

# The Lash of the Turk

Addenda as of Jan. 6th, 2012

## The Rules:

**4.4 Out of Supply, last sentence** (correction): Delete “but are considered out of supply for Attrition rolls”

**6.8, last sentence** (change): After any TM leader changes sides, any hex with a TM unit not stacked with another TM leader and within supply range automatically defects too. All other TM units on the map, not stacked with a leader or other allied unit, must each roll (using the same die roll ranges) to see if they defect too. If the result is within the range, that TM unit defects.

**10.1.3, Combat Resolution** (clarification): Units in a fort that suffer a D1 or D2 result do not have to retreat. They suffer an additional unit lost instead if they don't retreat.

**10.2 Retreats** (clarification): Retreating units can move away from supply/forts if no other route is available. A unit is only eliminated if it cannot retreat at all due to enemy units or impassable terrain.

**Section 10.5, line 12** (correction): Siege Combat rule reference should be 10.8.

**Section 10.6, 2nd paragraph, line 12** (correction): Siege Combat rule reference should be 10.8.

**Section 10.8** (clarification): Siege Conditions are checked for any time a change to the besieging forces occurs. If the siege conditions are not met, the besieger must vacate the fort's hex immediately to any valid adjacent hex.

**11.0, Second sentence** (clarification): Add “once a turn” to the end of this sentence.

**11.0 Raids** (clarification): Disrupted raiders cannot perform raids.

**14.1.4 Setup, Ottoman** (correction): “Semendria” should be “Szlankamen”.

## The Charts:

**Pg 12, Attrition Table** (correction): Rules reference should be 7.0.

**PAC Overrun Table (correction)**: Rules reference should be 9.6.

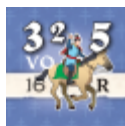
**PAC, Force March Table**: Rules reference should be 9.5.

**PAC, Siege Table** (correction): When the Defender player rolls on his column, **add** the best defending Leader's value and **subtract** the best attacking Leader's value to his die roll.

**Map, Terrain Key** (clarification): A filled in circle is a “Town”.

**Map, Fort, Town List** (correction): The location of “Szlankamen” is L14.

## The Counters:



The 3-2-5 16th century side of the Volunteer Cavalry was inadvertently omitted. Use the 17th century side of the counter for all the 16th Century scenarios.



In response to reader suggestions and further research, if both players agree, in the 1683 scenario (only), up to three of the Polish Winged (4-4-4) Hussar units can be upgraded to become Heavy (8-4-4) Cavalry. There is no cost or penalty to the A/H player to do so. No special rules apply other than those for Heavy Cavalry.