# HOLY WARRIOR ARMY LIST ERRATA
## To March 2011

Any updates or corrections are shown under the specific list. Lines refer to the line starting underneath the list or from the top of the page if the list runs more than a single page and also reference a complete entry, not just a carryover from a previous line.

**MONGOL CAVALRY RULES:** The four rules outlined in Oriental Warrior apply to the following troops:

List 9: Ilkhanid mounted
List 11: Ilkhanid mounted
List 20: Tartar Mercenaries
List 22: Crimean Tartar Vassals
List 31: Golden Horde mounted (but NOT Golden Horde-led Uzbeks/Turkomans)
List 32: Golden Horde mounted
List 33: Ilkhanid mounted
List 35: Crimean Tartar mounted

**BYZANTINE RULES**
The following rules apply to bodies not armed with P/HTW containing Byzantine troops of the stated name below in Lists 1-3, 14, 17, and to generals' elements incorporated in units with such troops:

1. Kontaratoi Spearmen/Bowmen may fight in mixed units.
2. Reg Kontaratoi Spearmen may adopt testudo.
3. Reg Kontaratoi Spearmen always fight two full ranks in hand-to-hand combat.
4. Reg Kontaratoi infantry may adopt "Crusader Order":
   a. It has the same characteristics as a block and must be marked or made obvious to the opponent in some way.
   b. It must be entered using a maneuver (Warrior 6.12).
   c. It reverts to a block on entering hand-to-hand combat or making any but an approach move.
   d. While in Crusader Order, Kontaratoi may not charge or countercharge.
   e. Reg Loose/Open Kavallarioi may voluntary interpenetrate steady Reg Kontaratoi in Crusader Order (but not the reverse) as an exception to Warrior 6.52, without disordering either body, and are not subject to the limitation on shooting in the last sentence of the 6th paragraph of Warrior 6.52.
   f. Interpenetrating troops that exceed their movement allowance remain subject to the limitations on charging and shooting in that paragraph, provided that Reg Loose/Open Kavallarioi who begin the Approach phase in base-to-base contract with Reg Kontaratoi in Crusader Order, with neither body moving in that phase or the Counter/Retirement Phase, measure an interpenetrating charge move from the front edge of the Reg Kontaratoi and may shoot in Support Shooting for that charge.
5. Reg Kavallarioi/Vestriaritae/Spatharioi/Stratiotai/Paramonai/Vardariots (LC/MC/HC/EHC only), including generals' elements incorporated into a unit with such troops:
   a. In addition to all other Shooting Reactions under Warrior 11.1, may make a Recall move (Warrior 6.36) or Evade(if Loose/Open) (Warrior 6.166) instead if charged.

      b.   In addition to all other charge responses under Warrior 6.166, may either Evade (if Loose/Open) or make an immediate Recall move (Warrior 6.36) before contact. Troops that have elected to make a Recall move as a Shooting Reaction must Evade if charged.

      c.   Chargers pursue troops making a recall move in such circumstances as if such troops were evading (Warrior 6.166C).

      d.   Troops making such a Recall move who are contacted by their pursuers may engage in Support Shooting, may counter-charge and may fight in HTH.6.

6.  Varangians (not technically Byzantine troops, thus none of the above rules apply)

      a.   Regular Varangians fight 1.5 ranks at all times.

      b.   Regular Varangians who are willing or eager do not have their charge cancelled (i) by frontal charges declared on them by impetuous foot or mounted bodies or (ii) by having an impetuous or mounted body declare a charge against the same enemy body.

      c.   Regular Varangians who are willing or eager may countercharge impetuous foot or mounted that have declared frontal charges on them.

      d.   Varangians may embark or disembark from a boat, counting it as a maneuver or single march segment; such troops are considered steady when disembarking as an exception to Warrior 5.221.

      e.   A body of Varangians with a friendly boat anywhere within 240p is considered supported as an exception to Warrior 5.131.

**NORMAN CAVALRY RULES**

The Norman heavy cavalry of the period had an immense impact on warfare in Europe and the Mediterranean basin.  To replicate their unique abilities, the following rules apply to bodies containing only troops, and to HK/HC generals' elements incorporated into units with such troops, as follows: Frankish/Norman Milites in List 2 and to Irr HC Knights (but not Sergeants) designated as Crusader in Lists 5, 11-14, 16 and 19; as Edessan/European/Outremer/ Principality in Lists 13, 17 and 19; or as Frankish in List 14.  The rules do NOT apply to Frankish Mercenaries in Lists 9 or 23.

1.  May make an immediate recall move if all HTH opponents fail to recoil, breakoff or rout as an exception to Warrior 6.36.

2.  Disregard the 4th bullet in the second paragraph of Warrior 6.164 (i.e., they may define a charge as impetuous even if tired or uneasy at declaration).

3.  May breakthrough if they inflict more H-T-H casualties and opponents not in Shieldwall suffer at least 1 CPF from all causes without those opponents breaking.

**CRUSADER ORDER**

While in the Holy Land, the Crusaders developed novel tactics that allowed them to shelter their heavy mounted troops behind their foot until the moment was judged right to unleash their irresistible charge, whereupon the foot opened files to allow the mounted to pass through.  In order to replicate this unusual tactic, the following rules apply to bodies containing only designated troops in Lists 5, 11-14, 17 and 18:

1.  Infantry may adopt "Crusader Order":

      a.   It has the same characteristics as a block and must be marked or made obvious to the opponent in some way.

      b.   It must be entered using a maneuver (Warrior 6.12).

      c.   It reverts to a block on entering hand-to-hand combat or making any but an approach move.

      d.   While in Crusader Order, infantry may not charge or countercharge.

2. Mounted may voluntary interpenetrate steady infantry in Crusader Order (but not the reverse) as an exception to Warrior 6.52, without disordering either body, and are not subject to the limitation on shooting in the last sentence of the 6th paragraph of Warrior 6.52.
3. Interpenetrating troops that exceed their movement allowance remain subject to the limitations on charging and shooting in Warrior 6.51, provided that mounted who begin the Approach phase in base-to-base contract with infantry in Crusader Order, with neither body moving in that phase or in the Counter/Retirement Phase, measure an interpenetrating charge move from the front edge of the infantry and may shoot in Support Shooting for that charge.

**BARBARIAN INFANTRY RULES**
The following rules apply, in the case of Rule 1, to Irregular close/loose order infantry in all lists in Holy Warrior and, in the case of Rules 2 and 3, except where expressly stated not to apply, which troops are referred to here as Barbarian Infantry.
1. Close/loose order Barbarian Infantry may march on segment 3 if desired but take a fatigue point (FP) for doing so.
2. A body of Barbarian Infantry with 9 or more elements in total fights with 1/3 of the figures in any 3rd and/or 4th ranks directly behind those eligible to fight if the body meets all the following requirements:
   a. Charged or countercharged this bound or contacted opponents in a converted charge in the previous bound;
   b. The 1st and 2nd ranks are ALL armed with a close combat weapon other than SA and/or IPW;
   c. The 3rd and 4th ranks each contain at least one element armed with a close combat weapon other than SA and IPW;
   d. Does not contain any element with 2HCT and/or HTW combined with another weapon; and
   e. Contains at least one element of C morale grade class or better troops.
   The 3rd and 4th ranks fight as "Other Weapons" but get no other Weapons Factors; they do count all Tactical Factors. In determining figures fighting in any 3rd and/or 4th ranks, add the number of figures in both ranks combined, take 1/3 of the combined total, and then round up.
3. A body of Barbarian Infantry with more than 8 elements is eager while any friendly body that does not include LC and/or LI within 240 paces is charging in the current bound or already in H-T-H combat and not broken or shaken.

**GLOBAL CHANGE:** Change the Field Fortification list rule in lists 6, 7, 10, 15, 17, 19, 22, 24, 25, 34, 35 to allow only a maximum of TWO 6 element sections being deployable in a friendly forward zone. All other temporary field fortification sections must be in a friendly rear zone. Note that placement of immobile TFs must abide by the terrain positioning rules of 14.31. For this purpose, open spaces are still considered to be in place through deployment.

