

UPDATES & CORRECTIONS

JUNE 07TH, 2011

Historia Rodentia 1.0 & 1.1

The second printing of Historia Rodentia (Ver. 1.1) May feature changes that differ or are not listed in this pdf. 1.1 trumps any previous edition of Historia Rodentia.

Page. 206

Hedge Riders

-Rank 1-

Passive:

2 Cavalry Models may join the Hedge Knight and count as both Heavy and Light Cav if they remain within 2”.

UPDATES & CORRECTIONS APRIL 19TH, 2011

Historia Rodentia 1.0

Pg. 27

Unit Types:

Units are classifications of, and are divided into several types. For Example if a rule refers to Cavalry, any models that are considered Cavalry follow that rule.

PRIMARY UNIT TYPES

INFANTRY

Squad Cap: 10 Models.

HORDE

Squad Cap: 15 Models.

Cannot use Formations.

Models do not require 'Same Equipment' to form a squad.

ELITE

Squad Cap: 5 Models.

Models do not need to roll for formations.

SPECIALIST

Squad Cap: 2 Models

SECONDARY UNIT TYPES

CAVALRY

This refers to any model that is either Mounted or moves faster than normal for whatever reason. Models retain +2 WS when rushing. These models also have a 5" Charge Radius. Cavalry models will be one of two types:

Light Cavalry - Retains GE while rushing and may preform a Rushing Fire (Move Shoot Move).

Heavy Cavalry - Retain MT when rushing, May preform Cavalry Charge.

Cavalry Charge - models that have this ability 'charge' without moving first. This charge move is equivalent to their Rush Speed + Charge range. A squad that cavalry charges makes their attacks against each squad between their starting point and where they stop. Charged squads may make charge reactions as normal. If a model is slain before completing a Cavalry Charge, it does not add it's attacks to successive melees along the charge line. Attack allocation and WS rolls are made like ranged attacks: 1 WS roll, all attacks stack.

WEAPON TEAM

These are several miniatures on a single base with some form of special weapon. Despite having several figures, a weapon team is considered a single model and has 1 stat line. These models may not Rush and Shoot in a single activation and gain +2 GE when not moving.

NON-UNIQUE EXEMPLAR

Works just like an Exemplar, but are not limited to one per player.

Unit Type Changes:

Aquitar

Badger-At-Claw - Elite

Aquicois Bazaine - Exemplar, Light Cavalry

Mongoose Legionaire - Elite Light Cavalry

Gopher Engineer - Specialist

Marmot Medic - Non-Unique Exemplar

Axony

Heavy Brigadier - Hero, Heavy Cavalry

Devon Brigadier - Heavy Cavalry

Chugoku

Lu Pang - Exemplar, Heavy Cavalry

Lem Han - Heavy Cavalry

Mare-Civitas

Mouse Conscript - Horde

Capybara Marine - Elite

Chipmunk Weapon Team - Specialist Weapon Team

Ribenguo

Otter Ashigaru - Horde

Tanuki Samurai - Elite

Scyzantine

Sand Guard - Elite

Gecko Riders - Elite Light Cavalry

Siege Tortoise - Specialist Light Cavalry

Vandalands

Hedge Knight - Hero, Heavy Cavalry

Hamster Berserker - Horde

Rat Radier - Horde

Shrew Hussar - Light Cavalry

Zabar

Reytax - Exemplar, Heavy Cavalry

Shaka War Hog - Heavy Cavalry

Pg 34.

Remove **Cavalry Spearhead**

Pg. 66

Poison

Add: Ignores all Armor

Pg. 67



Crossbow 10
20" Range, 2 DE, 1 HD

Heavy Bolt: Crossbows deal +1 DE on a critical hit and may always be used as a charge reaction even if the model has activated. If the model has already activated it suffers -2 GE.

Pg. 68

SHIELDS

All Held Shields (Heaters, Targes, etc), may be used as an additional attack in melee that deals DE equal to the shield's AR value.

Pg. 69

Heater

Add: Held Shield

Pg. 69

Targe

Add: Held Shield

Pg. 71

CANNONS

Operated by 3 30mm models, or 2 40mm+ models. Cannons do not have to select a target when firing. 50mm base

Step 1: **Aim!** Position the Cannon in

the direction you wish to fire

Step 2: **Fire!** Mark a spot in the direction the cannon points 15" + 2d10". Deal 4 DE (Artillery) in a 3" template centered over that spot.

