Warmaster Medieval Armies Errata

P5 (The Army List). Add the following introductory note. 'Warbands – note that all Warband units in this book utilise Warband rules 2+3 only and ignore rule 1 (+1 Command for Brigades of 3 or 4 units). This is exactly as applied to a selection of armies in Warmaster Ancient Armies (see WAA p7). As this modified rule applies throughout, all such units are simply indicated as Warband.'

P13 (The Army of Salah Ah-Din). Army list entry 'Leader' change unit size from '2' to '1'.

P15 (Anglo Normans). Army list entry 'Bishop' change min/max from '-/1' to '-1 max'. Army list entry Bishop with Religious Standard change min/max from '-/1' to '-/1 max'.

P21 (Mongols) Army list entry 'Mongol Cavalry' change points from '70' to '80'. Army list entry 'Subject Cavalry' change armour from '-' to '6+'.

P23 (Second Barons War). Army list entry 'Longbowmen' add Note '*7'. Add special rule '*7 Longbow' after '*6 Terror' in the Special Rule section. Army list entry 'Simon de Montford' change points from '+25' to '+20'.

P28-29 (English Army of the HYW). Army list entry 'Henry V' change attacks from '-' to '+2' and points from '+15' to '+40' (this takes into account the increase of command from 8 to 9 as well as the special rule noted separately).Option for Chevauchee (p20). Note that the options given either add to or replace the entries in the standard list to convert a standard list into a Chevauchee list. Add to the end of the first paragraph, 'A Chevauchee Army may not include Cannons.' Army list entries Men-at-Arms and Longbowmen – delete '*3 (Combined Arms) special rule as these specifically don't apply in the Chevauchee list as stated in initial paragraph. Army entry list 'Hobilars' change armour from '-' to '6+'.

P33 (French Army of the HYW) Option for Final Years. Note that the options given either add to or replace the entries in the standard list to convert a standard list into a Final Years list. Army list entry 'Cannon' change unit size from '1' to '2'.

P37 (Teutonic Order). Army list entry 'Brother Knights' change hits from '4' to '3', min/max from '1/-' to '-/3' and points from '155' to '145'. Army list entry ''Crusader Knights' change min/max from '-/3' to '1/-'. Army list entry Ulrich Von Jungingen change command from '1' to '9' and change unit size from '9' to '1' (they are the wrong way round).

P42 (Ottoman Turks). Army list entry 'Kapikulu' change armour from '3+' to '5+'. Army list entry 'Mehters' change command from '8' to '9' – i.e the General's Command remains the same – it is not reduced!

P47 (Black Army of Matthias Corvinus). Army list entry Royal Banderium change min/max from '-/1' to '-/1 max'.

P48 (Burgundian Ordonnance). Army list entry Special Rules – change '*8 Pike' to '*8 Phalanx'.

P50 (Swiss Confederation). Army List entry 'Rene Duke of Lorraine' change min/max from '-/1' to '-/1 max', and change points from '+10' to '+35'. Army list entry 'Cantonal Standard' change command from '8' to '8/9', and change min/max from '-/1' to '-/1 max'.

P61 (Army of the Yorkist Pretender). Army list entry 'Hobilars' change hits from '2' to '3'.

P63 (Army of the House of Tudor). Army list entry 'Handgunners' change armour from '-' to '6+' and points from '45' to '55'.

P66 (Italian Condotta). Army list entry 'Handgunners' change armour from '-' to '6+' and points from '45' to '55'. Army list entry 'Cannon' change unit size from '1' to '2'. Army list entry 'Captain' change command value from '7' to '8' and points from '60' to '80'. Army list entry 'Stakes' replace 'Include stakes with any Militia or City Guard units' with 'Include stakes with any Militia units'.

P68 (French Ordonnance). Army list entry 'Handgunners' change armour from '-' to '6+' and points from '45' to '55'.

P81 (War Wagons) Rule 10 beginning 'When enemy charge…'. Change second sentence from 'The War Wagons and combined infantry both count as defended.' To 'The War Wagons and combined infantry both count as defended to enemy infantry and fortified to cavalry and all other enemy.'