

IMPERIAL WARRIOR ARMY LIST ERRATA

To November 2011

Any updates or corrections are shown under the specific list. Lines refer to the line starting underneath the list or from the top of the page if the list runs more than a single page and also reference a complete entry, not just a carryover from a previous line.

GLOBAL CHANGE: The Field Fortification list rule in lists 6, 10, should: Note that placement of immobile TFs must abide by the terrain positioning rules of 14.31. For this purpose, open spaces are still considered to be in place through deployment.

GLOBAL CHANGE: Roman Infantry Rules (page 3 and 4): Delete "2" in all references to the lists affected by the Roman Infantry Rules. In other words, the various types of "legionaries" in List 2, Early Armenian, do NOT get the Roman Infantry Rules.

GLOBAL CHANGE: General Concepts (page 5): Delete the second paragraph and replace with the following:

"Generals' elements may be in a mixed unit with troops of the same Training (Warrior 2.1) and Order (Warrior 2.21), and in addition Knights, Cavalry, and Camelry can only be mixed with troops in the same Troop Category (Warrior 2.23) and Elephantry, Chariotry and Transport can only be mixed with troops of the same Troop Type (Warrior 2.22), except where an army list specifies that such troops can mix with others in this list. Being "Mounted" does not count as being in the same "Category" for these purposes. A general's element in a mixed unit does not prevent troops otherwise entitled under a list rule from fighting 1.5 ranks, provided the general's element is of the same nationality and armed the same as those troops. A general's element can be included in a detachment only as specified by a list. Generals' elements do NOT count toward the minimum or maximum of any troop line in a list except their own. Generals' elements count toward fractional or other numerical limits in a list only when they are part of a unit."

GLOBAL CHANGE: There is no command factor limit on the number of units or detachments in any army; allowable detachments are still determined by the command point lines in each list.

Page 3, Roman Infantry Rules, Circulating Combatants, Delete the entire "Circulating Combatants" section and replace with: CIRCULATING COMBATANTS: Advanced military techniques developed in Rome included the regular practice of circulating ranks and units to the front in hand-to-hand combat. To reflect these practices, as an exception to WARRIOR rules sections indicated below, Marian, EIR, Severan MIR legionaries and those troops named "Roman Legionaries" in lists 2, 3, 8, 14 and are NOT shaken, broken, broken-through, disembarking, contacted to the flank by an enemy body or in difficult terrain or in "fulcum" may:

- 1) Exchange one or more ranks during the Approach phase as a single formation change, instead of taking the entire move
- 2) Replace an element in contact with opponents with an element directly to its rear during the Approach or Counter/Retirement phase (as well as when making a Recoil move, 6.51), without dicing or being prompted, but only during the second bound of a continuing H-T-H combat. Such a replacing element counts as steady in the following H-T-H combat phase, even if its body is not otherwise considered steady; thereafter, it counts as having the cohesion of the worst affected element(s) in the body. Such a replacing element also counts as in first contact (9.3), even though its body is by definition already in contact; it does not count as charging or counter-charging (9.42).
- 3) Interpenetrate another body of such legionaries (6.52) not in "fulcum" to replace it in combat (6.163 and 6.523). Legionaries interpenetrating other legionaries in this way to replace them in combat are not disordered by virtue of the third and fourth bullets in 6.521, but are subject to all other causes of disorder specified in that section.

GREEK INFANTRY HOPLITE RULES: The three rules as outlined in Classical Warrior apply to the following troop:

List 8, Bosporan, Close Order Greek Mercenaries

Page 7, Line 17, Change "0-1/4" to "0-1/2"

Page 7, Line 18, Add "@ 8 pts if MI," before "@ 6 pts".

Notes: Delete sentence "If any Kushites are upgraded to Irr A, then all must be." and replace with "If any Kushites are upgraded to Irr A, then all Kushites (except MI Kushite Bowmen not also equipped with JLS) must be upgraded. MI Kushite Bowmen without JLS have the option to upgrade. Bodies of MI Kushite Bowmen may not mix morale grades."

2. Early Armenian 300 BC – 428 AD

Page 19, Notes, Add new last sentence: "Armenian Slingers and LI Armenian Archers may fight in mixed units."

