

1. Introduction

Sadly, mistakes, omissions and typos always creep up and we endeavor here to fix them.

Fortunately, thanks to the “single print” system of *The Game Crafter*, we are able to make the pertinent corrections to future printing of the game, making this errata only necessary for purchases or downloads before the corrections were made.

Correction dates to the printed products and downloadable files are indicated in bold face.

We sincerely apologize for those who purchased the game before these mistakes were corrected.

This file will be updated as issues are uncovered or questions are asked.

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1. Errata

1.1. Unit Counters

- the counter for the 66/2 foot to the 2nd Division, 5th Brigade should have its “5” in light blue, not dark blue on its front side.
- all the Portuguese line infantry, cavalry, artillery and train units should have yellow buttons. They wore brass buttons, not tin (silver) buttons.
- the 5th Cazadores battalion should have red collar and cuffs facings.

The counters have been corrected on 08/2020.

1.2. Battle Booklet (v.20.08)

- p. 08: The British OOB page in the *Battle Booklet* still shows the old colors as noted above.
- p. 10: The French OOB should say “Quartier Général”.

The booklet was updated on 12/2020.

1.3. Rules Booklet (v.21.05)

The rules are now available as a free PDF download. Important (non-typographical) changes from v.20.08 now appear [in blue font](#).

- p. 08, left column, near the bottom of the page: "A Formation Leader with subordinates allows them to share a single order whether ~~in~~ they are [in](#) command or not [...]".
- p. 13, 4.9.1: Attached assets will now activate with that Formation Leader (and cannot thus activate with the Army Leader [from this activation forward](#)).
- p. 13, 4.10.1: A Reserve order pair can be discarded at owning player's discretion in case the Formation does not qualify for Reserve status at the time of the order transfer.
- p. 21, 6.4: change the first paragraph to: "[Unlimbering is automatically successful upon declaration by the player and by spending the formation change MF cost in the desired hex. The cost to unlimber an artillery unit is always 2MF.](#)".
- p. 23, 8.1.2: Any Stragglers/Disorder/ Spent marker stays on top of the stack so that the top [infantry or cavalry](#) unit..."
- p. 24, 8.3: last bullet, add at the end, "[Similarly, the infantry takes a Square reaction check.](#)".
- p. 24, 9.2: delete "infantry" from "The moment a moving [infantry](#) unit or stack enters..."

- p. 25, 9.2: “The skirmish value of artillery, [infantry in Square/ Disorder/RC](#) and cavalry...”.
- p. 25, 9.4: a cavalry unit under a "failed charge" marker loses its opportunity charge reaction zone until the marker is removed.
- p. 27, 9.7: the top infantry unit always takes the Square TEM check for the whole stack.
- p. 33, 12.6: add "[advance after combat \(if applicable and place a Spent marker...](#)".
- p. 34, 13.2: after the last bullet, add: "[• a Charge marker is contacted by a reaction Charge in a flank/rear hex.](#)".
- p. 34, 13.4.1: delete: "can attempt to reform instead of moving (5.8.7)" as cavalry cannot reform if it is Spent. Replace "Cavalry recovers readiness at the end of its activation but not if it acquired the Spent marker during the current activation." with "[Cavalry recovers readiness at the end of its activation after all Charges have been declared.](#)".
- p. 35, 14.1: replace the second paragraph with "[At the beginning of a scenario, place all the Fatigue level markers on the Fatigue Track, "Fatigue" face up \(unless the Formation starts in Reserve\), in the numbered box indicated by the scenario setup rules.](#)".

The booklet was updated on 05/2021.

1.3. Player aid charts & SOP (v.21.04)

The updated *Player Aid Charts* and *Sequence of Play* are now available as a PDF download for owners of the game.

- *All TEM Checks*: fatigue modifiers do not apply to artillery but also not to train units.
- *Square Reaction Checks*: there should be an asterisk * after "Charged by light cavalry" and "Charged by lance equipped cavalry".
- *Stacking limits*: after the double asterisk "*** unlimbered..." should read "*** limbered artillery...".
- *Formation change costs table*: delete "or unlimber" from the last sentence. The ALL cost only applies to units limbering.
- *Status restrictions*: add "no reform" to the entry for Spent cavalry.
- *Melee combat table DRM*: change "Charging cavalry" from the first line left column to "Cavalry versus cavalry".
- *Combat procedures, Charge segment sequence (3)*: perform receive TEM checks happens before Defensive fire and should thus be written before it for clarity.

The charts were updated on 04/2021.

2. Rules Clarifications

- **TEC**: the costs for both kinds of slopes are equally applicable to both upslope and downslope moves.

3. Bonus materials

- **Sorting sheets**: a printable 3-pages PDF file that contains full size armies organizers is available for download after game purchase. Players can place the unit and Leader counters on those sheets after punching them out to keep them organized before storage or game setup.
- **Additional scenarios**: a PDF file with two introductory bonus scenarios is now available for download after game purchase. One focuses on infantry only combat, the other on cavalry.