

Errata

1807: The Eagles Turn East (as of Jan. 1st, 1997)

General Reminder: The rules contain numerous subtle but dramatic changes from earlier games in this series. For instance, Pursuit Battles, like Pitched, may be Critical Battles and cause a Morale adjustment. The Administrative March rule from previous games has been omitted. Any rules from other games in the series may be employed by mutual agreement of players. - KZ

The Standard Rules:

March Regiments, p. 7

Clarification: Additional March Regiment counters may not be made.

Clarification: The Maximum Strength of March Regiments is correct as shown on the counters.

Comment: The limits of March Regiments provided in the mix should be observed. It takes officers to create units, even March Regiments, and they are in short supply - always the first casualties in any battle. Three thousand men for a regiment is pushing things a bit far (the regular infantry regiments maxed-out around 2,200). But this makes up for the limited number of counters.

Administrative Marches, p.7

Comment: In other games in this series it is possible to spend 1 AP purchasing a Movement Command which lasts two Game-Turns. However, this rule was left out of 1807. The AP levels are probably too high already, and would certainly have to be adjusted downward if this rule were employed.

Zones of Control, p.10

Comment: Despite the anomaly, a small cavalry force of say, 1 SP can extend a ZOC against a much larger force. The Repulse rule was added to partially redress this situation. According to F.N. Maude (quoted in the Study Folder, p. 7), "cavalry can only observe, it cannot hold," so perhaps in truth cavalry should have no ZOC. But then, many more pages of rules would be required.

Repulse, p. 11

Clarification: Repulse requires your Force to enter the hex vacated by the repulsed Force. A repulsed Force suffers no ill-effects if it is forced to retreat into or through an Enemy Zone of Control.

March Attrition, p. 11

Clarification: If you move a mixed cavalry and infantry Force and the cavalry (alone) exceeds its Movement Allowance, it is still an extended march costing 1 AP.

Cavalry Attrition Optional Rule: Cavalry has a separate column on the Attrition Table to reflect its greater susceptibility. A combined force of infantry and cavalry is handled as if they were two separate Forces and determines Attrition separately but using the same die roll.

Comment: In other games in this series, March Attrition is determined separately for infantry-artillery and for cavalry when they are part of the same Force. Our cost/benefit analysis found this procedure too cumbersome. But there is nothing to prevent players from employing the above optional rule.

Combat Step 4, p.12

Correction: Subtract one (-1) from the Artillery Fire die roll.

Designate the Attacking Force, p.13

Clarification: If the enemy Force in a Fortified Town (or redoubt) doesn't counterattack, you may attack only once that turn.

Optional Rule: If more than one force is adjacent to a defending hex, roll the die for the Leader's Initiative at the start of each round of combat. When successful the Force may combine its strength in the battle resolution.

Optional Rule: If several Pitched Battles are taking place in close proximity, resolve the first round of each battle in any order, then go back and resolve round two in the same order, etc.

Comment (MJ Bowen): This rule will allow the effects of one battle to affect another. Actually, battles in adjacent hexes would have been seen as one battle. For instance, at Eylau you don't want the Russians in front of Davout to retreat as then the main army would suffer extra losses for retreating through Enemy ZOCs.

Designate a Counter-Attacking Force. p 13

Clarification. Since Forces are constituted at the instant of the counterattack, a unit (or units) may be constituted in a Counter-Attacking Force even if not involved in the immediately preceding attack, so long as they can be commanded and are adjacent to the enemy force being counter-attacked. Also note that you are not required to Counter-Attack across a bridged Primary River hexside.

Artillery Bombardment, p.13

Change: Artillery may only fire once per round, either in Step 5 or 15, at the owning Player's choice.

Counterattack or Re-attack Steps 12-21, p. 13

Addition: Artillery may not fire now if fired in Step 5.

Priorities of Retreat, Case 4) p. 14

Addition: A retreating Force may attempt to repulse a force in its path. If successful, the repulsed force's ZOC does not double losses. If unsuccessful, the losses of the retreating forces, instead of being double for the enemy ZOC, are tripled.

Retreat into Fortified Towns, p.15

Addition: If their stopping would violate the stacking limit, they must continue their retreat to the next available hex.