Step 3: **Incoming!** Continue to draw a line from that spot a further 5" + 1d10". Any models under this line take 1 DE Artillery.

Pg. 90

Marmot Medic

Squad: Any

Base Size: 30mm

First Aid - When a model in the squad to which a Medic is attached is slain, Make a d10 roll; on an 8+ the model remains in play with 1 VY and cannot be damaged for the remainder of the activation.

Non-Combatant - Marmot Medics may not be directly attacked until the members of it's squad are removed from play. It may take damage from Template attacks and be affected by Tactical/Heroic Actions. Marmot Medics cannot hold/interact with objectives on missions.

Pg. 111

Devon Brigadier

Light Brigade: Gain +1 WS when Rushing.

Pg. 137

Lem Han

Steeds of Wuhuan - Lem **Han** may make their melee attack from a Hold reaction before the charger.

Pg. 158

Targe Mk2

Add: Held Shield

Pg. 158

Integrated Pistol-Targe

Add: Held Shield

Pg. 166

Shogun:

You may take one free troop model per 50 FD in your army, or you may take one additional hLVL1 Hero, or You have 1 additional Ashigaru and 1 additional Samurai attendant.

Pg. 197

Bladed Ram:

This attacks deals 1 DE when attacking models. When attacking fortifications they function as a Siege Ram.

Heavy Bladed Ram

This attack deals 2 DE when attacking models. When attacking fortifications they function as a Siege Ram.

Pg. 204

Rat Lord

Summary Execution:

If a squad of friendly models within 10" of the Rat Lord flees, the Rat Lord instantly kills one member and the rest do not count as activated after finishing their flee movement.

Pg. 211

Hamster Berserker

Under Special Rules add:

Territorial - When a Hamster Berserker activates within 5" of another Hamster Berserker then they must consult the 'Northern Berserker' Rule. Otherwise it is optional.

Remove the last sentence of Northern Berserker.

Pg. 212

Valkyr

Standard Equipment: Greatsword,
Iron Skin, Crossbow

Pg. 213

Rat Raider

Upgrade Equipment: ~~Crossbows~~

Pg. 214

Shrew Hussar

Upgrade Equipment: Medium Armor,
2nd Pistol

Pg. 226

Reytax

Death & Reytax: May form a Squad with up to 5 Shaka War Hogs. When doing so, he and his squad have Unstoppable.

Pg. 229

Shaka War Hog

Replace **Bull Charge**

Plains Running: Ignores Forest Terrain for purposes of movement

Q&A
APRIL 19, 2011

Q) Does the Brace charge reaction count as AR or AR Shield.

A) Since the effect requires a shield, the bonus also counts as AR Shield.

Q) Is it possible for jaun and his group of lancers to perform dynamic entrance and on the bounce in the same activation? (they appear to both be tactical actions)

A) Yes, 'On The Bounce' is a free action to be performed after a striking leap, it is not a Tactical Action and does not require a KE roll.

Q) Rushing. On pg. 9 it says rushing prevents you from using MT/GE/WS, but on pg. 15 it says you can't add any primary stats to rolls--which sounds like it would also restrict KE and CM. Which one is correct?

A) MT/GE/WS are the only primary stats that are lost, the miss-wording on p15 was intended to point out that modifiers from cover, special abilities, heroic and tactical actions still apply.

Q) When it says pistols can be used in close combat, how does this work? Does it mean they're fired as normal, comparing Grace against the defenders Wits roll? Can the pistol attack be stacked with any melee attacks against an enemy model?

A) The pistol uses MT in close combat, as if the wielder was pistol-whipping their opponent. This attack is made only against models in base-to-base, like other melee attacks.

Q) I'm confused by the Capybara Capitaine's Ironclad Heroic Action. It doesn't specify to target an enemy unit for an opposed CM roll, but it doesn't give a TD to meet either. Is it a targeted ability that affects one enemy squad, or is it a general ability that always affects the "activating squad", and if so what is the TD?