**GLOBAL CHANGE:** Troops in lists 4, 5, 8, 9 allowed incendiary JLS who also have a longer ranged missile weapon may choose to shoot incendiary (NOT normal) JLS, if they have such a shot remaining, in any given shooting phase as an exception to 2.31. They may never shoot both in the same phase.

**GLOBAL CHANGE:** General Concepts (page 4): Delete the second paragraph and replace with the following:

> "Generals' elements may be in a mixed unit with troops of the same Training (Warrior 2.1) and Order (Warrior 2.21), and in addition Knights, Cavalry, and Camelry can only be mixed with troops in the same Troop Category (Warrior 2.23) and Elephantry, Chariotry and Transport can only be mixed with troops of the same Troop Type (Warrior 2.22), except where an army list specifies that such troops can mix with others in this list. Being "Mounted" does not count as being in the same "Category" for these purposes. A general's element in a mixed unit does not prevent troops otherwise entitled under a list rule from fighting 1.5 ranks, provided the general's element is of the same nationality and armed the same as those troops. A general's element can be included in a detachment only as specified by a list. Generals' elements do NOT count toward the minimum or maximum of any troop line in a list except their own. Generals' elements count toward fractional or other numerical limits in a list only when they are part of a unit."

**GLOBAL CHANGE**: Add a new paragraph that follows the one new "Generals' elements" paragraph in the previous Global Change section:

> "In Holy Warrior, as an exception to Warrior 2.23 and the preceding paragraph, troops (including general's elements) of types that are otherwise eligible to mix in a single unit are not precluded from doing so because they are not of the same "Troop Category", where in the relevant list such troops (i) are designated as "Knights" (or are eligible to be upgraded to HK or higher), or (ii) are designated as "Sergeants", "Gentry" or "Retainers", and (iii) are not armed with B."

**GLOBAL CHANGE:** There is no command factor limit on the number of units or detachments in any army; allowable detachments are still determined by the command point lines in each list.

**GLOBAL CHANGE:** Add "Irregular" before "Varangians" in the appropriate List Rule section in lists 2, 14 and 32-33.

## 1. Bagratid Armenian 885 AD – 1045 AD

Page 6, Line 12, Armenian Spearmen, Change "12-48" to "8-48"
Page 6, Line 18, Slav Mercenary Spearmen: Change "0-8" to "0-12"
Page 6, Line 24, Georgian Allied Aznauri, Change "*4-8" to "*3-7"
Page 6, Line 27, Byzantine Kavallarioi Lancers, Change "*2-8" to "*1-7"
Page 6, Add a new Line 27a: "Extra to give Byzantine Kavallarioi Lancers B @ 6 pts...any"
Page 6, Line 29, Byzantine Kavallarioi Archers, Delete "Sh" and change "16 pts" to "12 pts"
Page 6, Add a new Line 29a: "Extra to give Byzantine Kavallarioi Archers Sh @ 4 pts…any"
Page 6, Line 30, upgrade Byzantine Kavallarioi, change "0-1/2" to "any"

## 2. Nikephorian Byzantine 963 AD – 1071 AD

Page 7, Delete Line 8 and the following four lines and replace with:
        Varangians Irr B HI/LHI 2HCW or JLS, Sh @ 24 pts if HI, @ 18 pts if LHI … 0-12

Extra to upgrade Varangians to Reg B @ 4 pts if HI, @ 10 pts if LHI … any

Extra to upgrade Reg B Varangians to Reg A as Imperial Guard @ 4 pts … 0-6

Extra to give 2HCW-armed Varangians JLS @ 4 pts if HI or Reg LHI, @ 3 pts if Irr LHI … any

Reduction to downgrade Reg  Varangians to MI/LMI @ -8 pts … any

Extra to upgrade other Reg Varangians to EHI @ 8 pts … any

Extra to give Reg Varangians horses @ 8 pts …any

Page 8, Line 4, Akontistai, et al: Delete "if LMI"

Page 8, Line 9, Russ Spearmen, Change: "**6-16" to "**6-18"

Page 8, Line 15, Georgian Aznauri, Change "*4-8" to "*3-7"

Page 8, Line 19, Slav Infantry:  Add "@ 8 pts if MI," after "Sh" and change "0-8" to "0-12"

Page 8, Early Period, add a new first line:  "Extra to upgrade EHC sub-general's element to SHC L, Sh with P standard + 3 Reg A SHC L, Sh @ 22 pts … 0-1"

Page 8, Early Period, add a new Line 1a:  "Reduction to downgrade Kavallarioi Kataphractoi to EHC @ -29 pts … any"

Page 8, Early Period, Line 5, Add "EHC/" after "3 pts if" and change "0-3/4" to "any"

Page 8, Early Period, Line 7: Delete "Reg A/B"

Page 8, Early Period, Line 11, Add "Spearmen" after "Kontaratoi" and delete "2/3" and "1/3 B, Sh"; Change "***6-24" to "***4-18"

Page 8, Early Period, Add new Line 11a: "Kontaratoi Bowmen Reg C MI B @ 12 pts…***0-9"

Page 8, Early Period, Add new Line 11b: "Extra to give Kontaratoi Bowmen Sh @ 4 pts…any"

Page 9, Early Period, Line 9, Extra to upgrade Mercenary Asiatic Cavalry: Change "0-1/3" to "any"

Page 9, Early Period, Line 11, Armenian Nakharars: Change "**4-12" to "**3-11"

Page 9, Late Period, add a new Line 1a: "Extra to give Kavallarioi Lancers B @ 6 pts...any"

Page 9, Late Period, Line 8, Add "Spearmen" after "Kontaratoi" and delete "2/3" and "1/3 B, Sh"; Change "***6-24" to "***4-18"

Page 9, Late Period, Add new Line 8a: "Kontaratoi Bowmen Reg C MI B, Sh @ 16 pts…***0-9"

Page 9, Late Period, Line 13, Asiatic Mercenary Cav, Change "**6-36" to "**5-35"

Page 9, Late Period, Line 18, Frankish/Norman Milites, Change "**4-12" to "**3-11"

Page 9, Second line from bottom, Up to 4 Reg command factors: Add "or Psiloi" after "Spendonitai"

Page 9, Add a new Line 38a (flush to margins to apply to all periods): "Reduction to delete Sh from B-armed infantry @ 4 pts if EHI/HI/MI or Reg LMI, @ 3 pts if Irr LMI, @ 2 pts if LI …any"

Page 10, Add a new List Rule as follows:   "3) Kataphraktoi fighting against foot count +1 in the second and subsequent bounds of hand-to-hand combat."

Page 11, List Notes: Add new last line "Individual units of Varangians must be entirely close or entirely loose order.  Lists can contain both close and loose order units of Varangians."


## 3. Early Hungarian 997 AD – 1242 AD

Page 11, Line 3, Byzantine Ally-general: Change "PA standard" to "P standard"

Page 11, Line 24, Byzantine Kavallarioi Lancers, Change "**2-8" to "**1-7"

Page 11, Add a new Line 24a: "Extra to give Byzantine Kavallarioi Lancers B @ 4 pts if general's element, @ 6 pts if others...any"

Page 12, Line 2, Extra to upgrade Byzantine Kavallarioi Lancers, change "0-1/2" to "any"

Page 12, Early Period, Line 5, Polish Noble Cavalry, Change "**2-6" to "**1-5"

Page 12, Early Period, Lines 6-8: Delete these lines and replace with:

> Polish Infantry Irr C MI/LMI up to ½ 2HCW, rest LTS or JLS, Sh @ 12 pts if MI, @ 9 pts if LMI…**8-28

> Extra to give entire units of Polish Infantry B @ 4 pts if MI, @ 3 pts if LMI…0-1/2

Page 12, Early Period, in both Lines 9 and 10, Delete "Sh" and change "@ 6 pts" to @ 4 pts"; Change "**0-8" to "**0-6"

Page 12, Early Period, Add new Line 10a: "Extra to give Polish Archers/Slingers Sh @ 2 pts…any"

Page 12, Late Period, Line 7, Cuman Nobles, Change "**2-4" to "**1-3"


## 4. Arab Dynasty 945 AD – 1150 AD

Page 13, Line 2, Sub-general, after "pts" add "or as EHC L, B, Sh with P standard + 2 Reg A EHC L, B, Sh @ 92 pts"

Page 13, Line 5, Turkish Ghulams, Change "*2-6" to "0-8"

Page 13, Line 10, Arab Skirmishers, Change "16-36" to "8-24"

Page 13, Line 20, Arab Spearmen, Change "0-16" to "0-18"

Page 13, Add new Line 20a: "Arab Bowmen Irr C MI B @ 8 pts … 0-9"

Page 13, Last line, Extra to upgrade Arabs/Dailami to mounted infantry on camels, Change "4 pts" to "20 pts" and "2 pts" to "10 pts"

Page 14, Line 3, Syrian Peasants, Change "0-8" to "0-9"

Page 14, Line 6, Kurdish Allied Noble Cav, Change "**4-12" to "**3-11"

Page 14, List Rules, Add new list rule: "3) Barbarian Infantry Rules do not apply to Arab Spearmen."