Pitched Battle, p. 16

Clarification: In a Counter-Attack, even against only part of a larger attacking force, a separate choice of battle-type is not made. Battle-type is the same as for the prior attack, and may only be changed at the beginning of each round. Pitched Battle may be chosen depending on the Initiative of the Force Commander.

The Exclusive Rules:

The Game Map, p. 3

Change: Center map overlaps North; South map overlaps Center.

Clarification: If a hex is only partially covered by woods, marsh, etc., it is all considered woods, etc. (N-4825, for example, is not woods.)

Clarification: K^onigsberg is a fortified town.

Correction: The left-most space on the Weather Track should be "Heat."

Clarification: The top row of numbers on the Morale Track gives the French Attrition Die Roll Modifier; the bottom row of numbers gives the Russian Attrition Die Roll Modifier. The game ends when the Morale Marker moves off the track: to the left, and Coalition wins; to the right, and French win. At the end of the game, in the Grand Scenario, if the marker is still on the track, an A = Coalition Victory; G =

French Victory. In other scenarios, A-D = Coalition Operational Victory, E-G = French Operational Victory.

The Counters, pp. 3-4

Clarification: The back of the Supply Source marker was intended to say "Inactive". The change to "Initiative," though not wrong, may be misleading.

Correction: The Italian Division general's name should be spelled "Teulie".

Correction: Seroux's artillery should be identified as part of VI Corps, not IV Corps.

Omission: The Russian Guards should have the "elite" flaming grenade.

Clarification: You only count the subordination rating on a major general counter when that Leader is in play. When the corresponding combat unit is on the track of any other leader, count the subordination rating on the combat unit.

Clarification: When cavalry from a mixed unit is in play without infantry strength, place the corresponding infantry unit counter on the same track in the subordinate space so that the cavalry effectively costs 1 point.

Leaders, p. 4

Addition: Cavalry Major Generals with only Cavalry March Regiments have an initiative of 3.

Battle Rules:

I.a.2 Changing the Supply Source, p. 4

Clarification: Regarding Active and Inactive Supply Sources, to receive replacements and to accumulate APs, you must trace from the Center of Operations only to the Active Supply Source. Individual Forces may trace to any possible but Inactive Supply Source to avoid the "No LOC" column on the Attrition Table. The Center of Operations may only trace to the active Supply Source. A "possible" Supply Source is one which could become the active Supply Source that turn or next. A Supply Source which is not currently 'capable of activation (because of enemy forces off map, etc.) is not a "possible" Supply Source.

II and III.b Weather Effects on Movement, pp. 4-5

Correction: In Pursuit during Rain or Snow, the Resistance Modifier should be plus one, not minus one.

Comment: The rules say that when attempting to exit an enemy Zone of Control during snow, the modifier of minus one makes exit more likely. Surely in Rain or Snow Pursuit should be more difficult, not easier.

II.c.1 Cavalry Differential Initiative Modifier, p.5

Clarification: The Cavalry Differential rule can be used in the Battle Scenarios or players may prefer the simpler Standard Rule (-1 Modifier only).

Clarification: For purposes of this rule, villages are clear terrain; towns and centers are non-clear. In determining non-clear terrain, ignore hexside terrain. Any terrain other than that occupied by a given cavalry unit does not affect that cavalry unit. This rule treats terrain effects on cavalry slightly differently than those on combat. Here you simply do not count cavalry in non-clear terrain.

Comment: Although cavalry can fight in non-clear terrain, they cannot hold the enemy unless they have open terrain to deploy and charge.

Clarification: Struggle of Nations allows no cavalry differential modifier when firing artillery into or out of non-clear terrain. This rule was left out of 1807.

Clarification: The Cavalry Differential Initiative Modifier remains in effect if a bridged river hexside separates the combatants.

Clarification: Cavalry Differential can only be negative to negate a '+' Modifier.

Clarification: If Napoleon had 5 cavalry SPs but only Murat pursued with 3 SPs, only those three points should count towards differential.

Clarification: In no case may a leader have a modified initiative rating higher than his printed initiative.

Campaign Rules:

Outposts (Vedettes), pp. 5-6

Clarification: During the initial set-up, the Coalition player can place one Outpost per each real Force (even if the Force Leader is a Major General) at the start of the game, including scheduled reinforcement Forces (regardless of whether there are any cavalry SPs in the force). The French Player may place one per every two real Forces. Outposts may be placed on Leader's Subordinate Tracks. You must initially place Outposts more than two hexes from any enemy Force. Outposts may stack freely, subject to the rule of joint consolidation. Aside from Outposts entering with the reinforcement Forces, no new Outposts may be created.

