

Terrain:

The Pond (Ramillies) is uncrossable.

Forrest is Woods.

Wagon Barricade (Blenheim): +1 to movement, -1 to both fire and Shock.

The Terrain Level on the south edge of the Ramillies map should all be Level 4, not 3.

Counters:

Red block French leaders are Bavarians; except for Maffei, who may or may not be Bavarian. It is suggested for historical play of Blenheim (only) that Bavarian combat units can be lead only by Bavarian commanders. And only Max can be their WC.

Ignore the "B" and "R" indicators on the Disordered side; a few are wrong. They are right on the "normal" side.

The French 8-pounders should have a Max Range of '7' (one has a '8')

There are two French "1/Courrieres" battalions; one of them should be "2/Courrieres".

The Dutch Hannoverian Mercenary Berensdorff foot should be +1 when Disordered.

The Hannoverian 1/Rantzau unit should have a strength of '6' when Disordered.

We have provided the 3/4 LeRoi battalions at Ramillies, as per the footnote.

(8.11 and 8.22) Addition : Artillery may not use Rapid movement. The reference to 8.111 should be to 8.12.

(8.24) Change : Replace last sentence with: "It may not move adjacent to an enemy combat unit.).

Cavalry Charge vs Foot (add 11.47)

When Foot is charged by cavalry, the following apply:

* If the cavalry is Full-Tilt, the foot Reaction DRM is +3 (Not +5 as listed).

* If the cavalry is Move-Charge, the foot Reaction DRM is +1 (Not +5 as listed).

* If the cavalry is Caracoling, the foot Reaction DRM is 0 (not +5).

Do not apply the DRMs for the different Horse Types when Foot is defending; the above takes care of that.

Foot may always Reaction fire, regardless of the Reaction result. However, they may do so only once:

* If a Full-Tilt, they fire at First Fire Strength.

* If Fire-Move or caracole, they fire at Full Strength; adjusted for any Disruption, etc.

Fire Results Table : In the Pistol Row, the >Y column should be a '5-6', and the >Z column should be a '7-8'.

The NO columns should be >Y and >Z, accordingly.

Assault & Movement:

New Section : (11.14) Reaction to Moving Assault.

When an enemy unit is about to begin a Moving Assault (11.11), any friendly, non-phasing, undisrupted infantry units that are in danger of being attacked through a flank hexside, and not already adjacent to an enemy unit, may change their facing one vertex before any Moving Assault is undertaken. However, at the conclusion of such a facing Change, the non-phasing player rolls the die, to which he adds that unit's Morale Modifier. If the adjusted DR is a '6' or more, that unit suffers a Disorder.

(11.43) Clarification: Counter-charge is allowable only if the terrain would allow it. If terrain forbids it - e.g., a British Horse unit attacked by a French Foot battalion across a deep stream - the [b] result applies to Reaction (not the [a]).

Artillery shocked or charged (Clarification):

Artillery alone in a hex - not stacked with a foot unit - shocked or charged is automatically „eliminated“, without rolling a die (as per 11.58). This even applies to disordered units shocking unsupported artillery (delete 11.3 Exception #1 and 11.33 Modifier #8).

(11.7) Shock Result. Disorder, and Rally Dierroll Clarification :

* 6 or higher = bad result (usually Disorder or failure to Rally).

* 5 or lower = good result (No Disorder, or Rally, or whatever).

(11.72) Clarification : Routed units use half their Disordered MA (so there's no need to apply rounding up). They must move half that MA, or one hex, the latter in case their MA would not allow them to move one hex because the terrain costs >2 MP.

(11.72) Change : A unit unable to complete its full Rout Movement loses one Step (total). However, if it cannot do any of its Rout Movement, it is eliminated.

(11.72) Add: Routing units may move through friendly units - even in violation of stacking restrictions. However, they may not end up stacked with those units. If their Rout movement rate would force them to end stacked, they may move one additional hex; if they can't, the rules about completing Rout movement apply. In addition, the stationary units so moved "through" undergo a Disorder dieroll.

Replacements for French Wing Commanders:

* Ramillies: Marsin (WC counter), but he ceases to act as a LC.