

# Chariots of Fire Errata & Clarifications

September, 2011

## Chariots of Fire Rule Book

**(5.32) Clarification:** Any Trump attempt must be declared before the Momentum die roll.

**(6.41) Clarification:** If the CH-2+RI are moving as a stack, use the RI's MA when determining OW eligibility. If a CH2+RI stack is approached, each unit's eligibility is assessed separately.

1<sup>st</sup> sentence should read: "During an enemy Movement and Missile Fire Segment, any friendly unit that is not Engaged (9.2) and that has a higher Movement Allowance than any of the approaching enemy units, may try to avoid contact with the approaching enemy unit(s) the instant the latter moves within two hexes of the former.

**(6.42) Clarification:** The decision to either automatically OW or attempt to do so by die roll must be made the first time, in that Orders Phase, a unit with a lower MA moves within, or starts a move within, two hexes. If the player decides not to OW at that time, he may not OW for the remainder of that Orders Phase. A moving unit with the same or higher MA does not force the OW decision.

**Replace 2<sup>nd</sup> last sentence of bullet #1:** "“Away” means that the withdrawing unit must move into a hex that is further from the moving unit (as measured in hexes) than the hex it leaves. Thus a unit could be prevented from using OW by the presence of enemy units, friendly units due to stacking restrictions, and/or impassible terrain.”

**(6.44) Replace with:** "If the withdrawing unit was being approached from a rear or flank hex (i.e., the hexes between it and the moving unit are all flank/rear hexes), it incurs one (1) Hit before withdrawing.”

**(6.57) Replace with:** "A leader stacked with a combat unit that uses Orderly Withdrawal (6.4) must withdraw with that unit and remain stacked with that unit.”

**(6.62) Clarification:** CH and BW pay 1 MP per vertex refaced.

**(7.15) Replace 1<sup>st</sup> sentence:** "Any friendly "Missile Low" or "Missile No" unit that is not Engaged, and is not within Missile Fire Range and LOS of an **non-Engaged** enemy unit that is not itself 'Missile No', ...”

**(7.22) Add:** "The path may be traced into and/or through a hex adjacent to an enemy unit, however, Reaction Facing (6.66), Entry Reaction Fire (7.44), and Retire Reaction Fire (7.41) may be used by any/all eligible enemy units in hexes adjacent to the path.”

**(7.25) Clarification:** This means that a foot unit cannot Reaction Fire at the F&R unit through a Flank hex so must use 6.65 to change facing so that the F&R unit is in its frontal arc in order to fire.

**(7.31) Clarification:** The non-moving chariot cannot use Entry Reaction Fire at the moving chariot as it leaves its hex.

**(7.41) Replace case with: “Retire Reaction:** Whenever an un-routed unit leaves a hex adjacent to and within fire arc of an enemy missile unit and enters a non-adjacent hex, that missile unit, if it has a range of two or more hexes, may fire a free volley at the moving unit. Any results are applied before the unit moves.”

**(8.16) Replace the last sentence with:** “Similarly, if there is more than one type of attacker, the attacker chooses the Type for the attack.”

**(8.18) Insert after the 3<sup>rd</sup> sentence with:** “Apply 9.26 as appropriate. Next, for units that are Engaged ....”

### **9.33 Reference should be 4.24**

**(9.41) Clarification:** The path to the hex that is as close as possible to the standard needs to be clear of units or hexes adjacent to enemy chariots. Routed friendly units adjacent to the standard do not count as blocking the path. When placed, the unit may be faced in any direction.

**Add to the end of the 1<sup>st</sup> bullet:** “If the routed unit is stacked with the standard or is already as close as possible to the Standard, the routed unit remains where it is. However, if the routed unit is adjacent to an enemy Chariot, it Flees instead”

**(9.43) Delete:** “(use the Capability Rating if a non-OC is eligible to Rally)”

**(9.44) 1<sup>st</sup> sentence:** Change “may be” to “is”

**(10.42) Add:** “If the attacking player wins for than one Heroic Combat in the same Shock Combat segment, the DRM stays at +2. Similarly, if the defending player’s DRM remains at -2 no matter how many Heroic Combats he wins.”

**(10.43) Add:** “In Heroic Combat in the Shock Combat segment, only one AM per player is ignored regardless of the number of withdrawn Heroes.”

## **Chariots of Fire Scenario Book**

### **SUMER**

**Sumerian Setup** - The Sumerians deploy in any hexes in row 3500 or higher (3500, 3600, etc.) and between hexes in rows xx12 and xx32.

### **THE BATTLE OF MEGIDDO**

**Syrian Coalition Setup:** The City Garrison should be: 2 Megiddo LI (2-5-B)

**Egyptian Reserve:** Both Divisions lose their reserve status if any unit in either division is attacked by missile or shock.

### **THE BATTLE OF THE ASTARPA RIVER**

**Arzawan Setup** – The Arzawan deploy in any hexes in row 3500 or higher (3500, 3600, etc.)

### **THE BATTLE OF NIHRIYA**

**Hittite Setup** - The Hittites deploy in any hexes in row 3500 or higher (3500, 3600, etc.)

## **BABYLON**

**Kassite Setup** - The Kassites deploy in any hex in row 3500 or higher (3500, 3600, etc.)

## **TROY**

**Standards** – For rally, Wing Commanders have a Charisma of 1 while mounted, and Charisma equal to their Capability Rating while on foot.

**Troy** – King Priam has a Charisma of 4

## **Chariots of Fire Charts and Tables**

**Shock Superiority Chart** – CH+RI are AS against CH-2.

## **Simple GBoH**

(6.15) If an RI unit is stacked with a chariot and fails its TQ check, neither unit can change facing.

## **Simple GBoH Chit Pull Variant**

(3.0) **B:** If there are no more AMs in the pool, proceed to Phase E (not D).

## **Simple GBoH Charts**

### **Unit Capabilities Chart**

**Chariots** – The following bullet applies to all Chariots, not just CH-2: “May only change facing by two vertices without leaving a hex”

## **Counters**

The three Trojan Commanders are missing their names. The 6-3 is Aeneus; the 6-2 with a Combat/Stamina of 6/6 is Sarpedon; the 6-2 with a Combat/Stamina of 5/6 is Acamas.