Optional Rule: Two Outpost markers may be purchased for the cost of 1 cavalry SP. However, two Outposts cannot be recombined to generate 1 cavalry SP.

Addition: Greater latitude may be given in the initial deployment of Outposts (e.g., within a 2-3 hex radius of any on-map real Force) as long as this does not create anomalous situations (i.e. one that would require more rules).

Clarification: Outposts stacked with a friendly (real) Force are not revealed when within two hexes of an enemy. Outposts across unpassable terrain such as primary rivers are not revealed. Before revealing, you must state you are trying to reveal an Outpost. If it is an Outpost, it flees; if it is an enemy Force, your attempting unit may move no further. Outposts cannot find out the strength or identity of real enemy Forces. They can merely cause enemy Outposts to flee.

Clarification: Outposts have no ZOC. You may retreat through a friendly Outpost, but an Outpost is forced to "flee" be a retreating enemy Force. Cavalry Forces greater than 1 SP may not "flee" as outposts do. (The Cavalry Differential Modifier takes care of this situation). A cavalry Force of 1 SP which is "fleeing" into or through an Enemy ZOC suffers no ill effect. (They are moving too fast and too dispersed.)

Lines of Communication, p. 6

Clarification: Ignore the effects of Mud on LOCs during Fortnight.

Clarification: The LOC length is not reduced for crossing rivers: a Primary Road hex is a primary Road hex. (However, Dispatch Distances are in terms on Movement Points - therefore bridge costs must be paid).

Comment: Traffic on the Lines of Communication is not bunched-up like in a field formation or even a military convoy seeking its corps.

Warsaw Supply Source, p. 6

Reminder: The French Player may change his Supply Source to Warsaw at any time subject to the restrictions of this rule. If he does not change, he may still trace Dispatch Distance to Warsaw for Attrition purposes (not for Movement Commands), provided the French control the Vistula. Either way will alleviate the impact of Mud on attrition.

I.b.2 Replacement Counters, p. 7: Nationality

Clarification: There are no Polish replacement points. The Bavarians receive points on 11-12 April, and the Italians on 7-8 May. French replacement points may be given to units of these nationalities, but thereafter they may not be transferred back into French units or points.

II. Administrative Level Effect on Attrition, p. 7

Clarification: Note that a Force may trace Dispatch Distance to any possible Supply Source or the Center of Operations to determine its Attrition column, but must trace to the Center of Operations only in order to receive a Movement Command. A Force which can trace Dispatch Distance to any possible Supply Source (see the clarification on "Changing the Supply Source" above) does not have to use the "No LOC" column on the Attrition Table.

II. Off-Map Movement, p. 8

Addition: The Coalition Player may "Seek an Armistice" at any time within seven turns of any Pitched Battle which caused a Morale shift left by at least one space. In seeking an armistice, the Coalition Player grants to the French Player the applicable Morale shift for control of K'nigsberg, depending upon the Game-Turn reached at the moment of Armistice, regardless of who actually occupies the town.

II. Exit Toward Thorn, pp. 8-9

Addition: The Force exiting toward Thorn must be in communication at the moment of exit. The Morale/Supply effects of exiting towards Thorn last for as long as the Siege Duration Table indicates or as long as the Coalition Force remains off-map, whichever is shorter.

Transit Between Podlasia and Goniondz

Addition: Treat forces which advance on the transit track as moving 5 MPs per turn and determine attrition accordingly. No initiative or Movement Command is required to move a box. If the Center of Operations advances on the transit track it may not give any Movement Commands in the next turn and all forces trace to the Supply Source for purposes of Attrition.

Center of Operations Off Map, p. 9

Clarification: If off-map, the Army may not accumulate APs in the next turn if the Center of Operations moves from one track or holding box space to another or to/from the map.

II. Return to the Map, p. 9

Clarification: Treat returning forces as reinforcements entering during the Reinforcement Segment.

II. Bridges, p. 9

Clarification: The Repair/Damage of Bridges and deployment/ undeployment of pontoons takes place during the Bridge Segment (which occurs after movement).

