

Frozen Empires Corrections

Page 40: Ignore “Saxon Dragoons” as a unit option for Saxon Army.

Page 49: Wybraniecka should be Inexperienced.

Page 67: The second bullet for the Swedish Army Faction Special Rules should read “issue a platoon action to all units with the **Expertly Drilled** Special Rule *or* **Drilled Pikemen** Special Rule within its Command Range.”

Page 83: Strike “or Artillery” from “This Force may not take any Ships or Artillery (Ships may be taken if the River Raiders Force Option is chosen).” and add “This Force may only take Field Swivel Guns and Light Field Guns”

Page 83: Add “Kozats'kyi Artyleriys'kyi” to the Support Units list of the “Cossack Raiding Party” Faction.

Page 83: Add “Kozats'kyi Artyleriys'kyi become Core Units.” under the Force Options for “Cossack Raiding party”

Page 84: Add “Kozats'kyi Artyleriys'kyi” to the Core Units list of the “Zaporozhian Sich” Faction

Page 84: Add “This Force may only take Field Swivel Guns, Light Field Guns, Pairs of Light Cannons and Swivel Guns when purchasing Artillery” to Faction Rules Under the “Zaporozhian Sich” Faction.

Page 84: Add “This Force may only take the following ships: Canoa, Longboat, Piragua, Bark and Barco Luengo, may only take Swivel Guns and Light Cannons as Artillery and Kozats’ka Pikhota gain the Sailors and Artillery Crew Special Rules. Kozats’ka Kinnota may remove horses for -1 point per model so long as they are deployed on a Ship in a Sea or Amphibious game” to Faction Rules Under the “Zaporozhian Sich” Faction.

Page 88: New Unit added:

Kozats'kyi Artyleriys'kyi: 3pts/model

Experience Level: Inexperienced

Weapons: Standard Melee Weapon

Fight: 7/7

Shoot: -/7

Resolve: 6

Special Rules: *Artillery Crew, Field Gun*

Page 99: Change Scenario name to “Battle of Narva”