

# PHALANX

## Clarifications and Errata (July 1974)

As a result of post-publication playtesting, the following errata has been assembled to clarify and correct various errors or ambiguities in the original game components.

This errata follows the sequence of the Phalanx rules folder.

### GAME INVENTORY

(Omission I: A complete game of Phalanx should include the following components:

one mapsheet  
one rules folder  
one set of die-cut counters  
one die

If any of these parts are missing or damaged, please write to:

Simulations Publications, Inc.  
44 East 23rd Street  
New York, N.Y. 10010

### MOVEMENT

(C) (Clarification): Each unit must be moved to the full extent desired before the movement of any other unit is begun.

(F) (Clarification): No Enemy Movement is permitted during a Player's Movement Phase.

(J) (Omission): No combat (Enemy or Friendly) may take place during a Movement Phase.

(K) (Omission): As units move into any one of the three hexes adjacent to the face of Enemy missile units, they must immediately cease movement and may move no further in that Movement Phase. In any following Friendly Movement Phase they may leave that hex, but must again cease movement immediately if they enter another hex adjacent to the front of an Enemy fire (missile) unit. They may move directly from one such hex to another.

### FACING

(General Rule) (Clarification): All combat units (including Command units) are subject to all Facing rules. A unit uses its Melee Defense Strength-Flank when it is attacked from any hex not

adjacent to its front (Exception: Manipular Legion Rule).

(I) (Omission): Units may only change their facing orientation during a Friendly Movement Phase. Any facing change requiring an expenditure of Movement Points is subject to the Movement restrictions outlined in the Command Units rules. Units in Contact with Enemy units may change their facing (during the Friendly Movement Phase) up to 60 degrees while remaining in the same hex.

### COMBAT

(General Rule) (Clarification): The Experimental Phalanx units use the combat rules as if they were Peltast units. Units with a Melee Attack Strength of "0" may never initiate a Melee Combat, but defend against Melee attacks using their appropriate Melee Defense Strength (front or flank). Note: All references to "dispersed" units in the rules should be read as "demoralized" units. Missile units may only use defensive fire against Enemy units which have been allocated to attack the missile unit(s) itself. Defensive fire is voluntary.

(D) (Correction): Missile units have their Range Allowance increased by one hex when firing downhill from either slope or hilltop hexes (Exception: Peltasts and Javelin units do not increase their Range Allowance when firing downhill).

(E) (Correction): Attacking units demoralized by Defensive Fire may not perform their scheduled attack.

(H) (Clarification): All missile units firing on the same target hex in the same Combat Phase combine their Fire Attack Strengths into a single total which is compared to the Fire Protection Strength of the target hex.

(K) (Clarification): Units engaged in a Melee combat in which no unit is either eliminated or demoralized remain in Contact. Units remaining in Contact are not required to attack each other, or any other unit, but they may not leave the hex in which the Contact was established until one of the units involved is either eliminated or demoralized in a subsequent Combat.

Note: Units in Contact may change their facing 60 degrees (one hexside) during each Friendly Movement Phase.

(L) (Correction): No unit may launch more than one missile attack and/or one

Melee attack in a single Player-Turn (Peltast units and Experimental Phalanx units may do both in a single Player-Turn providing both attacks are made against the same enemy unit[s]).

# PHALANX

## Clarifications and Errata

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### CAVALRY

(General Rule) (Correction): For cavalry units to employ their full Melee Attack Strength they must "charge" through a number of hexes equivalent or greater than their Melee Attack Strength. This necessitates the following length charges for the different types of cavalry units:

Light:	1 hex
Oriental:	2 hexes
Medium	3 hexes
Heavy	4 hexes
Macedonian Heavy	4 hexes

(despite their Melee Attack Strength of "6")

Cavalry units which "back up" to gain the required charge space must pay all the facing costs involved in such maneuvering. Cavalry units may never change their facing in the hex in which their charge ends. Cavalry units in contact with solely non-cavalry units may move away at will i.e. non-cavalry units can never cause cavalry units to remain in contact with them. Cavalry units do remain in contact with Enemy cavalry units when a Melee combat between such opposing cavalry units does not eliminate or demoralize any unit involved in the combat.

### DEMORALIZATION AND PANIC

(General Rule) (Change): A unit becomes demoralized as a result of a combat in which a demoralization combat result is achieved. Panic occurs when the cumulative losses an army suffers during a game reaches the Panic Level given for that army by the Scenario Chart for the scenario in play.

