

# Chapter 11: The Battle of Blenheim

Addenda Sheet as of June 15, 2024

## The Rules:

**3.0 Stacking and Combat (clarification):** Units stacked together perform Fire Combat (and take fire) as individual units, but are combined when in Melee combat (attacking or defending). All units in the stack suffer any adverse Melee combat result together. Distribute Step Losses on the stack as equally as possible. The owning player makes the final choice for any leftover odd Step Loss inflicted.

**4.B. Artillery Barrage Phase (page 3) and 5.0 Formation Activation (page 4) (correction):** In general, players can ignore references to placing Initial Fire markers in this phase to denote artillery units having fired (we simply missed editing out the text references in the final rulebook). As both sides have only 2 artillery units each, it's pretty easy for players to recall who fired.

If you do feel you need to keep track, place a penny (or other small coin) on those artillery units that fire during this phase to show they did. Remove the coin at the end of each turn. Or you can use these marker images below to make up your own pieces.



**4.C. Operations Phase procedure (clarification):** Players may freely select which of their one (or two) formations to activate after the Initiative die is rolled.

**8.1 Commanders Overview (clarification):** All Commanders (and Generals) have their command range printed on the left of their counters, and movement allowance on the right.

**11.1 Fire Combat (clarification):** The Fire Combat procedure for infantry is the same as that for cavalry (except for the +1 adjustment). Use the 3 bulleted result entries in both cases.

## The Counters:

**Austrian Eugene artillery unit (correction):** This should be a 0-1 on its reverse side (to match all the other artillery units in the game). Cut out the image below if you want to update your counter.

