

FOGAM3.1_Change Log – Mar2023

Updates to documents - March 2023

All books – Added date of Mar-23 to bottom of all pages.

Main Rules - Page 84 (Pg 47 for the no-pictures version)

Added 2 entries in the “Routers and Pursuers” section for *clarification* purposes:

- Broken troops can pass through friendly drilled troops in the joint action phase without disrupting them, **provided that the first part of the friendly battle group contacted is its front edge or a front corner.**

Note *: Routing elephants cannot slide or contract to avoid bursting through friends.

Main Rules - Page 109 (Pg 64 for the no-pictures version)

HP2B & HP3B – Insert “**(at the start of the phase)**” before “in the battle group”. (*clarification*).

List Book 1 – Page 83 – Seleucid: ADD an additional bullet below 1st:

- **Only one battlegroup of Elite Companions may be used.**

List Book 1 – Page 99 – TABLE “Ancient Spanish Allies” – Caetrati/Type: ADD “**Medium Foot**” below “Light Foot”.

List Book 2 – Page 79 – TABLE “Viking” – Allies/Frankish Allies – REPLACE “Early Medieval French” with “Early Medieval **European**”

List Book 2 – Page 83 – TABLE “Khmer or Champa” – Subject cavalry – REPLACE “Drilled” with “**Undrilled**”

List Book 2 – Pages 89 & 90 – TABLES “Pagan Burmese” & “Pagan Burmese Allies”: Burmese archers/Bases per BG”
REPLACE “4-6” with “6-8” (3 times in each list).

List Book 2 – Page 96 – TABLE “Early Medieval European **Allies**”: Milites/Total Bases – REPLACE “8-40” with “**4-18**”

List Book3 – Pages 8 & 9 - TABLES “Early Hungarians” and “Early Hungarian Allies” – All troops should be “**Undrilled**”
“Szekelers” who are “Light Spear/Swordsmen” should also have “**Bow***”

List Book3 – Page 11 - TABLE “Taifa Andalusian” ADDED missing entries for “**Only Taifa of Murcia (From 1145 AD to 1172 AD)**”
ADD: “**Allies**” – “**Almoravid Allies (Only from 1039AD to 1146AD – any except Murcia) – see Book2: Muslim North African and Sicily list.)**”

List Book3 – Page 13 - TABLE “Medieval Spanish and Portuguese” Special Campaigns/French allies” “French or Free Company crossbowmen”/Shooting – REPLACE “**Bow**” with “**Crossbow**”

List Book3 – Page 30 - TABLE “Komnenan Byzantine” – 1st Bullet “Commanders should mostly be depicted as **Tagmata heavy** cavalry.

List Book3 – Page 55 - TABLE “Mongol Conquest” – “Best equipped cavalry” – Top entry – INSERT “**Light Spear**” above “Swordsmen”

List Book3 - Page 86:- TABLE “Late Plantagenet English (Continental) Allies” “English dismounted men-at-arms) “Bases per BG” REPLACE “**4**” with “**4-6**”

Updates to documents - December 2022

Main Rules - Page 15 (page 7 for the no-pictures version) ... corrected the following update:

“**Poor** battle groups MUST re-roll **6’s**”

List Book 1 – Page 107 – Warriors, Superior, Points per base – REPLACE “9” with “10”

List Book2 - Page 2 – REPLACE “Book 1” with “Book 2”

List Book2 - Page 3 – Contents – ADDED “**Dacian or Carpi 6**”

List Book2 - Page 12 – “Teotihuacan” - CHANGED “Offensive **swordsmen**” to “Offensive **Spearman**”

List Book2 - Page 26 – “Dominate Roman” - Optional troops – Auxiliary archers –Bottom choice REPLACE “**Protected**” with “**Unprotected**”.

List Book2 - Pages 26, 31 & 36 - Allies that refer to “Alan allies in Book1” should instead refer to the new Alan list in book2. In each case:
REPLACE “**see List Book 1: Alan allies**” with – “**see Alan list**” or just DELETE “**Book 1**”

Updates to documents - October 2022

Main Rules – Page 15 (page 7 for the no-pictures version) ... added the following to match the V3.0 rules.

- Elite battle groups may re-roll 1's and 2's
- Superior battle groups may re-roll 1's
- Poor battle groups MUST re-roll 1's

Main Rules – Page 74 (page 43 for the no-pictures version) ... changed 1st and 5th bullets to match the V3.0 rules.

- The supporters must be medium or light foot armed with bow, **bow***, longbow, crossbow or firearm (but not bow*).
- Irrespective of their weaponry, support shooters get 1 dice per supporting base. **Medium Foot with Bow***, and all Light Foot lose 1 dice per 2 as normal, so get 1 dice per 2 supporting bases, rounded up.

Main Rules – Page 91 (page 52 for the no-pictures version) ... 3rd sentence: changed to match the V3.0 rules:

If a battle group must take a cohesion test as well as a **death roll**, **the death roll is always taken before the cohesion test is resolved**. (This means that you can roll the dice together, and that base losses that will result from the **death roll** may affect the cohesion test modifiers).

Main Rules – Page 135 (page 78 for the no-pictures version) ... Full Turn Sequence – Shooting Phase – 1st entry - changed to match the V3.0 rules (and page 91 as described above):

“Resolve all shooting – **both sides shoot**. **Resolve death rolls., then post-shooting CTs.**”

List Book 1 – Hittite list – Syro-Canaanite chariots – “Points Per Base” – REPLACE “**14**” with “**13**”.
