

## Lion of Judah

Errata and FAQ (through 3 JUNE 2019)

**11.4.3 and 12.8:** Town/City or Amba always controls in terms of terrain effects. Only consider the predominant terrain exclusive of Town/City or Amba features. For movement purposes, look at the other terrain in the hex to determine the movement cost. For combat, the 1L for Town/City would apply.

**12.4:** For attacks that end up as 0 vs {something above 0}, do not resolve on the 1:3 column, instead eliminate all attacking units with no effect on the defenders. Note that this can only happen if some of the attacking units began as ? strength units. For attacks ending as 0 vs 0, resolve on the 1:1 column.

**PB 13.6.2:** First sentence of last paragraph should read: “If an Ethiopian leader dies, it may never return to play and the faction no longer receives reinforcements (PB 13.5.2)”.

**PB 14.6.1.1:** When the Italian fuel supply reaches 0, the Italian player cannot move HQ, truck, or armor units, cannot attack with armor units, and cannot use air units for any purpose.

## FAQ

- On some Reinforcement cards, the guerilla tribes are unclear for the '40-41 scenario set-up. The playbook is correct, so make sure you are using the right color tribal units (*Shoa*, *Gojjam*, and *Benghemder*).
- **(PB 14.6.4.2):** The Mission 101 ability can be used multiple times, including multiple times in a turn if playing with the optional rule. The only restriction is having the RPs to expend.