during evades, the phalanx moves at half pace (10cm).
2. Non-measured and fixed moves that take place outside the Command phase – such as advances, drive backs, pursuits and fall backs are worked out exactly like other troops.
3. The phalanx based to the 40mm edge receives the usual 'shock' modifier of +1 Attack when charging and pursuing (ie, +2 total for charging or pursuing rather than +1).
4. A phalanx that is in a column formation at the start of a charge move can remain in column as it moves into combat. The first stand is moved in the usual way and remaining stands are placed directly behind. The unit does not have to form a conventional battleline and subsequent stands do not have to maximise frontage as they normally would. This is up to the player – units can form a conventional battleline if the player prefers. This is an exception to the usual rules for forming battlelines and enables the phalanx to fight in a deep formation as befitting its armament.

5. A phalanx stand can be supported by any infantry stand positioned to its side edge in the same way as any other infantry stand. A phalanx stand cannot be supported from behind at all – instead a phalanx stand that would otherwise support from behind adds its basic Attack value to the stand in front. The rearward stand can be from the same or a different unit – it does not matter which. Thus a charging phalanx stand with a rear 'supporting' phalanx stand charges with 3 Attacks + 1 Attack for charging + 1 Attack 40mm base charging modifier + 3 Attacks for 'supporting phalanx'. Note that the supporting phalanx modifier is the stand's basic Attacks value and no further Attack modifiers are applied to this bonus either positive or negative.
6. A phalanx stand can support other infantry stands placed alongside it, but can neither support such stands from behind nor add Attacks to non-phalanx infantry stands when placed behind them.
7. A phalanx stand striking to its side or rear has an Attacks value of 0. Rearward 'supporting' stands cannot add their Attacks to such stands. Note that units that would otherwise not strike at all are still entitled to a single 'Last Ditch' dice roll on behalf of the whole unit.
8. Phalanx units treat all dense terrain as impenetrable – woods, broken/marshy ground, steep hills/slopes, woods/tall scrub, and villages/built-up areas.
9. Phalanx troops cannot be given ladders to facilitate attacks upon fortified units on ramparts. Note that phalanx stands based to the long edge can be placed on ramparts (as they will fit!) but they cannot benefit from a rearward 'supporting' phalanx as described above.
10. A phalanx stand counts as a 'defended' enemy to cavalry, elephants, and chariots charging to its front so long as the stand is not also engaged to its side or rear.

*Comment. I have taken the principle of a second rank fighting and applied it as a modifier to the stand in contact. The reason for this is simply that the rules define contact as the criteria for attacking – ie, if you touch, you fight – so resolving additional attacks as a bonus through the contacting stand doesn't throw up so many contradictions as allowing the second rank to fight. Together with the standard 40mm bonus for charges/pursuit, this amounts to the same number of Attacks over the 40mm frontage as a narrow based stand. The long basing makes the phalanx less vulnerable to flanking when retreating as rear ranks can be removed rather than edge stands – the advantage of this depends upon the overall size of the formation. I've added a rule to the effect that a phalanx cannot support or add an attack bonus to other infantry from the rear. This is simply to oblige the phalanx to fight as a block rather than hide behind other units.*

## 6. Hamippoi – Rules for combined infantry/cavalry units

This is a new Special Rule and belongs in that section somewhere between pages 124 and 125.



***Comment.** This addresses the use of combined arms in the ancient world over and above that of simply including foot and mounted troops in the same brigade. The rule is an extension of that for Chariot Runners. Note that Hamippoi and accompanying cavalry are sometimes forced to separate as they charge because of the charge positioning rules – and therefore complete their moves not touching even though they are obliged to do so – this is fine so long as both units finish their moves in the same combat engagement (this also applies to Chariot Runners who share the same non sequitur).*

Some armies deployed skirmishing infantry together with cavalry, mixing the two together in such a way that the combined formation effectively fought as one. In most cases, such formations were ad hoc affairs that can be represented perfectly well by placing cavalry and infantry units next to each other. In a few particular cases, the new Special Rule ‘Hamippoi’ applies, allowing infantry and cavalry units to function in a co-ordinated way that emphasises this tactic. Examples of infantry that fought in this manner include Spanish skirmishers, and the Greek Hamippoi whose title gives us the name of the rule. Hamippoi is Greek for ‘With Horse’ and no more than a descriptive title of infantry skirmishers who have been placed ‘with horse’ to fight alongside them.