All combat and command units may become demoralized as a result of receiving a demoralized combat result. Demoralized units are distinguished by placing a demoralization marker on top of the unit or stack of units.

A demoralized unit has its Movement Allowance and its Melee Defense Strengths halved (losing any fractions). In addition, a demoralized unit may never initiate an attack (whether Melee or Fire, including Defensive Fire) while it is in a demoralized state.

A demoralized Command unit may not

apply its Combat Bonus during the time it is demoralized, but the Command unit retains its normal control over the movement of other Friendly units.

Units which normally possess some control over hexes adjacent to their front (Missile units; also see Cross River Attack) forfeit that control while they are demoralized.

The effects of demoralization last until the end of the same Phase (in which the unit was demoralized) in the following Game-Turn. Thus, a unit which is demoralized by Defensive Fire during the Friendly Player-Turn remains demoralized until the end of the Defensive Fire Phase of the next Friendly Player-Turn.

### PANIC

When the cumulative losses an army suffers during a game reach that army's Panic Level (indicated on the Scenario Chart), all units of that army immediately panic except the following units:

- 1) Command units.
- 2) All combat units stacked with or adjacent to a Command unit.
- 3) Any unit which is more than ten hexes distant from the nearest Enemy unit.
- 4) Macedonian Phalangite units, Hypaspist units, and Roman Swordsmen units. These units never panic under any circumstances.

The effects of panic occur immediately in whatever Phase an army's Panic Level is reached. Immediately invert all panicked units and place a demoralization marker on them (by inverting the units, Players will be able to distinguish Panicked units from units which are only temporarily demoralized). Panic may occur only once per army per game. In addition, once one army panics, the opposing army can panic if their cumulative losses also reach their indicated Panic Level.

Panicked units are considered demoralized in that their Movement Allowance and Defense Strengths are halved and they may not initiate any type of attack. Panicked units, however, retain their full Movement Allowance. During each Friendly Movement Phase all panicked units must be moved their full Movement Allowance towards the mapsheet edge which they were nearest to at the instant they panicked. In moving

toward the nearest mapsheet edge panicked units must attempt to move through as few hexes adjacent to Enemy units as possible. The panicked units must pay all normal terrain and facing movement costs, but they may be moved independently of the Command unit movement restrictions.

The panicked units are moved by the owning Player at the beginning of each Friendly Movement Phase before any other Friendly units are moved. They must continue to be moved toward the nearest mapsheet edge hex until they either leave the map (expending one Movement Point to move off the hex grid), are eliminated by Enemy attacks, or are rallied by other non-panicked Friendly units.

A non-panicked Friendly Command or Combat unit may attempt to rally as many panicked units as it is adjacent to at the end of a Friendly Movement Phase by means of a separate die roll for each unit it attempts to rally. A Command unit rallies a panicked unit with a die roll of any number except six. A non-Command unit rallies an adjacent panicked unit by rolling either a one, two, or three. The rally die-rolls are performed at the end of the Friendly Movement Phase after all Friendly units have completed their Movement. Rallied units may not rally other panicked units until the Friendly Player-Turn following the turn in which they were rallied.

Note: Remember, panicked units are considered demoralized in all ways except that they retain their full Movement Allowance. Panicked units may not initiate any attacks nor may they utilize Defensive Fire. Neither Panic nor Demoralization, however, ever has any effect on units defending against Enemy fire attacks since the Fire Protection Strength is assigned according to the hex fired on rather than any strength of the defending units. In Melee combat both panicked and demoralized units have their appropriate Defense Strength halved (even if this reduces their strength to less than one). Panicked units which receive a "DD" combat result are eliminated

### DARIUS

(Special Rule) (Change): If Enemy units move adjacent to the Darius unit the Darius unit is immediately removed from the map and the Persian army (except for those units specified in the Panic rules) panics. All of the normal panic rules apply. In this case. Note: The Darius unit

need not be attacked. The above rule is effected immediately after any Enemy unit moves adjacent to the Darius unit.

### MANIPULAR ROMAN LEGION

(General Rule #3) (Clarification): This rule encompasses the sole instance in which any unit may advance after combat. This advance must be exercised immediately before any other combat is resolved. The Roman Swordsmen unit may not change face if it advances after combat.

### COMMAND UNITS

(General Rules) (Omission): The word "pinned" is synonymous with the meaning of "Contact." A unit never needs to be stacked with or adjacent to a Command unit to attack or defend. A Combat Strength Bonus may never be used to adjust the Fire Attack Strength of attacking or defending Missile units. Demoralized Command units forfeit their Combat Strength Bonus capability while they are demoralized although they retain their normal ability to control the movement of Friendly units. Command units never panic.

