

Kulikovo 1380: The Golden Horde

Addenda as of April 1st, 2007

The Rules:

9.1 and 9.2 (clarification): The rule says that missile armed LC (Light Cavalry) can fire during his movement meaning they can move/fire/move . Note that Rule 9.2 states that all the missile units (L, B, C) can't move after firing. In this case Rule 9.1 supersedes 9.2.

10.2 (clarification): In case 2) of the text it says the attacker gets a +# modifier if ANY of the attackers attack a flank or rear. The shock modifiers listed on the Die Roll Modifiers for Shock or Charge table in the back say that ALL attackers must be attacking a flank or rear to get that modifier. The rule is correct, it is if ANY and not if ALL.

13.2 There is a discrepancy between this rule and the Die Roll Modifiers for Shock or Charge chart. The rule is correct. The chart should read +/- 1 if subordinate unit stacked with its leader, or overall leader.

15.3 In the Mongol setup for the Orda command, disregard the duplicate hex set 5212, 5213 listed (*Orda wasn't cloned!*).

The Charts:

Shock Combat Results no charge Table (correction): A "Defender Retreat 1 Hex" result was left out of the DR of 8+ line in the Defender Normal column. It should read Defender Disordered, Retreat 1 Hex.

Charge Results Table (correction): A "Defender Retreat 1 Hex" result was left out of DR of 5-7 and 8+ lines in the Defender Normal column. A DR of 5-7 should read Defender Disordered, Retreat 1 Hex and a DR of 8+ should read Defender Disordered, Retreat 1 Hex, Continue Attack.

Die Roll Modifiers for Shock or Charge Table (omission): The die roll modifier for having a leader in the same hex (+1 if attacking, -1 if defending) is missing from this chart (Rule 10.2 case 5).

Missile Fire Results Table (correction): Disregard the "? Terrain (Terrain Chart)" notation.

Die Roll Modifiers for Shock or Charge (addition for clarification): For completeness, keep in mind the -1 DRM for a Continued Attack per section 12.4.