

LA GRANDE ARMEE

Errata and Clarifications

[5.0] Sequence of Play

4. First Player Skirmish Phase: Cavalry reinforcements scheduled to enter on the turn in progress are placed on the map and may move in this phase.

5. First Player Movement Phase: Reinforcements scheduled to enter on the turn in progress are placed on the map and can move in this phase. "Rout 1" markers on friendly units (exception: markers placed in the current game turn) are flipped to their "Rout 2" sides.

12. Rally Phase : "Demoralized" markers are removed from all cavalry units.

[6.0] Command

[6.22] (new case) Corps leaders get 3 command points only if they are self-activated.

[6.42] Units and leaders stacked with their immediate superiors are always in command if the immediate superior is in command (exception: see 6.53).

[7.0] Orders

[7.36] Cavalry and horse artillery can use a double forced march only to accompany other units it is stacked with. It cannot use double forced march to move to a separate destination during the Movement phase and it cannot use double forced march at all during the Skirmish phase.

[7.45] (new case): A concentrate order does not in any way reduce or eliminate the movement penalties of 9.13.

[7.76] The bottom row of boxes on the AOC can be used for units with only one inherent SP (cavalry and artillery). However, a leader's AOC cannot be enlarged and every unit that needs an SP marker must have a box for it on its leader's AOC.

[8.0] Movement

[8.15] A transfer order is not required to create or absorb a detachment. Detachments can be created at any time during a movement phase; a moving unit simply drops off or picks up strength points. Detachments can be picked up only by units of the same nationality. If minor power SP are used to create a detachment, the nationality of the detachment should be noted in pencil on the AOC.

Strength points can only be on the map if they are accompanied by either a leader or a detachment marker. Detachment markers are an intentional limit on the number of detachments in play.

[8.24] Even though the units move as a single stack, this does not reduce or eliminate the movement penalty described in 9.13. If several corps concentrated on the previous turn and received another concentrate order this turn, they must still pay the 2 MP penalty to leave the hex where they concentrated, even though they are moving as a stack. This penalty is paid once, at the beginning of the move.

[8.27] (new case): Cavalry units moving in the Skirmish Phase must immediately end their movement upon becoming demoralized.

[8.32] Partial Rough: It costs 1 movement point to enter a partial rough hex from another partial rough hex or from a rough hex, even if the rough or partial rough symbols are not contiguous; i.e., moving from B2825 to B2926 costs 1 movement point, not 2.

[8.32] (add at end of list):

* Major River Hexside: Major river hexsides are impassable except at bridges.

* Major River Bridge Hexsides: Crossing a major river bridge hexside costs 1 extra movement point.

* Minor River Hexside: Crossing a minor river hexside where there is no bridge costs 1 extra movement point.

* Minor River Bridge Hexside: Crossing a minor river hexside at a bridge costs no extra movement points.

[8.6] Effects of Weather (new case)

Mud and snow affect movement by reducing the normal movement allowances of leaders and units. Mud reduces the movement allowance of all leaders and units by 2 points. Thus, for example, cavalry is reduced to 5 movement points. Snow reduces the movement allowance of all leaders and units by 1 point. Thus, cavalry would have a movement allowance of 6 movement points in snow.

[9.0] Stacking

[9.11] For exceptions to this case, see 9.3, 9.5, 9.6, 12.16, and 12.74.

[9.13] This penalty applies even if all the corps in the stack are moving as a stack (see 8.24). The penalty is paid once, at the beginning of the move.

[9.15] (new case) If several corps begin the turn in a single stack (as a result of a concentrate order on the previous turn), they can move together as a single stack only if all of them receive another concentrate order this turn.

[9.3] No more than two supply trains can stack in a hex unless the supply trains are inside a fortress under siege. Otherwise, supply trains do not count against stacking restrictions. They may stack with or pass through other units, and other units may stack with or pass through supply trains, with no movement penalty.

[9.5] Units designated in the scenarios as Army Reserves are exempt from the stacking and movement restrictions in cases 9.11 and 9.13 (not 9.12, as stated). Friendly units can freely stack with or pass through a hex containing an Army Reserve. Army Reserves can freely stack with or pass through a hex containing units of another corps.

An Army Reserve can join in the first round of an attack with other friendly units in the hex even if it did not receive a concentrate order (that's what the Army Reserve is for).

Units can be added to the Army Reserve or taken away through the normal transfer procedure.

