

WoR Rules

Errata

p46

This paragraph:

Melee Across a Dwelling Boundary

If an assaulting company moves into contact with enemy troops defending a Dwelling boundary, the attacker does not receive the *Shock* modifier.

is replaced with:

Melee Within or Across a Dwelling Boundary

Neither side gains any Terrain benefit. If an assaulting company moves into contact with enemy troops defending a Dwelling boundary, the attacker does not receive the *Shock* modifier. Additional modifiers will, of course, apply when a Dwelling boundary is a **Defensive Position**.

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This Section is removed:

Defenders Attacking Across a Dwelling Boundary

If a company on a Dwelling boundary chooses to counter-attack on a *Move & Melee* card:

- If there is an enemy company in contact, the company may melee, and receives the *In Town* modifier.
- If it uses a Move to move from the Dwelling to melee, it will not receive the *In Town* modifier, but will receive the *Shock* modifier.

Clarifications

None

Towns

While most engagements in the WotR took place in Open Terrain, Towns sometimes played a significant role.

A Town is made up of Dwellings, Streets, Lanes and Squares. A company in a Town is never **Isolated**.

Dwellings

A Dwelling represents an area containing buildings, walls and hedges. Dwellings may be separated by Streets, Lanes and Squares⁵⁰.

A Dwelling provides **Cover** and is Difficult Terrain for movement.

Mounted troops may not enter a Dwelling. Artillery may not be deployed in a Dwelling.

A melee company may adopt a **Wide** form if defending a Dwelling⁵¹ boundary.

Entering and Exiting a Dwelling

A company halts on contact with a Dwelling boundary when entering and exiting a Dwelling. In addition, a company must pay the **3" Cost** on a subsequent Move in order to enter a Dwelling. Companies within **Support Range** of any in the same battle which have entered/exited the Dwelling do not halt on contact or pay the **3" Cost**.

When a company exits a Dwelling, it may immediately **Fan Out** (i.e. leave the Dwelling at up to 45 degrees from the forward direction).

Melee Within or Across a Dwelling Boundary

Neither side gains any Terrain benefit. If an assaulting company moves into contact with enemy troops defending a Dwelling boundary, the attacker does not receive the *Shock* modifier. Additional modifiers will, of course, apply when a Dwelling boundary is a **Defensive Position**.

If an attacker wins a melee across a Dwelling boundary such that the defender is **Routed** or **Turns Tail**, the **Obstacle Effect** of entering a Dwelling (**3" Cost**) is "paid" for the assaulting company and each friendly **Outnumbering** company in contact with the Dwelling⁵².

⁵⁰ See *Towns: Streets, Lanes and Squares* (p47).

⁵¹ See *Melee: Wide Melee Companies* (p32).

⁵² Perhaps move the bases slightly onto the Dwelling to show that the 3" Cost has been "paid".

Firing Within and Out Of a Dwelling

A company within a Dwelling must be at the boundary of the Dwelling for it both to fire out of a Dwelling and also to be a target for enemy troops outside the Dwelling. A Dwelling provides **Cover**.

Streets, Lanes and Squares

A Street/Lane is an area of Open Terrain with Dwellings on both sides. A company in a Street/Lane is in contact with Dwellings on both sides of the Street. To enter a Dwelling, it must still pay the **3" Cost** for the **Obstacle Effect**.

A Street is one base width wide. A missile company in a Street has a narrow frontage and so must fire along its length as a Small Company (-1 modifier). When a company reaches the end of a Street, it may **Fan Out** (i.e. leave the Street at up to 45 degrees from the forward direction).

A Lane is less than 1" wide, is impassable along its length, and may only be traversed. A Square is a larger area of Open Terrain completely surrounded by Dwellings, Streets and Lanes.