### WITHDRAWAL

(General Rule) (Clarification): The Withdrawal rule only applies to Melee Combat. The Withdrawal rule supercedes the Contact rule, i.e. a contacted unit which is not Melee attacked at 3-1 or greater odds may withdraw one hex. Whenever a unit is withdrawn and the units which were allocated to attack the withdrawn unit advance into the vacated hex, the advancing unit(s) may not be allocated to attack any other Enemy unit, nor may they now attack the unit which withdrew.

Note: A unit withdrawing does not pay any Movement Points for the withdrawal nor may it alter its facing. It is simply moved directly backward one hex. It may not withdraw if to do so it would have to violate the Stacking limitations.

### ELEPHANTS

(General Rules) (Clarification): Immediately after the first time it is used in combat an Elephant unit begins to run rampant. During the first Phase in which an elephant unit is involved in any type of combat, a die is rolled to determine the direction the elephant moves in. A roll of one results in the elephant immediately moving toward the Turn Record Chart

printed on the mapsheet. The other five possible die-roll results indicate the elephant will move in one of five other directions determined in a clockwise-like sequence from the direction indicated by a result of one (toward the Turn Record Chart).

A second die-roll is made to determine the number of hexes the elephant will move in the indicated direction (or as close to it as possible). If a rampant elephant unit moves adjacent to any other unit (Enemy or Friendly) it ceases its movement and immediately attacks that unit (comparing the Elephant unit's Melee Attack Strength to the defending unit's appropriate Defense Strength).

At the very beginning of each subsequent Friendly Movement Phase, before any other unit is moved, the movement of (all) rampant Elephant units is again determined by the same two die-roll process with the same procedure being followed should the Elephant unit move adjacent to another unit. Rampant Elephant units pay all normal terrain costs. They do not pay facing costs and they are moved independently of the Command unit movement restrictions. Each Friendly Movement Phase this procedure is repeated until the Elephant unit is either eliminated by an Enemy attack or leaves the map (by expending one Movement Point to leave the hex grid). Rampant Elephant units which leave the map are counted as losses toward the owning army's Panic Level.

Note: Whenever an army containing Elephant units panics, all Elephant units in that army immediately run rampant. Rampant Elephant units may never be rallied or returned to a non-rampant state by any means.

### THE SCENARIO CHART

(Corrections): A number of errors were made on the Scenario Chart in describing the composition of the opposing forces and in the "PL" (Panic Level) and "PV" (Victory Point Value) assignments. Corrections should be made as follows in the scenarios listed below.

Note: In several scenarios the composition of forces list units whose abbreviated designation is given as "SL". In each of these cases the designation should be changed to "SG" (Slinger units).

<b>Plataea</b>				
Persian	PV	-		140
Persian	PL	-		56

### Corinth

Confederacy Forces –  
Change 2 JV to 2 SK

### Leuctra

Spartans	PV	-		114
Spartans	PL	-		68

### Chaeronea

Macedonians	PV	-		238
Macedonians	PL	-		93

### Granicus

Persian - Change	10 LC	to	8 LC	
Persian	PV	-		144
Persian	PL	-		43

### Issus

Persian	PV	-		204
Persian	PL	-		61

### Arbela

Macedonians - Change	12 LS	to	6 LS	
Macedonians - Change	3 SL	to	2 SG	
Macedonians	PV	-		230

### Asculum

Pyrrhus - Change	6 MC	to	5 MC	
Pyrrhus - Change	6 LC	to	5 LC	

### Beneventum

Roman - Change	6 LS	to	3 LS	
Roman	PV	-		204
Roman	PL	-		82
Pyrrhus	PV	-		214
Pyrrhus	PL	-		162

### Cannae

Carthaginians	PV	-		162
Carthaginians	PL	-		81

### Zama

Roman - Change - 8 MC to 6 MC

### Fantasy

Macedonians	PV	-		187
Macedonians	PL	-		75
Romans	PV	-		211
Romans	PL	-		127.

Note: The Manipular Roman Legion rules should be applied in the Magnesia Scenario.

### TERRAIN EFFECTS CHART

(Clarification): The Defense Strength section of the Terrain Effects Chart specifies the effect of terrain on a unit's Melee Defense Strength(s) when it is defending in a hex containing a particular terrain type.