1. If a Hamippoi unit is touching a friendly cavalry unit and both are included in a brigade order, the Hamippoi’s movement is increased to that of the cavalry unit. A cavalry unit can ‘carry’ only one Hamippoi unit in this way. The Hamippoi and cavalry must end the move touching – they must even touch where possible if one or other charges during the move (see comment below).
2. Hamippoi infantry are allowed to pursue retreating enemy cavalry and chariots so long as friendly cavalry are also pursuing as part of the same combat. Infantry are normally forbidden from pursuing cavalry and chariots, but in the case of Hamippoi, they can do so as part of a pursuit involving cavalry.
3. If Hamippoi infantry are positioned so that they touch a friendly unit of cavalry that is engaged in combat, then they are considered to be part of the same combat engagement even where they are not touching any enemy. Specifically this means they are included when calculating retreat distances, will fall back if required, can stand, pursue and advance if victorious, and must retreat if defeated. If unable to pursue into contact with retreating enemy, they can still pursue so long as they can move into touch with pursuing friendly cavalry.

The Hamippoi rule adds +10 to the cost of a standard infantry skirmish unit.

Note that there is no obligation for Hamippoi infantry units to remain in touch with cavalry units throughout the game. However, they will need to be touching to exploit their special abilities as described above.



### 7. Charging enemy in the side – the ‘Envelop’ rule

This is an addendum to the rules for positioning charging troops and belongs under the section ‘Exceptions to the Charge Rules’ on pages 28 and 29.

The ‘envelop’ rule applies when a unit is charged in the side – it represents a unit’s inability to turn enough troops quickly enough to avoid being enveloped by an enemy charge. The rule allows chargers to bring stands that are not touching into contact with the enemy by moving these stands into contact in a similar way to a pursuit. The reason for adding this rule is to avoid situations where it is otherwise disadvantageous to charge a unit in the side because only a single stand can touch: for example, if a long based cavalry unit charges an infantry unit from the flank.

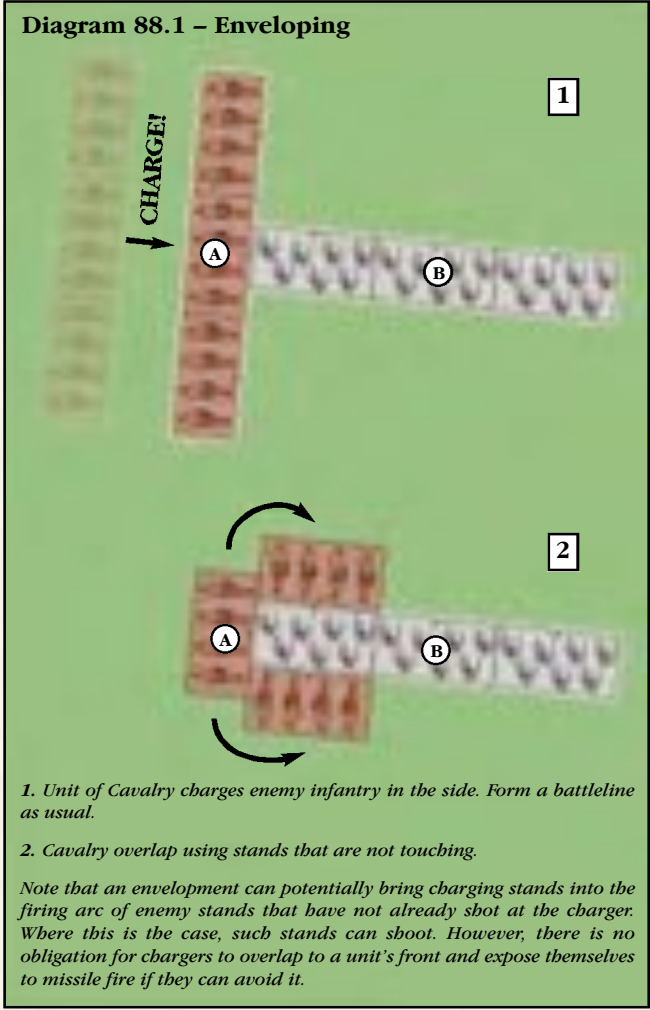
When a unit charges an enemy unit from the flank and contacts only against the side of an enemy stand or stands, then any charging stands that would not otherwise touch the enemy when forming a battleline are allowed to make a further move into contact with the charged enemy unit as described for a pursuit. Stands must have sufficient move distance remaining from their charge move to make the envelopment move and must also be able to pursue against that enemy troop type.

