

Au Fil de l'Épée Scenarios

- Errata -

Corrected Counters

Some corrected counters are available for download on www.fredbey.com for the following battles:

- Poitiers (VV #26), corrected counters printed in VaeVictis #27 ;
- Bouvines (VV #45), corrected counters printed in VaeVictis #46 et #47 ;
- Anthon (VV hors série #6), corrected counters printed in VaeVictis #81 ;
- Otterburn (VV #78), corrected counters printed in VaeVictis #81 ;
- Grandson (VV #81), corrected counters printed in VaeVictis #82 ;
- Neville's Cross (VV hors série #10), corrected counters printed in VaeVictis #83.

Rules

Last version of **Au Fil de l'Épée** series rules (2012 version) is now used for all the battles. These rules can be downloaded from www.fredbey.com

Poitiers 1356 (VaeVictis #26)

Correction

Capal de Buch Ch are set up in 1411 et 1510 (instead of 411 et 1510).

Muret 1213, Bouvines 1214, Peïpous Lake 1242 and Benevento 1266 (VaeVictis #45)

Clarification

Duration and Victory Condition:

Automatic Victory immediately stops the game (no need to wait until turn's end).

Peïpous Lake 1242 (VaeVictis #45)

Corrections

C.4 Lac Peïpous special rules

All Ar units fire using and additional -1 DRM.

Mounted archers fire using the standard DRM of -1, in addition of all the other DRM.

C5. Lac Peïpous optional rules

Replace « Also cancel special rule F. » by « Also cancel Alexandre Nevski rules »

Muret 1213 (VaeVictis #45)

Clarifications

A unit located in Muret, adjacent to a unit located outside of Muret, can either:

- 1) Fire during fire phase;
- 2) Rally.

Mi units cannot stack.

Pierre II banner and Roger de Foix banner are two different banners , even if their coat of arms are very closed from each other.

Correction

A.1 Unit Set-Up

Mi unit routs toward eastern map's edge and north of 07xx hex row.

Add-on

A.5 Muret optional rules

The two following options can be used together or separately:

1) Toulouse Mi stayed in their camps. Simon de Monfort can attack with all his units. At the beginning of every turn, throw a dice. If the result is less or equal to the turn's number Toulouse Mi enter the map by the eastern map's edge and north of 07xx and can be played without any restriction.

2) Free Set-Up

Except of Muret's garrison units, Crusader player places his units on and east of xx10 hexrow:

- First group on hexrows xx07 or xx06, north of La Louge;
- Second group on hexrows xx06 ou xx05, north of La Louge;
- Third group on hexrow xx03 or west of it.

Anthon 1430 (VaeVictis special issue #6)

Clarification

Attackers: Dauphiné

Defenders: Orangists

Corrections

Unit Set-up:

- in 0904 mounted HA
- in 0310 dismounted Ch
- in 0710 dismounted HA

Otterburn 1388 (VaeVictis #78)

Clarifications

Attackers: English

Defenders: Scottish

No "Démonte" or "Remonte" markers available for these scenarios.

Corrections

Historical Scenario:

James banner, Ch in 1002 (instead of 1116)

John Dunbar in 0902 (instead of 0903)

Sir Ralph Percy in 2209 (instead of 2210)

Victory Conditions:

Fortified Camp hexes are 0709, 0808, 0807 et 0806 (4 VP maximum)

0 VP per eliminated Mi unit and, as well, 0 VP per routed Mi unit at the end of the game.

Corrections

What if ? Scenario:

Sir Ralph Percy banner arrives as reinforcement at 11h00 (instead of 12h00).

Victory Conditions:

If English reinforcement enters in play, 0 VP per eliminated Mi unit and, as well, 0 VP per routed Mi unit at the end of the game.

Morgarten 1315 (VaeVictis #81)

Correction

Su from contingent of are set-up in 0809, 0908 and 1008 (not 1018)

Sempach 1386 (VaeVictis #81)

Clarification

For the Turn 5 Reinforcements, read « Comte de Zollerren (Count of Zollerren), Austrian rear-guard, and the 2 Ch units of his banner in 0114.