Cataphract Rules

4.62: Change 1st sentence to: “The instant an enemy combat unit moves adjacent by any means (6.0, 9.2, etc.) to a friendly leader that is not already in an enemy ZOC or pursuing (6.73 #4), that friendly leader may immediately withdraw from one to three hexes, player’s choice, away from the enemy unit.”

10.16: Add at end: "A unit that has Cohesion Hits removed cannot move/fire in the same Orders Phase, and a unit that has moved or fired may not have hits removed."

10.27: Delete: “An individual leader may attempt to rally a given unit only once per Game Turn. The limitation applies to the leader, not the unit, which may be rallied by another leader in that same Game Turn.”

Justinian Map

Battle Table Modifiers, Attacker DRM and Defender DRM: Replace “coastal” with “Fort”