This is called an ‘enveloping charge’ and it is entirely up to the charger whether to envelop or form a conventional battleline. Each stand enveloping in this way must move so that its front or front corner contacts the charged enemy unit, otherwise these stands can be positioned as the player wishes so long as they remain in formation. Enveloping stands can contact other enemy units and therefore bring them into the combat, but they must also contact the charged unit either to their front edge or front corner as described. Note that this is comparable to a normal pursuit move in most respects – the enveloping charge effectively combines a charge and pursuit into a single move.

If enemy skirmishers choose to evade from a charge then work out the resultant shooting and any evade first. Where the enemy evades successfully, contact is broken and the envelopment is therefore impossible.

If chargers are infantry with supporting chargers then move both the charging and supporting units and work out any shooting and evades first. If the enemy does not evade, make the envelopment with the charger. Supporting units remain in their battleline and do not move.

**Comment.** *The enveloping move is best broken into two separate moves – at least until you are familiar with how it works. First make the usual charge and form a battleline exactly as for a normal charge move. Then make the enveloping move with each stand that is not touching an enemy. Remember to include the distance moved during the envelopment as part of each stand’s movement. This means that units charging from extreme range may not be able to envelop their enemy. Bear in mind that only stands that are not touching an enemy when the battleline is formed are allowed to envelop – stands already touching corner to corner are touching and cannot envelop.*



### 8. Skirmishing Armies – The skirmishing army conundrum considered and resolved.

This rule concerns armies that are composed mostly of skirmishers and its rightful place is on page 71 of the rulebook under its own section ‘Skirmishing Armies’.

If an army is made up of more skirmishing units than non-skirmishing units then it is considered to be a ‘skirmishing army’.

In a skirmishing army, all troop units count as core units for purposes of calculating when the army withdraws, including skirmishers with no Armour value, which do not count as core units in other armies.

Once a skirmishing army has lost a quarter or more of its units, a Command penalty of -1 is applied to all orders issued over a range of 20cm. This represents a loss of cohesion as such armies gradually dissolve away.

**Comment.** *This addresses the question of the Withdraw point for armies composed of skirmishers and note that the definition of such armies includes all skirmishers (not just those without Armour values). The introduction of a Command penalty for skirmishing armies is intended to make them more fragile and rewards opponents who are willing to take the fight to the enemy.*

**9. Encampment – A new special rule for such**

This is a new Special Rule and belongs in that section on page 124.