Page 14, Add a new sentence to the Notes to read: "Arab Spearmen and Arab Bowmen may fight in mixed units."


## 5. Fatimid Egyptian 969 AD – 1171 AD

Page 14, Line 3, Mamluks or Ghulams, Change "2-10" to "0-10"

Page 15, Late Period, Line 5, Armenian Bowmen, Change "4-8" to "0-8"

Page 15, Late Period, Line 7, Delete "JLS" and "Sh" and change "14 pts" to "8 pts"

Page 15, Late Period, Add new Line 7a: "Extra to give Turkoman Mercenaries JLS @ 2 pts and/or Sh @ 4 pts…any"

Page 15, Late Period, Line 11, Crusader Knights: Change "*2-8" to "*1-8"

Page 16, List Rules, Add two new list rules: "4) Barbarian Infantry Rules do not apply to Arab Spearmen and/or Crusader Foot Sergeants. 5) Crusader Foot Sergeants may adopt Crusader Order."


## 6. Abyssinian/East Sudanese 652 AD – 1505 AD

Page 17, Line 4, Heavy Cavalry, Change "4-10" to "3-10"

Page 17, Line 8, Bowmen, Change "4-24" to "0-24"

Page 17, East Sudanese, Line 7, Bedouin Cavalry, Change "*2-6" to "*1-6"

Page 17, East Sudanese, Line 10, Bedouin Infantry, Change "*0-8" to "*0-12"

Page 17, East Sudanese, Last line, Mamluk Egyptian Mercenary Turkomans, Delete "JLS" and "Sh" and change "14 pts" to "8 pts"

Page 17, East Sudanese, Add new Last line: "Extra to give Mamluk Egyptian Mercenary Turkomans JLS @ 2 pts and/or Sh @ 4 pts…any"


## 7. West Sudanese 700 AD – 1591 AD

Page 18, Line 9, Yam Fate-Fate, Change "0-8" to "0-12"

Page 18, Line 11, Yam Lifida Baka, Change "0-8" to "0-12"

Page 19, Line 5, Tuareg Allied Camelry, Change "*4-16" to "*3-15"


## 8. Ghaznavid 962 AD – 1186 AD

Page 20, Line 1: Add "or as HC L, B, Sh with PA standard + 2 Irr B HC L, B, Sh @ 135 pts"

Page 20, Line 2: Add "or as HC L, B, Sh with P standard + 2 Irr B HC L, B, Sh @ 75 pts"

Page 20, Line 17, Ghaznavid Infantry, change "4-16" to "0-16"

Page 20, Line 18, Ghaznavid Archers, change "4-8" to "0-12"

Page 20, Line 19, Delete and replace with "Reduction to downgrade Ghaznavid Ghulams, Infantry and Archers from Reg to Irr @ -6 pts if HC, @ -4 pts if HI, @ -2 pts if LI........all/none"

Page 20, Line 34, Indian Cavalry, change "HC" to "EHC" and change "6 pts" to "12 pts"
Page 20, Line 34, add a new Line 34a: "Extra to upgrade other Indian Cavalry to HC @ 6 ptsany"

Page 20, Line 34, Indian Spearmen, Change "0-8" to "0-12"

Page 20, Line 37, Qarakhanid Shock Cavalry, Change "*2-8" to "*1-8"

Page 20, Line 39, Qarakhanid Skirmishing Cavalry, Delete "JLS" and "Sh" and change "14 pts" to "8 pts"

Page 20, Add new Line 39a: "Extra to give Qarakhanid Skirmishing Cavalry JLS @ 2 pts and/or Sh @ 4 pts…any"

Page 21, List Rules, Add new list rule: "3) Barbarian Infantry Rules do not apply to Arab Spearmen."

Page 21, List Notes Add: "If any Ghaznavid troops are downgraded to Irr, then all HC generals' elements must also be Irr."


## 9. Seljuq Turk 1037 AD – 1281 AD

Page 21, Line 4, Royal Askari, Change "2-6" to "1-6"

Page 22, Line 2, Turkoman Tribesmen, Delete "JLS" and "Sh" and change "14 pts" to "8 pts"

Page 22, Line 3: Change"0-1/2" to "any"

Page 22, Add new Line 3a: Extra to give Turkoman Tribesmen JLS @ 2 pts and/or Sh @ 4 pts…any"

Page 22, Sultanate of Merv, Line 20, Qarakhanid Shock Cavalry, Change "*2-8" to "*1-7"

Page 22, Sultanate of Merv, Line 22, Qarakhanid Skirmishing Cavalry, Delete "JLS" and "Sh" and change "14 pts" to "8 pts"

Page 22, Sultanate of Merv, Add new Last line: "Extra to give Qarakhanid Skirmishing Cavalry JLS @ 2 pts and/or Sh @ 4 pts…any"

Page 23, Sultanate of Rum, Line 4, Khurasanian Lancers, Change "*2-8" to "*1-7"

Page 23, Sultanate of Rum, Lines 8-9, Delete these lines and replace with:
    Ilkhanid Cavalry Reg C MC B @ 18 pts…*1-5
    Extra to give Ilkhanid Cavalry L @ 6 pts... any

Extra to upgrade Ilkhanid Cavalry to HC @ 6 pts … any
Ilkhanid Light Cavalry Reg C LC B @ 12 pts... *2-12
Extra to give Ilkhanid Light Cavalry JLS @ 4 pts... any
Extra to give Ilkhanid mounted Sh @ 6 pts if HC/MC, @ 4 pts if LC ...any

## 10. Cuman 1070 AD – 1238 AD

Page 24, Line 4, Cuman Nobles, Change "6-16" to "5-16"
Page 24, Line 9, Cuman Spearmen, Change "0-8" to "0-12"
Page 24, Line 15, Vlach Spearmen, Change "0-8" to "0-12"
Page 24, Line 21, Alan Nobles, Change "*2-12" to "*1-11"
Page 24, Line 22, Alan Light Cavalry, Delete "JLS" and "Sh" and change "14 pts" to "8 pts"
Page 24, Line 22, Add new Line 22a: "Extra to give Alan Light Cavalry JLS @ 2 pts and/or Sh @ 4 pts…any"

## 11. Cilician Armenian 1080 AD – 1375 AD

Page 25, Line 4, Armenian Cavalry, Change "6-16" to "5-16"
Page 26, Early Period, Line 1, Crusader Knights, Change "*2-8" to "*1-7"
Page 26, Early Period, Line 10, Seljuq Askari, Change "*2-6" to "*1-5"
Page 26, Early Period, Line 12, Seljuq Turkoman Tribesmen, Delete "JLS" and "Sh" and change "14 pts" to "8 pts"
Page 26, Early Period, Line 12, Add new Line 12a: "Seljuq Turkoman Tribesmen JLS @ 2 pts and/or Sh @ 4 pts…any"
Page 26, Late Period, Lines 10-11, Delete these lines and replace with:
Ilkhanid Cavalry Reg C MC B @ 18 pts…*1-5
Extra to give Ilkhanid Cavalry L @ 6 pts... any
Extra to upgrade Ilkhanid Cavalry to HC @ 6 pts … any
Ilkhanid Light Cavalry Reg C LC B @ 12 pts... *2-12
Extra to give Ilkhanid Light Cavalry JLS @ 4 pts... any
Extra to give Ilkhanid mounted Sh @ 6 pts if HC/MC, @ 4 pts if LC ...any
Page 26, Late Period, Line 13, Lusignan Mercenary Knights, Change "*2-6" to "*1-5"
Page 16, List Rules, Add three new list rules: "1) Barbarian Infantry Rules do not apply to Crusader/Ex-Crusader Sergeants/Bowmen. 2) Crusader/Ex-Crusader Spearmen/Crossbowmen/Bowmen (but not Archers) may adopt Crusader Order. 3) Mongol Cavalry Rules apply to Ilkhanid mounted."

