

# WiP GAMES and MINIATURES

## O.B.G – The Norman Conquest Errata – Updated 01.06.2024

This is a living document for On Bloody Ground – The Norman Conquest (copyright 2023). The date on the document will show when it has been updated most recently. Bodies of text that have updated wording are indicated in red.

Page 5 – *Basing your miniatures* – Commanders (except leaders) should be based on 50mm round bases, Attached Units and Leaders should be based on 40mm round bases.

Page 7 – *Line of sight diagram clarification* – All formed units have a line of sight that extends forwards 45° from the front corners of the miniatures bases."

Page 9 – *Stand charge reaction* – add 3rd paragraph "A shooting attack may still be made against an enemy that has made a failed charge."

Page 10 – *Successful charge move diagram clarification* – "After making a successful charge move, the attacking unit is moved into base contact with the target and either one or both units are aligned to maximise the number of troops fighting."

Page 13 – *Pivot* – 2<sup>nd</sup> paragraph should read "a unit is able to pivot over the base of another unit, solid or impassable terrain..."

Page 13 – *Shift* – replace 2nd sentence with "A shift is not affected by terrain modifiers."

Page 14 – *Shooting* – Paragraph should read "A unit that is not in base contact with an enemy is able to make a shooting attack. Shooting attacks are generally used to inflict casualties on enemy units in an attempt to reduce their effectiveness, or as a means to disrupt a charge."

Page 14 – *Declare Targets* – Add paragraph "Miniatures may be moved to maximise attacks."

Page 15 – *Alignment* – 2nd paragraph should read "A unit that is engaged to its flank or rear and on no more than one zone, is able to turn to face the enemy either after winning the previous round of combat, or after a successful stand fast result is achieved."

Page 16 – *Rank bonuses in combat* – Change table heading to "Maximum Rank Bonus per Unit."

Page 26 – *Battlefield bystanders in an army* – 3rd paragraph should read "Bystanders may not be deployed within 6" of any piece of terrain and may not be moved once deployed."

Page 27 – *Special rules* – add 2nd paragraph "A captured commander may not use any special rules."

Page 28 – *Commanders joined to units* – 3rd paragraph should read "Neither the unit that has been joined by a commander, or the commander, may move further or declare a charge during the current turn."

Page 28 – *Rescuing a Commander* – 2nd paragraph should read "A rescued commander must immediately choose to either move to the space previously occupied by the enemy unit, join a friendly unit that was involved in the combat, or move to join a friendly unit within the commanders manoeuvre rate."

3<sup>rd</sup> paragraph should read "If unable to do so, the commander will be removed along with the enemy unit."

Page 28 – *Killing a Commander* – 6th paragraph should read "Should a unit containing one or more commanders be wiped out from a shooting attack, all commanders will be wiped out along with the unit."

Page 29 – *Command points* – add 3rd paragraph “A captured commander may not use command points.”

Page 29 – *Leadership Tests* – paragraph should read “A commander that is either joined to or is within command influence of a formed unit is able to...”

Page 32 – *Missile Weapons* – 3rd paragraph should read “After their attack is completed, a formed unit that is armed with any type of bow or crossbow may shift.”

Page 34 – *Attached* – 2nd paragraph should read “An attached unit may be killed in the same way as a commander that is joined to a unit.”

Page 34 – *Combined Formation* – 1<sup>st</sup> paragraph replace last sentence with “Whilst combined, all tests are made using the best leadership value of the two units.”

Page 34 – *Moving into combined formation* – 1<sup>st</sup> paragraph should read “Two friendly units, of a different type...”

Page 34 – *Movement* – Paragraph should read “A combined formation will move at the manoeuvre rate of the slowest unit.”

Page 34 – Add “**Panic whilst in a combined formation**” heading below “**Shooting at a combined formation**” – and should read “A combined formation that fails a panic test will remove any casualties equally amongst both units, with odd casualties being randomly allocated.”

Page 35 – *Skirmishing Unit* – 1<sup>st</sup> paragraph should read “...each miniature is positioned slightly apart, with no miniature being further away from every other miniature in the unit by more than its manoeuvre rate.”

Page 35 – *Skirmishers in the way* – 3<sup>rd</sup> paragraph should read “A formed unit is able to move into base contact with a skirmishing unit that it has not charged. The skirmishing unit must either move 1” away, or if unable to do so, must at least be moved so that it is no longer in base contact.”

Page 36 – *Unruly* – remove 2nd paragraph entirely, 3<sup>rd</sup> paragraph should read “A unit that has failed its leadership test may not be given orders during that players current turn.”

Page 36 – *Warband* – 2nd paragraph should read “A warband that has made a successful charge move and that has 50% or more miniatures than the total number of enemy miniatures after combat is completed, will gain a +2 momentum modifier if it wins the initial combat...”

Page 39 – *Geburs* – Increase Points from 3 to 4. Change Arms and Armour to “mixed weapons (5+) and javelins.” Options: Exchange javelins for bows for 2pts per model, or slings for 1pt per model.

Page 44 – *Coloni* – Increase Points from 3 to 4. Change Arms and Armour to “mixed weapons (5+) and javelins.” Options: Exchange javelins for bows for 2pts per model, or slings for 1pt per model. Bucklers for 1pt per model.

Page 48 – *Kerns* – Increase Points from 3 to 4. Change Arms and Armour to “mixed weapons (5+) and javelins.” Options: Exchange javelins for slings at 1pt per model. Bucklers for 1pt per model.

Page 50 – *Levy* – Increase Points from 3 to 4. Change Arms and Armour to “mixed weapons (5+) and javelins.” Options: Exchange javelins for bows for 2pts per model, or light crossbows for 1pt per model. Bucklers for 1pt per model.

Page 55 – *Cover* – 1<sup>st</sup> sentence should read “A miniature making a shooting attack...”

Page 55 – *Terrain Keywords* – Add “**Impassable: no movement through.**”

Page 57 – *Deploy The Armies* – 2<sup>nd</sup> paragraph should read “Armies are deployed one unit at a time, with players alternating placing each of their units, and each unit must first be placed touching their own table edge.”