The Ruin of Britain FAQ and Errata v1.1 26.10.26

Errata

- Page 33: Please replace the sentence *"If the defenders fail their Valour Test, then they flinch / falls back 1 base depth, and take 1D3 casualties",* with *"If the defenders fail their Valour Test, then they flinch / falls back 1 base depth, and take 1D3 Casualties and reduce momentum to 0."* The change to is to make clear that a defender failing a valour test has the same effect as an attacker with regard to momentum.
- Page 35: "7-9 3 dice" should read "7-8 4 dice"
- Page 53: The backup playsheet printed on page 53 has a couple of errors in the table. Please use the table on page 31. The download playsheet on the website is also correct.

FAQ

When rolling the "low on projectiles" result is there any effect or no effect for the next turn (apart from one casualty)? No. The casualty represent the drifting off of skirmisher from the fight as they have run out of missiles to throw and decide to go home. There is no further effect than the casualty.

Does a unit need two momentum to charge home? No. A unit can move into contact at one momentum, i.e. a steady advance rather than a reckless run.

Is there least one D6 for a valor test even if the net calculated result is the banner has zero or less? No. This can mean a banner automatically flees, cannot rally, etc.

What is the size of the Playsheet? A4.