3. Early German 115 BC – 250 AD

Page 10, Line 2, Sub-general: Change "0-1" to "0-3"

Page 10, Line 2: Insert new line afterwards "Extra to upgrade general's foot element to Irr A @ 3pts if HI, @ 2 pts if LHI...any."

Page 11, Sentence that begins "Sarmatians cannot", Insert "German" before "LC"

4. Early Rhoxoloani Sarmatian 310 BC – 100 AD

Page 12, Notes, Add a new last sentence: "Noble/Follower Cavalry may fight in mixed units."

5. Siracae/lazyges Sarmatian 310 BC – 375 AD

Page 12, Line 7, Lancers: Change "10-54" to "7-54"

Page 12, Line 21: Change "6 pts" to "4 pts if general's element, @ 6 pts of others"

Page 13, Notes, Line 9: Change "Skytyian" to "Skythian".

6. Nabataean Arab 312 BC – 106 AD

7. Parthian 247 BC – 228 AD

Page 15, Line 7: Saka Ally-General: Replace "L" with "all L or all JLS" in both instances in which it appears

Page 15, Line 26: Replace "L" with "all L or JLS"

Page 15, Line 27: Insert "JLS-armed" before "Saka Nobles"

Page 15, Late Period, Add a new Line 1: "Reduction to downgrade SHC generals' elements to EHC @ -21 pts...any"

Page 16, Line 2, Change "SHCm" to "EHCm" and change "@ 76 pts" to "@ 48 pts"; Add a new Line 2a: "Extra to upgrade EHCm to SHCm @ 36 pts...any"

Page 16, Line 7, Extra to upgrade etc., Change "0-1/2" to "any"

Page 16, Add List Rule: "Saka mounted fight 1.5 ranks if charging, countercharging or pursuing."

Page 16, Notes: Add new sentence at the end: "An SHC general's element may be in a mixed unit with EHC."

8. Bosporan 348 BC – 341 AD

Page 17, Early Period, Lines 10 & 11: Replace "L or JLS" with "all L or all JLS" where it occurs

Page 17, Early Period, Line 11: Add new line, 11a: Extra to give Skythian Nobles without L Sh @ 4 pts if general's element, @ 6 pts if Nobles...any"

Page 17, Pontic Period, Line 8, Pontic Garrison Skirmishers, Insert "or S" after "B"; Add new Line 8a: Extra to give Pontic Garrison Skirmishers Sh @ 2 pts...any"

Page 18, Line 13: Change "6 pts" to "4 pts if general's element, @ 6 pts of others"

9. Commagene 163 BC – 72 AD

Page 19, Line 3, Delete and replace with new Lines 3, 3a and 3b:

Cataphracts Irr C SHC or EHC L @ 48 pts if SHC, @ 24 pts if EHC...2-8

Extra to upgrade Cataphracts to Reg C @ 8 pts if SHC, @ 6 pts if EHC...any

Extra to upgrade Cataphracts to Irr B or Reg B @ 4 pts if SHC, @ 3 pts if EHC...0-1/2

Page 19, Line 18, Insert new line afterwards: "Extra to upgrade Galatians to Irr A @ 8 pts....any"

Page 20, Notes, Last Line, Insert "or P-armed Hoplites" after "Phalangites" and before "Galatians"; Add new sentences:

"Slingers/Archers may fight in mixed units. An SHC general's element may be in a mixed unit with EHC."

10. Marian Roman 107 BC – 25 BC

Page 21, Line 8, Insert new line afterwards: "Roman Bodyguard Cavalry Reg B HC JLS, Sh @ 33 pts....0-1/general"

Page 22, Line 7, Insert new line afterwards: "Extra to upgrade other Spanish Scutarii to Irr A @ 6 pts....0-1/4 elements per unit"; then add a new line after this one that reads: "Extra to give any HTW-armed Spanish Scutarii JLS @ 3 pts....any"

Page 22, Line 9, Insert new line afterwards: "Bithynian Bodyguard Cavalry Irr B HC JLS, Sh @ 27pts....*0-1"

Page 22, Line 18, Insert new line afterwards: "Extra to upgrade Galatian Warriors to Irr A @ 8 pts....any"

Page 22, List Rules, Add new List Rule: "3) Spanish/Numidian LC is not disordered for charging, countercharging or pursuing in rough areas."