Comment: This is ambiguously worded on p. 9.

Clarification: If an Enemy Force occupies the other hex adjacent to a permanent bridge hexside, the bridge cannot be repaired because the Movement Point cost to repair will exceed its Movement Allowance (see "Repairing Bridges," below). Note that the repair of pontoons by infantry, and of secondary bridges by cavalry, is possible for a Force adjacent to the enemy. [These two sentences on repairing bridges ought to have appeared within the paragraph titled "Repairing Bridges."]

Clarification: There are no ill-effects, such as extra MP costs, if a Force attempts to deploy or undeploy a pontoon whilst an enemy Force is on the opposite bank, or if an enemy Force is adjacent to the deploying (undeploying) Force.

II. Repairing Bridges, p. 9

Clarification: You cannot carry the MP cost of repair over two turns. Five MPs is the maximum cost for repair for a stationary force. You may not use Extended March or Forced March to repair bridges. It is not possible for one force to begin repairing a bridge and then move off and let someone else finish the repair. Because of the Sequence of Play, you may not repair a secondary bridge and then move over it in the same phase. A Force may repair a bridge and receive replacements in the same turn.

Bridge Trains, p. 9

Clarification: The Subordination Rating of Bridge Trains is zero (0), and their Movement Allowance is 5 MPs. They must pay +1 MP to cross other bridges.

Comment: Bridge Trains were usually left behind in retreats because their teams were given to the artillery. Boats were highly expendable.

II. Foraging, p. 9

Clarification: If you are in Dispatch Distance of any possible Supply Source you can use the AP line, even if you are in Forage Mode. You may elect to use the Forage line even if in Dispatch Distance.

Concentrated and Forage Mode, p. 10

Clarification: A Force in Forage Mode can be Repulsed at only 5-1 instead of 7-1. A repulsing Force in Forage Mode would require 9-1 odds.

Redoubts, p. 10

Clarification: You do not need a Movement Command or Initiative to build Redoubts. Redoubts do count as Fortified Towns in Pursuit.

Batteries Forward, p. 10

Clarification: Losses are rounded down: e.g., three SPs of losses would cause one artillery SP to be lost.

Battalion Carre, p. 11

Clarification: Napoleon himself does not benefit from other Leader's presence.

Comment: Perhaps being stacked with Lannes or Davout should make Napoleon a "6" in Initiative.

IV. Morale and Victory, p. 11

Addition: In the Grand Scenario victory is defined differently: If the Morale Marker is off the left side of the track or in the "A" space, the Coalition wins an Operational Victory; if off the right side or in the "G" space, the French win an Operational Victory; any other result is a draw.

IVa. K'nigsberg, p. 11

Correction: The rule should state that "French capture of K'nigsberg on or before 12-13 June will shift the Morale Marker two spaces..."

Danzig Effect on Morale, p. 11

Clarification: Coalition troops may not exit to Danzig until the first non-Frost, non-Snow Game-Turn after March 14-15.

Political Features, p. 11

Clarification: The Coalition Player may receive a shift if K'nigsberg is still in Coalition hands at the end of the game or scenario being played. "Occupation" always means being the last to occupy.

Declaring Fortnight Sequence, p. 11

Addition: The Coalition Player may declare only one Fortnight sequence per game (in addition to the automatic Fortnight Sequence following the "Fall of Warsaw" to the French). Fortnight declaration is contingent upon obtaining a favorable Morale shift in Pitched Battle; i.e. the same requirement as for "Seeking an Armistice," (see the errata to "II. Off Map Movement" above). However, the declaration must be made during the Player-Turn in which the Morale shift occurred, and takes effect at the beginning of the next Fortnight.

Returning to Regular Sequence, p. 11

Change: Alter the first four lines of paragraph 2 to read as follows, "Either player may initiate the return to regular turn-by-turn sequence by moving his forces at the first turn of the Fortnight of his choice. If the French Player does so, the morale marker is moved one space to the left and the Coalition Player also returns to regular sequence on the same turn. However, if the Coalition Player initiates the return, the French Player continues to use the Fortnight Sequence for that Fortnight, and begins the regular... etc."

Fortnight Sequence, p. 12

Clarification: There is no Weather Phase in the Fortnight Sequence. The weather for each Fortnight is as specified on p.1 of the Charts & Tables.