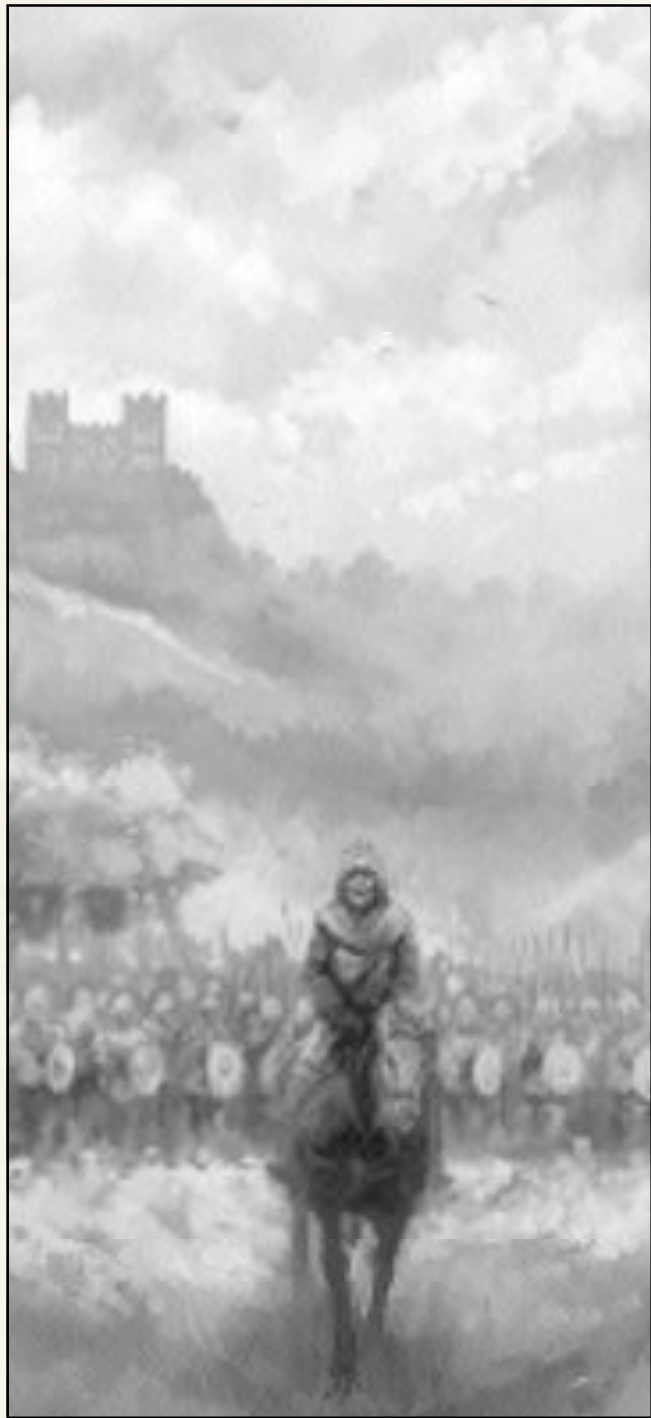
Some armies can include an encampment on the battlefield, principally migrating barbarian tribes, such as the Goths at Adrianople. This takes the form of a wagon laager – a rough circle or square of wagons and temporary defences such as plashing, stakes, etc.

The encampment is considered to be terrain. Essentially it is treated as an area of ground much as a wood or village. To represent the encampment you will need some method of marking a square base area 16cm x 16cm. A single large card base is the most obvious way, but separate smaller bases may be more convenient, or you could simply mark out the area by placing model wagons around the periphery. Either way, position suitable wagon models within the area to denote the encampment. It is helpful, although not essential, if wagon models can be removed to allow stands to move within the area in the same way as for model trees or buildings.

The encampment is treated as a village/built up area except that the whole area is also deemed to be 'road or track'. This means that cavalry in column formation can move inside or traverse the encampment, but they do not benefit from defended status whilst inside. Cavalry units charging an enemy inside an encampment still form a battleline, but must be in column formation at the start of their move in order to enter. Note that the enemy will count as defended and no charge bonuses will therefore apply. See p32 and p33 of the *Warmaster Ancients* rulebook for rules governing village/built up areas and roads and tracks.

An encampment costs points (usually 50 points) and is considered to be a 'troop unit' for purposes of calculating withdraw numbers and working out which side wins. The encampment is destroyed if, at the end of any phase, it has enemy troops within it and no friendly troops. An encampment is either wholly intact or wholly destroyed.

