

## **Addenda to Men of Iron rules 5/18/2011**

This addenda to the Men of Iron rules version 1.0 (for the Men of Iron volume 1 game), contains improvements to the Men of Iron rules that are incorporated in Infidel (Men of Iron volume 2). If using these changes, do not use the Men of Iron version 1 FAQ (currently dated 4/21/2011), instead use the FAQ incorporated at the end of this document. Improvements in these addenda include consistency of definitions (e.g., Free Activation), changes to the order of shock combat, changes to charge rules, and an expanded sequence of play.

### **2.4 Definitions and Abbreviations**

*Use the text below*

**Activation:** All of the Moving, Firing, and Attacks of one Command, during which some of the opponents units may react.

**Activation Rating:** The number on a Leader used for Continuation and some other game functions. It ranges from 1 to 5; most leaders have a value of 2 or 3.

**Active:** All units of the Command which is Activated (see Activation above).

**Active player:** The player who is currently Activating his Commands.

**Battle:** While these games cover 'battles', the term was also used in the day to refer to the individual large elements in any army, since formal terms like 'corps' and 'divisions' were not really in use.

**Command:** Term used to describe which units may move and fight. Commands can be identified easily by the color stripe on the counters. Commands are led by leaders.

**Command Range:** A number on a leader representing the number of hexes over which that leader can command his units. See section 15.2.

**Continuity/Continuation:** The mechanic used to determine which player goes next.

**Disordered:** The state of a unit that has lost cohesion due to combat. See section 12.2.

**DR, DRM:** Abbreviations for "die roll" and "die roll modifier," the latter being a plus or minus number used to adjust the die roll.

**FP (Flight Points):** See section 16.0 Victory.

**Free Activation:** A noncontinuity/nonseized Activation. It is a Free Activation if your opponent Passes, your opponent fails a Continuity roll, fails a Seizure roll, or is the first Activation of the game.

**Leader Casualty Check:** The DR to determine if a leader dies in combat. See section 15.5.

**Loss Check:** The die roll to see if you lose the game. See section 16.0.

**Non-Active:** All units that do not belong to the Active Command.

**Seizure:** The game mechanic wherein one player tries to take away the other player's Activation.

**Shock:** A term for hand-to-hand combat.

**Standard:** The rallying point for units of a Command or army. See section 13.2.

**ZOC (Zone of Control):** Used to delineate the hexes to the front of a unit into which that unit exerts its influence. Some units do not exert a ZOC.

### **3.0 Sequence of Play**

*Use the text below for the When an Activation is Finished section*

#### **When an Activation is Finished**

When a Command has finished, that player selects another of his Commands (but not the Command that just went), giving his opponent the opportunity to Seize Continuity (see 6.0), and rolls the die:

1. If the DR is the *same as or lower* than the selected Command leader's Activation Rating, that Command is Activated.

2. If the DR is *higher* than that rating, “play” passes to his opponent, who now has a Free Activation that he may use to Activate any one Command he wishes, no DR necessary. Play continues in this manner until one or both players fail their Loss Check (see 16.0).

#### **4.2 Continuity**

*add this text*

After his first successful Continuation DR, a player adds one (+1) to his Continuation DR for each new such attempt. This penalty resets when he or his opponent fail a Continuation DR, his opponent Seizes Continuity, or he passes.

#### **9.2 When Units may Fire**

Ignore reference to Mounted Missile units and Counter-Charge, this is now handled in the Counter-Charge vs Fire rules (11.5).

#### **10.1 Shock Phase**

*Use the text below*

In the Shock Phase, all (eligible) phasing units listed as Attacker on the Weapon System Matrix may (not must) Shock attack. However, if they choose to do so, they must Shock any/all enemy units that are in their frontal hexes, unless those units are being attacked by other friendly units. Units not listed in the “Attacker” row may never Shock attack (or Charge). They do defend, though. A unit can only participate in one attack per Activation (*Exception: Continued Attack result; 12.7*). This attack can be with or without other units against a single defender or by itself against two defenders in its frontal hexes.

#### **10.2 Retreat Before Shock**

*Replace the third sentence with the text below*

They may not enter a hex in an enemy ZOC, the path of a Charge, or an occupied hex, but they may change facing at will. One attacker may advance into the vacated hex, if the player so wishes, but may not then Shock or change facing. If one attacker is attacking two defenders and both defenders Retreat Before Combat, the attacker may pick which hex to advance into as above. If only one defender retreats, resolve the attack on the other.

