

Chapter 15: The Day of Waterloo

Addenda Sheet as of June 15, 2020

The Rules:

3.4.1 Combat Units (clarification): French infantry units with inherent artillery are still considered to be infantry units only for all other rules purposes (such as 9.2.14 Severe Mud restrictions).

8.1 Reorganization Procedure (clarification): While the rules state that a unit cannot reorganize if it is in the movement span of an enemy unit (as counted using MPs), note that impassible terrain, or the presence of friendly units that would prevent the enemy unit from moving adjacent, will allow the unit to reorganize, even if it is too close (MP-wise) physically to the enemy unit.

10.1 General Rule (addition) Add to this section below e.) as follows:

f.) For bombardment attacks against a hex containing only enemy artillery units, add +1 to the die roll (in reality, the

guns would have been spaced further apart than the men in an infantry or cavalry formation, making for a poorer target). For bombardment attacks against a hex with both artillery and non-artillery units in it, apportion the losses to each unit in the stack, with the first SP loss going to the top-most non-artillery unit in the stack prior to the artillery unit suffering a SP loss. In other words, on results of "1" hit, the topmost non-artillery unit in the stack suffers the loss, and only on results of "2" would the artillery unit take a SP loss as well (even if it were the top unit).

11.0 Combat (clarification): While the fifth sentence of this paragraph states that cavalry units with Cavalry Charge! markers on them **may not** attack, note that cavalry units without such markers on them **may** attack so long as it is their turn and they are In Command.