

House Rules

Rule	RAW	House Rule	Justification
Mounted troops in uneven ground.	Errata: If a mounted unit ends a movement activation in uneven ground it takes an extra fatigue at the end of this activation.	The house rule is the original rule, movement is slowed to S, with no further penalty	Slowing mounted troops to S, is walking speed (same speed that foot troops move through uneven ground). Deemed to be a sufficient penalty. This is a new rule in the errata, not a rules clarification; personally, I think they got it wrong...and it's my campaign!
Visibility in Woods	In the case of area terrain, your LOS may still go into that area, but may not cross it entirely.	Visibility into and within woods is limited to short range (i.e. 4").	Woods block line of sight, yet you can see up to 12" into woods, doesn't seem to be consistent. House rule is concordant with ideas in the group on limiting visibility into wooded areas, whilst keeping it simple.