#### **10.3 Shock Resolution**

*Use the text below*

##### **Order of Shock Resolution**

Shock is resolved after all Movement is finished, in the following order:

1. The Active player designates which of his units are attacking which defending units, including Charges.
2. One at a time, the Active player moves each Charging unit adjacent to its target. Any Reaction fire caused by this move is resolved. If required, the Charging unit makes a Charge Reluctance roll. Any Retreat Before Combat by the defender is resolved at this time. The defender attempts any Counter-Charges of which he is capable.
3. The Active player resolves all his Shock and Charge attacks, in any order he wishes. The Charge Table is used as long as at least half of the units in an individual attack succeeded in Charging (not Disordered by reaction fire, not Reluctant, not Counter-Charged); otherwise the Shock Table is used. Advances are taken and Continued Attack markers are placed.

**PLAY NOTE:** Attacks by a single attacker against multiple defenders are resolved at the same time, and they are considered to be going on simultaneously, with results (which can be cumulative) applied after both attacks are resolved.

4. All Continued Attacks are now resolved. Begin again at Step 1, except that all units marked with a Continued Attack marker must attack; Charging and Counter-Charging is not allowed.

#### **10.4 Shock DRMs**

2. Position Advantage

B. TERRAIN

*Add this sentence between the first and second sentences*

The row for the defender's terrain is used with the column for the attacker's unit type (i.e. Mounted or Foot) to find the modifier for each attack. In some battles there are also modifiers for the attacker's terrain.

#### **11.1 Charging in General**

*Add the text below*

A Mounted MAA that *starts its Activation adjacent* to an enemy unit may not Charge during Activation.

#### **11.3 Charge Procedure**

*Use the text below*

To Charge, a Mounted MAA unit must start the Shock Phase with either one or two hexes between it and the target unit. The path to the target must be through the unit's frontal hexes and it may only change facing one vertex to reach the target which must end in the Charging unit's frontal hexes. A Charge is a special form of Shock that targets only one unit, an exception to 10.1. If a Charging unit is Disordered during its Charge, the attack is resolved as a Shock attack against the original target of the Charge, the Disordered unit is not required to attack all units in its frontal hexes.

All Charges are designated prior to actually resolving any one Charge, along with other Shock attacks in Step 1 of the Shock Phase. Charges are resolved, in the Shock Phase, by moving the Charging unit adjacent to the target, in Step 2 of the Shock Phase. (Remember, this is not actual game Movement, so there is no use of Movement Points.)

Mounted MAA may not Charge across rivers or steep slope hexsides, nor may they Charge a unit in a Woods, Marsh, City or Rough hex. Mounted MAA may not Charge into or across terrain which they are prohibited from moving into. A Charge may not cross a hex in an enemy ZOC, but may end in a ZOC hex. They may Shock into/across those hexes/sides without a Charge (see 10.0 SHOCK).

The Charging unit must have a path free of friendly or enemy combat units to the target at the time the charge is declared. The path cannot be shared with other Charging units. This path must include the hex, adjacent to the target, which the Charging unit will end its Charge in.

#### **11.5 Counter-Charge**

*Use the text below*

Mounted MAA may attempt to Counter-Charge when Charged, Shock attacked, or they suffer missile fire. Disordered Mounted MAA or Mounted MAA units that began the Activation in the ZOC of another enemy unit may not attempt to Counter-Charge. Mounted MAA may Counter-Charge when Charged, Shock attacked, or fired at through its front or flank hex sides.

**PLAY NOTE:** If a Mounted MAA begins an Activation in the ZOC of a unit, place a Counter-Charge Used marker on it for reference.

A defending, Mounted MAA unit may change facing one vertex, after making a *successful* Counter-Charge attempt die roll (11.6), in order to effect counter-charge.

Each Mounted MAA unit is limited to one successful Counter-Charge per enemy activation.

### **11.6 Successful Counter-Charge**

*Use the text below*

To Counter-Charge, the defender rolls the die;

- add the Counter-Charging unit's Defense DRM;
- if the Counter-Charging unit must change facing to effect the Counter-Charge add one (+1) to the DR.

If the adjusted DR is 0–4, the unit has successfully Counter-Charged.