[9.6] Bridge Trains (new case): Bridge trains are exempt from all stacking restrictions. They may freely stack with or pass through friendly units and units can stack with or pass through bridge trains with no movement penalty.

[10.0] Zones of Control

[10.3] A limited ZOC does not interfere with the movement of a routing stack; the routing stack ignores the limited ZOC.

[11.0] Skirmish Combat

[11.13] The 4 SP allowed in a skirmish can come from more than one cavalry division, even if the total strengths of those divisions is more than 4 SP; the excess is ignored during the fight, but does suffer the same combat result.

[11.16] A cavalry unit cannot use a force march during the skirmish phase unless the enemy stack it intends to attack is potentially within its force march range. If a cavalry unit uses a force march during the skirmish phase and doesn't receive enough movement points to reach that enemy unit, the cavalry stack simply moves to the limit of its allowance. There is no penalty if the forced march falls short.

[11.3] *: Asterisk. An asterisk beside any result indicates the units affected by the result are also Demoralized. Place a "Demoralized" marker on the affected units. Demoralized units must immediately end their movement. They cannot make any further attacks and cannot participate in combat during either the friendly or enemy Combat Phase. Demoralized units remain demoralized until the Rally Phase, at which time all "Demoralized" markers are removed (see 13.0).

[12.0] Battles

Step 7: If the opposing units are still adjacent after the attacker has spent Advance Points on movement and the attacker still has at least one Advance Point remaining, another round of combat can be fought by playing Step 8 and then repeating Steps 2 through 6. Step 8 is always played between combat rounds. This process continues until: one force withdraws from the battle (this is different from a "Withdrawal" combat result--see 12.8), one force is completely routed or eliminated, the attacker has no Advance Points available for additional attacks, or the attacker chooses not to attack again.

Step 9: For a pursuit to be declared, the defender must have suffered a rout (either directly by the combat result or as a result of required morale checks) AND the defender's hex must have been vacated.

[12.12] A depot constitutes an adjacent enemy unit or stack if it is alone in the hex and adjacent to an enemy unit (see 14.26).

[12.17] Friendly units in different hexes may not combine to attack a single enemy-occupied hex. There are two exceptions to this rule:

1. A unit or stack can use Advance Points from a combat result to move adjacent to and attack an enemy unit or stack against which other friendly units have already announced an attack. In this case, the units using Advance Points can combine their attack with that of the units originally announced as attacking the hex.
2. Friendly units in different hexes can combine in an attack in the second and subsequent rounds of a battle. In this case, all the friendly units in one hex (and that hex only) participate in the first round of combat. The other units come into the battle as Battle Reinforcements (see 12.7).

[12.31] A single unit's strength points cannot be split between the front line, second line, and reserve in any way. All of a unit's strength points must be assigned to one specific portion of the battle. A corps can be split, however, some units going to the front line, some to the reserve, and some to a second front line.

[12.37] If the defender deploys a second front line to face a flanking attack and that second front line routs, he can deploy another line in the next round if he still has reserves. If he does not or cannot deploy another second front line, his main line is flanked in the next round.

[12.41] Using a leader is voluntary in battle. Players can opt to withhold a leader from the fight, thereby forfeiting his modifier but also assuring that he won't become a casualty.

The maximum number of leaders who can contribute their combat bonuses to a battle (exclusive of cavalry leaders) is three: one supreme commander or army leader, one subordinate corps leader, and one subordinate division or brigade leader. All leaders whose combat bonuses will be applied (except cavalry leaders) must be subordinate to all higher-ranking leaders whose bonuses are also being applied; i.e., in the 1812 scenario, the French player cannot, in a single battle, use the combat bonuses of Napoleon (supreme commander), Oudinot (corps leader), and the leader of the 1st Gd division, because the 1st Gd division is subordinate to Lefebure, not Oudinot.

Each player can also add the Combat Bonus of one cavalry leader for every 2 strength points of cavalry involved. Each individual cavalry leader's bonus may be added in only one round. (Note that this may result in substantial leader bonuses, especially in the case of a force with a large number of Austrian cavalry brigades).

If there is more than one "highest-ranking" leader in the battle (such as two corps leaders), the player does not receive a leader modifier. All leaders whose Combat Bonuses are used as dice roll modifiers are at risk and may be killed by certain combat results.

[12.42] An individual leader's morale rating has no effect on national morale.

[12.51] The controlling player can rout his reserve voluntarily if he wants it to run away with his routed front line. However, it then suffers all the negative results associated with rout.

