

Comitatus 2026 FAQs

Challenges p.27

Q. “A leader may issue a challenge to personal combat with any opposing leader. This must be done in the Leadership Phase before any troops in his army are within 4” of formed enemy”. Does it mean all leaders may do so before any unit in the army is within 4” of formed enemy or that each leader may do so as long as any unit under his command is within 4” of formed enemy?

A. All leaders may do so before any unit in the army is within 4” of formed enemy. As soon as any unit is within 4” of formed enemy no further challenges may be issued by any leader even if all units of his command are beyond 4”.

Control Test p.30

Q. What exactly does a unit need to do if it gets a *Repeat Last Move* result. Does the restriction apply to the Movement Phase only or does it cover actions in other phases as well?

A. Repeat last move means the unit must move in the movement phase as it last moved in the previous turn. It does not apply to other phases. If previously halted it may not move in the movement phase but may shoot and may charge or evade. If previously moving it must continue to do so in the same direction. The player may choose how many dice to roll for movement regardless of how many dice it used in the previous turn. If eligible to make an approach move the player may decide how many inches it moves. If it was previously moving away from enemy (ie: evading or retiring) the unit must continue to move away but again the player can decide how many move dice to roll. If in pursuit or looting the unit will continue to pursue (using maximum dice) or continue looting.

Q. There is a “+ or – 1 (optional)” bonus “If a leader is within 2. If a leader is within 2” that means unit is controlled and thus need not take a test. So, does this bonus actually refers to looting and pursuing only?

A. Yes. This optional modifier to the control test will only be needed if the unit is attempting to cease pursuing or looting as in this case a unit must take a control test if it wishes to cease even if otherwise controlled.

Rampage p.34

Q. Is rampage move continuous or develops in subsequent movement phases?

A. It develops in subsequent movement phases, testing each turn to see if the elephant is eliminated. If not eliminated, the elephant continues rampaging in the same direction as before.

Supported line p.35

Q. Can a two-stand unit form a supported line or would this instead always be a column?

A. Yes a two-stand unit may form supported line. As this will look the same as a column it could help to avoid confusion by placing a marker beside the unit to make it clear on the table.

Unformed p.36

Q. Javelinmen and Armed Rabble become unformed if they move. Is charging considered a move?

A. Yes. Javelinmen and Armed Rabble will become unformed if they charge.

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Cavalry move dice p.38

Q. Would cavalry add an additional movement AvD if it is grade A?

A. Cavalry move 1 AvD + 1 optional D6. The second optional die will be an AvD if they are A Grade — the same as infantry. If they moved in the previous turn they may add another optional D6. This third die will always be a D6 regardless of grade. This reflects an increasing chance of disorder if moving fast.

Interpenetration p.43

Q. The requirements for not receiving a DP include “one unit is stationary, and one unit is unformed light troops.” Does one unit have to be stationary and the other have to be unformed light troops or can a formed unit move through stationary, unformed light troops?

A. As long as one unit is stationary and one unit is unformed light troops there is no penalty. A formed unit could be stationary to allow light troops to pass through. Or the light troops could be stationary and the formed troops pass through.

Q. What happens when a unit has not sufficient movement allowance to completely pass through another unit while interpenetrating it.

A. In this case the interpenetrating unit stops short of the unit it was hoping to interpenetrate.

Approach Move p.38

Q. If a unit is only a little further than 12” from enemy and wants to get closer does it make an approach or tactical move?

A. If a unit is, for example, 13” away from enemy it has two choices:

1. It moves 1” as an approach move to stop at 12” from enemy; or
2. It makes a tactical move rolling dice and moving the full distance on the dice which will bring it closer than 12”.

Light Troops Movement p.38

Q. Light troops can add +1” per die when moving. Two questions:

- i) is the decision made before or after rolling the dice?
- ii) if I roll 2 or more dice, is it all or nothing or can the player add or not separately per die?

A. You have to decide in advance before rolling dice then it is all or nothing. So if rolling 3 dice then either add nothing or 3”.

Stopping at 4” of enemy to front p.38

Q. In the movement phase units must stop at 4” of enemy to their front. May they pass by units to their side?

A. Yes they may. A moving unit only has to halt at 4” of enemy directly to their front, not to their side or rear. Note the Skirmish move exception (p.39) in which unformed light troops will be pushed back by advancing formed enemy and therefore not cause an advancing formed unit to halt at 4”.

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Column in Village p.40

Q. A unit in column in a village is assumed to be on a road and thus may move up to 16" when making an approach move. If the unit starts its movement outside the village or ends its movement out of the village, or maybe just crosses the village while making an approach move, will the overall movement be up to 16 inches?

A. If the whole move is on a road (including the village) then the unit may move 16". If not then move 12" ignoring the terrain effect of the village (ie: they do not become unformed as they would if in line).

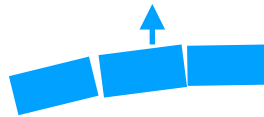
Formation Changes pp. 42 & 44

Q. What if one or more units do not have sufficient movement allowance to perform the movement required to change formation?

A. Changing formation for a unit takes $\frac{1}{2}$ move regardless of the distance individual stands need to move to do this. The assumption being that some may do this at the double. If changing a contingent formation the same applies although forming hollow square takes a full move. Again ignore the distance moved by individual stands. Note that changing from column to line or visa versa simply involves turning the units to face a new direction.



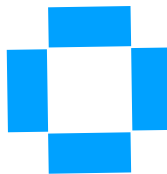
Three units in column are moving to the right to be in position to form line



They now make a contingent formation change into line facing the enemy. Each of the 3 units adopts line and the manoeuvre takes $\frac{1}{2}$ move with each unit taking 1 DP if within 12" of enemy.