Page 23, Notes: Add new sentence at the end: "A HI Roman general's element is considered a "legionary" for all special rules purposes." Add second new sentence at the end: "An SHC general's element may be in a mixed unit with EHC."

11. Mithradatic 110 BC – 47 AD

Page 24, Early Period, Line 14: Extra to upgrade Galatians to Irr A @ 8 pts.....any"

Page 25, Late Period, Line 13, Extra to give etc., Change "0-1/2" to "any"

Page 26, Notes: Add new sentence at the end: "An SHC general's element may be in a mixed unit with EHC. Rhoxolani Noble/Follower Cavalry may fight in mixed units."

12. Hasmonean Jewish 103 BC – 64 BC

13. Spartacan 74 BC – 71 BC

Page 28, Line 5, Add ", @ 2 pts if general's element" after "3 pts"

Page 28, Current Line 8 (Extra to give...Ex-Gladiators JLS): Add "@ 4 pts if MI," after general's element,"; Replace "others" with "LMI"; Move line to after Current Line 10. Basically, any ex-Gladiator with HTW/LTS can also have JLS.

Page 28, Line 14, Del "1/2 of each" and "unit", change "Ex-Slave" to "Ex-Slaves" and change "any" to "0-1/2"

14. Later Judean 63BC – 6 AD

Page 29, 5th line from the bottom, Insert new line afterwards: "Marian Roman Bodyguard Cavalry Reg B HC JLS, Sh @ 33 pts....*0-1"

Page 30, Line 1, Marian Roman-led Asiatic Cavalry: Change "2-8" to "0-8"

Page 30, Line 1, Marian Roman-led Asiatic Horse Archers: Change "2-8" to "0-8"

Page 30, Notes, Add new last sentence: "SHC generals' elements may fight in mixed units with EHC"

15. Dacian 60 BC – 106 AD

Page 31, Lines 1 & 2, Delete all instances of "2HCW"

Page 31, Lines 8, Insert "@ 2 pts if general's element" after "2HCW" and insert "if Warriors" after "3 pts"

Page 31, Line 15, Extra to upgrade, etc., Change "0-1/2" to "any"

16. Ancient British 100 BC – 84 AD

17. Nobades/Blemye 30 BC – 652 AD

18. Early Imperial Roman 25 BC – 192 AD

Change "Rhaetian" to "Raetian" in all instances

Page 35, Line 11, Equites Cohortales: Insert "/LC" after "HC" and add "if HC" after "pts" and add ", @ 16 pts if LC" after "if HC"

Page 35, Line 22: Delete the word "Archers"

Page 35, Line 31, Commagene Cataphracts, Insert: "or EHC" after "SHC and change "@ 52 pts" to "@ 52 pts if SHC, @ 27 pts if EHC"

Page 35, Add new Line 31a: Extra to give Commagenian Cataphracts B @ 4 pts if SHC, @ 3 pts if EHC...0-1/2"

Page 35, Line 32, Commagenian Infantry: Change "all HTW or all HTW" to "all LTS or all HTW"

Page 36, Late Period, Line 5, Equites Dromedarii, Delete entire line and replace with: "Equites Dromedarii Reg C each unit HCm or LCm JLS, B, Sh @ 51 pts if HCm, @ 24 pts if LCm...0-6".

Page 36, Line 6, Change "all/none" to "any"

Page 37, Notes: Add new sentence at the end: "A HI Roman general's element is considered a "legionary" for all special rules purposes."

Page 37, Notes: Add new sentence at the end: "An SHC general's element may be in a mixed unit with EHC."

19. Later Moorish 25 AD – 696 AD

20. Alan 20 AD – 1500 AD

21. Jewish Revolt 66 AD – 70 AD and 132 AD – 135 AD

Page 42, Notes, Add new last sentence: "Judaean Slingers and Judaean Archers may fight in mixed units, as may Zealot Slingers and LI Zealot Archers."

