

A Crowning Glory

Addenda as of Feb. 1st, 2024

The Rules:

4.8 Allied Demoralization (clarification): Allied demoralization occurs the instant the Allied player loses 29 or more steps, immediately impose all demoralization effects.

Section 10.2 Scenario Movement Limitations (change):

This rule states no units can move into hexrow 2400 or higher. This prohibition is meant to recreate the historical attack axis and thus remains in place. As three Austrian units start the game in hexrows 2400/2500 then these units must as their first move, maneuver down to the 2300 hexrow (or less) using the fewest number of MPs possible. After that, the 2400 hexrow prohibition goes into effect.

The Charts:

Combat Results Table (correction): On the CRT the attack differential column of +3/+4, with a die roll result of 3, shows a 1/(blank) result. It should be 1/1.