Clarification: In the Movement Phase, Segments e) and f) are omitted as is the entire Combat Phase.

II. Movement Phase a), p. 12

Addition: During the Fortnight they arrive, reinforcements don't count against the limit of 3 Major General-led forces, which each Player may move during the Fortnight Sequence. However, the Reinforcements must obey the restrictions on movement stated for moving Major Generals. They must move toward an objective hex (on-map) which meets the conditions stated on p. 11.

Change to Forage Mode, p.12

Addition: Any Stationary Force in Concentrated Mode may change to Forage Mode prior to determining Attrition in the Fortnight Sequence, at a cost of zero MPs.

I.a.4 The Hospital Tracks, p. 12

Clarification: If you have three Cavalry losses, two become dismounts and one becomes mounted. Round the numbers transferred to Track 2 downward.

Prussian Hospital Capacity, p. 12

Omission: Prussian Infantry Hospital #2 Capacity for Fortnights I - III is nine, rising to 20 thereafter through the end of the game.

I.a.5 Sea Transport, p. 13

Clarification: You do not need a Movement Command/Initiative to embark or disembark.

Clarification: Sea transport and Prussian recruitment can occur in any turn in a Fortnight as can French Transport purchase.

Danzig: Commentary, p. 13

Clarification: Marshal Michael Kamenskoi, aged sixty-nine, was father of General Kamenski of the 5th Division. Kamenskoi wrote to the Tsar, I am too old for the army. My sight is growing so dim that I can no longer see the name of a single town on the map. My eyes hurt and my head aches. I can hardly sit a horse." Ordering Bennigsen to take the army back to Russia, Kamenskoi left camp on December 14th and went home.

Kamenski's Relief Force, p. 13

Clarification: The relief Force may leave by sea, subject to weather, anytime between March 15th and April 27th.

Units With Both Infantry and Cavalry Components, p. 15

Clarification: If there is no counter provided for either component, you may create a March Regiment to hold any strength specified in the set-ups for a unit.

Scenario Information:

Battle Scenario 1, pp. 16-17

Correction: To allow Augereau to command his entire force, dispense with Milhaud or Watier and make the remaining unit a 2c; or place a MG.

Correction: The strength of the Gallitzin combat unit should be 1c.

Clarification: The bulk of the Russian artillery is assumed to be left behind near Ostrolenka.

Battle Scenario 2, p.17

Clarification: Hex N-2635 is the same hex as C-2601.

Clarification: d'Espagne had not caught up with the army by this time.

Battle Scenario 3, pp. 18-19

Correction: Set up the Russian Reserve Artillery at Allenau (N-4423)

Clarification: The French Player moves second in each Game-Turn in this scenario.

Clarification: The Polish Corps, Sacken, Tolstoi and Pahlen are not in Battle Scenario 3 (map section out of play).

Campaign Scenario AP Levels

Clarification: Note that the Battle Scenarios allow for a somewhat higher level of activity than the Campaign Scenarios. These levels would be possible on some turns but not every turn (and this is a consideration of the Campaign Game). The assumption is that Administration is being drawn down to zero.

Campaign Scenario 1, pp. 19-20

Correction: Platov enters at S-6112, and Tilly at S-0113.

Correction: Treilhard sets-up at S-2630.

Correction: Ney's force begins the game on the map at hex C-0133.

Correction: Auer's force begins the game on the map at Deutsch Eylau (C-0920)

Correction: Marulaz's force begins the game on the map at Nowydwor (S-3826)

Addition: Place a Redoubt at Praga (S-4631) and Sierock.

Change: Morale Condition: D

Change: For French Reinforcements, 18 December, Leval enters as a MG separately from the rest of IV Corps, at Gollub (C-0133)

Campaign Scenario 2, pp. 22-23

Correction: The Russian Supply Source is N-6130.

Correction: Soult's IV Corps sets-up at S-2629.

Addition: Add a Redoubt at Praga (S-4631) and Sierock.

Addition: March Regiment - add unit at strength 3i to Bernadotte's track.

Change: Dupont - reduce strength by 3 SPs

Campaign Scenario 3, pp. 23-24

Correction: The French Supply Source is hex N-0135.

Correction: The Prussian Reinforcements arrive in hex N-6118.

