

Chapter 11: The Battle of Blenheim

Addenda Sheet as of August 10, 2019

The Rules:

4.B. Artillery Barrage Phase (page 3) and 5.0 Formation Activation (page 4) (correction): Delete references to placing Initial Fire markers in this phase to denote artillery units having fired. With only 4 artillery units total (both sides have 2) it was pretty easy for players to recall who fired and the markers were dropped from the countermix (and we simply missed editing out the text references in the final rulebook). If you do feel you need to keep track, place a penny (or other small coin) on those artillery units that fire during this phase to show they did. Remove the coin at the end of each turn.

The Counters:

Austrian Eugene artillery unit (correction): This should be a 0-1 on its reverse side (to match all the other artillery units in the game).