Four units in line wish to form hollow square.



Leaving one unit in place to form the front, move the others to form flanks and rear. This takes 1 full move without needing to measure the distance

Merging Units p.45

Q. Is it possible to merge two units of unequal size in stands? Could 3 stands of heavy infantry in the front rank be supported by two stands of light archers? Or vice versa, 2 stands of heavies be backed by 3 stands of lights (with only two actually counting support)?

A. Yes it is possible to merge two units of unequal size. The smaller unit could be either in the rear or in front. So 2 stands of heavy infantry could be backed up by 3 stands of light archers. In combat if the 2 heavy infantry are engaged only 2 of the 3 rear stands would count as supporting.

Q. If similar units of unequal size are allowed to merge, how should they be positioned post merge? Should the larger be placed to the front with the smaller behind? Or can the player choose?

A. The player may choose.

Overhead shooting p.48

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Q. If a merged unit of Roman infantry with light archers behind moves in the movement phase, can the archers shoot in the missile exchange phase at targets beyond 4 inches?

A. Yes they can. Archers may shoot in the missile exchange phase regardless of what they did before. In order to shoot overhead they must be beyond 4" of enemy.

Q. Why is overhead shooting not allowed at close range?

A. This restriction is because up close the high trajectory needed to shoot overhead would have little impact on close enemy. The additional dice for supporting in combat takes into account that there would be some benefit from missiles.

Target Eligibility p.49

Q. The diagram on p.49 shows how light infantry can shoot if in range and line of sight. This is quite different to Light Cavalry who have the specified ability to shoot two stands deep, irrespective of the precise distance to their target that those rearward stands lie. As troops cannot move closer than 4" to formed enemy, presumably the rearward stands in the diagram would not be able to shoot if skirmishers (ie: javelin armed)?

A. That is correct. If they were archers the forward stands (assuming they are at 4") could shoot at close range the rearward at long range. If skirmishers only those within 4" of enemy can shoot. To shoot with more stands the player would need to bring the rearward stands up into range.

Q. If the forward stands are pinned at 4" can skirmishers continue to move up their rearward stands within 4" range?

A. Yes they can. Movement stops at 4" from enemy to the front but that does not preclude bringing other stands up from the rear to also stop at 4".

Charges pp. 53-54

Q. What is the rationale for javelin armed skirmishers not being allowed to charge?

A. Skirmishers skirmish rather than fighting hand to hand. They can still charge other light infantry and will have a reasonable chance of seeing off isolated archers who have lower combat dice.

Q. What happens if two opposing units declare a charge on each other?

A. The units meet half way.

Q. How is a charge move executed? Is it treated as a move in the Movement Phase or is it different? Does a charging unit have to move directly forwards to its target or may it deviate up to $22\frac{1}{2}^0$ as in the Movement Phase. Can it execute a Manoeuvre such as a Wheel?

A. A charge is a move straight forward to close the 4" distance between opposing units with no manoeuvre or deviations. Where possible stands should be shifted to line up with each other to ease combat calculations.

Q, Why is the charge distance is only four inches for both cavalry and infantry?

A. Because charge distance is the closing into combat after movement has been completed. Cavalry may move faster in normal movement. The 4" halt is to allow for the missile exchange before the lines clash.

Q. How you 'average' morale in multiple combats.

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A. If one unit has exceptional morale and one average morale then count as high morale. If one is high and two are average then count as high morale (rounding up). This means that in most combats the higher morale will be counted.

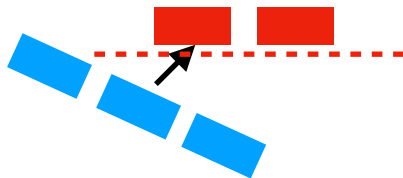
Q. Which units shift to line up when two or more units come into contact? The charger, the charged one, both half-way or else?

A. The idea is to where possible align stands to simplify combat calculations. If one unit charging and one standing then shift the charging unit to line up. If both charging then shift both an equal distance.

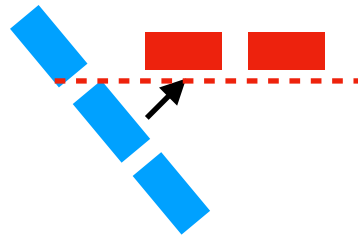
Flank Charges pp. 36 & 62

Q. If a unit is charged from behind the flank or rear it becomes unformed (p.36). When does a charge count as a Flank Charge?

A. It requires at least one full stand of the charging unit to begin its charge move from behind the flank of its opponent. See diagram below.



This does not count as a flank charge as blue unit of three stands does not begin its charge move with one whole stand behind red unit's flank.



This does count as a flank charge as blue unit does begin its charge move with one whole stand behind red's flank

Q. if, after a charge in the flank, one or more stands of the charging unit end up not touching the charged unit, do they conform "enveloping" the flank and/or rear of the charged unit?

A. No they do not. The charging unit remains formed and in line. The stands in contact count as engaged. One outflanking stand on both sides counts as supporting if applicable.



Red unit charges blue unit in the flank. Red has one engaged stand and one supporting. They will fight formed (hitting on 5-6) and will count appropriate attack bonuses for the engaged stand. Blue fights back with only one engaged stand counting no support and hitting on 6 only as it has become unformed by the flank charge. If blue are spearmen, shieldwall or spear & bow they do not get the bonus for standing to receive as they were not facing red when the charge hit.

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Combat Results p.60

Q. Charging cavalry who achieve a success against formed infantry must fall back or retire. What happens if the cavalry achieve success against shaken infantry who will then rout on a set-back result?

A. The cavalry will pursue.