

# 2011 Annual

Addenda as of Jul. 1st, 2023

## Beyond Waterloo 1st Edition

### The Rules:

**4.2.3** (change): 2nd Bullet. This should read, "...his Formation did not start in the battle area at the beginning of **their** OPs Phase...".

**6.5.12** (clarification): In deriving the impact of Battle Tactics on a given Battle Round's combat, first determine which card effects cancel the opponent's Battle Tactics or Battle Matrix effects, then determine all DRM effects. After the combat's dice roll, apply still valid card effects that change FERT results. Finally, apply card effects that reduce the resulting losses".

**6.13** (clarification): Only Formations in non-enemy occupied areas may reaction move.

**12.2.1** (correction): Change "Basic Mobilization Costs Chart" to "Resource Points Cost Table".

**16.3.4b** (addition) Add "and the Supply Segment of the Administration Phase (Case 8.3.1).

**18.4.1** (deletion): Delete " or Echelon Order" from this sentence.

### 20.3 VP Awards:

**First Bullet** (clarification): Change text to read "**5VPs** For Allies in the Administration Segment of the turn in which an Allied Major Nation enters France for the first time.

**Sixth Bullet** (correction/clarification): Change to read "**1VP** for **any** step lost by the opponent. Note: Player is also awarded VPs for each step loss required by the FERT results which exceeds the number of steps his opponent has involved."

**21.5.8c Example** (correction): The final result value should be "25".

### The Scenarios:

**27.1 Combat Game Scenario** All unused division units are available for casualty reduction or breakdown in this scenario.

#### 27.2.1

**Troops, Army du Nord:** Change to: "Paris (G5) or Laon (H3)"

**French Eliminated Box:** Should be: "1x 5CF Infantry Corps, 2 x Cavalry Corps and 15 remaining National Guards"

**27.2.2 Prussian, Allied Divisions Pool** (correction): Should be 4 x Prussian Divisions.

#### 27.3.1 French Player Setup Listing

 (corrections):

**Saarlois (L4)** Delete Leader Soult as the commander of the Armée du Rhin (add him to the Leader Pool list) and add Rapp as the Leader of this Formation (Delete him from the Leader Pool list).

**Paris (G5)** Delete Ney from this list and add him into the French Leader Pool list. Change the "Left Wing" to be the "Armée du Nord" formation instead with the troops as listed have Napoleon as its Leader.

**French Eliminated Box:** Should be: "1x 5CF Infantry Corps, 2 x Cavalry Corps and 15 remaining National Guards"

#### 27.3.2 Allied Player Setup Listing

 (corrections):

**Prussia, Allied Force Pool:** Should be "3 x Wagon"

##### Austria

- **Zurich:** Should be "2x3CF" Swiss Infantry Corps.

- **Allied Force Pool:** Delete "Baden, Bavarian and Wurtemberg Infantry Corps".

**British, Brussels:** Leader Hill should be deleted from here and added to the Allied Leader Pool Box list.

**British, Allied Force Pool:** Should state "and British Cavalry" at the end.

### The Charts:

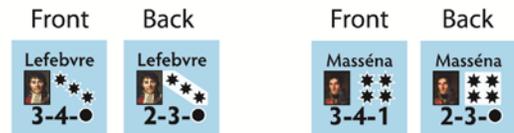
**Cavalry Charge Sub-Routine** (clarification): If one player has no non-screening cavalry, no Cavalry battle is fought and the first bullet Effects below is applied.

**Diplomatic Events Table** (correction): Result 55 should be "No Event".

**FERT Chart** (correction): Delete the +4 die roll modifier listed for facing an enemy in march order while in a mountain pass.

### The Counters:

Marshal Lefebvre's portrait on the counter looks more like that of good Marshal Lannes than Lefebvre. Similarly, the head of Masséna looks like that of Marmont. Print out the images below to paste over the counters and correct these minor injustices.



## Terrible Swift Swordfish

### The Rules:

Note that the Flak values (4.0 & 5.0) in each area are printed at the top (not left) for historical and at the bottom (not right) for variant.

### The Charts:

Note that the Damage Log is actually the rightmost column of the Mission Roster sheet.

# Beyond Waterloo 2nd Edition

## The Rules:

**3.2.2 Cavalry Charge** (omission): Note that there is no Cavalry Charge box on the Battle Board, and no Cavalry Charge subroutine in the PAC. The Charge Box on the Battle Board concept was dropped from the final published version but the subroutine was mistakenly dropped as well. Use the following:

### Cavalry Charge Combat Subroutine (Battle Tactic)

*Note* If both players have played a Cavalry Charge Card, only one resolution is performed. If one player has no non-screening cavalry, no Cavalry battle is fought. Apply the first bullet Effects below.

#### Procedure:

- Each player totals their total non-skirmishing Cavalry combat factors involved.
- Each player rolls 1D6 and adds the result to their CF total.
- Compare the two results. The higher result wins.
- If winner's result is 4 or higher than his opponent's, the opponent immediately loses one Cavalry step.
- Mark the loss with a number marker on the Battle Display.
- If both players' results tie, each player loses 1 Cavalry step.

#### Effect:

- If the winner played this card, or if the Cavalry Charge is unopposed (opponent had no cavalry involved), then the winner's FERT combat result will be doubled.
- If the player of the card loses or if both players made Cavalry Charges in this battle, there is no FERT effect.
- Steps lost in Cavalry Charge do not count for meeting losses mandated by the FERT.

The card player's first combat loss from the FERT must also be a Cavalry step.

## Before Waterloo 1814

### The Cards:

Allied Card A15. The reference to 7.15 is incorrect and should be 6.15.

#### The PAC:

Diplomatic Developments Chart Entry #35: Should be "Add 1x 2CF Italian infantry division..." and not "Naples"