

Clash Of Sovereigns – Errata and Clarifications

Covering post-release glitches and clarifications in answer to first wave of players' discoveries and questions.

Xxxxxxxx yellow highlights indicate additions since prior Rev.

RULES:

1. **4.2 Summer and Fall Campaign Seasons, 1st Power Turn**, Addition; add new sentence at end: "A player may Pass on playing a card in any Campaign card segment or Event card phase. It is not mandatory to play a card."
2. **4.2.2B, 4.4 Summer and Fall Campaign Seasons, Campaign Card Segment**, Clarification, bullet 3 "-- Austrian Player Only – Place and/or remove C/H markers, or move C/H markers independently on map, to a total of 2." [the 12.1 rule correctly states these options among other C/H facets]
3. **4.4. Late Winter Campaign Season, 1st power turn**. Addition/Clarification; add a "1a" "Aus C/H Move" segment, same statement as above.
4. **6.10 – Building Fleet Sections**, Addition/Clarification: Fleet Build card discards can be made either as the Event during an Event Phase, or as one additional discard for the French and British during the Saved Resources Recruiting Phase (so France and Britain could make the 3 stated discards and 1 additional Fleet Build discard in this phase).
5. **7.7.3** – typo. Last word correct spelling is Königsberg.
6. **8.3 - Activating Forces Exception**; correction. A leaderless force has a default AP of 4 AP, not 3 as stated. This is correctly stated in **3.1**.
7. **12.0 Irregular Troops**; correction. Change "during the Austrian Power Turn of the Summer and Fall campaign seasons" to "during any Austrian Campaign Segment (including Austrian Winter Campaigns)..."
8. **13.1, 13.1.2 Major Battles, Activation, Interception**, Clarification: The activated force that moved into the space, whether it initiates the attack, declines to attack but the defender does -- or is intercepted, and then a battle commences whether initiated by moving force or intercepting force, always costs the moving force 1 AP. If the Activated force moved and was intercepted in its last space, the moving force was not originally entering an enemy space, and thus did not have to have an extra AP available. For such an intercept, a battle would commence despite the moving force not having "enough AP to fight a battle" in that last space.

9. **13.4 Mountain and Alpine Pass Effects** – Clarification: Change the word “attacker” to “moving force,” and drms to “-2 moving force, +2 other force” and “No Moving Force battle cards that involve use of cavalry. Same for Alpine “-3 Moving force, +2 other force” no Moving force battle cards. Automatically add +1 SP loss to Moving force’s side.

This mod is to negate the unrealistic and gamey choice of a superior initiative attacker to move through the pass and choose not to attack, thus avoiding the negative drms of the rule as written; the mod penalizes this moving force whether it attacks or defends as it debarks from the constricted mountain passes with hindered deployment.

10. **13.8, Retreats** – Addition, Clarification: First sentence should read “The losing force must retreat one space, OR two spaces if the victor won a Major Victory.”

11. **9.1 Interception, 17.3: Winter Attrition** – Clarification, Addition: Winter Quarters, Interception out of Winter Quarters, subsequent WQ penalty to Interceptor

Clarification: **9.1 Interception**, add a bullet 5: “Intercepts can be attempted during Winter campaigns.”

Addition: **17.3 Winter Attrition**, add a bullet 4: “A force intercepting on a Winter turn suffers a 10% winter attrition penalty, applied after the results of the intercept (battle or enemy Withdrawal, et al), regardless of the space the intercepting force ends up in. If it is not in a WQ space, after this attrition, it is transferred to a suitable WQ space.

10. **11.4.2 : Depot Placement**: Depots may be placed in any non-enemy occupied space that can trace a supply line (see 11.6) of 2 APs or less to any friendly fortress or another friendly **same color** Depot. A ‘chain’ of several **same color** Depots may be placed during a single Supply Segment to extend a Power’s supply lines, **but a chain must trace back to a same color fortress, or a conquered enemy or neutral fortress occupied by same color troops**. (examples – the French cannot build a French depot chain tracing to Prussian Magdeburg; the British and Austrians cannot build a joint chain of both British red and Austrian white Depots)

11. **11.4.3 Powers and Allies Supply Tracing**; Addition:

- French SP must trace to French or Spanish sources; 5 SP or less may trace to a Prussian source. Prussian SP must trace to Prussian sources; 5 SP or less may trace to a French source.

12. **8.5 Movement, Addition, a bullet 6** -- Friendly forces may freely move through a blockaded or besieged enemy fortress space. [also a **Clarification to 15.3, Blockading Fortresses**]

13. **16.2 – Fleet Sortie Markers**; correction; strike out the parenthesized end of the first paragraph (all of these have CP values of 4 ...)