- If it is Counter-Charging against a Charging Mounted MAA, it negates the Charge of that attacker and the Charge maker is replaced with a Shock marker. The original Attacker is still the Attacker, but if at least half the Attackers are no longer marked with a Charge marker, the Attacker must use the regular Shock Table, not the Charge Table when resolving the attack.
- If it is Counter-Charging against a Shock attack, the original Attacker is still the Attacker, but now he must subtract two (–2) from his DR when resolving the attack.
- If it is Counter-Charging against missile fire, the Counter-Charge die roll is be made before the missile fire is resolved and if successful the Mounted MAA is moved adjacent to the firing missile unit (If the Counter-Charge die roll failed the unit stays where it is, its Counter-Charge being unsuccessful). There must be a clear Charge path or the unit may not Counter-Charge. If the successfully Counter-Charging unit is Disordered by the fire which initiated the Counter-Charge (as above), the Counter-Charge is still undertaken, but is resolved as a normal Shock attack. Any Counter-Charge attack is resolved immediately (as stated above). The Counter-Charge ends the movement of the missile unit, even if it would still otherwise be eligible to move after firing (mounted missile units).

### **12.3 Retreat**

*Use the text below*

A unit that must *Retreat* must move one hex away from the unit(s) inflicting the result. It must end its retreat one hex from every unit which participated in the attack that caused the retreat. It may not Stack, and it may not move into an enemy-occupied hex. Any leader stacked with the unit must retreat with it. It may move into an enemy ZOC, and it may change facing. If its retreat is blocked by a friendly Missile infantry unit, it *may* retreat *through* that unit an extra hex. If it does so, the Missile unit is Disordered; if already Disordered, it is Retired. Any leader stacked with the Retired missile unit must make a Leader Casualty Check (15.5) as if the unit suffered the Retire result from Shock combat.

If it cannot retreat, satisfying the above conditions, it is eliminated. Any leader stacked with the unit must make a Leader Casualty Check (15.5) as if the unit suffered the Eliminated result from Shock combat.

**Note:** *If the unit and leader are totally surrounded, the leader will be eliminated also, per 15.5.*

### **12.4 Retire**

*Replace the first paragraph with the text below*

Pick up the unit and place it as close to its Standard as you can, including in the Standard hex—place a “Retired” marker on top of it—unless that unit is unable to trace a route to the Standard not blocked by enemy units and impassable terrain (but not ZOC), in which case it is Eliminated.

### **12.7 Continued Attack**

*Use the text below- you will need the Continued Attack markers in Infidel or a substitute*

After all combats are resolved, another Shock Phase is conducted for all units marked with a Continued Attack marker. During this Shock Phase these units must Shock attack, no Charges or Counter-Charges are allowed, otherwise it is resolved identically to 10.0. After all Continued Attacks that resulted from the initial Shock Phase are resolved, those marked Continued Attack –1, remove the Continued Attack markers from any units that did not earn another Continued Attack result. If any unit that has a Continued Attack marker on it obtains another Continued Attack result, increment the Continued Attack marker (i.e., flip a Continued Attack –1 to Continued Attack –2 or add another Continued Attack –1 marker to the unit) and conduct another Shock Phase for all of those units still marked with Continued Attack markers. Continue this procedure until no unit is marked with a Continued Attack marker. When resolving a Continued Attack, subtract one (–1) from the Resolution DR for each *previous* Attack undertaken by that unit in that Shock Phase, this will be denoted by the sum of the Continued Attack markers on the unit.

**PLAY NOTE:** The DRM reflects the ongoing loss of formation and impetus such attacks are subject to.

**PLAY NOTE:** There is no limit to the number of times a unit can obtain a Continued Attack result. If you run out of Continued Attack markers, add some other marker to designate the additional modifiers.

Note that the Continued Attack markers referred to above are included in Infidel but were not included in the original Men of Iron game.

### **13.1 Rally**

*Use the text below for the Disordered paragraph*

*Disordered* units may cure their Disorder status by spending their entire Activation doing nothing. Flip the Disordered unit to its normal side, if they are not adjacent to an enemy unit after all combat has concluded and they have neither moved, changed facing, fired missiles, attacked, or been attacked that Activation.

**Note:** The unit may have started the Activation adjacent to an enemy unit, but can still rally if there are no enemy units adjacent after combat.

### **13.2 Standards**

*Replace paragraphs two, three, and the play note with the text below*

Standards may be Activated only in a Free Activation; they may not be Activated by DR. A Standard is Activated instead of a Command. When a Standard is Activated, the player may either move the Standard (and just the Standard, not any units near it) *or* Rally Retired units.

