

A Thunder Upon the Land

Addenda as of Nov. 18, 2016

The Rules:

In General: In all cases, for any rule or reference that says to use MV (Morale Value) or PR (Proficiency Rating) should instead say use MF (Morale Factor).

4.7.2b (deletion): Delete “an adverse DRM for combat, and has” from this sentence.

6.1.3 (addition): Re-roll any ties.

7.1 (correction): The number 7.1 appears twice...the second occurrence should be 7.2.

7.1.3 (correction): The reference to 7.2 should refer to 7.1.6.

7.2.1 and 7.2.2 (clarification): 7.2.1 describes how and what can be done, while 7.2.2 instructs you to perform what was announced as described in 7.2.1.

8.2.3 (omission): During final editing, this case had the following deleted at the end of the sentence: "or if across Breastworks hexsides." This should be added back on. Cavalry cannot charge across Breastworks.

9.1.6 (addition): If the tallies are tied, the defender is the winner and the attacker is the loser.

9.2 (clarification): Any leader alone in a hex (whether during movement or at the end of combat) must perform the DR check outlined in the rule. If the leader survives the owning player immediately relocates him to the closest friendly unit (owning player's choice if there is more than one).

10.0 (clarification): Artillery can move and fire in the same activation.

12.0 Victory Points (clarification): For VP purposes, the villages of Pavlenka and Ribtsi start the game controlled by Sweden, all others start controlled by the Russia. There's no need to have to move units to your rear and "take" them.

14.1.2 (correction): A unit with a Volley Fire marker has its AF increased by 1 (not a +1 DRM). The Table wording is correct.

The PAC:

In General: In all cases, for any chart or table that says to use (Morale Value) or PR (Proficiency Rating) should instead say use MF (Morale Factor).

Combat Table, Flank and Rear modifiers note (addition): These modifiers do not apply when all attacking units are attacking from exterior Breastworks hexes into interior Breastworks hexes

The TEC:

Siege Trenches (addition): No MP cost. Same combat effect as Breastworks.

Village (correction): Change the part of the text that says “attacking across a stream” to “defending unit is in a village”

Bridge Table, 8-10 result (addition): Any unit on the bridge is eliminated.

Russian Narva OOB

Right (correction): The last sentence of the unit setup instructions should say: “(at least 1 per hex)” and “8 Infantry units”...

The Magazine:

Editorial (correction): Note that the name “Rus” did not come from Rurik and the Avars are not Slavs.