

# CLASH OF MONARCHS UPDATE – 3 December 2008

Here is the current official compilation of corrections and clarifications for *Clash of Monarchs*. Most changes are clarifications; the titles of substantive changes are in **bold face**. Text changes are shown in **blue print**. Headers of changes since 26 September are in **red print**.

## Rule Book

2.1.1: Change the last sentence to read, "Square spaces may be occupied only by forces and **Forward Depots (FDs)** of the controlling nation; all others are restricted from entering."

**2.1.2 Areas:** Add "**Their control never changes.**"

**2.3:** Change "Initial Hand" to "**Guaranteed.**"

**4.1:** Change the first sentence to read, "A **force** is any number of **leaders and/or** Line Infantry SPs and/or cavalry/light infantry/artillery units in a space."

**4.2:** Delete the words "under siege."

**4.3.4:** Change the second paragraph to read, "...only one leader is considered Commander of all forces participating in a space: **the senior Commander.**"

**4.4:** Change the first sentence to read, "Each nation's highest-ranked **unbesieged** leader currently in play is considered its Commander-in-Chief (CIC)."

**4.6:** Change the second sentence to read, "France has a minimum of **1**, increased to **2** after **two Rounds of Belligerency**, **3** after **En Avant!**, and **5** after **Army of Westphalia.**"

**5.1.2b(2bi.):** Change to read, "...it may **expend an SA** and place a Siege 0 marker." Also change the SoP on the back cover.

**5.3.1:** Change the first sentence to read, "After a Fortunes of War chit pull [6.0], **Lt units may transfer into any spaces with friendly forces, or into Theater boxes. Then all forces...**" Also change the SoP on the back cover.

**5.3.2:** Change the last sentence to read, "Subtract 1 MW (**Monarchical Will**) for each enemy-controlled Key City."

**5.3.4:** Change to read, "Assess penalties if Commitments are not met and select options from the Diplomacy Chart **in the descending order shown** if applicable."

**6.0:** Insert new third and fourth sentences: "**Lt/Cavalry steps may be used to fulfill SP losses for attrition and desertion (see 15.7.1). Return removed SPs/units to the Force Pool.**"

**6.3:** Add "**Forces in the Impressed Saxons Box cannot fulfill these requirements.**"

**7.0:** Insert a new bullet between the existing third and fourth: "**During the Strategy Card Segment, activate any besieged/masked Commands in Good Order to attack out of their fortresses [17.5.1].**"

**8.1.1:** Add "**If either France or Russia ceases to be a Coalition Power, remove all its cards that are not both French and Russian events from the Franco-Russian hand and deck at the end of the Phase when this occurs.**"

**8.2.1:** Add "**Note: "Playable" means that if France is exhausted, you can't return a card with a Russian-only event and vice-versa.**"

**8.2.2:** Add a **Play Note** at the end of this section reading, "**Instead of discarding after playing per 8.1, players may want to set their ROYAL NAVY and FRENCH FLEET cards aside to avoid having to search their discard piles in the next Winter Strategy Phase.**"

**9.3:** Change the last bullet to read, "...at least as many **unmasked/unbesieged** friendly SPs are in the space as **unmasked/unbesieged** enemy SPs."

**9.4.1:** Change third bullet to read, "The MD or FD being traced to becomes Suppressed, **moves out of range**, or is captured, destroyed, or distributed." Change next sentence to read, "**If a force's only path is cut, immediately worsen its Supply State by one level (only once per Segment).**"

**9.7.2:** Add "**After distributing a captured Fleet FD, flip the Fleet unit and return it to sea.**"

**10.3:** Change reference to [5.1.2b(2b/c)].

**11.3:** Replace the first paragraph with "Numerous Event cards allow a player to activate two or more forces in the same Turn. Normally one must complete its activation before the next one begins. Exceptions are COMBINED OFFENSIVE and CONVERGING ATTACK, which allow multiple Commands to attack the

same enemy force. Use the following procedure for these two events:

- i) Designate a target enemy force that all activating Commands can reach without using a Forced March.
- ii) The first activated Command must move to attack the target force until it is intercepted or the target Withdraws and it does not follow.
- iii) Remaining activated Commands MUST move to either the targeted force's original or current space.
- iv) Once one Command ends its movement in a space with the targeted force, remaining Commands must roll on the Coordinated Attack Table when attempting to move into the same space. All Commands that succeed in entering the space combine into a single force and must attack if the enemy has not withdrawn."

The existing last paragraph should be the first (and only) paragraph of 12.0.

**12.9:** Change the last sentence of the Exception to read, "Enemy forces inside fortresses may not be overrun, and the activated Command must expend 1 MP per every enemy SP in a Hill space to Overrun."

