



## **Armies of Chivalry Errata**

**Though a lot of time and effort went into the Armies of Chivalry supplement, there were still a few items that slipped through the cracks. The following list contains the clarifications/errata for the supplement as agreed to by the authors and editor of the book**

**Front Inside Cover Map:** "Napels" should be "Naples".

### **General Rules-Copses of Trees or Orchards:**

This terrain type is also very useful for representing ruined Greek style temples and other partially damaged buildings or ruins.

### **Special Rules-First Charge:**

Page 5 – Stubborn units have a chance to hold against a First Charge in accordance with #2 under the Stubborn rules on page 53 of the Main Rulebook. (Note: This applies to units with Ferocious Charge in WAB as well).

### **Special Rules-Stakes:**

Page 9 - Change the first sentence to: "Mounted models are -2 on their to hit rolls, do not have first charge, and do not gain weapon strength bonuses when attacking across stakes."

### **Special Rules-Artillery:**

Page 10 - Wounds from light artillery do not get a save.

Page 10 - Light artillery causes D3 wounds per model.

Page 10 - An alternate means to using the bounce path when determining whether a gun or crew are hit when firing at artillery is to roll 1D6 with a 1-4 resulting in the gun being hit and a 5-6 resulting in a crew member being hit. This can be extended to War-Wagons and other war machines.

Page 10 - Friendly models are affected by friendly artillery fire.

Page 10 - Unengaged ranks/files of a unit engaged in hand to hand combat can be targeted by artillery.

Page 12- The allowance for two extra crewmen per gun applies to all armies.

### **Special Rules-War Wagons, Page 12:**

- Individual War Wagons that were never part of a War Wagon unit are not subject to the 2" spacing between War Wagons; this applies to wagons in a unit only.

- War Wagons cannot flee or fire and flee as a charge reaction.

- War Wagons can Fall Back in Good Order if they qualify for it. In this case, the fall back move is 1d6".

- War Wagons cannot cross obstacles, nor can they enter difficult terrain. If forced to

move into difficult or very difficult going, the War Wagon will instead stop on the edge without entering.

- If all crew from a War Wagon are killed by any means, the wagon is removed from play.
- If a War Wagon fears its enemy and loses combat, where it would break and flee per the Fear rules, it is instead removed from play.
- No matter how many crew are modeled for a War Wagon, only 6 fight.
- If a War Wagon that is part of a unit is destroyed or the crew wiped out, the victorious unit cannot pursue, but may freely move or shoot in its following turn if not still engaged in melee.
- Unengaged War Wagons that are part of a unit that is in contact with the enemy may fire normally, but may not move.

#### **Hundred Years War English list:**

Page 14 – "Shewsbury" should be "Shrewsbury".

#### **Colour Section:**

Page 30 – "after math" should be "aftermath".

#### **Hundred Years War French list:**

Page 33 – Dismounted Esquires have the same additional weapons options as dismounted knights (halberd +3 pts, double-handed weapon +3 pts).

#### **Holy Roman Empire list:**

Page 40 – "bishopries" should be "Bishoprics", and "unchartered" should be "uncharted".

Page 40 - Composition for the Later Armies is:

Characters: 0-25%

Cavalry: 25-50%

Infantry: 25-50%

Mercenaries: 25-75%

Page 40 - Points spent on mercenaries also count towards the relevant infantry or cavalry percentages.

Page 40 – 0-1 Landsknecht units with heavy or partial plate armour may exchange spear and shield for double-handed weapons (+ 1pt).

Page 41 – The Army Standard Bearer may upgrade to Full Plate armour as well as Partial Plate armour.

Page 41 – Handguns that are part of a unit in Mixed Order or Verlorene Haufe count against the 0-2 units limit in Later Armies.

#### **Wallachia/Moldavia list:**

Page 47 – The following troop types have the following cost and associated equipment changes from what is in the book:

**Lefegii** - cost 11 points. Equipment: Hand weapon, light armour, and shield. May have heavy armour (+ 2 pts) and thrusting spear or halberd (+2 pts).

**Strajeri** - cost 8 points. Equipment: Hand weapon and bow. May have light armour (+2 pts) and shield (+1 pt). 0-1 unit may have heavy armour (+ 3 pts) and every other unit may replace bow with thrusting spear (free). Special Rules: Mounted Infantry.

**Pedestrasi** - cost 5 points. Equipment: Hand weapon and shield. May have light armour

(+ 2 pts) and thrusting spear (+2 pts).

**Western Men-at-Arms** led by a Hatman are not subject to the Allies and Mercenaries Rule.

**Medieval Russian list:**

Page 49 – Junior Druzhniks are subject to the rules for Eastern Shock Cavalry, not Superior Shock Cavalry.

**Kingdom of Hungary list:**

Page 50 – Mounted Hungarian Knights may count a Rank Bonus of up to +1 in combat.

**Hussite list:**

Page 56 – Bohemian Knights may count a Rank Bonus of up to +1 in combat.

**Italian Condotta list:**

Page 35 - Army Composition: Only Swiss and Free Company Allies are subject to the Allies & Mercenaries rule.

Page 37 - All skirmishers may upgrade to crossbows in Late armies (except those that must be Handgunners).

**French Ordonnance list:**

Page 59 – Coustilliers may be dismounted. They have a base movement of 4" and cost 9 points. May add a shield (+ 1 pt) or exchange spear for halberd (+ 1 pt) or double-handed weapon (+ 2 pt).

**Burgundian list:**

Page 60 - "fulfilling" should be "fulfilling".

Page 60 - Mounted Coustilliers may be in the rear ranks of a Combined Formation with Mounted Household Gendarmes in addition to the already listed Mounted Knights/Ordonnance Gendarmes or Mounted Feudal Knights. Mounted Burgundian Knights, Ordonnance Gendarmes, and Feudal Knights are eligible for a +1 rank bonus. This bonus can be achieved with either additional knights or gendarmes, or with coustilliers in the rear rank.

Page 60 - Dismounted Gendarmes cost 17 points, not 16 points. The cost for a halberd or double-handed weapon for them is +3 pt instead of +2 pt.

Page 61 - The allowance for two extra crewmen per gun applies to all armies, not just the Burgundians. The notation in the Burgundian list should have been deleted.

**War Of The Roses list:**

Page 63 - Archers that are not part of a Combined Formation may be either ALL in Open Order, or ALL in Close Order.