## 12. First Crusade 1096 AD – 1099 AD

Page 27, Line 5, Crusader Knights, Change "8-18" to "7-18"
Page 28, Line 3, Crusader Pilgrims, Change "up to ½" to "up to 2/3"
Page 28, Line 7, Crusader Pilgrims, After "Sh" add: 1.5 pts if Irr E,"; then after "3 pts" add "if others"
Page 28, Line 11, Danish/English Crusaders, Change ""0-8" to "0-12"
Page 29, Add a new list rule: Crusader Spearmen/Bowmen/Crossbowmen may adopt Crusader Order.
Page 29, Notes: Add new last line: "Downgraded Crusader Knights may fight in mixed units with Crusader Spearmen/Bowmen/Crossbowmen."

### 13. Early Crusader States 1100 AD – 1128 AD

Page 29, Line 7, Principality/Crusader Knights, Change "6-18" to "5-18"

Page 29, Line 12, Turkopoles, Delete "JLS" and "Sh" and change "14 pts" to "8 pts"

Page 29, Line 12a, Add new Line 12a: "Extra to give Turkopoles JLS @ 2 pts and/or Sh @ 4 pts…any"

Page 30, Line 8, Add new Line 8a: "Extra to upgrade Irr D Arriere-Ban Infantry to Irr C @ 3 pts…0-1/3"

Page 30, Line 9, Extra to give, Change "Irr D" to "Irr C/D"

Page 30, Line 17, Saracen Cavalry, Change "*2-8" to "*1-7"

Page 30, Line 30, Saracen-Led Turkoman Tribesmen, Delete "JLS" and "Sh" and change "14 pts" to "8 pts"

Page 29, Line 30a, Add new Line 23a: "Extra to give Saracen-led Turkoman Tribesmen JLS @ 2 pts and/or Sh @ 4 pts…any"

Page 29, Line 29, Cilician Armenian Cavalry, Change "*4-8" to "*3-8"

Page 30, Add a new List Rule: "Principality Sergeants/Bowmen/Crossbowmen may adopt Crusader Order."

### 14. Komnenan Byzantine 1071 AD – 1204 AD

Page 31, Line 8, Vestiaritae/Spatharioi: Change "2-8" to "1-7"

Page 32, Line 3, Frankish Knights: Change "4-16" to "3-16"

Page 32, delete Lines 12-16, and replace with the following:

    Varangians Irr B HI/LHI 2HCW or JLS, Sh @ 24 pts if HI, @ 18 pts if LHI … 0-12

    Extra to upgrade Varangians to Reg B @ 4 pts if HI, @ 10 pts if LHI … any

    Extra to upgrade Reg B Varangians to Reg A as Imperial Guard @ 4 pts … 0-6

    Extra to give 2HCW-armed Varangians JLS @ 4 pts if HI or Reg LHI, @ 3 pts if Irr LHI … any

    Reduction to downgrade Reg Varangians to MI/LMI @ 8 pts … any

    Extra to upgrade other Reg Varangians to EHI @ 8 pts … any

    Extra to give Reg Varangians horses @ 8 pts …any

Page 32, Line 19, Kontaratoi: Add "Spearmen" before "Irr D"; Delete "up to 1/3 B @ 4 pts, rest"

Page 32, Line 19, Add new Line 19a: Kontaratoi Bowmen Irr D MI B @ 4 pts…0-9

Page 32, Line 19, Add new Line 19b: "Extra to give Kontaratoi Bowmen Sh @ 4 pts…any"

Page 32, Line 20, Extra to upgrade: Change "0-1/2" to "any"

Page 32, Line 21, Extra to upgrade: Change "0-1/4" to "0-1/2"

Page 32, Line 23, Add new Line 23a: Reduction to remove Sh from Psiloi @ -4 pts if LMI, @ -2 pts if LI…any

Page 32, Line 34, Seljuq Askari: Change "*2-6" to "*1-5"

Page 32, Line 38, Cuman Nobles: Change "*2-8" to "*1-7"

Page 32, Line 41, Cilician Armenian Cavalry: Change "*4-8" to "*3-7"

Page 32, Line 42, Extra to upgrade: Change "0-1/2" to "any"

Page 33, Line 2, Serbian Nobles: Change "*4-8" to "*3-7"

Page 33, Middle Period, Line 4, Extra to upgrade: Change "@ 4 pts if Irr C" to "@ 6 pts if Irr C"

Page 33, Middle Period, Line 5, Extra to upgrade: Add "EHC/HC" after "Reg C"

Page 33, Middle Period, Line 11, Crusader/Hungarian Knights: Change "*4-12" to "*3-11"

Page 33, Late Period, Line 1: Add "L, Sh" after "EHK" and change "12 pts" to "8 pts"

Page 34, Late Period, Line 2: Change "@ 6 pts" to "@ 0 pts if Vestiaritae/Spatharioi, @ 6 pts if Kavallarioi

Page 34, Late Period, Line 3, Extra to upgrade: Add "EHC/HC" after "Reg C" and change "4 pts" to "6 pts"

Page 34, Late Period, Line 5, delete entire line.

Page 34, Late Period, Line 13, Crusader/Hungarian Knights: Change "*4-12" to "*3-12"

Page 34, Add a new Line 24a (flush to margins to apply to all periods: "Extra to give EHC/HC/MC Kavallarioi Lancers B @ 6 pts if Reg, @ 3 pts if Irr...any"

Page 34, List Rules, Add two new list rules: "2) Barbarian Infantry Rules do not apply to Kontaratoi Spearmen.  3) Crusader Sergeants/Bowmen/Crossbowmen may adopt Crusader Order."

Page 35, List Notes: Add new last line "Individual units of Varangians must be entirely close or entirely loose order.  Lists can contain both close and loose order units of Varangians."

### 15. Berber 1054 AD – 1495 AD

Page 36, Line 3: Change "12-48" to "9-48"

Page 36, Line 4: Change "6 pts" to "12 pts"

Page 36, Line 5: Add "HC/" before "MCm"

Page 36, Line 11: Berber or Negro Javelinmen, Change "12-36" to "0-36"

Page 36, Line12: Berber or Negro Slingers, Change "4-12" to "0-12"

Page 36, Line13: Berber or Negro Archers, Change "4-12" to "0-12"

Page 36, Line 14: Christian Spanish Cavalry, Change "0-8" to "0-9"

Page 36, Early Period, Line 4: Lamtuna or Black Guard Spearmen, Change "4-32" to "*4-32"

Page 36, Early Period, Lines 6-7, Lamtuna Bowmen, Archers: Delete both lines and replace with "Lamtuna Bowmen or Archers Reg B MI/LMI/LI B @ 16 pts if MI/LMI, @ 8 pts if LI....*4-18"

Page 36, Early Period, Line 13, Andalusian Spearmen, Change "**6-16" to "**6-18"

Page 38, Notes, Add: Minimums marked * apply only if Lamtuna/Black Guard troops are used; those marked ** apply only if Andalusian troops are used. Lamtuna Spearmen/Bowmen may fight in mixed units."