[12.52] A "Withdraw" result is not the same as a withdrawal battle. A withdrawal battle occurs when the defender chooses to withdraw from the field during step 2 of the battle procedure; the round when the defender chooses to withdraw is the last round of that battle. A "Withdraw" result means that the defender is forced to fall back, but does not end the battle; another round can be fought if the attacker has enough advance points.

[12.54] Neither player may increase the number of losses in any 'round' of bidding by more than the attacker's original minimum loss in strength points. For example, if the attacker's minimum loss is 3 strength points and that is his initial bid, the most the defender can bid is 6 strength points. The attacker could then counter with up to 9 strength points, and so on.

[12.55], [12.56] If a player suffers an L1 or L2 result in combat and has no division or brigade leaders left in his counter mix (an unlikely, but not inconceivable, occurrence), begin recycling generic 1-0 leaders from the dead pool.

[12.57] Attacks made in second and subsequent rounds by attackers expending advance points are still subject to the restrictions of case 12.12.

[12.64] A leader whose command is reduced to zero strength points in battle (not by pursuit or attrition) is eliminated along with the command. A leader whose command is wiped out by pursuit, attrition, or transfer is returned to the leader pool.

[12.65] Pursuit is possible only if the defender's hex is vacated and all defending units are routed, either as a combat result or through a failed morale check. Pursuit does not involve actual movement of units through the hex grid and does not require any advance points. No unit can participate in more than one pursuit per turn.

If a leader's command is completely wiped out by pursuit, return that leader to the leader pool. The pursuer does not score victory points for the leader.

[12.7] Battle reinforcements can create a wide variety of situations. In general, when adjudicating these situations, keep the following guidelines in mind:

1. If the attacker's reinforcements arrive in a hex that is adjacent to the attacker's original stack, the reinforcements simply join in the attack in progress. The defender does not have to deploy a second front line to meet them.

2. If the attacker's reinforcements arrive in a hex that is not adjacent to his original attacking force, two things can happen. If the defender does not deploy a second front line to face the attacker's reinforcements, the reinforcements add their strength to the other attacking units and the attacker gets a flank attack bonus. If the defender does deploy a second front line to meet the new threat, then there are two separate but simultaneous battles fought.

3. If the defender's reinforcements arrive in the same hex or a hex adjacent to the original defending force, they join in the battle in progress and can be placed in the front line or the reserve.

4. If the defender's reinforcements arrive in a hex that is not adjacent to the original defending stack, the attacker must either form a second front line or go on the defensive; see 12.78.

[12.71] Each stack of units can make only one Initiative roll to "march to the sound of the guns." If that first roll fails, the stack cannot try again in later rounds that phase (but could try again in the opponent's combat phase, if it hasn't happened yet).

[12.73] The third exception in this case applies to hexes against which other enemy units (not friendly units, as stated) have declared attacks which are not yet resolved.

[12.77] Replace this case with the following three cases.

[12.77] If the attacker's battle reinforcements arrive in a hex adjacent to the original attacking stack but separated from the defending stack by a river (and this is not a river crossing battle), then the defender has the following options:

* If the defender has reserves, he can use them to form a second front line to face the reinforcements. This second battle is a river crossing battle. However, if the defender's second front line is defeated, the attacker's reinforcements join his existing front line; they do not form a flanking force.

* If the defender has no reserves, the attacker's reinforcements can cross the river under the restrictions of 12.91, point 3 (as if the defender had chosen to defend the hex). These reinforcements do constitute a flanking force; this is the only case where a flanking force can be adjacent to the original attacking stack. (This reflects the effect of reinforcements crossing a river which the defender thought was secure.)

[12.78] If the defender's battle reinforcements enter the original defending hex, or any other hex that is adjacent to the original defending hex and any attacking hex, the defending battle reinforcements can combine their strength with that of the defending units in the following combat rounds. Their strength points can be deployed in the front line or the reserve, as desired. If the original defending units are already subjected to a flank attack, the reinforcements may be deployed to create a second front line to counter the flank attack.