A Standard may be moved to any hex on the game-map. However, when doing so, any Retired units that are within 1 hex of the Standard prior to its being moved must check to see what effect this has on them. Roll one die; adjust that DR by the unit’s Disordered Shock Defense DRM. If the adjusted DR is a ‘5’ or higher, that Retired unit is now Eliminated.

Standards may be captured by the enemy, if an enemy combat unit enters a hex occupied solely by the Standard. If this happens all Retired results become Eliminated (including Retired units on the map at that time) for the Command that loses its Standard (or Army if there is only one Standard). Standards may not Retreat Before Combat.

### **15.0 Leaders**

*Add the following text*

A leader that is not the leader of the active Command stacked with a unit that is moving may move with that unit. (This could only happen at Bannockburn).

A leader that has had his entire Command eliminated is removed from play without penalty, as long as he would not qualify for the capture rule (15.5) in his current hex. He rides off into the sunset to fight again another day.

### **15.2 Command Range**

*Use the text below*

A leader's Command Range is traced in hexes, not Movement Points, from the leader to the combat unit, this does not need to be a straight line. Command status is determined at the start of Activation and stays with the unit throughout that Activation. You cannot trace Command range through an enemy unit, enemy ZOC (9.0) hex not occupied by a friendly unit, or a hex(side) impassable to mounted units.

A combat unit not actually within Command Range but adjacent to a unit that is (or one that is considered in Command by virtue of this specific rule), is considered to be in Command (in a chain effect).

### **16.0 Victory**

*Use the text below*

At the end of each Free Activation each player determines their Flight Points and makes a Loss Check. Each player rolls one die and adds the player's Flight Point total (see below). If the DR plus Flight Points are greater than the Flight Level of that player in this battle, he loses. If both players' totals exceed their Flight Level the battle is a draw. For much of the early parts of the game, Loss Checks will be unnecessary as players will be unable to exceed their Flight Level with the roll of one die. Use the Flight Point list from Men of Iron.

## Extended Sequence of Play

**A. Activation Phase:** Choose a Command to Activate or Pass; this may include a Standard (13.2), if a Free Activation.

- If a Standard is Activated, Rally all Retired units in or adjacent to its hex and skip to **Phase E** or move the Standard (13.2).

**B. Move/Fire Phase:** Move (5.0) and/or Fire (9.0) with any or all of the units in that Command.

- Before moving any units, place any replacement leaders (15.6).
- A mounted missile unit may fire at any point during its move.
- A foot missile unit may fire only at the end of its move.
- A unit may fire without moving.
- Each unit must finish its movement/firing before another unit may begin to move/fire.
- The Non-Active player's units may qualify for Reaction/Return fire (9.2) or Counter-Charge (11.5) depending on the Active player's actions.

**C. Shock Phase:** After all movement/firing for the activated Command is complete, Shock combat (10.0) and Charges (11.0) may be initiated.

**1.** The Active Player designates which of his units are attacking which defending units, including Charges.

**2.** One at a time, the attacker moves each Charging unit adjacent to its target. Any Reaction fire caused by this move is resolved. If required, the Charging unit makes a Charge Reluctance roll. Any Retreat Before Combat by the defender is resolved at this time. The defender attempts any Counter-Charges of which he is capable.

**3.** The attacker resolves all his Shock and Charge attacks, in any order he wishes. The Charge table is used as long as at least half of the units in an individual attack succeeded in Charging (not Disordered by Reaction fire, not Reluctant, not Counter-Charged), otherwise the Shock table is used. Advances are taken and Continued Attack markers are placed.

**Play Note:** *Attacks by a single attacker against multiple defenders are resolved at the same time, and they are considered to be going on simultaneously, with results (which can be cumulative) applied after both attacks are resolved.*

**4.** All Continued Attacks are now resolved. Begin again at **Step 1**, except that all units marked with a Continued Attack marker must attack; Charging and Counter-Charging is not allowed.

**D. Rally Phase:** Rally any Disordered units that did nothing for the entire Activation *and* that are currently not adjacent to an enemy unit.

**E. Continuation Phase:** If the completed Activation was a Free Activation, both players make a Loss Check (16.0).

If the game does not end due to Loss Check, Pass or choose another Command to attempt to Activate.

