

# Chapter 9: Joan of Arc's Victory

Addenda Sheet as of Jan. 15, 2021

Note: All entries in black ink below were incorporated directly into the second printing of the rules. Items in blue ink below are new.

## The Rules:

3.1.2 (correction): The fifth sentence of this section got dropped by the printer. It should read: "...or "making change" to send different stacks in different directions, does..."

3.4.2 (clarification): This applies to towns outside the player's initial territory, as defined by the English Controlled Area Boundary. If the French player takes a town east of this line, he must garrison it with at least 1 SP in order to retain control; else it reverts back to English control. Similarly, if the English player takes a town west of the Boundary (except for La Rochelle), he must garrison it with at least 1 SP to retain control, else it reverts to the French. Note too that even a besieged unit is sufficient to maintain control.

3.4.4 (correction): Ignore the last sentence. Units that are still out of supply and not in a town are removed during the Final Determination Phase, per Section 8.1.

5.2.1 (note): There never will be enough militia to satisfy this rule, this is intentional; militia are an expendable commodity, to be continually recycled. Nobody is meant to have masses of militia.

5.2.6 (correction): Ignore the limits on how many Breton and Scottish units can be on the map, as stated in the second sentence. The limits on both are actually imposed by the counter mix.

6.0 (correction): The first sentence of this section also got dropped by the printer. It should read: "Each game turn has two identical Player Turns in it. The English Player..."

6.1.8 (addition): Fieldworks cannot be built inside towns.

7.4 (clarification): There's no penalty for losing the Duke of Burgundy in battle. The Burgundians stay in the war (they only drop out when the "Burgundy Sues for Peace" event occurs), but are limited by no longer having an effective leader to command them in battle.

7.5.2 (changes): On the 2nd line Insert the words "with one-half or fewer SPs than in the retreating force, and" between "hex" and "If". Change the reference on the third line to be 7.5.1.

7.5.3 Developer's Note (correction): Again, a sentence drop here. The second sentence should read, "combined strength of the relief force and the troops inside the..."

8.5 (clarification): Note that Charles has to start and end the turn in Rheims or Chartres to qualify as being one full turn there.

## The Scenarios:

10.1 (correction): The setup below should say:

- At Angers, Nantes, Vannes, Tours, Jargeau, Bourges, and Rennes 1 *Militia* (not Infantry) SP each.

Bretons (correction): There is a second Breton 2-5 infantry unit called in Scenario 10.1's reinforcements for Turn 2 that is missing from the first printing of the game. Use the image supplied below to paste over the front and back of one of the spare markers supplied.



11.1.1 (correction): Change the set up location of the English 1 infantry SP force listed in Cherbourg to instead also be in Calais.

11.2 (correction): Another sentence drop, the first sentence of this section should read: "Historically, Burgundy assisted its English allies in the siege..."

Then use this Burgundian setup:

**Besieging Orleans:** 2 Burgundian Infantry SP's, 1 Burgundian Archer SP, Duke of Burgundy

- At La Charite and Troyes 1 Militia SP each.
- At Auxerre 2 Infantry SP's, 1 Archer SP, 1 Heavy Cavalry SP.

## The Charts:

CRT Die Roll Modifiers (correction): Leader combat bonuses are listed under Strength Modifiers. But, as per Rule 7.1.1, these combat bonuses are actually Die Roll Modifiers.

CRT Results 2nd bullet (clarification): On a roll of 3 through 11, nothing happens, that leader gets away. Place that leader on the nearest (in MPs) friendly unit(s).

TEC (clarification): The terrain MP entry costs are a bit tortured.

- Clear terrain (with or without a Village present) costs 1 MP to enter, not "None."
- Then it's +1 MP above the Clear terrain cost to enter Woods (2 MPs).
- Then it's +2 MPs above the Clear terrain cost to enter Rough or Swamp hexes (3 MPs).
- For rivers, rule 6.2.3's prohibitions on combined stacks means that stacks do not combine when attacking across rivers. Delete the word "all" from the "Defender is doubled if ALL attackers..." entry.
- Terrain effects for combat are cumulative.

FRENCH NATIONAL WILL (correction): The "Die Roll Modifiers (Cumulative)" listed at the bottom of the table are not modifiers, but events that cause adjustments to the French National Will.