[12.79] If the defender's battle reinforcements enter one or more hexes adjacent to the attacking units but not adjacent to the original defending units, the attacker must deploy an additional front line to engage the reinforcements in each such hex, using the procedure in 12.37. This results in multiple, separate, simultaneous battles. If the attacker is unable to deploy a front line against the reinforcements, the attacker's attack is cancelled and all accumulated advance points are lost. The defender has the option of immediately launching a counterattack. If the defender takes this option, the player's reverse roles and the attack is resolved immediately. In this case, the original defender qualifies for a flank attack bonus. The combat is continued to a normal conclusion. If the original defender wins the battle in his new role as attacker and gains advance points, he may use those advance points immediately, before the original attacker resumes his own Combat Phase.

[12.83] A force which is not routed cannot retreat into a hex containing enemy units. If compelled to, the retreating force is eliminated.

[12.91] If one attacking force is crossing the river and another attacking force is already across the river, the defender has the following options:

1. Withdraw--as per normal rules.
2. Defend the hex--as per normal rules.
3. Defend only the river crossing--as per normal rules, except that the attacking force that is already across the river has no special restrictions on how it deploys its front line in the first round and the attacking force gets a flank attack bonus.
4. Defend the river crossing and the flank--The normal restrictions apply to the river crossing battle. The defender must also deploy a second front line to face the attacking force that is already across the river. There are no special restrictions on this second front line or on the front line formed by the attacking unit that is already across the river.

[12.92] Organized corps always take precedence over corps equivalents. The corps equivalent is used only in those cases where units are not organized into corps under individual corps commanders (see, for example, the Army of Brunswick on the 1806 Prussian AOC).

[13.0] Morale and Rout

[13.27] If a routed unit is attacked, it routs again and suffers a 50% SP loss.

[14.0] Supply

Supply trains and depots can only be used to supply friendly units of the same nationality (with a few exceptions noted in the appropriate cases). This means that Russian units which are part of an Austrian or Prussian corps cannot be supplied by Austrian or Prussian sources; they must forage if no other supply source is available.

[14.28] The third point in the list should be deleted; a depot can be built even if the hex contains two depleted markers, as stated under the first point.

If a depot is built during a mud or snow turn, place a depleted marker in the hex.

[14.31] A depot city does produce supply trains under the conditions described in 14.24.

[14.34] The second procedure in this case is an exception to case 14.23. The depot city continues to function in all ways as a depot city for the original owner and the friendly allied depot functions as a depot for the friendly allied power. No more than one allied power can construct a depot in a friendly allied depot city.

For example, in the 1813 scenario, Prague is a depot city controlled by Austria. With Austria's permission, either a Prussian or a Russian depot (but not both) could be built in Prague. Prague will still function as an Austrian depot city.

No foraged or depleted marker is placed in a depot city when a depot is constructed in it, regardless of the nationality of the depot.

[14.43] Scrap this entire case and replace with the following:

[14.43] French units, French-allied units (see 14.42) and Russian units can forage if they meet the following conditions:

* The foraging units are within three hexes (not movement points) of a friendly town, city, or depot city. A town, city, or depot city is considered friendly if it was controlled by the player's side at the start of the scenario and was not last entered by an enemy unit, and/or if a friendly unit was the last to enter or pass through it. No forage path need be traced; the town or city represents the forage capacity of both the town or city itself and the area around it. Foraging is not affected by province boundaries; a unit can forage anywhere within its 3-hex radius.

* The town or city does not contain a depleted marker.

* No more than two corps are attempting to draw forage supply from the same town or city.

* None of the units drawing forage supply is stacked with a unit from another corps, except Army Reserve units. (Bridge trains and supply trains do not count for purposes of this restriction.)

* For purposes of this rule, all units of a corps drawing forage supply from a city or town count as one corps. Army Reserve units that are not part of any corps count as one corps.

[14.46] If more units than a town or city can forage supply in a single turn are forced to attempt to forage from that city or town, all the units involved become unsupplied and the town or city is marked with a depleted marker.

[15.0] Fortresses and Sieges

[15.44] Units in a fortress can only stand and defend; they cannot withdraw. In order to withdraw or defend a river crossing, the units must be outside the fortress.

[16.0] Attrition and Winter Quarters

[16.12] This case applies equally to unsupplied units which are garrisoning a major or minor fortress; if they cannot forage or trace a supply line to a depot, supply train, or depot city, they must undergo attrition, even if they didn't move.

[18.0] Victory

[18.2] VPs are scored only for leaders killed in battle, not for leaders eliminated by pursuit, attrition, or transfer.

[19.0] Scenarios

[19.1] 1805 Scenarios

In the Introduction to the Battle Rules (Austerlitz, 1805), change the French set-up hex to B5202. Also add to the French set-up: Davout with 1st, 2nd, and 3rd infantry divisions of 5, 4, and 4 SPs, respectively; 2nd light cavalry brigade; and 5th artillery, in hex B5105.

