Errata
The King's War (as of April 15th, 1997)

The Counters:
The Sherborne chit for the optional Ambuscade rules (see 10.9) was misprinted with a Fortress symbol. Sherborne is, of course, a Minor Fort and is printed correctly as such on the map. The chit is good for a Minor Fort Surrender.

The noted Royalist leader, Sir Marmaduke Langdale, was misspelled on his counter (and occasionally elsewhere in the game) as "Lansdale". It should be "Langdale" throughout the game, both are the same person.

The Parliamentary Leader Wark should have a Regional affiliation letter of "E" printed at the bottom of his counter.

The Rules:
Rule 1.17 (Clarification): This rule is correct as written. Covenanter Control of a box is shown by using the blue flag Control markers. Rule 11.1 stating that Covenanter Control is shown by the absence of a Control marker is wrong.

Rule 1.31 (Reiteration) A stack may move and fight as many times as it has Moves for. A stack could move, follow-up an enemy stack Breaking Contact, fight a battle, then move to following the retreating enemy force and fight again, so long as it has Moves remaining.

Rule 2.04 (Clarification): Leaders choose one Move Allowance rate for the turn, moving either with combat units (use their printed Move Allowance) or by themselves (10 moves). There is no "proration" of moves between moving with and without combat units in the same turn.

Optional Rule 2.08 (Clarification): Leaders do not actually "recruit" regiments per se, what is meant is that with the Regional Leader rules in play, only certain Leaders can add regionally based regiments to their stack.

Optional Rule 2.09 (Clarification): Leaders moving by themselves still count as conducting operations for purposes of this rule. Leaders may recruit, train or supervise a siege without accumulating a CO chit. Leaders already at CO Level 4 may not do any of these things until they lose their Level 4 CO status by not moving for a turn.

Rule 3.0 (General Clarification): Leaders and/or units may freely move through enemy Controlled boxes by themselves so long as they are unoccupied. Leaders and/or units may even move through enemy Controlled boxes containing Walled Towns or Minor Forts so long any enemy units present in the box are also inside (or Withdraw inside) the fortification. Leaders and/or units may enter but not leave on the same turn a box containing an unbesieged enemy Fortress, whether it has units in it or not (see Rule 9.22)

Rule 3.07 (Tip on Play): Rotate pieces that have moved 90§ to show they have done so this turn to avoid confusion over who may still move.

Optional Rule 3.09 (Clarification) The first line of the 3rd paragraph of this rule is correct as written. If a leader starts with a small stack and picks up additional units along his move, the new larger stack requires no additional CP expenditure by a player (Rupert did this trick quite often).

Optional Rule 3.09 (Change): The second line of the 4th paragraph of this rule is correct as written. The extra costs are for units units going on an aggressive sweep through an Area against large forces seeking to change control. So a mere Skirmish is insufficient and because Fortress garrisons can retire inside and as a result Control is NOT transferred (as it would with a Skirmish) there is nothing to be gained that would merit the cost. Moving up to siege a fortress is not as major an operation as a moving campaign (supply is much easier).

Rule 4.03 case 4 (Change): Players may only count real "net" losses when claiming a Substantial or Major Victory (and the box Control benefits thereof) over their opponent. Do not count deemed loss results (a victory over an army lacking infantry or cavalry is unlikely to impress anybody in real life).

Rule 4.04 (Clarification) The moving player decides which of his regiments are being "led" first, before the non-moving player does so. Players may not shuffle their leaders and units around to produce the maximum combat effect, units present in a Leader's box must be the ones he leads during the combat.

5.4 (Clarification): A player may move a stack during his turn, then intercept with that same stack (possibly exceeding his normal Move Allowance in effect) during an enemy move.

5.11 (Clarification) The requirement to avoid retreating down the movement line the enemy force entered takes precedence over the requirement to retreat towards the nearest friendly controlled box.

Rule 5.31 (Correction) The second paragraph of this rule (under the bullets) should start off reading "If less than 8 is rolled...."

Rule 9.51 (Clarification): If the defender has an effective GV of "0" after all calculations, the attacker still must Assault and uses the "7-1 or greater odds" entry on the Assault Chart (+4). Note that any Minor Fort or Fortress you Control is considered to possess a "garrison", even if there are no additional regiments in it. Of course it's pretty poorly defended in this state and can be easily taken, but the attacker still must besiege or assault it to do so.

Rule 10.4 (Clarification): A player derives no benefits (in game terms) from fighting Clubmen. A player may not flip new regiments over to veteran, claim Control in the Area, reduce his desertion die roll modifier, etc., as he might when fighting his real opponent.

Rule 10.6 (Clarification): Cornish new and veteran regiments are augmented (doubled was a poor choice of word) to CVs of 8 and 10 respectively when in Cornwall. This is noted correctly at the bottom of the Loss Table 4.04.

Rule 10.91 (Clarification): Yes, only the Royalist player can make use of "Revolt" chits".

Rule 11.1 (Clarification): In general, if the Covenanter Army wishes to pass through a box it must first Control it before it is allowed to leave. Boxes Controlled by the Parliamentarian player must be ceded to the Scots once they enter or the Scots are not allowed to leave (Parliamentarian units occupying any fortifications present in the box are not beseiged however). So, if the Parliamentarian player captures territory (say Newcastle) ahead of the Scots, he does not have to turn Control over to the Scots by letting them enter. If he does, he loses any VPs associated with it and Control passes to the Scots (this was the price of Scottish intervention). Also, Scottish and Parliamentarian units may stack and fight together provided all other rules are observed.

Rule 11.3 (Clarification): The "10" CV Irish regiment is not a mistake. The Royalist player may choose it freely or first if he likes in any scenario or campaign game calling for an Irish regiment. Note there are

only six Irish regiments overall, if more are called for and none are available, then none are received. Irish regiments that are eliminated (either through battle or desertion) cannot be recruited, but may come back into play as reinforcements on the indicated turns). Irish regiments do not count towards the Recruit Chit draw on the turn they appear.

Rule 12.0 (Addition): If neither side has won by Dec. 1646, call it a draw (with the King still the only rightful source of authority).

Scenario 13.1 (Change): The initial set up has Parliament committing an illegal siege of Portsmouth with one too few regiments. Change the SV of Portsmouth to "2" to reflect the hasty fortification of the place at the start of the war. Portsmouth's SV is raised to "3" as soon as Parliament takes it or ends the siege. Also the set-up has 7 Royalist regiments starting at Shrewsbury, which technically can hold only 6. The Royalist player must designate which are inside and out the minor fort at the start. This is not considered a violation of Rule 3.06 at start

Rule 14.01 (Corrections): Ballard should appear At Start and is Removed on March 1643. He is not replaced by Ruthin. Also add Bedford who appears At Start and is Removed in Nov. 1642. It's Bedford who is replaced by Ruthin.

The Map:
On the playing map, the two boxes making up the county of Chestershire (Chester and Nantwich) had their county designations mistakenly Americanized to "Chester". It should of course be "Cheshire" county. The unit counters and Recruitment Display are printed correctly with the "Cheshire" appellation and the town of Chester is really Chester. Perhaps it was a subconscious mistake due to Clash of Arms Games being located here in Chester County, PA.

William Ballard's Holding Box should of course read "Thomas Ballard".

The Charts:
The second row in the Campaign Points Expenditure Chart has a misprint, it should read "5-7" for the Number of Regiments in the Stack, not "5-8".

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