

# Invasion 1066: The Battle of Hastings Errata

**Counters** – The number on the unit counters is the units close combat strength

**11.1** Replace last sentence with “Feigned attacks may not be made against or through morass or brook hexes”

**14.4** add to end of paragraph: If a leader survives this check he is placed with the nearest friendly unit. If multiple friendly units are equal distance from the leader the player may choose which of these hexes he displaces the leader to.

**Hastings Player Chart: Close Combat Table**

Modifiers are all to the unit's combat strength

+2 if attacking an enemy units flank or rear

**Charge Diagram:** The diagram shows the area through which a cavalry unit moves while charging. It may still attack one hex further, the fifth hex from the unit's original position. i.e. the hex that would be just off the top of the diagram.