[19.11] Massena vs. Archduke Charles

MORALE: The Italians' morale rating is 2 (this applies to all three 1805 scenarios).

[19.12] The Ulm Campaign

COMMAND: Also, Archduke John is the army leader of the Austrian Army of the Tyrol. He can spend 5 command points in each command phase after his arrival.

SPECIAL RULES, point 4: If Ansbach resists (roll of 5 or 6), it immediately gets a garrison of 5 SP.

[19.13] The 1805 Campaign

COMMAND: Archduke John's command point allowance should be 5, not 4.

Massena is the army leader of the French Army of Italy. He can spend 8 command points per command phase.

REINFORCEMENT AND REPLACEMENTS: On IV September, one Mameluke cavalry unit and one bridge train enter together at B2401, B2308, or B2504, at the French player's option.

SPECIAL RULES, point 5: The Coalition player keeps track of the locations of forage and depleted markers required by the foraging of off-map Russian units. These markers should be revealed only when the French player enters the affected towns or cities.

FRENCH AOC

Napoleon sets up in B2041, B2308, or B2504 (as indicated on the AOC). He does not enter as a reinforcement at Strasbourg on the IV Sept turn, though the indicated units do.

The 1st WRT infantry division sets up in hex B2707.

AUSTRIAN AOC

Mack and attached units set up in hex B3008 (Ulm).

The detachment stacked with Mack is unattached at the beginning of play (this is historical, but has no effect on play; Mack can pick it up automatically before he moves).

The 5th and 7th dragoon divisions assigned to Riesch's corps should be the 5th and 7th dragoon brigades.

Austrian detachment 1, listed to set up in hex B4501, should be detachment 2.

The 16th infantry division assigned to John's Army of the Tyrol should be the 15th infantry division.

RUSSIAN AOC

The 8th artillery division assigned to Constantine's corps should be the 8th light cavalry division; the chart incorrectly shows an artillery dot on the counter face.

[19.2] 1806-1807 Scenarios

[19.21] The Jena-Auerstadt Campaign, 1806

SET-UP: The Prussian depot in hex A5932 should be in A5931.

PRUSSIAN AOC

The Prussian detachment in A5530 should be in A5529.

[19.22] The Eylau-Friedland Campaign, 1806-1807

SET-UP: The Prussian depot in A6019 should be in A6020.

FRENCH AOC

Lannes and his corps belong in hex A4021.

Jerome's units are not reinforcements, but begin the scenario on the map, besieging Glogau (A4925).

PRUSSIAN AOC

Lestocq and his army set up in hex A5618.

[19.3] 1809 Scenarios

[19.31] The Ratisbon Campaign, 1809

COMMAND: Some players have pointed out that Lannes's corps was commanded by Oudinot at the beginning of the scenario, and Lannes did not arrive until several days after Napoleon. However, the corps commands were assigned on the basis of who commanded for the bulk of the campaign rather than who held command at any particular moment.

FRENCH AOC

Berthier (not shown on AOC) sets up in B3404 (Nuremberg).

The set-up locations for LeFebvre and his Bavarians are correct--they should be widely separated.

[19.32] The 1809 Campaign

SET-UP: The French depot in B4249 belongs in B4219.

[19.4] 1812 Russian Campaign

SET-UP: The French depot in hex D0502 belongs in D0508.

The Russian depot in hex D2031 should be in D2033.

COMMAND: Austrian corps draw their LOC to hexes D0626 or D1432.

SPECIAL RULES, point 9, "MacDonald's Corps": This special rule is correct and supercedes rule 14.42 which prohibits Prussian units (even French-allied Prussian units) from foraging.

FRENCH AOC

The French units commanded by Lefebvre and Mortier should enter Map D as reinforcements between hexes 0110 and 0114 on the II July turn.

[19.5] The 1813 Dresden-Leipzig Campaign

TERRITORY: All territory west of the Elbe River (not east) and outside of Bohemia is friendly to France. Bohemia, Moravia, and all other provinces listed as Austrian home country provinces on the province chart are part of Austria.

SET UP: There is no French depot in hex A4217. It should be in hex A4317 instead.

At the start of the first Siege and Assault phase, replace the depots in the three fortresses which begin the game under siege with 1-6 supply trains each (roll one die for each depot and replace it with that many supply trains).

