

Rules of Play

Page 12, **3.3.2 At Service Limit**, line 2: insert “or Campaign” before “marker”. Line 3: delete “but trigger no Revolt or Treachery”. Bullet 1, line 3: after “box” insert “if Levy, or next box if Campaign (4.8.2),”.

Page 17, **4.3.5 Besiege or Bypass**, paragraph 2: Add “Lords arriving outside a Besieged or Bypassed Enemy Stronghold join in the Siege or Bypass or may March on.”

Page 17, **4.4 Battle**, line 3: Delete “Unbesieged, Unbypassed”; after “Lords in the Locale”, insert “not in a Stronghold”.

Page 20, **4.5.1 REVOLT AND TREACHERY**, line 4: Delete “Sacked” before “Stronghold”.

Page 24, **4.9.2 LANGUISH**, line 1: Insert “Captured” before “Knights”.

Page 24, **4.9.4 Repair**, line 2: Replace “Stronghold” with “Town and City”.

Page 31, Hold/Held: In parentheses, add “3.1.3”.

Background Book

Page 1, Table of Contents, left line 5, and page 6, 2nd heading on right, delete “and Disband”.

Page 2, paragraph 2, line 3: “F2” should be “F3”. **Start Play**, line 1, insert “Flip Levy to Campaign.”

Page 39, F22 MANFREDI *holds back*, line 1: delete “Ghibelline”. (But see card clarification below.)

Page 54, S21 SOVRINTENDENTE Lords: replace “None” with “Any”. (See card clarification below.)

Clarifications

Player Aid Charts

Battle & Storm sheet, **Losses**, line 5: Only *removed* units to Captured (4.4.4 KNIGHTS' QUARTER).

Revolt & Treachery Summary, **Revolt Tables – How to Roll**, bullets 1 & 3: If ineligible *Friendly* Stronghold, bullet 3 applies (1.4.2 REVOLT?, bullets 1 & 3). Bullet 4: “X?” means table results showing an “X” over an Allegiance marker, as illustrated to the right of the bullet.

Rules of Play

Page 6, **1.4.3 ADDING TREACHERY**: Cards in a current Plan (even already used) are not yet set aside so may not be added (4.1, 4.9.6).

Page 23, **4.7.6 Bribe REQUIREMENTS**: Unmustered Vassal can be any not currently Mustered, including that of a removed Lord (3.3.1, 4.4.5, 6.0).

Cards

F22 MANFREDI *holds back* Event: An Unmustered Lord with Ritter shown on his mat qualifies. The “Any” Ghibelline Lord symbol governs: Guelphs may not choose a Guelph Lord with Turncoat Ritter (4.7.6).

Page 54, S21 SOVRINTENDENTE Capability: Even though the card no Lords symbol, any Ghibelline Lord can Levy this Capability per 3.4.3.