### 16. Georgian 978 AD – 1500 AD

Page 38, Line 6, Georgian Aznauri: Change "6-12" to "5-12"

Page 38, Line 23, Turkoman Mercenaries: Delete "JLS" and "Sh" and change "14 pts" to "8 pts"

Page 38, Line 23, Add new Line 23a: "Extra to give Turkoman Mercenaries JLS @ 2 pts and/or Sh @ 4 pts…any"

Page 38, Line 25, Alan Light Cavalry: Delete "JLS" and "Sh" and change "14 pts" to "8 pts"

Page 38, Line 25, Add new Line 25a: "Extra to give Alan Light Cavalry JLS @ 2 pts and/or Sh @ 4 pts…any"

Page 39, Line 2, Russ Spearmen, Change "0-8" to "0-12"

### 17. Later Crusader & Coastal States of Outremer 1129 AD – 1291 AD

Page 40, Line 7, Outremer/European Knights: Change "4-12" to "3-12"

Page 40, Line 15, Reduction to downgrade Foot Sergeants: Change "0-1/2" to "any"

Page 40, Line 15, Add new Line 15a: "Reduction to downgrade Irr C Foot Sergeants to Irr D @ -4 pts…any"

Page 40, Line 19: Military Order-led Turkopoles, Change "18 pts" to "20 pts"

Page 40, Line 22, Add new Line 22a: "Extra to upgrade Irr D Arriere-Ban Infantry to Irr C @ 3 pts…0-1/3"

Page 40, Line 23, Extra to give, Change "Irr D" to "Irr C/D"

Page 40, Line 35, Saracen Cavalry, Change "**2-12" to "**1-11"

Page 40, Line 41: Turkoman Tribesmen: Delete entire line and replace with:

> Saracen-led Turkoman Tribesmen Irr C LC B @ 8 pts…**4-16
>
> Extra to give Turkoman Tribesmen L or JLS @ 2 pts, and/or Sh @ 4 pts…any

Page 41, Add a new Line 3a: "Extra to upgrade Saracen foot to Reg @ 4 pts if MI, @ 6 pts if LMI, @ 2 pts if LI...any"

Page 41, Line 4, Cilician Armenian Cavalry, Change "**2-8" to "**1-7"

Page 41, Early Period Line 1 and Late Period Line 2: Add "or Military Order" after "Outremer"

Page 41, Early Period, Line 6, Fatimid Mamluks: Change "**2-6" to "**1-5"

Page 41, Early Period, Line 13, Byzantine Kavallarioi Lancers: Change "**2-8" to "**1-7"

Page 41, Early Period, Line 14, Extra to upgrade: Change "0-1/2" to "any"

Page 41, Early Period, Line 14, Add new Line 14a: Extra to give Kavallarioi Lancers B @ 4 pts if general's element, @ 6 pts if other...any"

Page 41, Early Period, Line 17, Byzantine Kontaratoi: Add "Spearmen" before "Reg D"; Delete "2/3" and "1/3 B @ 8 pts"; Change "**6-12" to "**4-12"

Page 41, Early Period, Line 17, Add new Line 17a: Byzantine Kontaratoi Bowmen Reg D MI B @ 8 pts…**0-6"

Page 41, Early Period, Line 17, Add new Line 17b: "Extra to give Kontaratoi Bowmen Sh @ 4 pts … any"

Page 41, Early Period, Line 18, add new Line 18a: Reduction to remove Sh from Psiloi @ -4 pts if LMI, @ -2 pts if LI…any

Page 42, List Rules, Add two new list rules: "3) Barbarian Infantry Rules do not apply to Foot Sergeants. 4) Foot Sergeants may adopt Crusader Order."

## 18. Crusader County of Edessa 1096 AD – 1144 AD

Page 42, Line 5, Edesssan/European Knights: Change "2-10" to "1-10"

Page 42, Line 8: Turkopoles: Delete entire line and replace with:

> Turkopoles Irr C MC/LC B @ @ 12 pts if MC, @ 8 pts if LC…4-12
>
> Extra to give Turkopoles L or JLS @ 3 pts if MC, @ 2 pts if LC, and/or Sh @ 6 pts if MC, @ 4 pts if LC…any

Page 43, Line 11, Add new Line 1a: "Reduction to downgrade Irr C Foot Sergeants to Irr D @ -4 pts…any"

Page 43, Line 4, Cilician Armenian Cavalry, Change "0-10" to "0-9"

Page 43, Line 6, Cilician Armenian Spearmen, Change "0-16" to "0-18"

Page 43, List Rules, Add two new list rules: "1) Barbarian Infantry Rules do not apply to Foot Sergeants. 2) Foot Sergeants may adopt Crusader Order. "

## 19. Syrian 1092 AD – 1248 AD

Page 44: Change "1248 AD" to "1258 AD"

Page 44, Line 5, Remnant Ghulams: Delete entire line and replace with:

Remnant Ghulams Reg C HC L, B, Sh @ 36 pts … 0-6

Extra to upgrade Remnant Ghulams to EHC @ 6 pts … any

Page 44, Line 9, Turkoman Mercenaries: Delete entire line and replace with:

Turkoman Mercenaries Irr C LC B @ 8 pts…0-8

Extra to give Turkoman Mercenaries L or JLS @ 2 pts, and/or Sh @ 4 pts…any

Page 44, Line 26, Crusader Knights: Change "*2-8" to "*1-7"

Page 44, Line 32: Crusader-led Turkopoles: Delete entire line and replace with:

Crusader-led Turkopoles Irr C MC/LC B @ @ 12 pts if MC, @ 8 pts if LC…4-12

Extra to give Turkopoles L or JLS @ 3 pts if MC, @ 2 pts if LC, and/or Sh @ 6 pts if MC, @ 4 pts if LC…any

Page 45, List Rules, Add new list rule: "2) Barbarian Infantry Rules do not apply to Syrian Spearmen."


## 20. Serbian 1181 AD – 1459 AD

Page 45, Line 4, Extra to upgrade: Change "4 pts" to "2 pts"

Page 45, Line 7, Vlastelini: Change "6-18" to "5-18"

Page 46, Line 2, Voynici Spearmen: Change "4-16" to "4-18"

Page 46, Line 6, Extra to upgrade Krayishnici: Change "*6-12" to "*5-17"

Page 46, Line 11, Add new Line 22a: "Extra to upgrade Irr D Zamanitchka Voyska to Irr C @ 3 pts…0-1/3"

Page 46, Line 12, Extra to give, Change "Irr D" to "Irr C/D"

Page 46, Line 19: Change"0-1/2" to "any"

Page 46, Lines 20: Delete entire line and replace with:

Turkish Mercenaries Irr C LC B @ 8 pts…0-8

Extra to give Turkish Mercenaries JLS @ 2 pts, and/or Sh @ 4 pts…any

Page 46, Line 22, Albanian Cavalry: Change "*6-18" to "*5-17"

Page 47, List notes, Next to last line: Delete "EHK Vlastelini cannot be in mixed units with EHC/HC Vlastelini."


## 21. Early Ottoman Turk 1280 AD – 1371 AD

Page 47, Line 4, Remnant Askari: Change "2-6" to "1-6"

Page 47, Line 13, Ghazi Cavalry: Add new Line 13a: "Reduction to remove Sh from Ghazi Cavalry @ -4 pts…any"

Page 47, Line 16, Solaks: Change "Reg A" to "Reg B" and change "36 pts" to "32 pts"

Page 47, Line 16, Add new Line 16a: "Extra to upgrade Solaks to Reg A @ 4 pts…any"

Page 47, Line 23, Turkoman Tribesmen: Delete entire line and replace with:

Turkoman Tribesmen Irr C LC B @ 8 pts…*6-24

Extra to give Turkoman Tribesmen JLS @ 2 pts, and/or Sh @ 4 pts…any

Page 47, Line 24: Change "1/2 of each Turkoman unit" to "Turkoman Tribesmen"; Change"0-1/2" to "any"

## 22. Later Ottoman Turk 1371 AD – 1488 AD

Page 48, Line 4, Add new Line 4a: Extra to upgrade Serbian Ally-general's element to Irr A @ 2 pts…0-1

Page 48, Line 7, Qapu Khalqi: Change "2-8" to "1-8"

Page 49, Line 10: Add "Akinji/" before "Djanbazan"

Page 49, Line 12, Turkoman Tribesmen Vassals: Delete entire line and replace with:

> Turkoman Tribesmen Vassals Irr D LC B @ 6 pts…*6-24

> Extra to give Turkoman Tribesmen Vassals JLS @ 2 pts, and/or Sh @ 4 pts…any

Page 49, Lines 15-17, Crimean Tartars: Change "0-1/3" to "any" in each of these three lines.