Similarly, the Attack Strength section of the chart specifies the effect of the terrain

in which the Attacking unit is situated on that unit's Attack Strength for both Fire and Melee Combat.

The Defense Strength of a unit defending on higher terrain than it is being attacked from and/or the Attack Strength of a unit attacking a unit on lower terrain is computed on the Downhill terrain effect column.

The Defense Strength of a unit defending on lower terrain than it is being attacked from and/or the Attack Strength of a unit attacking a unit on a higher terrain is computed on the Uphill terrain effects column.

When a unit on a Slope hex is attacking an Enemy unit on an adjacent Slope hex both the Attack and Defense Strengths should be computed on the Uphill terrain effects column.

The greatest Fire Protection Strength a hex can have is 4, i.e., the FPS of a wooded stream hex is 4, not 6.

The Movement Point cost to enter a hex containing two differing terrain types, i.e. a wooded slope hex, is computed solely on the Movement Point cost of the more difficult terrain type. Thus, it costs four Movement Points to enter a wooded slope hex, not 6.

Treat any hex in which a black road line crosses a blue stream line as a bridge hex.

The cost to enter a road hex through a road hexside is ½ of a Movement Point. The cost to enter a road hex when not moving through a road hexside is computed according to the entry cost dictated by the other terrain in the road hex.

Stream, Fords, and Bridges: A stream hex is defined as any hex containing the blue, ribbon-like stream symbol and having land hexes on both sides of it. It costs Two Movement Points to enter a stream hex. It costs one Movement Point to enter a ford if it is entered from a non-stream hex (otherwise, it costs the normal two Movement Points for the stream). It costs ½ Movement Point to enter a bridge hex if it is entered through a road hexside. If entered through any other type of hexside, it costs two Movement Points to enter a bridge hex.

The asterisk in the Notes section of the Terrain Effects Chart pertains to Woods and Swamp hexes (rather than stream

hexes) and is explained in the lower right hand corner of the chart.

A sea hex (or lake hex) is defined as a hex which is completely covered by the blue (water) marking and containing no land whatsoever. Units may never enter sea or lake hexes. Any non-stream hex containing both land and water is considered a land hex. The Movement Point cost to enter such a hex is dictated by the (non-water) terrain in the hex. If a hexside is not completely covered by the blue (water) marking it is considered a land hexside and Melee combat across such a hexside is allowed.

Note: A ford hex is considered clear terrain for Movement purposes but it is treated as a stream hex for Combat purposes. The Cross River Attack rule is applicable only to stream hexes adjacent to a unit's "front."

Units permitted to enter certain types of terrain only on road hexes always have their Melee Defense Strength(s) halved when attacked on a road hex in the otherwise prohibited terrain.

In the Notes section of the Terrain Effects Chart Players should add that Macedonian Heavy Cavalry are subject to the same road restrictions as regular Heavy Cavalry.

Also, Elephant units may never enter swamp hexes (rampant elephants which enter swamp or sea hexes are eliminated).

Units are only prohibited from attacking when in hexes which cause a terrain effect of "P" to appear in their Attack Strength section of the Terrain Effects Chart. Units may otherwise always attack, even in terrain in which they are restricted to road hexes. In such cases the road has no effect; their Attack Strength is computed according to the other terrain in the road hex.

Melee attacks may be made against adjacent hexes which the attacking unit is prohibited from entering.

Remember, Missile units may not fire when in swamp or woods hexes, although they may fire from road hexes in such terrain in which case their Fire Combat Strength is halved.

Note: Beneath the Terrain Effects Chart there is a paragraph which gives an example of the effects of Combat Unit Capabilities. In this example the unit referred to as an "MP" unit is in fact an

"MH" unit. The example assumes that both the SD unit and the MH unit are being attacked frontally. The Attacker is assumed to be a Class III unit launching a Melee attack. This example does not take into account terrain modifications or any other adjustments of Combat Strength(s) other than for Combat Unit Capability.

## TURN RECORD CHART

(Correction): All of the Phalanx scenarios end after the twelfth Game-Turn (not fifteen turns as the Chart depicts).

## EXPLANATION OF COMBAT RESULTS

(Clarification): Command units may be used to comply with a "1E" or "2E" combat result only if sufficient combat units are not available.

## COMBAT PROCEDURE

(Clarification): In adjusting Combat Strengths for Terrain effects, Combat Unit Capability, and Demoralization and Panic, each unit's Combat Strength must be individually adjusted. Whenever any Combat Strength is halved any remaining fraction is lost. The Defense Strength of a unit after these adjustments are made may be less than "one."