



## Errata:

The part "A Leader cannot be activated in an area containing enemy units." in chapter 3.9.1 should be "A Leader cannot be revealed in an Area containing enemy units."

## Frequently Asked Questions:

### Stacking

1. Q: When a Tactical Leader moves and then activates, can he overstack in the area he is revealed? Or do players have to leave room for their leaders within stacking limits?

A: They cannot overstack. So in the previous Impulse there must be a plan to leave an empty space available.

2. Q: What happens if reinforcements would overstack a hex? Would you lose the draw or would you just keep drawing until you have a legal placement?

A: They go back in the reinforcement pile and that reinforcement is lost to the player for that turn.

3. Q: Units may over stack during movement as long as the stacking rules are followed by the end of the movement phase. Right?

A: No, you can overstack during movement. But the stacking limitation is checked at end of each unit's movement.

### Movement

4. Q: What kind of units can be moved through a Strategic Action or a pass?

A: Any (Infantry, cavalry, Artillery, Strategic and Tactical Leaders).

5. Q: Can units move from a contested area to an adjacent contested area?

A: No, they must first move to a friendly area.

6. Q: Do bridges and streams play a role in the game?

A: No.

## Combat

7. Q: What happens if in the Gravel Pits a combat has occurred where the French attack the Allies, then the Allies send a unit from a different Corps into the area in their impulse?

The unit already there is not in command range of his Tactical Leader. The entering unit must fight yes?

A: Combat is mandatory only if the Area was newly engaged in the current Impulse. Otherwise it is at the active player choice.

8. Q: Do units of a different corps in the same area that is engaged contribute to the combat?

A: Yes.

9. Q: How many battles and which are resolved in one impulse?

A: The same number as activated Tactical Leaders. Newly contested areas must be resolved first. Combat in Areas already contested at the beginning of the Impulse may (or not)

be resolved at the phasing player choice and up to the number of activated tactical leaders, after having all the already existing battles resolved.

10. Q: How are hits applied?

A: In case one unit has more dots than the others (the strongest), hits are applied to this unit until it is reduced and the check is performed again to see which unit has the most pips. In case multiple units have the same number of dots, the hits can be spread amongst the units. Thus three 4-white dotted units may absorb (shielding) 3 hits without being damaged and three 4-red dotted units may absorb (shielding) 6 hits without being damaged, while three 4-black dotted units have no shielding ability.

11. Q: Once the initial round of combat is fought, if there are still units remaining from both sides the area becomes contested. The original owners units as defenders are concealed. In a future round can the original defender become the attacker?

A: Yes.

12. Q. If units from different Corps on the same side occupy a contested area, do each of their commanders need to be activated to allow them all to participate in another round of battle in that area?

A: No. Movement is regulated by controlling Leaders. Battles in already contested Areas may be resolved up to the Strategic Value (Napoleon/Wellington/Blucher Stars).

13. Q. Who is the original defender of a contested area? The one that occupied it at the start of the game or the one that occupied it last?

A: The one that occupied it last.

14. Q: Does the original attacker, when attacked, also get the terrain defensive bonus?

A: Yes.

15. Q: If the original defender attacks, do his units remain face up after combat, or do the original attacking units still remain face up?

A: No, the original defender is concealed (to mark he is the controller of the Area - and of Victory Point if any).

## Leaders

16. Q: Can you activate a Tactical Leader more than once in a turn? For example, activate a Tactical Leader during your 1st impulse. Your next impulse, activate him again.

A: Yes, you can activate a Tactical Leader more than once per turn.

17. Q: How are Tactical Leaders recharged?

A: By activating the Strategic Leader during the Reorganization Phase. You gain a number of reorganization points up to the number of stars the Strategic Leader currently has. With each reorganization point you can increase a Tactical Leader 1 step.

18. Q: Can a leader activate in a contested area? To move out of the area for instance.

A: Yes, a leader may be activated if he is in a contested Area, but must be revealed (only) in a not contested Area.

Thus - at the beginning of the Impulse - he may be in a contested Area, but then must exit it (paying +1 MP for disengaging) and be revealed (1 MP) in a not contested Area.

19. Q: Can a Leader or Artillery unit support a battle that does not include an infantry or cavalry unit from their formation?

A: Yes, it can support each battle it is adjacent to.

20. Q: How can you activate the units of a corps when their Tactical Leader is killed?

A: Only by a Strategic Action or a Pass.