Chapter 8: Hastings, 1066 AD
Addenda Sheet as of July 1, 2020

The Map

Woods and Marsh hexes on the map (clarification): A hex is considered a Woods or Marsh hex (no entry allowed) if the hex has 50% or more of the woods or marsh terrain depicted within it (i.e. the hex to the east of the text "Hill" of Senlac Hill printed on the map is a woods hex).

The Rules

1.1 Shield Wall (correction): Delete the words, "*of Missile Fire and*" from this section.

4.1.4 (correction): This should say "Routing units cannot move through a fully occupied hex…".

4.1.5 (addition): Opposing sides' units may never occupy the same hex.

7.6.9 (clarification): If one of the two units under a Shield Wall marker moves, leave the Shield Wall marker on the unit not moving.

7.7.3 (clarification): Leaders alone in a hex cannot be attacked. Leaders can become casualties in melee only when they are also stacked with a combat unit that takes a hit. Simply move any such Leader, as the combat is announced, to the **nearest** hex with a friendly unit (even if the Leader, or the unit, is currently "surrounded"). Owning player's choice in case of two eligible friendly combat units to stack with.

7.8.2 (correction): Ignore turning over a Command's Hits marker to its "+10 side" if the number of hits goes beyond 9. The track size was increased to 20, thus eliminating the need for a flipped counter.

7.8.2 (clarification): Successful attacks against one of the two units in a Shield Wall means only the unit taking the hit loses its Shield Wall status, the other unit is unaffected.

7.8.2 (optional)**:** As Losses and Morale tests occur after all melee combat is concluded for the player's turn, if you find it hard to remember which units took the hits then use number markers (marker # value = # of hits) from another game, pennies (# of pennies = # of hits) or a die (# showing # of hits) and place them on top of the unit that was hit to remind you how many hits the unit took.

7.8.3 (clarification): For pushback results, apply the result immediately. Attacking units eligible to advance into the empty hex must choose to do so immediately as well.

8.2.2 (correction): There is no "0" box on each player's Hit Tracks. Place the Command Hits markers just to the left of the "1" box on the track which means "0" hits.

The PAC

Terrain Key on PAC (clarification): Below the Level 2 terrain graphic is printed "(1+3)". This means a Level 2 hex is one that contains both Level 1 and Level 3 elevation colors. Similarly, a Level 4 hex contains both Level 3 and Level 5 elevation colors.

Leader Casualty Table on PAC (addition): Please add "+1 DRM is Leader is wounded" as a modifier for the table.