

Erratum Diex Aie

Despite our best efforts to provide the best quality product, a few mistakes and omissions were noticed by our players. The various corrections are listed below.

Tactical rules

5.5.5 - Shooting from a lower elevation

The first sentence of the example is misspelled. it should read:

In this example, the crossbowman Gerold cannot shoot at the slinger Munro because the knight Mauger is 2 hexes away from Munro, who is only one level above Gerold.

9.3.3 - Shooting from different levels

The two diagrams have their descriptive text reversed: For the picture in page 24, the text is:

This map shows the hexes which can't be shot at by a Bowman located in the tower of the motte (or on top of the entrance staircase).

And for the picture in page 25:

This map shows the hexes which can't be shot at by a Bowman located on a platform behind the stockade of the motte.

Campaign rules

12 - Supply for combat groups

Third paragraph:

A combat group will be affected in its next combat phase if it was unable to resupply fully for 2 days in a row:

- > The combat group must modify all combat and missile fire result die rolls by +1.

Wounded characters after a tactical battle

The issue: We forgot to address the management of wounded characters after a tactical battle. The following rule should be inserted between chapters 20 and 21:

A character wounded during a tactical battle can move in the following turns with a penalty of 3 MPs on the campaign map. If he is part of a group with other healthy characters, the entire group is penalized (as the wounded characters slow down the entire group).

A character wounded during a tactical battle must move towards the nearest friendly settlement for healing. He won't be able to leave it until complete recovery.

- > A Norman (or loyal Saxon) must reach a loyal village or a motte,
- > A rebel Saxon must reach a rebel village.

Use the Healing Table on the Play Sheet Nr 3 to know how many turns will be needed for the character to recover.

A wounded Scot or Viking character can't be healed in a village and his wound will take longer to heal: Add +2 to the die roll on the Healing Table.

If the village where the wounded character stays is attacked, he can fight with his wounded combat potential.

Scenario 1: The Malefosse

The issue

This scenario is very difficult for the Normans due to the number of Saxons involved and their strong defensive position. The following modifications restore the balance of the scenario.

The sides

Omit the Huscarls Grimnoth & Osferth,
Omit the Foot Thegns Guthwold & Aescgar,
Omit the Thegns Ethelric & Athelstan.

Victory conditions

The thresholds are modified as follows:

- > 12 and more: Striking Norman victory,
- > Between 8 and 11: Narrow Norman victory,
- > Between 4 and 7: Narrow Saxon victory,
- > Less than 4: Striking Saxon victory.

Scenario 2: Back to the Hastings camp

The issue

Same as Scenario 1. The following modifications restore the balance of the scenario.

Map layout and starting positions

The game is played in 12 turns.

The sides

Omit the Thegns Ethelric & Athelstan,
Omit the Ceorls Wulfstan & Ednoth.
Add the crossbowman Vougrin
Add the Breton infantryman Malo

Victory conditions

The thresholds are modified as follows:

- > 5 or 6 animals exited the map: Striking Norman victory,
- > 3 or 4 animals exited the map: Narrow Norman victory,
- > 1 or 2 animals exited the map: Narrow Saxon victory,
- > No animal exited the map: Striking Saxon victory.

Scenario 3: London Bridge

The issue

The deployment of the Saxon counters should follow the historical setup, with all the troops south of the bridge. The scenario is not clear enough about this and the Saxon player could use the bridge as a defensive bottleneck, making the Norman task extremely challenging.

Map layout and starting positions

Side 1 of the map is facing south. Saxons are deployed within 3 hexes of the south river edge.

Special rules

During the first turn, the Normans can charge whatever the initial distance from their target (they are considered to have initiated their charge off map).

Scenario 3: London Bridge

The issue

The deployment of the Saxon counters should follow the historical setup, with all the troops south of the bridge. The scenario is not clear enough about this and the Saxon player could use the bridge as a defensive bottleneck, making the Norman task extremely challenging.

Map layout and starting positions

Side 1 of the map is facing south. Saxons are deployed within 3 hexes of the south river edge.

Scenario 5: A Bridge Too Close

The issue

It is too easy for the Saxon player to retreat across the bridge and prevent the Normans from overrunning them.

Map layout and starting positions

Normans can be deployed on both sides 2 of the Ditch and Woodbridge maps (they now can be deployed to the left of the river as well).

Scenario 11: Take the Ford by Force

The issue

The name of the Saxon javelin throwers are those of the Earls. Their real names are Gondulf, Gherbod and Ethelmer

Campaign Scenario 2: The Lost Squad

The issue

Arnoul is misspelled Arnold 5 times in the scenario setup!

We missed 2 spelling mistakes on the back page of the History & Scenarios booklet: Wales with only one "L" on the map and Norman conquest without an "s" in the title. Sorry for this!