

Arquebus Errata/FAQ v1.3

February 28th, 2018

For use with rules as printed, available for download from www.gmtgames.com

Map question:

Pavia: Castello Mirabello (2509) - The yellow halo in the hex is covering the stream that is on all hexsides of this hex.

Rules Errata:

12.5 Second Paragraph: Artillery is Eliminated if the other unit is Disordered, Retired, or Eliminated, not just Disordered or Eliminated.

Terrain Chart Errata:

Cerignola

Note e should read "No DRM when receiving missile fire from an Artillery unit. -1 DRM for fire into a hex containing a Rampart."

Ravenna

Note e should read "No DRM when receiving missile fire from an Artillery unit. -1 DRM for fire into a hex containing a Rampart."

Counter Errata:

We missed including the Venetian Current Flight Level marker. When the Battle Book calls for using it at Agnadello in the Variant Pitigliano to the Rescue, use the Swiss or Spanish Current Flight Level marker.

Venetian and Spanish symbols on leaders, flight point markers, and current flight level markers are reversed (i.e. the Venetian symbol is on the Spanish counters and vice versa).

Battle Book Errata:

Cerignola

In the Spanish Defenses rule, third paragraph, second sentence, should read "In addition, roll for Disorder if a unit moves across a Ditch hexside, or Advances across a Ditch hexside from a hex that contains a Rampart on its hexside." This adds a comma after the first Ditch hexside to clarify the intent.

Agnadello

The mention in the terrain section that some units have a higher movement cost does not apply, as the values were changed in playtesting.

In King Louis XII's Battle the hexes for the French Artillery and SB units should be 2413, 2513, 2614, 2714, 2815, 2915, 2716.

Ravenna

The setup hexes for Bozzolo's units do not match the setup picture. Use the setup hexes listed, not the picture.

In Bohier's French Mounted Men-at-Arms Battle, the unit's should be #2-4, not #1-3.

In the Terrain rule, second paragraph, third sentence, should read "In addition, roll for Disorder if a unit moves across a Ditch hexside, or Advances across a Ditch hexside from a hex that contains a Rampart on its hexside." This makes a unit only roll once for Disorder if it attacks across the Ditch from the non-Rampart side and then gets to Advance across the Rampart.

Bicocca

In Medici's Black Back setup instructions units #3-4 are listed as +1 Shock Defense DRM, they are 0 Shock Defense DRM.

Colona was left out of the Spanish setup instructions. He can setup in any hex.

The Timed Engagement rule says to place the Time Marker in the 20 space on the General Track. The General Track doesn't have a 20 space, so use the Flight Point Track until you get to 12, then you can move it to the General Track.

Pavia

The Timed Engagement rule says to place the Time Marker in the 15 space on the General Track. The General Track doesn't have a 15 space, so use the Flight Point Track until you get to 12, then you can move it to the General Track.

Extended Example of Play

p. 36 the French MM's Continued Attack – the unit should have made a Disorder check attacking across the Ditch. There should have been an extra -1 DRM for Continued Attack.

Flight Track Errata:

The Venetian Flight Level for Agnadello is 50, not 40.

FAQ

Q: 10.3 If two units are stacked and facing different directions when they are attacked by Countercharge vs Fire, which unit's facing is used to calculate Angle of Attack?

A: Use the facing of the defending unit used on the Weapon System Matrix.

Q: 14.1 If one unit attacks two units and obtains an Engaged result and a Defender Disordered, Retreat 1 hex result the attacking unit must Advance, is it Engaged to the other defender?

A: The unit must Advance; ignore the Engaged result.