

El Gran Capitán

Errata as of 22/11/2023

(c) Europa Simulazioni

Errata & Clarifications

Baron forces:

7.2 After "A Force may never remain without an Order." add "Exception: Baron forces in their home territories (see 16.3)"

16.3 After "...and are subject to Attrition." add "Baron Forces outside their home territories, in excess of the maximum number of Baron Forces on the map which can receive an Order, are eliminated."

Sequence of Play C).2: (clarification) Only Baron forces with an Order are able to activate during the Activation of Baron Forces.

8.8.2: example says -4 but the Initiative Modifier Table correctly reads -3 for a 3 initiative value

10.13: 3rd line: it reads "as affect" but it's "as an effect"

12.2.e: when determining the type of combat, the reference should be "12.2.2" not "1.2.2"

12.3.3 Earthworks: (clarification) if a force voluntarily decides to attack, it loses the advantages of being in Earthworks for the duration of the battle

Scenario 1:

- Aragonese units at start cannot deploy in Otranto.
- It is possible to use Earthworks in this Scenario, using Scenario 2 rule 7)

Scenario 2:

- Rule 8) Barons. Re-Alignment of French-Aligned States. (add at bottom) "This rule is activated even when the French player Pillages one hex of a State not aligned to the French side. In this case, roll the die with no modifications for the presence of French forces and automatically switch the Alignment to the Spanish side."

Setup cards Scenario 2:

Swiss units move 6 but on the setup card it's movement factor is 5. Counters are correct.

Q&A

1) What is the effect of a Baron Force with no Loc ?

- Baron forces in their home territories never check supply, are always supplied and don't roll for Attrition.

Baron forces outside their home territories are normal minor forces and must have an order. If they haven't a valid Command Path or you can't/don't want to pay for them, they suffer the effect of a Forced Order [see 7.3.1].

More, all besieged forces with no Loc suffer further attrition effects [see the Attrition table].

2) If a Baron (or any force) uses a second activation to move to an unoccupied hostile fortress - which resolves first, the Conquest of the Fortress (because they ended their move there), or the attrition roll (which might eliminate the force altogether)?

- Attrition for a second activation is calculated after movement. So, first the enemy fortress is captured, then attrition is calculated and the Force may go, yes ...