pg

- 9 The example illustration of a "Cavalry Unit in Column Formation" mistakenly shows an infantry unit.
- As the basic rules stand, there is currently no way to kill the enemy CinC. (If you ride through him and he fails a hazard test, then he is captured instead.) If you'd rather have a chance of killing the poor old man, then I suggest this simple fix. If the CinC fails his hazard test because he was overrun, then roll one die. On an even result he is captured; on an odd result he is killed.
- Under "A Failed Evasion," first sentence, the parenthesis text should read: "...the active player scored higher." (The previous description, on page 65, is correct.)
- In the Army Log example, the first entry "Grand Duchess Lifeguards" should read "*Promoted* at Froschenfeld," (not *broken* there.) The same is true with the sixth entry, the "Regt. von Brandwein."

Irregular units and interpenetration:

An irregular unit moving through a regular unit that is in line or massed formation disrupts the regulars. A regular unit may move through an irregular unit without causing DISR to either. Irregulars are never disrupted by interpenetrating or being interpenetrated.

Card Errata:

When using the **Depot Battalions** national advantage, you may not rebuild a unit to a quality higher than it was, when it broke. (Thus, if a Conscript unit broke, it may not come back as Trained. However if Trained or Elite units were broken, this advantage brings them back as Trained - rather than as Conscripts.)

The *Confusion* card may not be used to move an enemy unit off the edge of the table, thus eliminating it.