22. Caledonian 75 AD – 410 AD

Page 71, Late Period, Line 3: Add "Clan Warriors/" before "Samurai"

23. Middle Imperial Roman 193 AD – 324 AD

Page 44, Line 10, Add new line 10a: "Reduction to downgrade detachments of Legionary Cavalry/Equites Lanciarii to Reg C @ -3 pts if HC, @ -2 pts if LC...any"

Page 44, Line 17, Dromedarii, Delete "LCm, JLS, Sh @ 20 pts" and replace with: "each unit HCm or LCm JLS, B, Sh @ 51 pts if HCm, @ 24 pts if LCm".

Page 44, Line 22: Add "Post-Severan" after "or"

Page 44, Line 25: Delete "Legionaries/" and "HI/"

Page 44, Line 29, Add "Severan or" before "Post-Severan".

Page 44, Add new lines 31a-d:

Numerii or Moorish Cavalry Irr C LC JLS, Sh @ 12 pts...0-8

Numeri or Symmachiarrii Infantry Irr C LMI/LI JLS Sh @ 9 pts if LMI, @ 6 pts if LI...0-12

Numerii Bowmen or Archers Irr C LMI/LI B @ 6 pts if LMI, @ 4 pts if LI...08

Extra to upgrade LI Numeri Archers to Reg @ 2 pts...any

Page 45, Boats. Change "No" to "Yes."

Page 45, Command Factors section, after "a LC detachment" add ", or to give post-Severan Legionaries a detachment of Post-Severan Legionary Lanciarrii."

Page 46, Notes: Add new sentence at the end: "A Severan HI Roman general's element is considered a "legionary" for all special rules purposes."

Page 46, Notes: Add new sentence at the end: "An SHC general's element may be in a mixed unit with EHC. Auxilia Infantry/Bowmen may fight in mixed units."

24. Early Visigothic 200 AD – 419 AD

Page 47, Add new Line 3a: "Dacian Ally-general as LC JLS, Sh + 1 Irr B LC JLS, Sh @ 82 pts, or as LHI 2HCW or JLS, Sh + 2 Irr B LHI 2HCW or JLS, Sh @ 87 pts"

25. Early Vandal 200 AD – 439 AD

Page 49, Line 15: Change "6 pts " to "4 pts if general's element, @ 6 pts of others"

26. Early Ostrogothic 200 AD – 493 AD

Page 50, Line 7, Noble Cavalry: Change "9-36" to "7-36"

Page 50, Line 16, Noble Cavalry: Add new line afterwards: "Visigothic Noble Cavalry Irr B HC L, JLS, Sh @ 30 pts...*1-6"
Add to Notes: "Gepid Nobles and MC Retainers may fight in mixed units."

27. Sassanid Persian 220 AD – 651 AD

Page 52, Line 4, Add new line "Extra to upgrade Reg Sub-general to Reg A @ 2 pts if EHC, @ 3 pts if SHC....any"

Page 52, Line 10, Guard Cavalry: Change "Guard" to "Bodyguard"

Page 52, Line 14, Asarvan Clibanarii: Change "10-42" to "7-42"

Page 53, Line 18: Add new line 18a: "Extra to give Kushan EHC/LC Sh @ 4 pts if general's element, LC, @ 6 pts if others"
Change "Clibinari" to "Clibanarii" in all instances.

Page 54, Notes: Add new sentence at the end: "An SHC general's element may be in a mixed unit with EHC." Add second new sentence at end: "Sub-generals can only be upgraded to Reg A if in a unit of Bodyguard Cavalry."

28. Burgundi 230 AD – 534 AD

29. Gepid 250 AD – 567 AD

Page 56, Line 38: Delete and replace with:

Byzantine Psiloi Bowmen or Archers Reg C LMI/LI B, Sh @ 16 pts if LMI, @ 8 pts if LI....0-6

Byzantine Psiloi Skirmishers Reg C LI 1/2 JLS or S, 1/2 S or CB, Sh @ 8 pts.....0-6

Add to Notes: "Gepid Nobles and MC Retainers may fight in mixed units."

