

KING ARTHUR

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[16.0] (change) Routing units in Shield Wall mode may leave Shield Wall mode in any Rout Movement Phase after suffering applicable Rout Level increase penalties.

[17.0] (change) Leaders do not have additional functions. However, in addition to Case 12.2, in order to rally a routed unit, a die-roll equal to or less than the leader's combined Prowess and Chivalry ratings is required. If the die-roll is greater than the combined Prowess and Chivalry ratings, the unit continues to rout.

[17.1] (addition) An unmodified fire attack die-roll of 2 eliminates an Enemy leader either alone or stacked with a combat unit.

[17.2] (addition) An unmodified melee attack die-roll of 2-3 eliminates an Enemy leader either alone or stacked with a combat unit. Exception: an unmodified melee attack die-roll of 2 eliminates King Arthur, Modred or Chelric either alone or stacked with a combat unit.

[17.3] (addition) **KING ARTHUR**

If King Arthur is stacked with a combat unit and that unit initiates a melee attack, two is subtracted from the die-roll on the Melee Combat Results Table.

Additionally, if a unit with which King Arthur is stacked must check morale, two is added to the die-roll on the Morale Effects Table.

[17.3] (addition) **MODRED**

If Modred is stacked with a combat unit and that unit initiates a melee attack, one is subtracted from the die-roll on the Melee Combat Results Table. Additionally, if a unit with which Modred is stacked must check morale, one is added to the die-roll on the Morale Effects Table.

[17.3] (addition) **CHELRIC**

If Chelric is stacked with a combat unit and that unit initiates a melee attack, one is subtracted from the die-roll on the Melee Combat Results Table.

[18.0] (change) Delete section.