

LLH Errata

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1. The English 6.26 cards, Reconnaissance, have a typo: it should say examine the Moorish reserve. P. 27 has it correct.
2. The English 6.2.10 cards, Ottoman Pressure, should reference 6.3.10.
2. The rules 6.3.10 through 6.3.15 should read 6.2.10 through 6.2.15.
3. Typos: DW is missing from the map's DRM list. And a Naval box lists Fountain Redoubt as a target, but the Fountain isn't a redoubt. (still counts as target)

Q&A

Q. As I read the rules, the Moorish player can never have eight troops in a space. This is because it says you cannot end a group's move in the same space as another group, and all the spaces leading to the large spaces have a capacity of four. Is this correct?

OTOH, the paragraph just above the image on p. 21 says that "The Moorish Troops could actually come from multiple locations, provided no more than 4 ended up in the Space." This seems to contradict the rule that you cannot have multiple groups end their move in the same space.

I confess confusion on this point, can you please clarify?

A. Re the first point, 4.551 says 'in the same turn'. You could accumulate over time. Re your second point, I think I intended to say from multiple Directions, not locations (they're all coming out of the box, which has multiple exits). That said, the rules do not (I think) insist that a Group must be composed of cubes from a single location. I think most players would assume they must come from the same location, but that is not actually stated anywhere. I noticed a possible text error in 4.424. I think it should be referring to Marshalling Area A, not B. In fact, I'm not sure 4.424 makes any sense at all.

Q. The map: we were confused by listing the different types of space (wall, gate, etc.) with the different sizes. We just want to clarify: the only Gates are Catherine Port, Sandwich Port, and the Fountain, yes? And all blue space except Place des Armes and the Magazine are Bastions, yes?

A. Gates are correct. There are no blue gates, only bastions. The dash-pattern is the same but blue means bastion only. It's just a classification of the defensive value, not an access point

Q. And the Outer Defense line: we have no idea where the English can start to build out of. And no idea where the Moorish can first appear in that box.

A. You can start building anywhere in the ODL. The only qualifier is the need to build the main board's redoubts first. The Moorish player (this is not made clear) has to attack from either end (re the arrows) and clear out each redoubt encountered in turn. For an optional rule, English ODL builds, for historical flavour, trace from Norwood Fort to Anne Fort (along the roadway), so build from left to right.

Q. And my opponent just wants to clarify: in combat in a non-Bastion space, if the Moorish player wins by even a "1" result, all English cubes in the attacked space must retreat. He's wondering why he would put more than one cube in such spaces if that's true.

A. The main reason for putting extra troops along the wall is because Moorish artillery could wipe them out. He could then just walk in. Also, if The English win the combat, having extra cubes in place on their turn means they can spend them on re-rolls to, for example, push back along the wall. Otherwise, you'd have to spend a turn setting yourself up for the counterattack. But it is a tactical decision by the player.

Q. 6.35 contradicts 3.154: "You cannot pay by Damaging Redoubts or Cisterns." Which is correct?

A. By default card text trumps the rules, so 6.35 would take precedence. But in this case 3.154 was actually the intention. So go with 3.154.

Q. We assume that any cube put back in the Available box is not available again this Aiqtiham, but must wait for the next Aiqtiham. Correct?

A. Correct.

Q. The Magazine: if, in an attempt to get a Sudden Death, the Moorish player ends up falling short, we understand the magazine blows up. Can it be occupied in a future Aiqtiham, in another attempt to get all blue spaces? Does it blow up a second time? Probably a rare event - we actually didn't get that far ...

A. In theory the Magazine could blow up multiple times. It does continue to exist as a place. The game covers a 20 year period, so presumably it would be rebuilt as needed, but there is no game cost for that.

Q. We don't quite understand the Leader's "Prevent one loss" yet. How frequently? Once per active player's combat? Once per Aiqtiham? Only in the combat the leader is committed to, or any combat? If he's wounded but not dead, does it still work?

A. The 'prevent loss 1 per combat round' is per commitment. The same is true for the 'inflict loss' ability. These abilities do work if the leader is wounded.