COMMAND: Constantine is the corps commander for the Russian Guard corps, which includes Yermolov's and Rajewski's commands. When either of these two sub-commanders is out of Constantine's command range, they can be treated as independent corps commanders in their own right.

ARMY RESERVES: All units attached directly to an army commander are army reserves, in addition to all guard and grenadier units and all corps consisting solely of cavalry or cavalry and horse artillery.

SPECIAL RULES: Special rules 1, 2, and 3 do not take effect unless the French victory point total reaches the indicated level at the end of a complete game turn. The victory point total can fluctuate during the turn, but only the total at the end of a complete game turn is considered where these three special rules are concerned.

SPECIAL RULES, 6 (new special rule). Sweden is treated as a minor power allied to Prussia, just as Saxony is a minor power allied to France. Swedish units can draw supply from Prussian supply sources exactly as if they were Prussian units.

FRENCH AOC

The French detachment in hex A4217 belongs in A4317.

Detachment 7 sets up in hex A4317, not hex A4217.

Ney's corps should have the 22nd and 23rd artillery, not the 5th and 6th artillery.

Augereau enters on IV Sept. at hex A3334 (Bamberg). If A3334 is no longer friendly to the French, Augereau enters at A2632 (Frankfurt).

ALLIED ARMY AOC

Austrian artillery units 6, 7, and 8 are listed twice. Substitute units 11, 12, and 13 in Hiller's corps.

Schwarzenberg's force belongs in hex A4332, not A4322.

All units besieging Stettin set up in hex A4317, not A4217.

[19.6] The 1814 Campaign in France

FRENCH AOC

The set-up locations of Ney and the 3d and 4th Guards are correct--they should be widely separated.

ALLIED ARMY AOC

Technically, the British troops assigned to Bernadotte's corps should be British Allies 1 and 2, but the designer felt the higher ratings were warranted.

THE GRAND CAMPAIGN GAME

[21.0] War and Peace

[21.62] The three peace conditions chosen by the French player are the only conditions imposed; the coerced player does not choose a fourth condition.

[21.7] A player can choose peace condition #2 (Cession) more than once in the same coerced peace to gain three or four provinces.

[22.0] The Political Index

Procedure: If French VPs force simultaneous events on the Political Index, each major power is affected only once, and only by the single event which causes the greatest shift, right or left. For example, in a campaign beginning in 1805, France scores 50+ VPs. Austria's and Russia's Political markers are moved a total of three boxes to the right. Both major powers must offer armistices to France. Prussia's marker, however, moves only one box to the right, not two; the armistice offers were triggered simultaneously by a single event, so Prussia is subject to only one of the shifts. Shortly thereafter, France's VP total surpasses 75 points and Austria and Russia must offer peace. Again, Prussia's marker is moved only one box to the right and the country remains neutral.

[22.31] The political index marker is moved only the first time per war that a coalition force occupies a town or city in France, not each time.

[22.32], [22.42] When a change to the victory point level mandates a change on the political index, that change is made immediately.

[22.33] The political index marker is moved every time any power offers peace and again every time it surrenders.

[23.0] Minor Countries and Provinces

[23.14] If a province or minor power is annexed to a major power or another minor power, the controlling power can collect both resource points and replacement points from that minor power or province. These can be used to build units of either the controlling major power or the controlled minor power.

[23.15] (new case): If a province or minor power is conquered but not annexed, the controlling major or minor power can collect resource points but not replacement points from that minor power or province. A minor power that is conquered but not annexed cannot build new units or replacements.

[23.16] (new case): A minor power or province that is ceded to another major or minor power is treated as conquered unless it is annexed.

[23.17] (new case): A province that allies with a major or minor power contributes its resource and replacement points to its ally. These can be used freely by that ally to build its own units. A minor power that allies with another major or minor power contributes its resource points to the ally only if all of the allied minor power's units are built and at full strength. Otherwise, it uses its resources and replacements to build up its own units first. An allied minor power never contributes its replacement points to an ally.

[23.23] A minor power or province that contains no towns or cities is conquered by the last power to have units in the province.

[23.27] (new case): Depot cities conquered by a power become friendly to that power and begin to function as depot cities for that power when the province or power in which they lie is conquered, ceded, or annexed to the power or one of its minor allies.

[23.45], [23.46] When Belgium, Holland, and the British/German Alliance have built all the units available to them, they give their extra resource and replacement points to whatever power is preferred, according to the Minor Powers and Provinces Chart.