COUNTERS:

1. The Hawke +3 DRM marker is double marked, with a “+3” superimposed over a “+3 DRM.” Marker is functional but misprinted. Associated Naval Combat table DRM chart has correct drm listed. NOTE – the marker is correctly shown in the rules, 16.1.
2. The white Aus Kleinshellendorf marker should be double sided, with a “1” added on front side, and a “2” added on back side. This corresponds to the Aus A3 card instructions on its use. This is a print omission. *GMT will issue a corrected marker.*
3. **Clarification;** the French army counter set is in practice short of 5/10 sp and 1 / 2 sp infantry units. *GMT is issuing a blanket Errata counter group which will include more COS French infantry counters. In the mean time, players may use French inf counters from Clash of Monarchs if they own that game, coin their own counters, or invert Saxon and Bavarian counters and use as pseudo-French.* GMT is issuing additional French inf SP counters.
4. **French markers** “No French in Aus Netherlands” and “No French in Holland” have their backs transposed. Aus Netherlands should have “Renewed Commitment” on back, and Holland should have “Velvet Glove no more” on back. GMT will issue errata counters.
5. **French Army counters** have their back names transposed across the counters. GMT is issuing errata counters. In the meantime, grab a black sharpie and write the FRONT army name with value 3 on the back of that counter, with value 4, crossing out the incorrect army name cited.
6. **Danish infantry SP counters** have “Imperial” listing on back; this is an artifact of even more involved minor ally/mercenary powers involved, but has no effect on play. If flipped to that side, treat them as Danish.

MAP:

1. Informational; British army box does not list “Other Allies” army rating of 5 in box. Only shows British 5 and Dutch 2. Army Battle Rating table on CRT chart has Army ratings on it, and British Player mat has this Allied rating also listed.
2. Informational; INDIA INSET – no paths are between spaces, but Optional Rules in 22.2.4 cites that these paths are there. Paths have no purpose until an enterprising wargamer coins some Variant rules for more extensive India activity. No effect on play.

EXPANDED SOP TRACK: The Austrian C/H moves box was omitted from the Summer, Fall, and Late Winter Campaign lines. It occurs before the Campaign Card segment, correctly shown

in the Early Winter line. Suggest adding pen and ink reminder – “Aus C/H” above those three boxes. GMT will create a file for print out with additional C/H boxes.

CARDS:

FRENCH DECK F19 – Correction; second sentence – need to replace “Glimes” with “Don Phillip.”

F21 – Campillo and Montemar; should be a STARRED French in Hand at Start card for 1740-43 and Campaign game.

F32 – Bon Chance; Correction; strike out “round, ” write in “Season.”

PRUSSIAN DECK P14, P15, P16 -- Strike through “Play after AU Treaty of Berlin” from all three cards. Remaining texts stay unchanged.

“**The 45” Side Event Track** – Clarification; any 3+ CP card played for its CPs, whether it’s just a CP card, or an Event that allows Bonus Activation CPs, qualifies as a card that can advance the marker. It does NOT have to be an “Event” played that gives CPs. Put another way, if the Bourbon player plays any card that expends 3+ CPs, whatever the wording, it qualifies.

Combat Table Die Roll Modifiers:

Cavalry Superiority; Correction. The INFERIOR side suffers a -1 drm. Rule Book 22.2 is correct. The chart listing is wrong. Note this is an optional rule.

Addition; Worn Value Drm: -- ? Attacker and Defender current Worn level is a negative drm; this is stated in rule 14.0.

GMT to issue updated Player Aid Card with these additions.

PLAYBOOK:

Pg 2, 1740-43 Scenario:

S1.2 BOURBONS – French leaders Segur and Chevert are shown both in the French initial set up, and as 1741 reinforcements. French are neutral until at least Summer 1741, so no effect on play. They will be on map when the French start campaigning.

S1.5 bullet 1 – **Hand size should be:** Prussian/Spanish 10, Austria 12, Britain 12, and French 13. “

Pg 6, 1744-46 Scenario:

S2.1 PRAGMATICS –Britain forces; Clarification: No Arrow showing location of main army. Brussels main Brit army under Waid is not shown in Brussels on set up visual. Army is deployed in army box, But Army marker is not shown on map in Brussels.

1746 Leader Additions:

- Add Saxon leader Wiessenfels to Saxon force in Dresden.
- Add Dutch leader Willem IV to any Dutch force.
- Add British leader Cumberland in London.

Pg 5, S2.2 BOURBONS – Clarification: France forces – bullet 8, Mainz. The 1 cav and 7 inf sp and Seckendorf are Bavarian counters. They are depicted correctly in the set up diagram, but not listed as Bavarian in the text.

Leader Addition: Add Coigny to any French force.

Pg 4, AUSTRIAN DEPOT PLACEMENTS; Addition: Increase S2.1 Austria first line text to” 6 depots on mat (vice current “2”)...” and let the Austrian player deploy them on his first campaign season.

PLAYED EVENTS CHECKLIST:

KEY -- ADDITION: The explanation of “M” is missing in the key. “M” signifies that the event has an actual marker that is placed on the appropriate Player Mat, or the Year track when the event is enacted.

BRITAIN 13 -- ADDITION: Cartaret: Piedmont Subsidy – should had an “M” added, as we have Piedmont subsidy marker that is placed on Pied player mat.

ADDITION – TO SPAIN LIST: f13 – Treaty of Nymphenburg; make this a “(1-T) (M)” event. It has a subsidy marker that is placed.