

## **1813: Napoleon's Nemesis**

*Errata and Clarifications to rules v1.0 (as of 2016.12.01)*

### Map

“Lepizig” should be “Leipzig”.

### Coalition Set Up Card

If an Armistice is not declared the Russian units scheduled to arrive on GT 15 are deployed “within four (4) hexes of Allenstein [2509]”.

### Rules

*Rule 1.2* – Add “Exception: Rule 11.15”. The final paragraph of the Combat Example on page 28 is also, therefore, incorrect. The French player must allocate “half that number of hits with fractions rounded up (that is, two (2)) ...”

*Rule 13.3* – Add “Exception: Coalition reinforcements can be placed adjacent to cities garrisoned by the French, except for Danzig.”

*Rule 16.2* – Only units designated “Gren” or “Guard” are deemed to be “Guard units”.

*Rule 16.2* – Only one Commander in a stack can be senior for the purposes of this Rule. That is, it is not possible to divide the Rule into parts and nominate a different Commander to be senior for each.

The seniority of Commanders is determined as follows:

1. the order: A, I, C, K, Corps. If two Commanders are of equal seniority,
2. the one able to command most units in the stack.
3. Only if, after 1. and 2. two (2) or more Commanders are "tied" for seniority the owning player is able to decide whom is senior.

The occasional "anomalies" which this throws up whereby an advantage which would otherwise accrue to a stack is stymied by the presence of a more senior are deliberate. They are intended to reflect the circumstance where a commander is hampered by having to follow the orders of a less able senior.

### 1799 Campaign

*Rules 7.2 and 9.3* – If both players have the same number of Supply Trains or Combat Commands, the Coalition player goes first.