

## Erratum The Anarchy EN

### 4.2.1.2 – The ladders

As ladders are fixed, the following section should be deleted:

~~When ladders are removable, an external crew must raise a ladder when the tower is stopped to move up to or down from level 1 from the ground. Even if ladders are fixed,~~

### 4.2.1.3 – On map/Off map counters

Replace « When the tower is in position to lower its drawbridge,... » with “When the drawbridge is lowered, ...” to avoid any contradiction with 4.2.8.

### 4.3.2 / 4.3.3 – Oil Bucket

When checking the results of an oil bucket spill or drop, ignore any result impacting the attacker. There is no modifier for armour either.

Technically, a rider can also be impacted by an oil drop, even though it would be very weird to have a rider beneath a wall during an assault.

### 5.1.2.2 – Resolving fire

Modify the last paragraph as follows:

In addition, check the results of the Battering Table (see § 7.3.3) if the impact hex (or the adjacent hexes) is (are) occupied by a building, wall, structure or siege engine, as described in § 5.1.2.

### 5.2.5 – Walls with hoarding

Delete the reference to the barrel of oil (actually a bucket) as a character can't be in the same hex as a bucket of oil.

### 5.2.6 - The battering ram and hand-to-hand combat

Delete the reference to the number of characters operating the ram: “If one of the ~~three~~ characters operating the battering ram...”

### 6.1 –

Rubble: Impassable instead of impassible

Mine: Add that mines are Impassable to horses

### 6.3.3 – Progress of the mine

The second sentence of the first paragraph should be changed to:

Count every day the number of miners present in the gallery and in the hexes previously excavated to determine the number of battering points.

### 6.3.4 – Collapsing the wall

Add the following sentence at the end of the last paragraph:

Roll 1D10 at each subsequent siege day: The wall finally collapses on a result of 1.

### 6.4.1 – Placing the markers

Replace the paragraph with:

In tactical scenarios, the attacker places rubble markers in the same manner as filled moat markers. However, in siege scenarios, the rubble markers are only placed on those hexes that have been destroyed by the besiegers' mangonels, stone throwers, battering rams or mines.

### 7.3.2 – Battering Operation

Last paragraph. Add the following text: “The keep walls **adjacent to the courtyard** cannot be...”

### 7.7 – Actions

Replace the send sentence with: “Note that some of these actions restrict the daily actions mentioned above.”

#### 7.7.1 – Action 1

Starting position. Replace the first sentence with: “The besieger can enter his/her forces through any edge of the open terrain map in any turn.”

Besieging the besiegers: Change the paragraph as follows:

“If the besiegers refuse to give battle and decide to take refuge in the part of the castle or priory that they control, they can take their **siege engines ballistae** there. No rule stops the besieged party from trying to set these on fire during the assaults. From the supply standpoint, the besiegers have at their disposal the rations left by the besieged garrison when they retreated to the **inner remaining defence stronghold, as well as those that they may have brought with them**. If the besieged garrison still holds part of the outer walls **or the priory with a direct access to the exterior**, the reinforcement party can bring at night 1D6 days of supply per day of siege.

For the initiative, the roles are reversed from now on: the besieged garrison becomes the besiegers, and those who hold **the outer wall a portion of the building** become the besieged party. However, if the new besiegers choose to batter from a distance, the side that holds **the outer wall a portion of the building** can decide on an assault against the **inner remaining defence stronghold**, even if they have not won the initiative. The negotiations for surrender of one or the other side are suspended. Only the rules on automatic surrender (**see Play Sheet 3**) are applicable.”

Special rules:

- Delete the second item: “~~The hall, then the bedroom for the farm,~~”
- Add the following text in this sentence: “The defenders can only take with them half of their remaining days of supply (**rounded down**) when they retreat.”

#### 7.7.2 – Action 2

Add the following sentence at the end of the sequence of action, last item: “If all the characters of the camp owner leave the map, all remaining tents and siege engines on the map are destroyed.”

In the Special rule section, replace the sentence “He can do nothing to further the siege during the appropriate number of days.” with “While the besieger repairs his camp, he may take no other action whatever except defending himself against further sallies. This excludes his garrisons in conquered parts of the castle/priory.”

#### 7.7.3 – Action 3

Starting positions: Replace the sentence “Defensive fire is not allowed against the patrol during that first turn.” with “The patrol cannot perform any defensive fire during that first turn.”

#### 7.7.4 – Action 4

Starting positions – First bullet: Change the end of the first sentence: “...or killed by a **besieger defender**.”

#### 7.7.5 – Action 5

Second paragraph – “...to choose **by the Defender** between...”

## Campaign Rules

### 2 – The map

The displayed area is narrower than what was intended originally!

“...from ~~Oxford~~ Basingstoke to ~~Bristol~~ Bath east to west, and from ~~Winchester~~ Andover to ~~Worcester~~ Oxford south to north.

### 5.1 –

Replace the last paragraph:

“Optional: The resource level can be affected by **the weather**”

### 5.3 –

Replace the last paragraph:

“Optional: The resource level can be affected by **the weather**”

### 7 – Loyalty

Add an example at the end of the Loyalty Modifier section:

“If the group leader has a prestige of 7 AND is a Royalist, then the loyalty modifier is +1. If his group is made of 15 characters and the group he meets is made of 9 characters, then he adds another +1 to the die result.”

### 15.1 – Relations between...

First section, 3d bullet: ~~Over~~ 61 **and more**: 4 maps.

### 15.3 – Multiple groups participating in a battle