



Vlad the Impaler Errata

Ottomans

- Timarli Sipahi cost 22 points (reduced from 24 points).
- Timarli Sipahi may upgrade to light armour for +2 points or heavy armour for +3 points.
- Special Rules: Open Order. If taken with no armour or light armour, sipahi are subject to Feigned Flight and Eastern Shock Cavalry rule #1. If taken with heavy armour, sipahi lose Feigned Flight ability, but use all Eastern Shock Cavalry rules.
- Ottoman armies may take 0-1 mortar per the first 2,000 points. They may take one additional mortar for every additional 1,000 points.

Catalan Great Company

Almughavars! - well-documented Almughavar successes against all manner of opponents make them a difficult type of soldier to represent on the tabletop. The following rules apply to any unit designated as Almughavars!

1. Almughavar units not designated as Skirmishers are Open Order, and may claim up to a +2 rank bonus when in open terrain.
2. Almughavar survivability was quite remarkable considering their lack of armour and shield, and can arguably be attributed to martial skill and dexterity. Almughavars receive an unmodified 6+ save when in open terrain. This improves to an unmodified 5+ save if the model is in difficult or very difficult terrain.
3. Almughavars may perform Feigned Flight. Formed Almughavars may only perform Feigned Flight if charged from their front.
4. Formed Almughavars units may re-roll failed panic tests until the first formed Almughavar unit fails a re-roll. After that, the ability is lost for the remainder of the game.