

# Blind Faith & Infamy Avenged

Addenda as of June 1st, 2024

## Blind Faith Rules:

**4.2 Events Die Roll (correction):** If the HRE supported the Kingdom of Poland and Lithuania on Turn 1, treat future event die rolls of 6-7 (not 5-6) as a non-event/no effect (as per 4.1, 3rd para.).

**6.2 HRE Muster and Maintenance (clarifications):** The HRE player can muster units from Austria, Bohemia, Hungary, and Saxony. These units do not necessarily have "Event" printed on their reverse side as they may have been routed in combat (Section 10.9). All HRE mounted units on map must be paid maintenance for, or disbanded.

**7.3 Papal Legates (clarification):** All Legates, including Cardinal Winchester, move as Mounted (8.2).

**7.3.1 Changing Legates (clarifications):** A player MAY (not required to) try to change the Legate during the Papal Crusade Phase (3.3) via a die roll. The Papal Crusade itself may be new, continuing, or ended.

- If a Papal Crusade ends at turn end, remove the Legate from the map hex he is in and place him in the Legate box. If the HRE player later begins a (new) crusade, the Legate would start in Nuremburg.
- When a Papal Crusade continues, the Legate stays in his current map hex. If the Legate is successfully changed, the new Legate replaces the old Legate in the map hex he was on.
- If a new Papal Crusade is successfully called, place the current Legate in the Papal Legate Box on the map (in Nuremburg). Note that this Legate may be changed (requires a die roll), it is possible that a player would want a different Legate even if no new Crusade has been called -- sort of a "Legate on Deck" metaphor (so to speak) if the player doesn't like the existing Legate. The removed Legate goes back into the "Legates in Waiting" (so to speak) cup for a future Legate change.

**7.3.5 Mustering IG Units (clarification):** Imperial German units selected during the Muster Phase come from the 19 IG units marked "Event" although routed units might be recycled back into being able to muster. Note that as a Papal Crusade comes after the Muster Phase, the HRE does not have pay any maintenance for the IG units mustered until the following turn.

**7.5 Continuing & Ending Papal Crusades (clarification):** Papal Legates roll in the Muster Phase BEFORE deciding to roll for or continue a Papal Crusade. If the HRE player does not pay for maintenance and disbands IG units during the Muster Phase, those disbanded IG units are available on future turns (last paragraph 6.2), not this turn. Thus, you can't disband them (in Muster 3.2) and then die roll them back onto the map (3.3 Crusade). Note that when a crusade is in effect, Hussite units of different factions may stack. If there is no crusade, the factions must separate, dissipating their combat power (thus, an HRE player decision).

**8.8 Interception (clarification):** Note that every legal interception that is declared is successful. If you've got the MPs to reach, it's automatically successful. Stop your opponent's movement at **any point** in his move. Play is temporarily interrupted. A combat is performed and the opponent may continue movement. You can perform multiple interceptions using different units during an opponent's turn, but one at a time. As units can only move once in a turn. If they intercept, they cannot move in regular movement. If they use regular movement, they cannot intercept.

**8.6.4 HRE Stacking Limits (clarification):** HRE units set up in/outside of Breslau (2608) are required to disperse at the first HRE movement opportunity.

**8.8.3 Žižka of Trocnov (clarification):** Žižka's interception stack may contain foot units. His is a special case. All other interceptions cannot include foot (as per 8.8 second paragraph).

**9.2 Field Battle Procedure (clarification):** Play as follows:

1. The attacker places one unit per Assault box, with the remainder in reserve. The Attacker must deploy in the Assault boxes first before assigning other units in the Reserve box.
2. Then simultaneously, the defending units perform combat against the (up to) four attacking units. The attacker's four units perform combat against defending units of attacker's choice. Use the Field Battle Assault Table. Remove routed and eliminated units.
3. Surviving Attackers perform an Assault (use Field Battle Assault Table).
4. If the attacker wins a Field Battle in an urban hex, there is no need to siege. The Defender has the option to retreat (9.6), but note that retreating defender units go into the "Routed" box. However, see also 8.8.4 Garrisons, which allow the defender in an urban hex to immediately decide whether to accept a Field Battle outside the urban terrain or "retreat" into the urban terrain where they must be winkled out using a Siege Battle.

**9.3 Field Battle Artillery/Skirmish (addition):** Insert after the Sigismund Luxenberg entry:  
Skirmish Eligibility by Unit:

- \* Wagon (Attacker and Defender)
- \* Foot (Defender only, never Attacker)
- \* Hussars (Attacker and Defender)
- \* Lay Knights (Never)
- \* Ecclesiastical Knights (Never)

**10.0 Siege (clarification):** If no units exist in an urban hex there is no need to siege the urban hex.

**10.5.2 Resolving Attacker Siege Assault Results (addition):** Add to end of the WB Walls Breached result: The attacker loses a number of units equal to one-half of the defending units (round up). Note that in all cases, defending units are eliminated, not routed.

**10.7 Pillaging (clarification):** Pillaging only occurs if the urban hex is taken by Siege Battle.

**17.0 Setup (clarification):** Note that while opposing sides' units start in Pilsen, the HRE Campaign Phase does not start with a battle. The Hussites start "Outside of Pilsen" while the Pilsen Landfried and Pilsen Levy start inside the city. They may exit the city for a field battle but it is not required.

**18.2 Longer Sieges (clarification):** At the end of a siege, the attacker still loses units equal to one-half of starting defenders. This optional rule is probably best used with 18.4 (1 MP per Battle), which would have the effect that a large urban garrison would force the Attacker to spend lots of MPs. The 1 MP per Battle would be used even for No Effect results.

**18.5 Wagon Tenacity (addition):** Attacker artillery can always target Defender Wagon units in Skirmish combat regardless of the number of defending units. Defender Wagon units cannot be targeted by other Attacker units' Skirmish fire if the Defender has at least four non-Wagon units in the force.

**18.4 One MP Per Battle (clarification):** The 1 MP spent per siege battle would be used even for No Effect results.

## Infamy Avenged Rules:

**2.3 Counters (clarification):** The value printed in the lower right of each aircraft counter is its AA Suppression, Strafing and Bombing Factors.

**6.2 AA Attacks (correction):** The Japanese player may spend one action to perform one AA attack on one US aircraft **in a critical installation area**. Warships can perform an AA attack without spending one action.

**6.5 Warship Movement (clarification):** The US player rolls 1D6 per Japanese warship in the Japanese Escape Area. Depending on the die roll (chart on map), the US will gain 0, 1, or 2 VPs (Section 10.2).

**8.3 Japanese Zeros (clarification):** As per 6.1, Zeros never enter the US Attack Staging Area or the Japanese Escape Area. The Japanese player cannot place Zeros in the Attack Staging Area.

## Infamy Avenged PAC:

**Japanese Escape Area Chart (correction):** The "4" result was accidentally left off the chart. It should say:

DR 0 or 1:	0 VPs
DR 2, 3 or 4:	1 VP
DR 5 or 6:	2 VPs