30. Early Franks, et., al. 250 AD – 585 AD

Page 58, Line 23: Change "6 pts " to "4 pts if general's element, @ 6 pts of others"

31. Palmyran 260 AD – 272 AD

Page 60, Line 18, Garrison Infantry: Change "0-8" to "0-12"

Page 60, Line 26, Roman Legionary Cavalry, Change "*1-4" to "*0-4"

Page 60, Line 27, Roman Equites, Change "*2-8" to "*0-6"

Page 60, Add new Line 28a: "Roman Legionary Bowmen MI B @ 12 pts, or MI B, Sh @ 16 pts....*0-8"

Page 60, Line 30, Change "*2-6" to "*0-6"

Page 61, Notes: Add new sentence at the end: "An SHC general's element may be in a mixed unit with EHC. Roman Legionaries/Legionary Bowmen may fight in mixed units, as may Roman Auxilia/Auxilia Bowmen."

32. Late Imperial Roman 307 AD – 425 AD

Page 62, Equites, Line 14: Change "4-16" to "2-16"

Change "Clibinari" to "Clibanarii" in all instances.

Page 62, Lines 25 & 26, Legionary Skirmishers: Change "0-6" to "0-8"

Page 62, Line 33, Add new line 33a: "Reduction to downgrade detachments of Legionary Equites Promoti/Lanciarrii or Light Bolt Shooters to Reg D @ -2 pts...any"

Page 62, Line 33, Add new line 33b: "Extra to upgrade detachments of Reg C Legionary Equites Promoti/Lanciarrii or Light Bolt Shooters to Reg B @ 2 pts...0-1/2"

Page 62, Line 36, Dromedarii, Add "B" after "JLS" and change "18 pts" to "22 pts"

Page 62, Line 39, Germanic Noble Cavalry: Change "JLS" to "L or JLS"

Page 63, Line 31: Change "6 pts " to "4 pts if general's element, @ 6 pts of others"

Page 63, Command Factors section: After "Legionary Lanciarrii" add "/Skirmishers"

At the beginning of the first sentence in the Notes starting in Line 50 (which now begins "Units without generals..."), add "Unless in an allied contingent,"

Page 65, Notes: Add new sentence at the end: "An SHC general's element may be in a mixed unit with EHC."

33. Hunnic 374 AD – 454 AD

Page 66, Lines 33 & 34: Insert "or Retainer" after the word "Follower"

Add to Notes: "Ostrogothic Noble/Follower Cavalry and Gepid Nobles and MC Retainers may fight in mixed units."

34. Patrician Roman 425 AD – 493 AD

Change "Amorica" to "Armorica" in all instances.

Change "Clibinari" to "Clibanarii" in all instances.

Page 68, Lines 1 & 2, CinC & Sub: In each line add "or as HC L, B, Sh + 2 Reg A HC L, B, Sh @ 128 pts" for CinC, "@ 78 pts" for Sub

Page 68, Line 19, Legionaries: Change "0-16" to "0-24"

Page 68, Line 28, Change this line to read: "Extra to upgrade Legionaries/Legionary Skirmishers/Auxilia to Reg C @ 4 pts if MI/LMI, @ 2 pts if LI...any"

Page 68, Line 29, Change this line to read: "Extra to upgrade Reg C Legionaries/Legionary Skirmishers/Auxilia to Reg B @ 4 pts if MI/LMI, @ 2 pts if LI...any"

Page 68, Line 33, delete and replace with: "Extra to upgrade Follower Cavalry to HC @ 6 pts, and/or to Irr B @ 3 pts.....any"

Page 69, Line 26: Change "6 pts " to "4 pts if general's element, @ 6 pts of others"

Page 69, Command Factors section: Change Legionary Lanciarrii" to "Legionary Lanciarrii/Skirmishers"

Page 70, Notes: At the beginning of the second sentence starting in line 28 (which now begins "Units without generals"), add "Unless Foederati or in an allied contingent,"

Add to Notes: "German Foederati and Ostrogothic Noble/Follower Cavalry may fight in mixed units."

35. African Vandal 440 AD – 533 AD

Page 71, Line 6, Cavalry: Change "12-48" to "9-48"

36. Late Visigothic 419 AD – 711 AD