Correction: Bennigsen should set up at Albrechtsdorf (C-2303)

Correction: Sacken should be in C-2402, adjacent to Bennigsen.

Correction: Bronikowski's Prussian Reserve sets-up on N-6118 but may not move until 10-11 June, or until the French approach within 7 hexes.

Correction: Lasalle should be in C-0101.

Correction: Friant should set up at Alt Ramten (C-2111) [The village of Alt Ramten was also called Locken or Lookken.]

Correction: Kamienecki's Polish division should begin the scenario in Warsaw under a Major General.
Comment: Savary was an aide-de-camp and available for employment throughout the campaign. He was often employed on diplomatic missions.

Addition: Add a Redoubt at Praga (S-4631) and Sierock.

Addition: If using the optional rule, the French start with three transport battalions.

Clarification: Redoubts may set-up faced any direction at owning player's option.

Clarification: Eylau is the correct Center of Operations for the Russians.

Comment: If D. Chandler states that K'nigsberg was the location of the Russian Center of Operations, it is probable that he is not quite consistent as to the distinction between a Supply Source (or Base) and a Center of Operations.

Clarification. K'nigsberg really is the Russian Supply Source. For this to work, the rule below from Napoleon at Bay™ would be required:

Tracing Through a Friendly Army's Center of Operations: A Coalition army may change its communications to go through the other Allied Center of Operations. The distance on the Admin. Pool Chart would be equal to the distance between the two Coalition Centers of Operations and then onward to the other army's Supply Source.

Note: Even though its Admin. Points would be coming through the other army's Supply Source, these points are in no way associated with the Administration system of the other army; they are neither deducted from nor determined on the column of the other army.

Grand Scenario, p. 24

Correction: Rouquette and Scheuler are replacement counters, and Stutterheim is a replacement leader. Dolgoruky is a Dragoon Brigade replacement counter associated with Gallitzin. Borosdin, Baggovut, Markov and Litov (Litov-Bestuchev) - and any other combat units not mentioned anywhere in the set-ups or the Turn Record Track - are replacement counters. Note that the various replacement counters and leaders sometimes appear and disappear from the set-ups.

Clarification: Replacement Counters enter the game just like March Regiments. They may be assumed to be available at any time, or if listed on the Turn Record Track, anytime on or after the Turn Record Track entry. A Replacement Leader is created either when another leader is captured, or when and if listed on the Turn Record Track, either to replace any leader in play whom the Player wishes to remove, or simply entering the game and moving as an unemployed leader.

Comment: The combat strength of Advanced Guard and Rear Guard detachments was always taken from the regular infantry divisions.

Clarification: When Bagration enters he has no combat units /strength.

Clarification: Bl

cher enters with the corresponding combat unit at strength zero.

Comment: The Prussians receive a large amount of cavalry replacements, partly because mounts and riders were relatively abundant in East Prussia. Many were escapees from the wreck of the army in Thuringia-whereas no one escaped on foot-some arrived by sea and/or escaped late from Danzig.

Charts & Tables:

March Attrition Table, p. 1

Clarification: If you Force march 3.5 MPs the Die Roll Modifier (DRM) is 4.

Terrain Effects Chart, p.2

Clarification: There is no extra cost to cross a Secondary Bridge.

Comment: Though all bridges are equally narrow, the men and horses can ford the stream and leave the bridge to their accompanying wheeled transport.

Clarification: Unlike lakes, Primary rivers are not treated as Secondary rivers during Frost.

Comment: Primary rivers have a significant flow meaning thinner ice and also carve for themselves steep and often inaccessible banks, again unlike the still waters of lakes.

Clarification: Under the Combat Effects of Woods, "Artillery x 1" means Artillery fires at full (100%) strength into woods. In the same place, "Cavalry x.5" means Cavalry are halved when attacking into or defending in a woods hex (but not halved when attacking from woods into a non-woods hex).

Change: Oats should be "rich" for cavalry.

Bridging Summary, p.2

Correction: Modifiers - Add one MP to Damage (add three MPs to Repair) if an enemy Force occupies the hex adjacent to the other end of the bridge.

Combat Results Table, p.3

Clarification: Note two additional modifiers: Snow + 1, French Old Guard "staked" -1.

Artillery Fire Table, p.3

Clarification: The symbol ">" as usual, means "greater than." The maximum cavalry differential modifier to Artillery Fire is "-1."