- This cannot be the Command that just went, unless you only have one Command remaining.
- Your opponent may attempt to Seize Continuity (4.3). If so, he chooses one of his leaders to Activate and rolls the die adding any modifiers and compares it to his leader's Activation Rating. If successful, he Activates that Command and proceeds from **Phase B**. If not, you get a special Free Activation, proceed to **Phase A**, except you can choose to Activate any Command, including the Command that just finished its Activation.

- If no Seizure attempt occurs, you roll the die adding any modifiers and compare it to your chosen leader's Activation Rating. If successful, Activate that Command and proceed from **Phase B**. If not, your opponent gets a Free Activation and proceeds to **Phase A**.

## Rules Errata:

pg. 8: 2. Position Advantage: There are 3 (not 2) types:

pg. 8: EXAMPLE CONTINUED.... +2 for the Weapons System Matrix (Dismounted Men-at-Arms attacking Longbow (not Crossbow))

pg. 9: 11.4 Charge Reluctance: Hedges (and Shield Walls) add +1 DRM to Charge Reluctance.

## Rules Changes:

9.4 replace the second bullet with the following sentence:

- if any intervening hex (or hexside) is higher - of greater elevation - than both the firing and target hex. E.g., ridges block LOS.

## Rules Clarifications:

### ***5.1 Movement Procedure***

Roads negate other terrain in the hex for movement, except elevation changes.

### ***9.1 Missile Units***

When a missile unit fires through its flank hex side, enemies 2 hexes away that are exactly down a flank hex spine may be targets.

### ***9.2 When Units may Fire***

When a missile unit prompts reaction fire, the reacting unit gets to fire BEFORE the activated unit gets to fire because it is reacting to the movement.

### ***9.3 Resolving Fire***

If missile fire passes down a hex spine between front and flank or rear and flank, it is not considered from the flank for purposes of Angled fire at Mounted Men-at-Arms.

### ***10.3 Shock Resolution***

When multiple attacking units are involved in an attack, any negative combat results apply to all attacking units (disorders, etc.).

### ***10.5 Advance after Shock***

Advancing after shock does not trigger reaction fire, as it does not expend movement points.

### ***12.4 Retire***

Retired units have no ZOC and may not Shock or Fire.

### ***12.7 Continued Attack***

If a Pike unit in Schiltron is not eliminated and does not retreat when a continued attack results against it, the attacker does not move, but must continue to attack.

## **Questions:**

### ***8.0 Stacking***

Question:

At Crecy, what happens if a Genoese crossbowman is in a pothole hex and a French Mounted MAA tries to move through and is unhorsed, this would leave them overstacked which is disallowed by Rule 8.0?

Answer:

Move the Crossbowmen back one hex, if this is not possible then eliminate them.

### ***11.4 Charge Reluctance***

Question:

Do MAA need to make a charge reluctance roll when making a continuation attack against pike in schiltron?

Answer:

No. They already did that.

Question:

If a MAA unit fails the Reluctance roll against a Schiltron, has it still engaged that Schiltron for the purposes of allowing another unit to ignore it when performing its own attack?

Answer:

Yes, per 10.3 "All Shock Attacks must be predesignated before any are resolved." The fact that the MAA is trying to attack allows other units to carry out their attack(s).

### ***11.5 Counter-Charge***

Question:

A Mounted Men-At-Arms that is being shock attacked simultaneously by two or more enemy units cannot counter-charge, right?

Answer:

If it can counter-charge all attacking enemy units, it can attempt to counter-charge. The counter-charging Mounted Men-at-Arms only becomes the attacker, per 11.6 paragraph 2 bullet 2, if none of the enemy units are Mounted Men-at-Arms. Otherwise see 11.6 paragraph 2 bullet 1.

### ***14.1 Shield Wall***

Question:

Shield Wall. I'm playing the Courtrai scenario and have a question on Shield Walls. If a formation decides to go into Shield Wall, assuming all units in the formation are eligible, can you decide to put only a part of the formation into shield wall, or is it an all or none situation?

Answer:

Putting a formation in Shield Wall applies to ALL normal status units in that formation, even if Out of Command.

Question:

Which side, in which scenarios can use Shield Wall?

Answer:

**Falkirk and Bannockburn**

Scots - Schiltron

English - No Shield Wall

**Courtrai**

Flemish - Shield Wall

French - No Shield Wall

**Crecy**

French and English - No Shield Wall

**Poitiers**

English - Shield Wall

French - No Shield Wall

**Najera**

English - Shield Wall

Spanish and French - No Shield Wall

**Scenario Clarifications:**

***FALKIRK:***

***English Reinforcements***

The entry hexes for Surrey's Battle should be 3423-4, rather than 3422-3.

