

Attila Errata & Clarifications

May, 2008

APPLICABLE GBOH ERRATA FOR CATAPHRACT

6.55 [Orderly Withdrawal]: When a Line of cavalry withdraws as a “clump”, only unit(s) within the two hex range may fire as they withdraw. **A withdrawing unit is limited to one missile fire per triggering unit per Orders Phase.**

CHANGES/ADDITIONS TO THE GBOH RULES

6.7 Example: First sentence should read: “... during the Roman player turn.”. Last sentence should read: “... immediately turn the Hun LC ...”

6.73 Clarification: There are no Alan LC included in this module.

6.73 #3 Clarification: The pursuing unit’s path is blocked by enemy units, though not by enemy ZOC. Since enemy ZOCs are ignored, so is any Entry Reaction Fire. Pursuing units are prohibited from using missile fire against any unit other than the unit conducting the Feigned Retreat.

6.73 #4: The first sentence should read: "If the pursuing unit is able to move within two hexes with a vacant hex in between, the retreating unit then rolls the die."

6.73 Play Note: Feigned Retreat can't be used against an H&D attack. The Feigned Retreat is a reaction to an intended Shock attack by an approaching enemy. H&D is strictly a skirmish and missile fire attack.

6.75 Clarification: Feigned retreats are conducted individually and are concluded individually. Thus a Feigned Retreat may not be attempted against a unit that Must Pursue.

9.2 Clarification: Army Discipline is not used. Its effects are included in the special Ferocity rule in the Catalaunian Fields scenario.

9.52 Clarification: H&D units ignore all enemy ZOC in the hex they from which they will conduct their missile fire.

9.53 Clarification: H&D units do cause/incure Cohesion hits for moving through friendly units and moving through to terrain per the TEC.

SIMPLE GBOH ATTLA MODULE SPECIAL RULES

Feigned Retreat

Hun and Visigoth LC may use this modified version of Retreat Before Combat rule (Simple 7.41–7.44) when attacked by other cavalry regardless of the MA differential. Such eligible may not use Retreat Before Shock against other cavalry. Light Cavalry without the Feigned Retreat ability use RBS per the standard rules. A unit may not use Feigned Retreat if it began the player turn in an enemy ZOC or had an enemy unit in its ZOC.

The Feigned Retreat is performed as follows:

1. The defending unit retreats per Simple GBoH 7.42 and 7.43 with the exception that it may not enter an enemy ZOC and at the end of the retreat the unit is faced in the direction of its retreat.

2. If all the defenders have retreated, the attacking player rolls the die comparing the roll to the attacking unit's FR Reaction Rating given in the scenario setup instructions. If there is more than one attacking cavalry unit, the owning player picks which must pursue. If a unit is stacked with a leader, subtract one (-1) from the die roll.

- if the DR is the same as or lower than the FR Reaction Rating, the attacking unit advances per Simple GBoH, 7.44. The retreating unit may return to its original facing.
- if the DR higher than the FR Reaction Rating, the attacking unit uses the same rule but MUST advance into the vacated hex and MUST continue its advance along the path of retreat until an enemy unit or ZOC intervenes, or it moves within two hexes (one intervening hex) of the retreating unit. If there were more than one defender, the pursuing player picks the path and unit to pursue. The other retreating units ignore step #3.

PLAY NOTE: There is no pursuit unless all the defenders have retreated.

3. If the advancing unit is able to move within two hexes with a vacant hex in between, the retreating unit then rolls the die and compares the roll to its TQ rating.

- if the die roll is the same or lower, the retreated unit immediately reverses its facing and may immediately either fire its missiles at the pursuer from its current hex, or move forward one hex adjacent to the pursuer and either fire its missiles or Shock attack. The pursuing unit may not react in any way (Fire, Retreat Before Shock, etc.).
- if the above die roll is higher than the retreating units TQ, the pursuing unit may immediately move adjacent to the retreating unit and either fire at the retreating unit or conduct a (Flank) Shock attack. The defending unit may not react in any way (Fire, Retreat Before Shock, etc.).

PLAY NOTE: All Shock Attacks in #3 are part of the Feigned Retreat and only involve those units. Any other adjacent units are ignored. The Shock attack is resolved immediately before going onto other units. The Moving modifier applies to all Shock combat associated with Feigned Retreat.

SCENARIOS

Utus River

Size and TQ Levels

<u>Player</u>	<u>TQ Pts</u>	<u>Rout Ratio</u>	<u>Quality Ratio</u>
Hun	292	40%	1.45
East Romans	308	30%	1.30

Catalaunian Fields

Roman Line Command Eligibility: Theodoric II's MI should read Theodoric's MI.

Size and TQ Levels

<u>Player</u>	<u>TQ Pts</u>	<u>Rout Ratio</u>	<u>Quality Ratio</u>
Hun	287	35%	1.25
West Romans	317	40%	1.31

Simple GBoH

Ferocity: The first bullet item should read: "They add two (+2) to their Shock DR whenever they attack."