Pursuit Table, p.4

Clarification: The rain and snow modifier is +1 in each case.

Clarification: A force of nothing but Guard cavalry would get both the Guard and the cavalry modifiers.

Correction: The notation "(Battle Scenarios only)" is misplaced and should apply to "Exclusively Cavalry Force". In Campaign Scenarios, "Exclusively Cavalry Force: -1" is replaced with "Cavalry Differential: +3 to -3."

Siege Duration Table, p.4

Clarification: The Siege Duration Table may be consulted only once per game for an exit toward Thorn and once per game for an exit toward Danzig. Therefore if a Force has already exited by land toward Danzig no relief by sea is possible. If the Coalition Player obtains a result on the table for an exit toward Thorn, the French Supply Sources at C-0133 and S-4532 must not be active for the number of Fortnights specified, beginning with the next Fortnight.

Clarification: If a Coalition Force exits towards Thorn, the result on the table is the number of Fortnights of inactivation for Warsaw and Thorn. French Forces may not trace Dispatch Distance to those two Supply Sources while inactivated. Like exits toward Danzig, the effect on Morale for exits toward Thorn are temporary and reversible if the exited Force returns to the map.

Clarification: If a Coalition Force exited on May 3 and rolled a "one," Thorn would become inactive during Fortnights XII and XIII only.

Clarification: If the siege of Danzig is delayed by one Fortnight this would be through June 12-13, with Lannes entering on June 16-17 and Mortier on June 22-23.

Siege Die Roll Modifier, p.4

Change: Add the modifier appropriate to the turn of exit when rolling on the Siege Duration Table.

Fortnight To Danzig To Thorn

I-VII n/a +2

VIII-IX +3 +1

X-XII 0 0

XIII-XIV n/a 0

Key: The Modifier is shown by "+ #." A die roll greater than 6 is treated as 6. n/a = exit not allowed.

Alternate Historical Weather Table, p.5

Omission: Average Temperature / Rainfall for February: 24§ / 1"

Turn Record Track, pp. 6-8

Dec. 10-11 Correction: Buxhowen enters at S-6104.

Jan. 3-4 Delete: French battalion i.d.s. [H.I.O.] (see April 17-18 and Study Folder, p.24; III/21 joined Thorn garrison on June 7).

Jan. 13-14 Addition: Army A.P. Bonus now possible for Russians.

Jan. 15-16 Correction: Lemarois enters at S-0123, strength 6i (I can find nothing on this division other than the Esposito-Elting Atlas).

Mar. 16-17 Addition: Danzig morale exit is now possible.

Mar. 30-31 Delete: "Cavalry Reserve", etc. [H.I.O.]

May 15-16 Addition: Roll for Danzig Siege Duration if Sea Relief Force has been sent.

May 27-28 Addition: Danzig falls if no Relief Force has been sent.

Apr. 3-4 Clarification: Kollogribov is part of the Guard and arrives on this turn, strength 2c.

Apr. 15-16 Note. These four Cuirassier Regiments formed d'Espagne's Division.

Jun. 6-7 Correction: Savary enters on this turn, not June 8-9.

Jun. 14-15 Addition: Fall of K'nigsberg: Shift for French control reduced from 2 to 1.

Jun. 20-21 Addition: Fall of K'nigsberg: No shift in favor of French.

Army Organization Displays:

Correction: L' Estocq's ratings are 4-5-2. Mortier's ratings are 4-4-2

Clarification: Although indicated on the counters, the leadership bonus point stars should have been shown on the Displays as well.

Severe Weather:

Addition: The weather in March was probably worse than represented in the regular table. Use the revised entry below.

Fortnights VII - VIII (Dates Mar. 2 - Mar. 29)

Die Roll Result

1 Mud

2 Snow

3 Frost

4 Frost/Snow

5 Severe

6 Severe

When the weather is Severe, all of the effects of Frost and Snow apply. No part of attrition losses during Severe Weather are available to be recovered through Hospital. Add one to the weather die roll if the previous turn's weather was Frost or Severe. Also on any result of 7 on the Weather Table between the Fortnights IV and VIII inclusive is regarded as Severe.

Note: This new weather condition will apply to a possible Russian Campaign game in this series.