*Comment. I've included this rule for the sake of the Gothic option in the Visigoth list and found that treating the encampment as terrain was the most effective and least cumbersome way of doing things.*



**10. Attila – Revised rule for notorious nomadic nasty**

This is a change to the Hun army list on p118.

**\*5** (15 points) Upgrade General to Attila. If the General is Attila then a single failed Command roll by any commander can be re-rolled once during the battle. This is like Portents but applies to all commanders and not just the General.

*Comment. Many players have commented that the original Attila rule allows far too many Unreliable warbands troops to be fielded whilst avoiding the usual Command penalty for Unreliable units. I agree and have therefore taken the liberty of making this arbitrary change.*

# CORRECTIONS

I don't intend to go through every single spelling mistake, grammatical error or incorrect reference, as by and large these don't have much bearing on the game. The following corrections are worthy of note. I'd recommend that players either make an appropriate amendment in their rulebook or jot these corrections down onto a separate sheet of paper.

**Pg 37 Number of Shots.** This is not so much a correction as a clarification. Note that a missile stand typically has one shot and one shot = one dice rolled. Some stands have more than one shot: two shots = two dice rolled, three shots = three dice rolled, and so on. In fact only heavy artillery has multiple shots. Were we to add more weapons of a similar kind, it can readily be imagined they too would have multiple shots.

**Pg 60 Advance.** The question arises 'Can an advancing unit carry a supporting unit in the same way as a supporting charge (pg 50)?'. The answer to this is yes – a unit that advances is effectively 'charging' – an advance is a particular kind of charge made in the Combat phase – and the advancing unit can carry a supporting charge in the same way as described for chargers.

**Pg 83 Hittite Army List.** More Chariot Mount upgrades are allowed than commanders – this is a mistake – the maximum number allowed should be two per 1,000 points the same as the Egyptian list.

**Pg 85 Assyrian Army list.** The brackets in the upgrades have shifted at some point during the mysterious ritual of reprographics – they should encompass the three Qurubuti units – ie, all three units are upgraded for +30 points as explained in the text.

**Pg 93 Late Achaemenid Persian Army List.** The commentary on the Heavy Cavalry suggests that these units should have the 'shock' special rule – this is a mistake. Persian Heavy Cavalry fight on the long edge and are not 'shock'. Note also that the Scythed Chariot has the 'Scythed Chariot' special rule and not the 'Heavy Chariot' rule as indicated.

**Pg 96 Indian Army List.** The points value of the Elephant Mount upgrade is prohibitive at 90 points and should be 30 points. This should properly apply to all Elephant mounted commanders.

**Pg 118 Hun Army List.** The points value of the Ally Cavalry is given at 80 but should be 70 for an Unreliable unit (a -10 modifier is normally applied for such troops and I see no reason not to apply it here).

**Pg 135 Cavalry – Paragraph About Camels.** Although it is claimed that 10 points are deducted for Camel units in fact they are usually costed the same as equivalent cavalry, ie, 60 pts for light camelry.

## Pg 96 INDIAN HEAVY CHARIOTS

As several enthusiasts of the ancient Indian army have kindly pointed out, it was somewhat remiss to include only light two-horse chariots as part of the original Indian list in Warmaster Ancients (p96). Larger four-horse (or more) chariots are certainly attested by ancient authors including Curtius and Megasthenes – whilst the Arthashastra makes mention of a variety of carts, wagons, chariots and wheeled vehicles of different sizes (not necessarily all military). Whilst we didn't have space to completely revise the Indian list in this volume, the following additional entry takes into account the use of heavy chariots in these armies.

Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Heavy Chariots	Chariots	4	15	4	5+	-	3	-/3	135	*6

### SPECIAL RULES

\*6 Heavy Chariots

**Heavy Chariots.** Large chariots drawn by four or more animals with multiple crew, some armed with a mixture of bows, javelins, swords and shields.

