Warbook 1
Errata and Clarifications
Version 0.1

CLARIFICATIONS

Up 1/C : up to 1 for each Command
You can field such a troop type no more than one per command. That troop must also stay in its Command. If you have 4 Comands these Units will stay each in their Command and will not be combined together in the same Command. In most lists it appears as an upgrade of a previous line of the same type. In a few cases it is independent and will allow to field one unit per command, up to a maximum of 4.

Example 1 (same type previous line) -
0-2   Carthage Vet Cav CM 5/2
up 1/C Carthage Vet Cav CM 6/2
A maximum of 2 veteran cavalry that can be upgraded.

Example 2 (Independent line - no compatible previous line) -
0-2   Scouts   CL 3 1 B 1 Javelin
up 1/C Soldurii Elite FP 6 4 C 3/1 Impetuous
A maximum of 4 soldurii can be used (provided there are 4 commands)

ERRATA

1.12 Syro-Canaanite and Ugaritic

2-10 **Archers**	**T**	**3**	**0**	**C**	**1**	**Short bow A**	**8**
Or Archers	S	2	0	B	1	Short bow B	11

1.15 Hittite – Syro-Canaanite allies

2-8 Foot	FL	4	**1**	C	1	**Javelin**	**10**

1.16 Middle Assyrian

0-10 Levies	FL	4	1	C	1	**(remove Javelin)**	**8**

4.11 Antigonus Monophthalmus

Persian archers	S	2	0	B	1	**Short bow B**	**11**
Cretan archers	S	3	0	B	1	**Short bow B**	**13**

5.1 Early Etruscan

0-5 Cavalry	CM	4	2	B	1	**(remove Javelin)**	**18**

5.5 Syracuse

0-2 Thureophoroi	FL	5	1	B	2	**Long Spear**	**21**

5.6 Later Etruscan – Gallic allies

0-2 Skirmishers	S	2	0	B	1	**Javelin**	**10**

6.6 Middle Republican Romans – Numidian allies

Or Light cavalry	CL	4	1	B	2	**Javelin**	**22**

6.17 Later Republican Romans

Eastern Foot archers	T	4	0	B	1	**Short bow A**	**16**