Page 49, Line 20, Solaks: Change "Reg A" to "Reg B" and change "36 pts" to "32 pts"

Page 49, Line 20, Add new Line 20a: "Extra to upgrade Solaks to Reg A @ 4 pts…any"

Page 49, Line 21, Turkoman Tribesmen Vassals, change "8 pts" to "6 pts"

Page 49, Line 24, Extra to upgrade Janissaries: Change "0-1/3" to "0-1/2"

Page 49, Line 27, Mountain Turks, Change "0-6" to "0-9"

Page 49, Line 28, Azab Javelinmen, Change "0-8" to "0-12"

Page 49, Line 34, Yamak Spearmen, Change "0-8" to "0-9"

Page 49, Line 40, Albanian Cavalry: Change "*4-12" to "*3-11"

Page 49, Line 43, Serbian Vlastelini: Change "*4-8" to "*3-7"

Page 50, Line 3, Wallachian Boyars: Change "*2-4" to "*1-3"

Page 50, Line 3, Add new Line 3a: "Extra to upgrade Wallachian Boyars to HK @ 4 pts if general, @ 6 pts if other…any"

Page 50, Line 3, Wallachian Viteji:  delete the entire line, and replace with:

> Wallachian Viteji Irr C LC B @ 8 pts ...................................................................... *6-12
> Extra to give Viteji JLS @ 2 pts, and/or Sh @ 4 pts ...................................................any

Page 50, Line 5, Wallachian Bowman or Archers, Add a new Line 5a:

> Extra to give Wallachian Bowmen/Archers Sh @ 3 pts if LMI, @ 2pts if LI ..............any

~~Page 51, Notes, Insert new last line: "EHK Serbian Vlastelini cannot be in mixed units with EHC Vlastelini."~~


## 23. Ayyubid Egyptian 1171 AD – 1250 AD

Page 51, Line 5, Khwarizmian Ally-general: Change "Khwarizmian" to "Khurasanian"

Page 51, Line 6, Royal Mamluks: Change "2-6" to "1-8"

Page 51, Line 14, Turkoman Tribesmen: Delete entire line and replace with:

> Turkoman Tribesmen Irr C LC B @ 8 pts…6-18

> Extra to give Turkoman Tribesmen JLS @ 2 pts, and/or Sh @ 4 pts…any

Page 51, Line 19, Jabaliyya/Kurdish Auxiliaries, Change "0-8" to "0-12"

Page 51, Line 21, Sudanese Spearmen, Change "0-8" to "0-12"

Page 51, Line 23, Sudanese Bowmen: Change"0-16" to"0-18"

Page 51, Line 31, Syrian Cavalry: Change "*4-16" to "*3-15"

Page 52, Line 2, Khurasanian Lancers: Change "*2-8" to "*1-7"

Page 52, List Rules, Add new list rule: "2) Barbarian Infantry Rules do not apply to Syrian Spearmen."


## 24. Knights of St John 1310 AD – 1522 AD

Page 53, Line 2, Sub-generals, change "4" to "3"

Page 53, Lines 3 and 8: Delete both lines. Add new Line 8: "Extra to upgrade EHK to SHK @ 6 pts if generals' element, @ 9 pts if other...all/none"

Page 53, Line 22, Mercenary Infantry: Change "6 pts" to"24 pts " and "5 pts" to "20 pts"

Page 53, Line 24, Mercenary Crossbowmen: Change "5 pts" to "20 pts"

Page 53, Line 34, Cilician Armenian Cavalry: Change "*4-8" to "*3-7"

Page 53, Line 36, Cilician Armenian Spearmen: Change "*6-16" to "*6-18"

## 25. Mamluk Egyptian 1250 AD – 1517 AD

Page 55, Line 3, Royal Mamluks: Change "2-10" to "0-10"

Page 55, Line 7, Turkoman Mercenaries: Delete entire line and replace with:

    Turkoman Mercenaries Irr C LC B @ 8 pts…6-18

    Extra to give Turkoman Mercenaries JLS @ 2 pts, and/or Sh @ 4 pts…any

Page 55, Line 11, Jabaliyya Hillmen, Change "0-8" to "0-12"

Page 55, Line 17, Extra to upgrade: Change "mounted infantry" to "shieldless LC"

Page 55, Early Period, Line 8, Syrian Cavalry: Change "*4-12" to "*3-11"

Page 55, Early Period, Lines 13-15: Remove one "*" from each line

Page 56, List Rule #1: Delete "becomes shieldless LC and"

Page 56, List Rules, Add new list rule: "3) Barbarian Infantry Rules do not apply to Syrian Spearmen."

## 26. Islamic Persian 1245 AD – 1393 AD

Page 57, Line 4, Persian Cavalry: Change "12-48" to "11-48"

Page 57, Lines 9-10, Turkoman Tribesmen: Remove "or Tartars" from each line

## 27. Romanian Frank 1204 AD – 1311 AD

Page 58, Line 4, Feudal Knights: Change "6-12" to "5-12"

Page 58, Early Period, Line 3, Cuman Nobles: Change "*2-4" to "*1-4"

Page 58, Late Period, Line 2, Add new Line 2a: "Extra to give Saracen Bowmen/Archers Sh @ 4 pts if LMI, @ 2 pts if LI…any

Page 58, Line 6, Bulgar Horse Archers: Delete entire line and replace with:

    Bulgar Horse Archers Irr C LC B @ 8 pts…*2-12

    Extra to give Bulgar Horse Archers JLS @ 2 pts, and/or Sh @ 4 pts…any

Page 58, Late Period, Line 4, Turkoman Mercenaries: Delete entire line and replace with:

    Turkoman Mercenaries Irr C LC B @ 8 pts…0-8

    Extra to give Turkoman Mercenaries JLS @ 2 pts, and/or Sh @ 4 pts…any

Page 58, Late Period, Line 9, Add new Line 9a: Extra to give Byzantine Stratiotai Cavalry B @ 4 pts if general's element, @ 6 pts if other...any"

Page 58, Late Period, Line 14, Byzantine-led Vlach Cavalry: Delete entire line and replace with:

    Byzantine-led Vlach Cavalry Irr C LC B @ 8 pts…*2-8

    Extra to give Byzantine-led Vlach Cavalry JLS @ 2 pts, and/or Sh @ 4 pts…any

Page 58, Late Period, Last line, Catalan Cavalry: Change "*2-4" to "*1-3"

Page 58, Late Period, Last line, add new last line: "Extra to upgrade HC Catalan Cavalry to HK @ 6 pts...any"


## 28. Catalan Company 1302 AD – 1388 AD

Page 59, Line 5: Aragonese Men-At-Arms, Change "0-1" to "0-3"
Page 59, Add a new Line 6a: "Extra to upgrade HC Aragonese Cavalry to HK L, Sh @ 4 pts if general's HC element, @ 6 pts if other...any"
Page 59, Add a new Line 6b: "Extra to further upgrade general's HK element to EHK @ 8 pts...any"
Page 59, Line 7, Turkoman Mercenaries: Delete entire line and replace with:
> Turkoman Mercenaries Irr C LC B @ 8 pts...0-12
> Extra to give Turkoman Mercenaries JLS @ 2 pts, and/or Sh @ 4 pts...any
Page 60, Line 4: Catalan Scouts, Change "0-4" to "0-6"
Page 60, Add new Line 4a: "Extra to upgrade Catalan Scouts to Irr B @ 2 pts...any"
Page 60, Line 8, Add new Line 8a: "Extra to give Sh to Catalan Scouts/Crossbowmen and/or Sailors @ 3 pts if LHI/LMI, @ 2 pts if LI...0-1/2 of each type"
Page 60, Line 10, Alan Nobles: Change "*2-4" with "*1-3"
Page 60, Line 11, Alan Skirmishers: Delete entire line and replace with:
> Alan Skirmishers Irr C LC B @ 8 pts...*12-36
> Extra to give Alan Skirmishers JLS @ 2 pts, and/or Sh @ 4 pts...any


