COMBAT

(I) Omission: If the attacker attacked across a river hexside (bridged or unbridged), or against a fortress hex, any combat units or leaders which participated in the attack may advance into the hex if all defending units have been eliminated or retreated. Attacking units (combat units and leaders only) may always advance into a hex vacated by defending units which Retreat Before Combat. The attacker may never advance any units if a Combat result of “A,” “As,” or “AsDs” occurs. The attacker may only advance units involved in a combat which forces the defender to completely vacate the attacked hex.

RETREAT BEFORE COMBAT

(I) Omission: The defender may Retreat Before Combat any unit attacked unless

1) The unit is surrounded by enemy units or enemy-controlled hexes. Note: Friendly units in a hex are not enemy Zones of Control during a Retreat Before Combat.

2) The unit is neither a cavalry or leader unit and it is attacked at 500% or greater odds. Cavalry and leader units may retreat regardless of the odds percentage. Note: In determining odds for Retreat Before Combat purposes, the attacking unit must achieve 500% or greater odds against the defending unit, as if it the defending unit (12) had already allocated combat supply, i.e., 500% or greater odds must be achieved against the printed strength of the defending unit(s) who also benefit from terrain effects during the calculation.

3) The unit is currently dispersed. It is the responsibility of the defending player to ensure that friendly units are properly dispersed before Retreat Before Combat is attempted. A unit which retreats before combat is automatically dispersed at the end of the retreat. A unit which retreats before combat is automatically dispersed at the end of the retreat. A unit may become dispersed as a result of force march or combat (see Force March and Combat Results Tables). A unit which becomes dispersed, remains dispersed until the end of the Phase in which it became dispersed (see the following Game-Turn. Thus a unit that is dispersed during the Enemy Movement Phase remains dispersed until the end of the Game-Turn. Units which are dispersed may never move, attack, or retreat before combat. Dispersed units always defend normally, however. When attacked note: Dispersed Supply units cannot be used for any form of supply. Dispersed leader units may always use their defensive Leadership Bonus.

SCATTERING (Omission) Scattered units must be within Unit Breakdown Units in addition, Scattered units may pay all normal terrain costs, and Zone of Control costs during their retreat. Scattered units are considered dispersed at the end of their retreat.

RETREAT ORDER OF PREFERENCE

(Omission) The owning player always retreats his units in strict accordance with the Retreat priority rules.
LEADERS
(B) (Clarification): The Leadership Bonus is always added after Supply and Terrain effects are determined for the Combat units with which the Leader is stacked.

FORTRESS AND SIEGE
(A) (Clarification): Units defending in a fortress are never affected by a "5 Exp" Combat Result.
(E) (Clarification): Units in a fortress are never required to attack any adjacent Enemy occupied hex. However, if the fortress units attack one adjacent Enemy occupied hex they must attack all Enemy occupied adjacent hexes in one combined attack (except Enemy occupied hexes which are divided from the fortress by a river).

RECONNAISSANCE
(Clarification): In the Spring Scenarios, all Allied units are hidden under blank counters at the beginning of the game. The Allied Player may replace all blank counters "laid" by French Reconnaissance at the beginning of each Allied Movement Phase.

HOW TO USE THE SCENARIOS
Deployment of Forces (Omission): Units may always begin a Scenario either combined or broken down into smaller formations when initially stacked on the same hex. This action does not require any Movement Points to be subtracted during the first Game-Turn's Movement Phase.

SPRING SCENARIO
(Clarification): In all Spring Scenarios, the French units which begin the game at Gotha may Triple Force March (triple their normal Movement Allowance) without expending a Supply unit.

SCENARIO #3 & 4: The Allied units in Austria are free to move anywhere on the map (except during an Armistice).

SCENARIO #8: (Clarification): French units beginning at Gotha may Triple Force March without expending a Supply unit or consulting the Force March Tables for the first French Player-Turn only.

SPECIAL GAME RULES
Bavarian Defection (Omission): Add one Supply unit to the Allied units which enter on the south edge of the map.

German Rebellion (Clarification): The French Player removes two divisions of any type from anywhere on the map at the beginning of each French Player-Turn if a German Rebellion occurs. All French Reinforcements are canceled also.

Armistice (Clarification): When an Armistice occurs, units are moved normally during the Armistice to their respective sides of the boundary lines. During the movement units may be left to garrison fortresses up to the fortress stacking limit (six divisions).

FORCE MARCH TABLES
(Clarification): All units may attempt to Double Force March. Only infantry units may attempt to Triple Force March. A unit attempting a double or triple forced march may expend less than exactly double or triple its normal Movement Allowance.

TERRAIN EFFECTS CHART
(Clarification): Zones of Control do extend into Mountain hexes. Supply, Depot, and Cavalry units may never enter Mountain hexes. Note: Terrain effects on combat are not cumulative. The Defender must use only the single most advantageous Terrain effect to multiply his Combat Strength. Thus in an attack across an unbridge river hexside against units defending in a fortress the defending units are only tripled, not multiplied by five times their printed Combat Strengths).

HOW TO USE THE COMBAT RESULTS TABLE
(Clarification): To compute a combat percentage divide the Defender's total Combat Strength into 100 times the Attacker's total Combat Strength. The result is the Attacker's Strength as a percentage of the Defender's Strength. In determining if an Automatic Elimination can be achieved, the full printed value of the defending units is used only if it is possible that the defending unit would be in supply during the Combat Phase, i.e., it must be stacked with or adjacent to a Friendly 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 (halved) Combat Strength. The defending unit need not actually expend a Supply unit. The mere threat of the use of a Supply unit is sufficient, it need not be expended.

TURN RECORD/REINFORCEMENT CHART
(Clarification): Reinforcements must enter on their scheduled Game-Turn. They may not be delayed. Reinforcements may enter in Enemy controlled hexes. They may never enter if Enemy units occupy their entrance hex.