

# Errata

## v0.995

In general:

- The game is renamed Para bellum (instead of Scharz).
- Battle boards (red mode) are removed from the game. A separately playable compatible expansion - Para Bellum: Proelii - replaces this part in the game system.
- Food is now scored in the base game. 1 point for every 5 food (rounded down).
- Clarification: An ambush does not take place if a unit enters an LGF that has enemy units in addition to fortifications (fortifications still provide support in battle). From the moment an encirclement is established, the fortification does not provide an ambush against newly arriving enemy units.
- Oasis (Orient map) is a brown LGF.
- All-gray LGFs (deserts, islands, tundra) cannot be looted.
- Vikings map: new faction: Balts - ships can fish on turquoise LGF. Sami - (applies to Lapland only - grey HPZ  $\Delta$  sharpie) Reindeer can be bred here (marked by herd of cattle; cannot be moved outside Lapland); player starts with 2 herds of sheep and 1 herd of reindeer; no need to feed, provides as much meat as sheep.
- Charge - new definition: (does not roll first) A unit has two dice instead of one (elephants, cavalry) only in the first round of battle.
- War Elephants - Can be trained; can gain experience; cost to buy -6; life - 2; attack - one red dice (no dice outside the plains); can reroll; can only sell in location. Can only move with other units. If an army other than elephants is destroyed, the opposing player may take the elephants for himself.
- Vikings on LGF - Bonus: +1 life (shield wall).
- Huns (map Huns) - their cavalry has 2 life and attacks with blue dice first each round (defenders do not have double shields against this cavalry attack).
- Shipyard capacity refers to empty ships, not units.
- Starting in White Mode: can be connected (feeding, taxes, festivals, salaries) even through neutral fields, but must roll a brown dice for safe passage of the shipment. For each field, the risk of destroying the shipment increases. Over one neutral game field, a roll of 1 will destroy the shipment. With five neutral playing fields, only a roll of 6 will allow the shipment to pass safely.
- Clarification: Taxes are only collected from not looted LGFs where government power is present (units or completed unencircled settlements). Therefore, taxes are collected by soldiers (or settlements).
- Instead of Sovereignty Hegemony.
- Note - The map of the Orient 1550 BC does not actually show Cavalry, but Chariots of War. They function the same as Cavalry (also same markings), only they have a blue dice.

WIP: During the combat phase, units (and settlements) are counted minus life. Marked by CBT with a minus number.

WIP: The dice are modified (by relabeling) as follows:

White dice - instead of one blank wall = 1 shield;

Blue dice - instead of one wall with 1 sword = 1 shield;

Red dice - instead of one wall with 2 swords = 2 shields.

WIP: The thrown shield is in front (in front of all units).