## 29. Lusignan Cypriot 1192 AD – 1489 AD

Page 61, Line 3, Feudal or Mercenary Knights: Change "6-12" to "3-12"
Page 61, Line 7, Native Turkopoles: Delete entire line and replace with:
> Turkopoles Irr C LC B @ 8 pts...0-12
> Extra to give Turkopoles JLS @ 2 pts, and/or Sh @ 4 pts...any
Page 61, Line 8, upgrade Turkopoles: Insert "JLS, B, Sh" before "Turkopoles"; Insert "L, B, Sh" after "HC"
Page 61, Line 9, Spearmen: Change "6-18" to "4-18"
Page 61, Line 10, Crossbowmen: Change "12-36" to "6-36"
Page 61, Line 11, Bowmen/Archers: Change "6-18" to "4-18"
Page 61, Late Period, Last line, Mamluk Egyptian Mercenary Turkomans: Delete entire line and replace with:
> Mamluk Egyptian Mercenary Turkomans Irr C LC B @ 8 pts...*2-8
> Extra to give Mamluk Egyptian Mercenary Turkomans JLS @ 2 pts, and/or Sh @ 4 pts...any
Page 62, Historical Opponents, Change "Imperial" to "Feudal"


## 30. Khwarizmian 1186 AD – 1231 AD

Page 62, Line 2: Insert new line afterwards: "Extra to upgrade Sub-general's element to Reg A @ 2 pts ... any"
Page 62, Line 7, Khwarizmian Lancers: Change "8-24" to "7-24"
Page 63, Line 8, Elephants: Change "**1-2" to "**2"
Page 63, Line 15, Afghan Infantry: Change "*4-16" to "*4-18"

Page 63, Line 16, extra to upgrade Afghan Infantry: Change "3" to "4"

Page 63, Line 22, Turkoman Tribesmen: Delete entire line and replace with:

Turkoman Tribesmen Irr C LC B @ 8 pts…*6-24

Extra to give Turkoman Tribesmen JLS @ 2 pts, and/or Sh @ 4 pts…any

Page 63, Line 24, upgrade Turkoman Tribesmen: Change"0-1/2" to "any"

Page 63, Line 29, Qarakhanid Shock Cavalry: Change "*2-6" to "*1-5"

Page 63, Line 31, Qarakhanid Skirmishing Cavalry: Delete entire line and replace with:

Qarakhanid Skirmishing Cavalry Irr C LC B @ 8 pts…*6-18

Extra to give Qarakhanid Skirmishing Cavalry JLS @ 2 pts, and/or Sh @ 4 pts…any

Page 63, Line 33, Qara-Khitan Lancers: Change "*2-8" to "*1-7"

Page 63, Line 33, Qara-Khitan Lancers, Add a new Line 33a: "Extra to upgrade Qara-Khitan Lancers to EHC @ 4 pts if general's element, @ 6 pts if others...0-1/2"

Page 63, Line 34, Qara-Khitan Asiatic Skirmishers: Delete entire line and replace with:

Qara-Khitan Asiatic Skirmishers Irr C LC B @ 8 pts…*6-18

Extra to give Qara-Khitan Asiatic Skirmishers JLS @ 2 pts, and/or Sh @ 4 pts…any

## 31. Later Bulgar 1186 AD – 1396 AD

Page 64, Line 5, Bulgar Boyars: Change "6-16" to "5-16"

Page 64, Line 13, Bulgar Horse Archers: Delete entire line and replace with:

Bulgar Horse Archers Irr C LC B @ 8 pts…12-32

Extra to give Bulgar Horse Archers JLS @ 2 pts, and/or Sh @ 4 pts…any

Page 64, Line 16, Bulgar Spearmen, Change "**6-16" to "**6-18"

Page 65, Line 4, Serbian Vlastelini: Change "*2-8" to "*1-7"

Page 65, Line 7, Serbian Voynici: Change "*2-16" to "*2-18"

Page 65, Line 15, Extra to upgrade Golden Horde cavalry: Change "0-1/2" to "any"

Page 65, Line 16, Extra to upgrade Golden Horde cavalry, Change "0-1/2" to "any"

Page 64, Last line, Golden Horde-led Uzbeks/Turkoman Tribesmen: Delete entire line and replace with:

Golden Horde-led Uzbeks/Turkoman Tribesmen Irr C LC B @ 8 pts…*6-18

Extra to give Golden Horde-led Uzbeks/Turkoman Tribesmen JLS @ 2 pts, and/or Sh @ 4 pts…any

## 32. Nicaean/Epirote/Early Palaeologan Byzantine 1204 AD – 1340 AD

Page 66, Line 8, Kontaratoi: Delete entire line and replace with:

Kontaratoi Spearmen Reg D MI LTS, Sh @ 12 pts…0-18

Kontaratoi Bowmen Reg D MI B @ 8 pts…0-9

Page 66, Add a new Line 9a: "Extra to upgrade Irr C Bowmen or Archers to Reg D @ 6 pts if LMI, @ 0 pts if LI...0-1/2"

Page 66, Add a new Line 9b: "Extra to give Kontaratoi Bowmen Sh @ 4 pts...any"

Page 66, Line 10: Add "-4 pts if Reg LMI," after "@"; Change "if LMI" to "if Irr LMI"

Page 66, Line 11, Bulgar Boyars: Change "*2-8" to "*1-7"

Page 66, Line 15, Bulgar Horse Archers: Delete entire line and replace with:

Bulgar Horse Archers Irr C LC B @ 8 pts…*4-16

Extra to give Bulgar Horse Archers JLS @ 2 pts, and/or Sh @ 4 pts…any

Page 66, If CinC is Epirot, Line 7, Vlach Cavalry: Delete entire line and replace with:

Vlach Cavalry Irr C LC B @ 8 pts…4-16

Extra to give Vlach Cavalry JLS @ 2 pts, and/or Sh @ 4 pts…any

Page 66, If CinC is Epirot, Line 12, Defecting Turkish Mercenaries: Delete entire line and replace with:

Defecting Turkish Mercenaries Irr D LC B @ 6 pts…0-8

Extra to give Defecting Turkish Mercenaries JLS @ 2 pts, and/or Sh @ 4 pts…any

Page 66, If CinC is Nicaean/Palaeologan, Line 2: Change "3 pts" to "6 pts"

Page 66, If CinC is Nicaean/Palaeologan, Line 3, Byzantine Stratiotai: Change "6-16" to "4-16"

Page 66, If CinC is Nicaean/Palaeologan, Line 6: Change "3 pts" to "6 pts"

Page 66, If CinC is Nicaean/Palaeologan, Add a new Line 7a: "Extra to upgrade Irr C Bowmen or Archers to Reg D @ 6 pts if LMI, @ 0 pts if LI…0-1/2"

Page 66, If CinC is Nicaean/Palaeologan, Line 17, Turkish Askari: Change "*2-6" to "*1-5"

Page 66, If CinC is Nicaean/Palaeologan, Line1 9, Turkish Horse Archers: Delete entire line and replace with:

Turkish Horse Archers Irr D LC B @ 6 pts…*6-18

Extra to give Turkish Horse Archers JLS @ 2 pts, and/or Sh @ 4 pts…any

Page 67, If CinC is only Palaeologan, Line 3, Varangian Guard, change "HI" to "HI/LHI"

Page 67, If CinC is only Palaeologan, add a new Line 4a to read:

"Reduction to downgrade Varangian Guards to MI/LMI @ -8 pts … any"

Page 67, If CinC is only Palaeologan, Last two lines, Change "0-1/2" to "any" in each

Page 67, List Rule: Delete Varangian list rule.