No Scots unit may end movement within three (3) hexes of an English entry hex.

***COURTRAI:***

***Initial Deployment***

The Flemish Crossbowmen listed as starting in 3912 should instead begin in 4012.

***The Town of Courtrai and the Buildings***

Monastery hexes: 3912, 4013, 4112 are impassable (monastery map graphic was changed during production).

The town of Courtrai - the bridges are blown (and logically the gates are closed, what else would they be). With the exception of the activity around the castle, where the French are besieged, units cannot cross the town wall.

***BANNOCKBURN:***

***Initial Deployment***

The Setup Map does not include: English LB hex 4317, English PK hex 4608.

***The Scots Schiltron***

Change the third Schiltron bullet to read:

Mounted units may not Charge thru the Frontal hexside of a Schiltron formation unit; they may Shock normally, but do so only upon passing a Charge Reluctance die roll. Use the section of the Reluctance Chart that refers to Scots Schiltrons.

### ***Scots Hobilars***

The Scots Hobilars use the King's Standard when retired.

### ***English Disorder***

The English Disorder Historical rule applies to the Pike units that begin the game disordered and only unit they Rally once.

### ***English Commands***

Edward II is not replaced if he is killed.

### ***CRECY:***

#### ***French Reinforcements***

#### ***King Phillip's Command***

After John's command has entered, any attempt to activate King Phillip requires a die roll. On a free activation the die is rolled and if an even number, King Phillip activates. On an odd number, the free activation is transferred to any other French leader. On a Continuation attempt, the die is rolled and if even number under King Phillip's activation rating, King Phillip activates. If an odd number under King Phillip's activation rating, this successful Continuation is transferred to any other French leader, regardless of their activation rating. If the die is greater than King Phillip's activation rating, the Continuation attempt has failed and play passes to the English player.

### ***Terrain***

#### ***Potholes***

For those of you who want more historical flavor (and watch the French get slaughtered to a greater extent):

If mounted units attempt to Charge (not just move to Shock) through a pothole hex, the 0-2 = Unhorsed die roll applies, but if that same die roll produces a 3-6, the Charge is negated and reduced to a normal Shock.

### ***Elevations***

A unit Charging up the hill at Crecy would incur a -2 DRM for the two elevation levels, one for each level.

### ***POITIERS:***

#### ***The Duke of Orleans Battle***

When checking to see if the Duke of Orleans stays to fight, add the die roll to the French Flight Point total. If the total is 25 or more, he and all of his units are removed from play.

### ***Clermont and Audrehem***

Clermont and Audrehem (the two French mounted MAs in front of Saarbrücken's command) have to charge the English line when activated. Let them use an activation rating of '4', but they cannot use Seizure. The Chivalry aggression rule (or removal thereof) does not effect these two guys.

### ***NAJERA:***

#### ***Initial Deployment***

No Cross of St. George counter is included in the game, use the Prince of Wales Standard instead.

### ***Terrain***

ZOCs and Missile unit “Frontal Hexes” do not extend across the Najarilla river.

### ***Standard***

The Castilian Standard may not be moved.

## **Chart Clarifications:**

### **CHARGE RELUCTANCE:**

Mounted Men-at-Arms Against Scots Pike in Schiltron Formation

- If the DR is a 0-7, Shock not allowed; unit does not attack at all
- If the DR is a 8-9, Shock attack allowed.

### **TERRAIN EFFECTS CHARTS:**

#### ***Falkirk***

The MP for marsh in Falkirk are reversed with respect to foot and mounted (should be foot:2 mounted 3)

#### ***Courtrai***

The MP for marsh, village, and ditch are reversed with respect to foot and mounted on the TEC sheet (the map one is OK - foot:2 mounted: 3).

#### ***Crecy***

The MP for woods and villages in Crecy are reversed with respect to foot and mounted (should be foot:2 mounted: 4).

Change the entry for Pothole Hex to Enter Pothole Hex but not Unhorsed.

Footnote [a] should refer to the Crecy Scenario Rules, not section 8.0 of the rulebook.

#### ***Poitiers***

Footnote [a] should refer to the Poitiers Scenario Rules, not section 8.0 of the rulebook.