[24.0] Leaders and Armies

[24.11] A leader can be retired if no named leader is available to replace him, but the player must then play one leader short. Case 12.56 does not apply in this situation; it pertains only to combat losses.

[25.0] Replacements

[25.2, 25.3] Each use of replacement points also costs resource points on a one-for-one basis. There is no resource point cost to accumulate replacement points, but each replacement point changed into a strength point costs one resource point as well, at the time the strength point is created. Note that this can make replacements more expensive than new units!

British units never receive replacement points.

[25.0, 26.0] A new unit can be built at the lower strength shown on the Unit Construction Chart (5 SP infantry division, 3 SP Lt. Cav. division, 3 SP Hvy. Cav. division) and then brought up to the higher strength with replacements. For example, building a new, 10 SP infantry division costs 6 resource points and 12 replacement points. Building a 5 SP infantry division and then adding 5 SP of replacements costs a total of 8 resource points (3+5) and 11 replacement points (6+5).

[26.0] Building New Units

[26.2] The unit construction chart entry for "Heavy Cavalry Brigade" is wrong. A heavy cavalry brigade costs 2 replacement points, not 6.

A player can build as many leader units in a single interphase as he can afford, but note that leader units do not include any strength points.

British leader units cannot be built; they appear with a British landing force. Losses are simply replaced in order of seniority.

[26.33] (new case) France and Russia can place newly-built units directly into the Spanish and Turkish holding boxes.

[26.43] This rule takes precedence over rule 7.75.

[29.0] Sweden and the Ottoman Empire

[29.24] The Russian player has a grace period of one turn in which to raise his military strength in Turkey to the wartime minimums.

[29.25] (paragraph 2): The war with the Ottoman empire ends if the modified roll is greater than (not less than) the higher of the two original bids.

[30.0] British Landings

There can never be more than one British landing force on the map at one time. Once on the map, there is no second landing and no reinforcement.

[32.3] The Grand Campaign: 1805:1815

KINGDOM OF NAPLES: The Kingdom of Naples is not represented on the map. The player who controls the Kingdom of Italy can build the Naples infantry division using Kingdom of Italy replacement and resource points. Treat this unit in all ways as a Kingdom of Italy unit. (This reflects the designer's belief that whoever controlled the Kingdom of Italy could easily place his own puppet on the Neapolitan throne.)

Army Organization Chart Errata

In all cases where leader values printed on the counters conflict with leader values on the AOC, the counters take precedence; make appropriate changes to the AOCs.

In some cases (see, for example, the Austrian 1805 AOC), individual units which are assigned to leaders have set-up hex notations on the AOC. Some are different from their leader's set-up hex and some are the same. Those units whose set-up hexes are different from the leader's hex are placed as noted; those units whose noted set-up hex is the same as their leader's can be left on the AOC. These redundant notations are used to clarify where each unit sets up, in cases where the corps is scattered. It does not mean that each unit with its own notation must be placed on the game map.

Map Errata

Any hex containing rough terrain symbology, no matter how little, is intended to be a partial rough terrain hex, unless it is a full rough terrain hex. For example, Ulm (hex B3008) is a partial rough terrain hex.

Bayreuth is a city, not a town (hex B3401).

The Grand Duchy of Hesse's resource point income should be 1/1/1.

Counter Errata

There is no counter for the French leader Berthier. He is a 3-0-0 leader.

All Swedish infantry units should be divisions.

VICTORY POINT RECORD

000	100
-----	-----

00	10	20	30	40	50	60	70	80	90
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0	1	2	3	4	5	6	7	8	9
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The French Player keeps track of the Victory Points scored as the game progresses. Use the three arrowhead markers to record the Victory Points as they are scored (or subtracted) by placing them in the appropriate boxes in the Victory Point Record. For example, if the current total of Victory Points is "27" there would be a marker in the "000" box, the "20" box, and the "7" box.

La Grande Armee Addenda

After *La Grande Armee* was printed, but before it was shipped, the SPI staff sat down and playtested a rough version of it using the printed components. It quickly became apparent that there were a number of flaws in the rules, and especially in the play-balance of the scenarios. Thus we have decided to issue a sheet of Addenda modifying the rules, functions and set-up in the game. We think that this improves *La Grande Armee* enormously, and makes it much more realistic.

Modifications and Additions to Standard rules

COMBINE/BREAKDOWN CHART.

