

Chapter 7: The Battle of Tours

Addenda Sheet as of Jan. 15, 2021

The Rules:

5.0 (clarification): The Muslim non-striped units that start near the wagons are, as noted in the setup, "Wagon Train Guards." They do not belong to any contingent, and cannot be activated except when they, or the wagon trains, are attacked by the Franks. Once triggered, the Muslim player may activate them along with any contingent he wishes each turn.

7.0 (clarification): Enemy units that are currently in Engaged in combat with friendly units may not be targeted for Missile Fire.

7.2 (clarification): Ignore the effects of controlled hexes when initiating Muslim fire and disperse tactics. Muslims can move up to and away from Frankish units with impunity when engaging in this type of missile fire.

8.0 (clarification): If multiple units types defend in a Shock combat against a single attacker, use the modifier on the Weapons System Table most beneficial to the *defender*.

9.0 (clarification): Defending units (and Leaders) that suffer an Engaged result when attacked from their rear or flank may not per-

form Missile Fire, may not attack any units to their front, and may not turn to face their attackers. They are frozen in place and can only defend against the original attackers that inflicted the Engaged result in the first place. Note that when lines of opposing formations clash, multiple Engaged results can spread up and down the lines - locking forces in place until resolved.

9.0 (clarification): The Continue Attack result allows unit(s) to continue to attack other enemy unit(s) if the one(s) originally attacked is destroyed. They can attack an enemy unit already attacked. Likewise, they may attack enemy units that have already retreated before another Shock, per 8.1.

The Charts:

Shock Attack (corrections): The Defender May Counterattack entry - should read when the unmodified DR = 1, and not $DR \leq 1$ (the rule is correct).

Weapon System Matrix (clarification): When Frankish LI attacks Muslim HC, the modifier should be -2. Note that there are no Muslim HI units in the game, so HI cannot attack enemy HI.