Summary of the Effects of Weather:

Weather Type Effect on Movement Effect on Combat Effect on Artillery Fire Effect on Attrition Other

Fair No Effect No Effect No Effect No Effect

Heat No Effect No Effect No Effect All units +1 DRM

Rain No Effect No Effect +1 DRM All units +1 DRM -1 Resistance Modifier to exit an EZOC

Mud MP cost x2 for: Artillery, Infantry, LOCs, Dispatch Distance, Bridging Train Reduce Defender losses (only) by 1 SP per asterisk shown on the CRT +2 DRM Cavalry only: +1 DRM. Artillery must take first SP of loss, except Force of 2 or less artillery SPs

Snow No Effect All units +1 DRM +1 DRM French only: +1 DRM No Sound of Guns/redoubt construction and same as Rain

Frost All Lakes treated as Secondary rivers All Lakes treated as Secondary rivers No redoubt construction

Winter Quarters:

Nicola Prandoni of Milan, Italy, a playtester for 1807, submitted the following rule on Winter Quarters in September 1993. Nicola contributed the current layout of the Organization Displays, and many other useful ideas during a visit to the United States in 1994.

Comment (N. Prandoni): The rule may seem a little cumbersome at first, but actually it's very easy to manage and speeds-up play considerably, forcing the players to really put their armies in Winter Quarters for whole Fortnights, and more than one or two! Moreover it gives the Russians an edge in cold weather.

The Fortnight, p. 11

Optional Rule: "du pain et la paix"

Note: If using this option, do not use the "Declaring Fortnight Sequence" and "Returning to Regular Sequence" errata items printed above.

Every Fortnight, through the simultaneous free choice of a chit, the players keep their troops in the "Field" or put them in "Winter Quarters." If the choice is Field, the regular sequence goes on until the next Fortnight. If the choice is Winter Quarters, that player's troops can't move. (Exceptions: a. reinforcements on their turn of entry; b. any turns the player chooses to designate as semi-active turns.) If both players choose "Winter Quarters," the game proceeds by Fortnight Sequence.

Army Attrition Modifiers:

French and Coalition Morale is tracked separately. Therefore, one extra marker is required for the Morale Track. Both Markers begin each scenario in the track space specified in Scenario Information. However, when Morale changes for any reason, either one side's marker goes up, or the other side's goes down. If the change is due to the capture of a Leader, the owning side's Morale must go down, but for any other cause the benefiting Player decides whether to improve his Morale or degrade the other Player's.

Winter Quarters Table:

At the beginning of every Fortnight, after choosing their chits, each Army's Morale Marker is adjusted according to the Winter Quarters Table. The number result below is the number of spaces to move the Morale Marker for that army.

Fortnight Army in Field Army in Winter Quarters

I, II 0 -1

III, IV, V, VI +1 0

VII, VIII* +2/+1 0/-1 *French/Coalition

IX, X, XI, XII 0 -1

XIII, XIV 0 0

Semi-Active Turns:

At the beginning of any turn in a "Winter Quarters" Fortnight, a Player may designate his army semi-active, and move his army. During all semi-active turns, the owning player must add two (2) to all his Attrition die rolls. Semi-active troops can't voluntarily enter enemy ZOCs, and if they move they must end their move closer to their Supply Source. Exception: Within 20 hexes of the Supply Source the direction of movement is not limited.

Effect of Semi-Active Turns on Morale:

A Player must keep track of the number of semi-active turns declared during a Fortnight by placing a (Forage or any other type) Marker in the current Game-Turn Space - French on the left side, Coalition on the right. At the beginning of the next Fortnight, each Player clears these Markers and rolls a die. If the roll is equal or greater no ill effects apply. If his roll is less than his number of semi-active turns, his army's Morale Marker moves one space - left if French and right if Coalition - in addition to the Morale effect of the chit just chosen for the army.

Alarm!:

A Player whose army is in Winter Quarters may declare a general "Alarm!" This places his army in the Field with no more restrictions and resuming all its abilities. To declare "Alarm!" at any moment in either Player Turn, enemy Forces must be within 5 MPs of a Friendly Leader, and that Leader must pass an Initiative die roll. In addition, the owning Player's Morale marker moves one space - French to the left, Coalition to the right.

Special Thanks to Mark Bowen, Paul Stone and Nicola Prandoni for their thoughts and questions in compiling this errata. - KZ