

Cataphract Errata & Clarifications

February, 2000

Rules

5.44 [Trump Option]: Should read: “A leader who fails a trump attempt, or has been trumped when either trying for Momentum **or attempting a trump**, is Finished.

6.55 [Orderly Withdrawal]: When a Line of cavalry withdraws as a “clump”, only the unit(s) that are 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.

8.21 [Retire Reaction]: Delete "or a unit uses Orderly Withdrawal to avoid the enemy missile unit entering it's ZOC [6.55]". Retire Reaction fire is only allowed when a unit leaves the ZOC of an enemy missile unit.

9.65 [Champion Challenge]: In the first bullet item, replace “moving” with “activating”. In the scenarios where the Champion Challenge is in effect, there is no Elite Orders Phase on the first turn. It is replaced by the quasi-Elite phase described in 9.65. Note that scenario restrictions apply, so at Dara only Belisarius and the Persian leaders may be selected.

Champion Counters - The left-most value is the Fight rating and the right-most value the Stamina rating.

10.31 [Rally]: The last clause should read: “... and is not adjacent to an enemy unit or within range **and LOS** of an enemy missile unit that has missiles.”

Charts & Tables

- Leadership Checks – In a Rally attempt, round fractions **down** when determining Cohesion hits.
- Shock Superiority Chart - The DS in the Cataphracted HC/LI cell should not have an asterisk. The asterisk should be in the Light Infantry/LC instead

Playbook

Tricameron Scenario

The Byzantine army withdraws when it reaches **37** Rout points.

The Byzantine army has **93** TQ points.

Casilinum Scenario

Frankish Wedge Formation: The wedge is considered intact as long as Buccelin is stacked with a unit in the first three rows when the wedge begins its movement, whether under a Line command or an Uncontrolled advance.

The Frank army as **108** TQ points.

Berserker Scenario

Components: This scenario use the Charts and Tables from **Caesar:Conquest of Gaul**.

Special Rules: Cohesion

- A unit that absorbs Cohesion hits equal to its TQ rating is eliminated.
- Viking units may recover 1 Cohesion Hit each turn they do not move.

Special Rules: The Ships

- A unit may move in the turn it debarks.

Maps

- The Tricameron map name is spelled incorrectly.
- Unfortunately, the maps have no Terrain key. Though most terrain features are obvious, we have provided example hexes for each terrain type on each map to eliminate any potential confusion.

Cataphract Map Terrain Example Hexes

Terrain	Dara	Callinicum	Tricameron	Taginae	Casilinum
Clear (Level 0)	1404	1021	4713	3711	1708
Clear (Level 1)	1604	1022		3910	1707
Clear (Level 2)	1603	1023		4006	1705
Clear (Level 3)		1026			1903
Woods				4105	2405
Broken				3923	
Euphrates		1002			1315/1415
River					
Stream			4814/4913	3910/3911	
Dirt Road		1006		4102	1414
Bridge					1314/1414
Ford				4402/4501	
City Walls	1010/1109				
Trench	1006/1705				