Contrary to what is stated, the 1809 Austrian Army is *not* identical to the French Army in types of units and organizations. Only the *infantry* units are the same as the French organization. The Austrian army continues to use the "1-6" cavalry and "0-3" supply units of its 1805 organization.

MOVEMENT, Case S.

This necessary additional Movement Point to combine is after any additional Movement Points for stacking. Each of the combining units must possess the additional Movement Point; it has nothing to do with the resultant unit's Movement Allowance.

COMBAT

Case C. Friendly units on different hexes may not total their Strengths and attack the same Enemy-occupied hex; however each Friendly hex-group of units may, in succession, attack the same Enemy-occupied hex, with each hex-group making a separate combat action. Theoretically a given hex could be attacked six times in a given Combat Phase.

Case D. Combat Supply may also be drawn from Fortresses. Use the Fortress rules for this exception.

Case E(2) The full printed value of the units is used in Automatic Elimination or 500% calculations if it was

possible for the defending unit to be in supply, i.e., it was stacked with or adjacent to a supply unit. If there is no possibility of the defending unit being in supply, Automatic Elimination or 500% combat odds calculations may be computed on the basis of the defending unit's unsupplied Strength (see Combat Case D). The mere threat of the use of a supply unit is sufficient; it need not be used.

Case P. Case P is not omitted; there simply is no Case P.

SUPPLY.

General. See Combat, Case D for effects of supply on Combat Strength. A Unit's Movement Allowance is never affected by supply considerations.

Case C, third sentence. A depot unit is "surrounded" if all six hexes adjacent to it are Enemy-occupied or -controlled hexes. The presence of Friendly units or their Zones of Control do not affect this. Depots in Fortresses may be surrounded in this fashion.

Terrain Effects Chart

General. The effects on combat are not cumulative. The defending Player uses the most advantageous multiple of Combat Strength. Thus if an attack is occurring across a river hex-side against units in a Fortress, the defending units are only tripled, not sextupled.

MOUNTAINS AND MOUNTAIN PASSES.

In order to enter, travel through, and exit a Mountain Pass at the Mountain Pass movement cost (1 Movement Point per hex) the unit must enter the pass from a Pass Entry hex, travel through the Pass hexes and exit the Pass into a Pass Entry hex. If a unit enters or leaves a Mountain Pass by a non-Pass Entry hex (i.e., by either an ordinary clear terrain hex or a simple Mountain hex) it must pay the full cost for moving a single Mountain hex (3 Movement Points). Note that Cavalry units may never enter or exit a Mountain Pass by any hex other than a Pass Entry hex.

Leader and Supply units may enter Mountain hexes, paying the same costs as Infantry units.

Scenario Sheet

1805. In the Allied Initial Placement, the code letter for the leader "Mack" is incorrectly given as "M". It is actually "M" as shown on the counter.

1806. In the Allied Reinforcements for Game-Turn 6, the Russian leader Bennigsen is erroneously shown as an Offensive/Defensive Combat Bonus of 1/3; the correct figures of 3/3 are shown on the counter.

1809. All the French Initial placement units may be set up within one hex of the towns and Fortresses designated for Initial Placement.

Special Rules for Prussian Army in 1805 and 1806 Scenarios.

Fortresses and Stacking.

At the end of a given Friendly Movement Phase, there may be only one Prussian combat unit of a corps or division size in each Prussian Fortress. This is not affected by supply considerations; the number of allowable units (one) is never increased or decreased. If there is more than one Prussian unit in a Prussian Fortress hex at the end of an Allied Movement Phase, the excess units are eliminated, at the choice of the Allied Player. These units are permanently destroyed and are never returned to the map. Non-Prussian, Allied units do not suffer the preceding restrictions.

Retreat Before Combat.

Prussian infantry units may never retreat before combat, regardless of the Combat odds or the presence of Enemy-controlled hexes. Prussian cavalry units may only retreat before combat if attacked by solely non-cavalry units, and if they fulfill the normal requirements for retreat before combat (see Combat, Cases E and F). Prussian Leader units may retreat before combat just as other Leader units.

Retreat After Combat.

Normally units may retreat into Friendly Fortresses and end their retreat there. However, in the case of Prussian Fortresses, Prussian units may retreat only to a hex adjacent to the Fortress and end their retreat there. As usual, the retreated units may not stack on the hex retreated to. Also, as is usual, any unit may be retreated its full Movement Allowance.