2019 Annual

Combined Addenda as of Jun. 15, 2025

La Vendée

The Rules:

- **4.0 & 4.1 Reinforcements (clarification):** To sum up these sections succinctly, each turn (except turn 1) each player receives two 2-FP strength Irregular units as reinforcements. In addition, the Republican player may take any number of Irregular units in the Army Reserve Box as reinforcements. The units must be placed in a **controlled region or fortress**, and may be placed together or separately but must not violate the I&D stacking limit. The Republican player may also place Irregular reinforcements into the Army Reserve box or into any Army up to the Army FP limit.
- **5.4** Army Pick Up/Drop Off of FPs (clarification): Detachments that join an Army become part of that Army. They are no longer separate units.
- **6.4 Royalist Chouan Ambushes Combat (clarification):** Chouans that are part of an army or inside a fortress lose their Ambush ability.
- **8.7 Retreats (clarifications):** An attacking Army must retreat to the region from whence it came. A defeated Army can retreat to an occupied enemy region but only if no other options exist.
- **8.8 Rebuilding a Destroyed Army (clarification):** Commanders of a destroyed Army that are not captured are placed as a reinforcement with the (destroyed) Army marker.
- **9.2 Fortress Dice (clarification):** Unoccupied fortresses do have an intrinsic garrison (which counts as a force for purposes of 2.9 and 4.0) that must be defeated to capture the fortress and flip ownership marker. Note that fortresses may only be attacked by armies (9.1).

13.2 Republican Setup (corrections): The Player Aid Card has different set up information than the rules text. Use the following:

The Armée de l'Ouest should have 6 FPs of Infantry, 2 FPs of Cavalry, and 2 FPs of Artillery for a total strength of 10.

The Armée de Mayence should have 10 FPs of Infantry, 2 FPs of Cavalry, and 2 FPs of Artillery for a total strength of 14.

15.0 Card Definitions - Pardons (Cards 09, 10, 11) (clarification): Enemy FP losses are added at the end of combat, not during combat.

The Cards:

Popular Support (clarification): Card says: "The Republican player may add the FPs to the Garde Nationale".and it should say "to the Army Reserve Box."

A Day of Infamy

8.0 DR 9 Critical Hit (clarification): The rule (correctly) states this event can be triggered multiple times in different attacks against Battleship Row (or Hickam Field or the Tank Farm). This can happen more than once in the game but only occur once per turn (again, per that event rule). **Designer's Note:** The rule reflects for example, that while attack against the USS Arizona was devastating, the Oklahoma also capsized and sank, and many other ships in battleship row also sustained heavy damage.