

Official errata for the game “The wars of the Sun King 1667-1713” on 12/09/2019

## **Errata**

8.2 Spending of resource points.

Notes : it costs 3 RP to recruit 15 SP and not 2 RP as indicated.

## **18 - Sieges**

The rule mentions the column 7/1 and a loss B. The Sieges Table is correct with the column farthest to the right 6/1 and an A result only.

### **18.1.2 Modifiers and results.**

rh : surrender with honours. All the SP are placed in an adjacent zone controlled by their camp.

This phrase replaces : After the adjustment of the new FV, the extra SP are placed in an adjacent zone controlled by their camp.

S+ : this result applies if the condition for success for result S is met, namely a D6 result less than the TC of the general of the garrison.

## **24.3.1 General context**

Reinforcements.

France

Sweden 1675 : the number of infantry is Inf x 4.

Withdrawals

Coalition

1675 : Charles IV (and not 1676).

## **24.3.2 Placement.**

Place a control marker F in the Saxon zone.

## **24.5.1 Reserve.**

The Austrian general in reserve is general E and not F as indicated.

## **Modification**

17.2 The loser of a battle has the choice of remaining or leaving the zone. The loser of a skirmish must leave the zone.

## **Precisions**

### **24.3.1 General context**

Reinforcements

Coalition

The reinforcements are generally placed in the reserve, unless indicated otherwise. In particular for Montecuccoli's arrival in Bohemia which replaces the general rule.

**25.5.3** Marlborough is removed as a withdrawal at the beginning of the turn unless the event occurs and the result of the d6 is 6. In this case, Marlborough is removed at the end of the campaign phase.

## **Game help**

Attrition and desertion : the modifier -1 is missing if the SC of the general is different than 0.

Diplomacy table : the scale of the GP contains a space 3 in lieu of a space 4.