

# *These Brave Fellows*

Addenda as of Oct. 10, 2013

## The Rules:

**2.1.2 (clarification):** The center dot determines the Level of the hex for movement (**Exception** Case 6.2.2b).

**3.0 Sequence of Play, Activation Phase (correction):** The rules reference to "Section 4.5" should be to "Section 6.1". (This applies to the Sequence of Play on the back page as well.)

**6.2.14 Coalition Movement Restriction (addition):** Coalition units may not enter hexes 0107 to 0109.

**6.7 Rout (clarification):** Units that rout in Level 2 or 3 terrain will only double the movement distance that was rolled for that terrain and unit type. If the distance rolled was 0 hexes, they rout 1 hex. Units that must rout into Level 2 terrain when beginning rout movement not adjacent to it, end their rout move in the first hex of that terrain.

**11.2 French Ammunition Shortage (clarification):** This rule applies only to the units of Gazan's Division.

**11.8 Cavalry Retreat before Combat (addition):** This slightly pro-French rule **must** be used if using either or both Optional rules 11.6 or 11.7. At the start of the Defensive Fire Segment, the non-active player may retreat his cavalry units 2 hexes that are in Level 0 or 1, Village/Town, or Vineyard terrain and who are in an adjacent frontal hex of an enemy infantry and/or artillery unit. Cavalry units on roads that are located in Level 2 terrain may perform this retreat but only into a connected road hex. Any cavalry that performs this retreat must also observe the retreat conditions of Section 6.6.