A) Activating should be replaced with Charging, Ironclad is an anti-charge Heroic Action that the Capy Capt can make when he is charged. He rolls CM vs the charging model/squad. Rank 1, 2, and 4, apply to each attack while Rank 3 applies to the total attacks going against him. (Ironclad was originally a passive, but we felt that the Capt needed either a Tactical or Heroic action to have something to do other than wail on enemies. Though i will agree it is slightly awkward how it works. One upside of it working like

this is that the attacker must declare a charge before Ironclad is rolled, your opponent may try to kill your hero on the off chance he fails the roll, while if it was simply a passive, they would just ignore him, never expecting to succeed against him.)

Q) If you were to upgrade a unit of Weasel Fusiliers to have Rifles, are their Crossbows lost as "redundant"? Or would they still be able to benefit from the Crossbow special rule of being able to always fire as a charge reaction?

A) The crossbow is replaced by the 'superior' weapon. Plan your army ahead of time whether you wish to be safer in a charge, or get more hits in from further away.

Q) I noticed that at Hlvl 3, a Rat Lord gains a second dagger, but he's already equipped with a sword and a dagger. Logically I wouldn't think you could use more than 2 weapons (barbed rat tail aside), but strictly speaking the Multiple Weapons section on pg. 23 doesn't say you're limited to using two weapons. Is this third weapon intended to grant a third regular melee attack, or is it an oversight?

A) This is an oversight, originally he was going to tri-wield, but this is obviously replaced by Prehensile Tail.

Q) Under Melee Attacks on pg. 23 it says that "each defending model makes on WS roll against all attacks that affect them." But then in the example on pg. 24, under the Combat B section it says "The mice roll one d10 for WS," making it sound like the two mice use the result of one roll.

Does each defending model make their own WS roll, or do you roll WS once and use the result for all defending model, as per shooting?

A) Models only make a WS roll for attack directed at them purposefully. Attacks that "roll over" from slain models do not cause the second model to get a WS roll. So if one attacker is in b2b with two models, they make one roll. If two attackers are each in b2b with separate models each defender gets a WS roll.

Q) Speaking of shooting, I can see that models out of range of the enemy's ranged attack can't be harmed, but how do you determine which models that ARE in range suffer damage? Is it just at the discretion of one of the players which models get damaged/removed?

A) Priority of damage is given to models that have already received damage (higher damage has more priority), the defender gets to choose in a tie, but only from models eligible

to be hit.

Q) I have a question regarding the Snake Killer special ability. When it says 'a squad that moves within 5"' is it referring to a squad that begins its move within 5", a squad that ends its move within 5", a squad whose move would pass within 5", or all or some of the above?

A) Squad that ends its move within 5", Snake Killer will not effect a squad that Charges after finishing their movement within 5" (Though if the Mongoose hasn't activated it can still Stand & Shoot), nor will it effect a squad that starts its movement within 5" and moves away.

Q) I think that leaves me with just one more question for now: If a squad ends its move outside of 5" but charges to a point within 5" (either by charging a squad near the legionnaires or by having a charge range of more than 5", like the mouse lancers), would the legionnaires get to use Snake Killer against them?

A) No, the Legionnaires would not get to use Snake Killer in this instance as it only occurs on movement, not charges. So charging them with Reach Weapons, Striking Leap, or Calvary would be a good idea.

Q) Also, going back to the Copy Capt's Ironclad talent, can he use it multiple times in the same turn, making a new opposed CM check against each charging unit?

A) Yes he can use it multiple times.

Q) Activate Immediately says: "A free activation... These occur outside the normal activation cycle." Does this mean that a model that activates immediately does not count as having activated/ can activate again that turn?

A) Once a model Activates for any reason it is considered Activated. If it occurs outside the normal cycle that just means your activating on another player's turn. Only things that say they don't make the model count as activating prevent you from being considered activated. (IE. Snake Killer From Legionnaires)

The only way you may activate twice is if your using a special ability to do so. (IE. Mandate of Heavens from the Dynastic King)

To further Clarify, you still get your activation on your turn.

Say you have a Squad of Badgers charging into a squad of Ashigaru. The Ashigaru have not activated, and choose to charge react with their Bows. They get this 'Free Activation' out of the cycle and fire

at the badgers as they charge in. The Ashigaru are now considered activated. After the Badgers finish their Melee phase against the Ashigaru, its now the Ribenguo players turn to activate a model/squad. (other then the Ashigaru that just activated.)