INTRODUCTION TO MINIATURE WARGAMING BOOKLET

PAGE 7: Right  Column, 2nd  Paragraph, 3rd Line:  Should  say  "cavalry"  instead  of  "artillery".

RULE BOOKLET

1.1.4.3.3:  The last sentence should read: "These organizations get the larger command spans (and possibly reduced response numbers) of temporary corps, but are treated as divisional organizations (with a divisional general base) for game purposes.

1.4.2.6.3: The first sentence should read: "To show that an infantry unit is deployed, it must be in or changed to line formation, and the cadre base facing or moved to face outward on the area's perimeter.

2.2.3: The rule reference should be "15.1.2" instead of "15.2.1".

8.2.3: The movement cost should be "4/1" instead of "3/1".

8.2.5.1.2: Delete the last three lines.

8.4.1.1: The first sentence should read: "Artillery, messenger, wagon/pack train, and any disordered units may never be moved so as to initiate a combat contact.

8.4.1.3: Add a final sentence: "The enemy combat unit may continue moving without penalty.

8.4.4: The first sentence should read: "When an enemy cavalry unit moves to combat contact with an infantry unit, an "emergency" attempt to form the infantry unit(s) into a square formation must be made unless the infantry unit is touching or within one inch of an unrotted enemy infantry unit, is already in square formation, is in march column formation, is located in a town or any type of woods, is holding entrenchments or a wall (see 10.3.9.2), and/or is routed (in which cases, the attempt may not be made).

8.4.4.2: Insert after the first sentence: "If necessary, units attached to an infantry unit (forming 'emergency' square may be adjusted and/or moved so as not to deny tabletop space to the infantry unit(s).

8.6.2.1: Add to the end of the last sentence: ":...with the attacking cavalry (see 10.1.3) being moved first.

9.2.2.3: In the diagram, label the brown unit "A", and the white unit "B".

9.2.3: Add a final sentence: "EXCEPTION: A unit can always shoot at a unit in contact with its front face, regardless of the firing arc.

10.3.1.1.1: The rule reference should be: "10.3.8.2" instead of "10.8.3.2".

10.3.1.1.4: The last sentence should read: "For an infantry unit in any formation but a square formation, the "Ot" ("other") modifier is used if it is in an individual combat with at least one attacking enemy cavalry unit (this applies even if that cavalry unit is not the enemy's modifying unit), unless located in a town, located in woods of any kind, holding a line of entrenchment or wall (see 10.3.9.2, below), or if a friendly cavalry unit is involved in the same individual combat.

10.3.9.1: The word "artillery" should be used instead of "cavalry".

11.2.2: The rule reference should be "18.3" instead of "18.4".

15.1.2: The reference note should be "162" instead of "164".

15.2.3.2: In the right column, 7 lines up on page 26. This rule is misnumbered, and should be "15.2.4.2".

16.3: Add a new section after the first sentence: "Treat the same as independent infantry units (see 1.1.4.4.2) for command purposes.

18.3.2: Add a new section after the first sentence: "One stagger loss disorders an artillery or wagon/pack train unit.

19.4: Add a final sentence: "This roll is not necessary to move into combat contact for moving combat (see 15.2.4)."

21.2.1: The rule reference should be "8.1.4.2" instead of "8.5.4.5.3".

SCENARIO BOOKLET

1.3.1: Swap "sidebar 1" and "sidebar 2" references.

2.1 MAP: Should say "Prussian Army" instead of "Russian Army."

3.3 INFORMATION CHART: NOTES: Note b: The recall modifier for French cavalry should be "-2" instead of "-2/2".

4.1 MAP: The French near Villanov should be labelled "L" instead of "V".

4.3 INFORMATION CHART: NOTES: Note b: The recall modifier for French cavalry should be "-2" instead of "-2/2".

7.2 ORDER OF BATTLE: The Joseph/Joardan rating should be "10/18/P/10/40/40". Also change the corresponding label on page 41.

9.2 ORDER OF BATTLE: The 1B/I2C/I2C French unit should be "20 Fr:HC [8D]" instead of "20 Fr:LC [10D]". Also change the corresponding label on page 45.

10.3.5.1.1: Add a new sentence before the final sentence: "The response number of the general selected as army commander is raised to "10".

11.2.3: The number should be "444" instead of "445" in two places, and "14" instead of "14.1".

CHART 1: INSTRUCTIONS #2 should read: "Add, as points, the general's command span times one for a divisional commander or for a one figure battle "cavalry corps" or "cavalry reserve" commander (ie., one with no subordinate divisions) times three for an overall commander, and times two for any other echelon commander.

CHART 3: AUSTRIA: 23: Change Yukasovitch to: "3G(7)+0".
FRANCE: 24: Change Hariipe to: "4G(6)+1".
INFORMATION CARDS

AUSTRIAN AND PRUSSIAN CARD: PRUSSIAN SECTION:
LW Other Landw. Infantry (13-14): The number should be "11" in the CGFM d column.
HFA Howitzer Artillery (92-09): The number should be "1/1" in the BCK OR SID column.

BAVARIA AND SAXONY CARD: SAXON SECTION: 12#
Heavy Artillery (10-12): The date should be "(10-13)" for dates in the UNIT TYPE column.

BRITAIN (+KGL) AND LOW COUNTRIES CARD: HOLLAND SECTION: LEG/LN Line Infantry (96-05): The date should be "(94-05)" in the UNIT TYPE column.

FRENCH CARD: 1: The G6#: should be a "k" in the DRD/RTr NO. column.
ITALIAN CARD: ITALY SECTION: LN Line Infantry (13-14): The numbers should be "3/0" in the FIRE/MODS 1 column.
OTTOMAN CARD: 12#: The letter should be "k" in the DRD/RTr NO. column instead of "f".

POLAND AND WURTENBURG CARD: POLISH SECTION:
LN Line Infantry (68-10): The date should be "(07-10)" in the UNIT TYPE column.

ADD A NEW LINE AT THE BOTTOM OF THE POLISH SECTION, AS FOLLOWS:

4# 4# Horse Artillery p -5g -3g f f k 5/- 5/- 12" 5" 12" 4/1 1/1 3" -- 10 -- -- --

RUSSIAN CARD: G6#: The letter should be "k" in the DRD/RTr NO. column.

UNIT COUNTERS:

One white cavalry has no identification number. This should be a "9".