

Devils Horseman Errata & Clarifications

February, 2008

Rulebook

7.31 A: Heavy units that move in the opposing player's Orders Phase are not required to Shock attack.

8.34 4th Bullet should read:

- Take Return Fire (8.45) if any (one hex range) and Retire Reaction Fire (8.41) if the target is a Missile range of two or more

8.35 2nd Bullet should read:

- If the DR is **higher** than the printed TQ, that unit must move one hex toward the firing unit. If it attacked from the flank/rear, the unit changes facing first. Only vacant hexes can be entered. If unit can't, for any reason, move one hex, it doesn't, with no further penalty.

9.1 Example of Shock Combat:

Reaction Fire: 2nd sentence should be: "The Direct Fire would receive a +1 against Mongol LC/+2 against HC"

STEP 4 and Diagram:

In Case D, the Mongol player has Weapons Superiority. The defender hits would be doubled – (2)(3) would become (2)(6)

In Case B, the CRT result should be (2)(3).

Scenario Book

Simple GBoH Rules

Aggression Reaction:

All normal movement and ZOC rules apply to any advance.

Indus Scenario

Simple GBoH Khwarizmian Formation Chart

Shah Jalal ad-Din's Formation should read "Center or Cataphracted HC"

The deployment diagram has one too many HC in the Mongol Center.

Ayn Jalut Scenario

Mongol Rearguard Deployment

Use Tumen 5 HC numbered 1-7 not 4-10

Harass & Disperse/Shower Fire Tactics

Only Mongol and the Mamluk Syrian LC can use Harass & Dispersal.

Syrian Desertion

If al-Ashrat is killed, the Syrians are removed per the special rule.

Simple GBoH Version

Mamluk Formation Chart

The Mamluk HC group includes the Guard, Royal, and Mamluken HC

The Mamluk LC are one and the same with the Halqa LC

The Mamluks go first there is die roll.

Mamluk Reinforcements

The prohibition on moving north of hex row 13xx is in force until the player turn after the Mamluk reinforcements enter the map.

Liegnitz Scenario

Unhorsed Knights

Delete the last sentence of the 2nd paragraph.

Mongol Artillery

Use a numeric marker underneath the Smoke counter to indicate 1st and 2nd Turn. Use the one blank counter as the sixth Smoke counter if needed.

Charts & Tables

Movement Cost Chart

Note “b” should read “All infantry pay a cost of ...”

The Rough Embankment should have a "COL"

Fire vs. Armor Effects Chart

- Title should read “Fire vs. Armor Effects”
- LN type units use the All other LC row
- “Knights” should read “Knights HC”

Leadership Checks

Line Command Outside Command Range, Case A should read: “Leader is Finished”