Page 68, List Notes: Add new last line "Individual units of Varangians must be entirely close or entirely loose order.  Lists can contain both close and loose order units of Varangians."


### 33. L Palaeologan/Trapezuntine Byzantine 1204 AD – 1461 AD

Page 68, Line 4, Vardariot, etc. Horse Archers:  Delete entire line and replace with:

Vardariot, etc Irr C LC B @ 8 pts…6-24

Extra to give Vardariot/Turk/Trapezuntine Horse Archers JLS @ 2 pts, and/or Sh @ 4 pts…any

Page 68, Line 6, Kontaratoi: Delete entire line and replace with:

Kontaratoi Spearmen Reg D MI LTS, Sh @ 12 pts…0-18

Kontaratoi Bowmen Reg D MI B @ 8 pts…0-9

Page 68, Add a new Line 6b: "Extra to give Kontaratoi Bowmen Sh @ 4 pts...any"

Page 68, If CinC is Palaeologan, Line 3, Varangian Guard: Change "HI" to "HI/LHI" and "7 pts" to"28 pts"[Page 68, If CinC is only Nicaean/Palaeologan, add a new Line 4a to read:

"Reduction to downgrade Varangian Guards to MI/LMI @ -8 pts … any"

Page 68, If CinC is Palaeologan, Last line, Skythikon: Delete "Sh"; Change "12 pts" to "8 pts"; Change "0-6" to "0-8"

Page 68, If CinC is Palaeologan, Last line, Add new Last line: "Extra to give Skythikon Sh @ 4 pts…any"

Page 69, Line 1: Morean Koursatores, Add "@ 12 pts" after "Sh"

Page 69, If CinC is Palaeologan, Line 8, Catalan Cavalry: Page 59, Add a new Line 6a: "Extra to upgrade HC Catalan Cavalry to HK L, Sh @ 6 pts...any"

Page 69, If CinC is Palaeologan, Line 14, Add new Line 14a: "Extra to give Sh to Catalan Scouts/Crossbowmen @ 3 pts if LMI, @ 2 pts if LI…0-1/2 of each type"

Page 69, If CinC is Palaeologan, Line 17, Alan Nobles: Change "*2-4" to "*1-3"

Page 69, If CinC is Palaeologan, Line 18, Alan Skirmishers: Delete entire line and replace with:
>Alan Skirmishers Irr D LC B @ 6 pts…*6-24
>Extra to give Alan Skirmishers JLS @ 2 pts, and/or Sh @ 4 pts…any

Page 69, If CinC is Palaeologan, Line 21, Bulgar Boyars: Change "*2-8" to "1-7"

Page 69, If CinC is Palaeologan, Line 25, Bulgar Horse Archers: Delete entire line and replace with:
>Bulgar Horse Archers Irr C LC B @ 8 pts…*4-16
>Extra to give Bulgar Horse Archers JLS @ 2 pts, and/or Sh @ 4 pts…any

Page 69, If CinC is Palaeologan, Line 28, Serbian Vlastelini: Change "*4-12" to "*3-11"

Page 69, If CinC is Palaeologan, Line 38, Romanian Frank/French Knights: Change "*2-4" to "*1-5"

Page 70, if CinC is Trapezuntine, Line 6, Alan Deserters: Delete entire line and replace with:
>Alan Deserters Irr D LC B @ 6 pts…*6-24
>Extra to give Alan Deserters JLS @ 2 pts, and/or Sh @ 4 pts…any

Page 70, Line 8, Georgian Aznauri: Change "*2-12" to "*1-11"

Page 70, Line 18, Ilkhanid Cavalry: Change "*4-12" to "*3-11"

Page 70, Last line and next to last line, Ilkhanid cavalry, Change "0-1/2" to "any" in both of the two lines

Page 70, List Rules: Delete Varangian list rule.

Page 71, Add new line to notes: "Romanian Frank or French Knights/Sergeants may fight in mixed units."

Page 71, List Notes: Add new last line "Individual units of Varangians must be entirely close or entirely loose order.  Lists can contain both close and loose order units of Varangians."


## 34. Later Hungarian 1307 AD – 1490 AD

Page 71, Line 5, Banderia: Change "2-8" to "1-8"

Page 71, Lines 6-7, Hungarian or Tartar Cavalry & Cuman Mercenaries: Delete both lines and replace with:
>Hungarian or Cuman Cavalry Irr C LC B @ 8 pts…8-24
>Extra to give Hungarian or Cuman Cavalry JLS @ 2 pts, and/or Sh @ 4 pts…any

Page 71, Line 8, Jobbagi Spearmen, Change "0-8" to "0-12"

Page 71, Line 11, Szekeler Light Horse: Delete entire line and replace with:
>Szekeler Light Horse Irr C LC B @ 8 pts…*2-8
>Extra to give Szekeler Light Horse JLS @ 2 pts, and/or Sh @ 4 pts…any

Page 71, Line 12, Szekeler Spearmen, Change "*4-8" to "*4-12"

Page 71, Line 14, Wallachian/Moldavian Boyars: Change "*2-8" to "*1-5"

Page 71, Line 14, Add a new Line 14a:  "Extra to upgrade Wallachian/Moldavian Boyars to HK @ 6 pts … any"

Page 71, Line 15, Wallachian/Moldavian Viteji: Delete entire line and replace with:
>Wallachian/Moldavian Viteji Irr C LC B @ 8 pts…*2-8
>Extra to give Wallachian/Moldavian Viteji JLS @ 2 pts, and/or Sh @ 4 pts…any

Page 71, Add new Line 16a: Extra to give Wallachian/Moldavian Bowmen/Archers Sh @ 3 pts if LMI, @ 2 pts if LI

Page 72, Line 1, Polish Knights: Change "*2-4" to "*1-3"

Page 72, Line 4, Polish-led Lithuanians: Delete entire line and replace with:

   Polish-led Lithuanians Irr B LC JLS, Sh @ 14 pts…*2-12

   Extra to give Polish-led Lithuanians L or B @ 2 pts…any

Page 72, Early Period, Line 7, Crusader Knights: Change "*4-6" to "*3-5"

Page 72, Late Period, Line 21, Serbian Vlastelini: Change "*4-12" to "*3-11"

Page 73, Add a 3rd & 4th List Rule: "3) Wallachian or Moldavian Viteji may fight 1.5 ranks in hand-to-hand combat if charging, countercharging or pursuing.

## 35.  Wallachian/Moldavian 1330 AD – 1504 AD

Page 74, Line 1, Boyars: Change "2-10" to "1-10"

Page 74, Line 4, Viteji: Delete entire line and replace with:

   Viteji Irr C LC B @ 8 pts…12-24

   Extra to give Viteji JLS @ 2 pts, and/or Sh @ 4 pts…any

Page 74, Line 5, Voynuks: Add "if 2HCT-armed, @ 20 pts if JLS-armed" after "24 pts"

Page 74, Line 6, Roumanian Foot: Change "4-16" to "0-18"

Page 74, Line 11, Rustici: Add "or" between "2HCW" and "JLS"

Page 74, Lines 20-21, Hungarian Cavalry: Delete both lines and replace with:

   Hungarian Cavalry Irr C LC B @ 8 pts…*4-12

   Extra to give Hungarian Cavalry JLS @ 2 pts, and/or Sh @ 4 pts…any

Page 74, Line 22, Polish Knights: Change "*2-4" to "*1-3"

Page 74, Line 23, Polish-led Lithuanians: Delete entire line and replace with:

   Polish-led Lithuanians Irr B LC JLS, Sh @ 14 pts…*2-16

   Extra to give Polish-led Lithuanians L or B @ 2 pts…any

Page 74, Line 25, Crimean Tartar Cavalry: Change "*4-12" to "*3-11"

Page 74, Line 28-29, Crimean Tartar Cavalry: Change "0-1/2" to "any" in both the two lines

## 36. Albanian 1355 AD – 1479 AD

Page 75, Line 8, Extra to upgrade: Change "0-1/2" to "any"

Page 75, Line 10, Spearmen: Change "0-16" to "0-18"

Page 76, Line 4, Venetian Knights: Change "*4-10" to "*3-9"