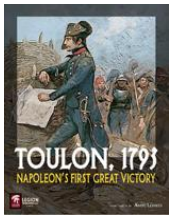


Toulon, 1793

Clarifications, additions and errata



Version 1.2
February 13, 2015

This document contains all clarifications, additions and errata identified to date.

Counters (Errata)

- Republican '2/59' arrives on Turn 2
- Sardinian leader 'Di Revel' arrives on Turn 5
- Spanish '1 Malaga c' arrives on Turn 14
- Spanish '2 Cordoba a' arrives on Turn 14

In all the above cases, the Playbook is correct.

- The Republican '2 Mont Blanc' belongs to the East Wing.

Charts & Tables

Operation Point Schedule (Clarification): Though the number of OPs available to the Neapolitans does remain constant and later increase subsequent to Turn 10, the asterisked note is reflecting the fact that this is a lower allocation than would have occurred if they were more cooperative.

Operation Points Cost (Clarification): Only 'Late arrival of Reinforcements' generates income.

How to read units (Clarification): Engineers should be considered synonymous with Pionnier.

Expanded Sequence of Play (Clarification): Movement Attrition, bullet point one, to read "Check for attrition for all units with Attrition Check Markers [Rule 22.2], removing the markers as you do so [Rule 22.4].

Quality Check Table (Clarification): The DRMs relating to the presence of other units or leaders require them to be present in the area being *vacated* by the checking unit.

Map

None.

Rules

3 Map/Terrain (errata): Crossing the Reppe costs an additional 1 OP (increasing to 2 OPs from Turn 8 onwards).

7.4 (Addition): Note: Neither as a result of the variable roll nor as a result of delayed reinforcements (see 9.5) may a wing/nationality receive more than 19 OPs.

9.8 (Addition): In this situation, the reinforcing Republicans are considered to be in automatic Attack Supply.

16.1 (Clarification) The apparent diagonal connection across the river Reppe from Ollioules *is* permissible.

18.6 (Clarification) A Force moving onto an NML road section must consist of a single non-artillery combat unit only (accompanying leaders and Activated Static Guns are permitted).

20.1 (Addition) To read "A force which enters an enemy controlled area, without a fortification or town, with an attacker:defender Strength Point ratio of 6:1 or better may attempt an overrun (**Exception: See 21 Patrol Overruns**). Overruns across the River Reppe are not permitted".

32.18 (Errata): Second & third sentences to read "The second applies when in forts. The first applies in all other instances".

Playbook

6. Turn based Rules Reference (Addition): From Turn 8 onwards, the cost to cross the Reppe increase from 1 OP to 2 Ops.