



TRILATERUM

ERRATA AND FAQ

Last updated 10/17/2021

ERRATA

Any reference to unit or squad is the same thing. A single base or monster/vehicle.

1.3 Basing Recommendations

Human-Sized Infantry should be 3-4 figures to a base.

Larger Infantry should be 2-3 to a base.

2.1 Activation

Replace the entire section with this cleaner version eliminating some issues with the original wording;

Starting with the player with initiative, up to three units are activated, and all their actions are resolved. This is an integrated turn system, so you will activate units then pass to the next player. You must activate even if they do nothing.

If any units have stamina markers, take a stamina test for them as they are activated. Each turn you may select the units differently, as this indicates units coordinating their attacks and communicating the positions of the Enemy.

Each unit may perform 2 actions in any order. Actions may be repeated. Finish a unit's actions before going on to the next unit. Mark the unit as activated. Keep alternating until all units have activated.

2.5 Ranged Combat

Though not explicitly spelled out, it should be noted that a **unit can only shoot at one target unit during their activation**. They cannot split fire even with a shoot-shoot action as a shoot-shoot has you pool all the dice together for a single roll.

When rolling to beat the **armor** stat an 8 is always a success even if the target armor value is more than 8.

2.6 Firefight

Replace "Starting with the charging unit, attack using its standard weapons and apply any modifiers or abilities." With "Starting with the charging unit, attack using its standard weapons and apply any modifiers or abilities except the +1 for close range (Under 6)"

3.3 Vehicles

Replace the sentence "When disembarking from a vehicle this counts as a single action. Place the unit within 6" of the vehicles hatches." With "When disembarking from a vehicle this counts as a single action. Place the unit within 6" of the vehicles."

FAQ

"I applied the calculations in the unit builder to a unit in my army list and got a different result. Why?"

When building the armies, we sometimes feel a unit is under or over cost and will adjust it accordingly. Usually, this has to do with a combination of special rules that either may be particularly hindersome or deadly when added together.

"My unit is in a building that is really high. Can I claim they are in the top of it and see over terrain?"

Remember all terrain is on a template and that template going up infinitely. So if the unit is on the other side of the template, they are blocked no matter how high you are.

“When do I remove units as casualties?”

This is done immediately once they receive their last stamina marker.

“Can I take units from one army list with another?”

This is encouraged to show armies cooperating on the table. There are no hard or fast rules, just remember that army special rules only apply to the units in their list and will not apply to units from another army on the table together under the same banner.

“None of my units have Commander does that mean I cannot field an army with all their units?”

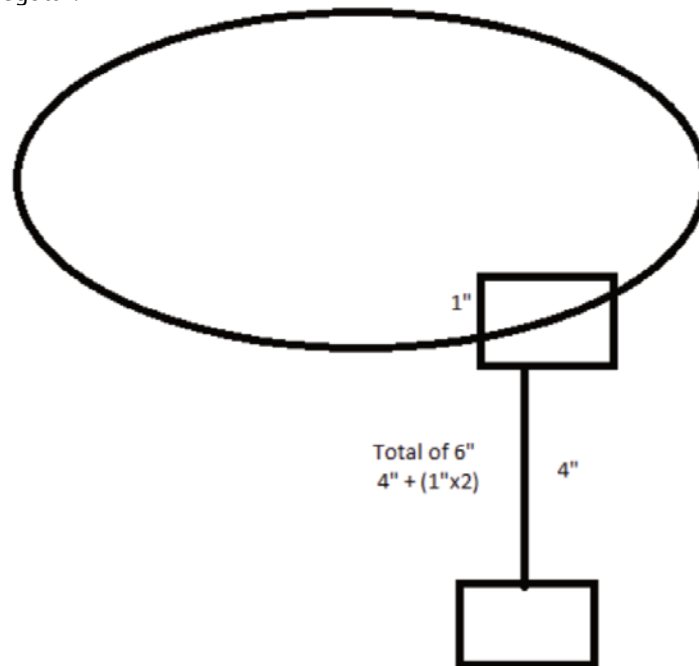
Commander is just a special ability that allows for some interesting action allocation. An army does not have to include a unit with the commander special rule.

“Do I have to use rapid fire?”

No you can choose to stop rolling after the first roll, but why not press your luck! Rapid fire can come in handy - especially at the end of the game where you are trying desperately to capture an objective

“Can you explain how movement and difficult terrain work?”

Any movement within difficult terrain costs double. So let's say your infantry does a move action and its 4" to the terrain. They would move that 4" and then the movement in the terrain would cost double so they would get 1 additional inch as that maxes out their 6" move. Same with exiting terrain. The distance it takes to no longer be touching the terrain is doubled, with the remaining movement regular.



Got questions? Want to continue your journey through the world of Trilaterum?

- ▲ Drop in on our Discord channel, and let us know what you thought: <https://discord.gg/RpRt6fV>
- ▲ Join us on the Facebook group 'Trilaterum: 15mm Scifi' <https://www.facebook.com/trilaterum>
- ▲ Check out our website at <http://www.Trilaterum.com>