**13.0:** Change to read, "A Command may attempt to Intercept an enemy force or FD during the enemy's Turn..."

**13.3:** Change to read, "Whether the moving force/FD Withdraws, declines to attack..."

**14.1.1:** Change to read, "An inactive force may attempt to Withdraw during enemy Turns (only), either the first time an activated Command enters its space (**Exception:** The Austrian *Surprise Attack!* Tactic can prevent an Anglo-Prussian Withdrawal attempt [15.4.5]), OR when an enemy Command that starts in its space is designated to activate but before it starts its movement. Forces may Withdraw repeatedly..."

**14.1.2:** Change the first sentence to read, "...it may attempt Withdrawal (**Exception:** *Surprise Attack!* [15.4.5])."

**15.1.1:** Change the Exception to read, "**Exception:** The Austrian *Surprise Attack!* Tactic can prohibit the enemy from attacking [15.4.5])."

15.4.4: Change the last sentence to read, "A subordinate leader may not be used by his controlling player for more than one Tactic per battle."

**15.4.5 *Surprise Attack!*:** In addition to normal use, the Austrian player can reveal the *Surprise Attack!* Tactic whenever he moves or Intercepts into an enemy-occupied space. The enemy cannot then attempt to

Withdraw [14.1], and the Austrian Command must then attack and play this Tactic. [new rule]

**15.7.1:** Change the sentence after the bullets to read, "For each + symbol, reduce any one Field Artillery unit..."

**15.7.5:** Change the last sentence to read, "If Commander DRM ratings are equal, change the defending Command to Demoralized." The Example is correct.

**15.7.6:** Change the first paragraph to read, "...Winning Commander's DRM rating (losing player's choice) into the Prisoners Box..."

**15.10:** Insert a new second sentence: "If the Danish and an allied Fleet are both in the Baltic, the British player always chooses which Fleet fights first."

**17.4:** Change to read, "During his Strategy Card Segment, the active Power/Clients may set siege to a fortress or make a Siege roll [17.4.1] if they expend 1 SA and meet both of these criteria:

a) An activated Command [4.1] has the minimum number of SPs in the space to besiege, including at least one Artillery unit, and has not fought a battle this Turn; **and**

b) No enemy force with more than 25% of the SPs of the besieging Command is in the space outside the fortress."

**17.4.1:** Change the first sentence to read, "...meets both siege criteria and expends 1 SA [17.4]..."

**17.5.1:** Change to read, "When masked or besieged [17.3-4], a force in a fortress cannot leave unless it fights a battle in the fortress space first. A besieged/masked Command in Good Order may activate "for free" to attack during its own Turn, and may Interrupt to attack at any time during the besieging/masking Power's Strategy Card Segment. If the garrison comes out and attacks, fight a battle per normal combat rules. If a relieving Command is in that space and committed to a battle against the enemy, the besieged/masked force may come out and add its strength. In either case, if the enemy retreats or falls below the minimum besieging/masking SPs required, the garrison can leave the space and any Siege marker is removed. If the enemy wins the battle or the result is a Draw, the garrison is still stuck and can't leave, nor may the relieving Command retreat into the besieged fortress."

**18.5.2:** Change the first sentence to read, "Lt units may raid an enemy force or FD (including a Fleet FD) that is not on or adjacent to its Supply Source."

**19.0:** Change to read, "Conduct each Phase except Diplomacy in play order."

**19.1:** Change the first two sentences to read, "Lt units may **first** transfer into any spaces with friendly forces, or into Theater boxes. All **forces then in a space are considered a single force and, if larger than 5 SPs, must** end this phase in a friendly fortress or MD space."

**19.3:** Add a new last sentence: "**Opponents may not Interrupt or Intercept.**"

19.4: Change the first sentence to read, "Players select Powers' options from the applicable year of the Diplomacy Chart **on the back of the Play Book.**"

**20.1:** Change first sentence to read, "Return prisoners by performing the following steps in order. **The holding player always chooses which forces to exchange.**" Add a new last sentence: "**If Dresden is Prussian-controlled, consider Saxon POWs to be Austrian and/or French.**"

**20.2.1:** Change the last sentence to read, "Fortresses must be friendly-controlled to **control** their spaces (**and count any Thalers or VPs, or to Commandeer their MDs [9.7.1].**)"

**20.2.3:** Change the second sentence to read, "Add subsidy Thalers to the benefiting **nation's** Treasury..."

**20.5.3:** Change the first bullet to read, "...8 Thl instead of 11; and"

**20.6:** Change to read, "...and up to 3 cavalry and/or artillery units and 3 Line Infantry SPs for each Power **and its Clients (total),** may redeploy..."

**21.3.2:** Change the second sentence of the third bullet to read, "Remove all their forces, **Fleets,** FDs Held markers, and its cards, and end any subsidies it provides **or receives.**"

**22.1:** Change the second bullet to read, "Belligerents may never attack or besiege friendly Neutrals **or be inside their fortresses.**"

**22.1.1:** Change the first sentence to read, "A nation remains Neutral until an unfriendly Belligerent force **or FD** voluntarily enters..." Change the second sentence to read, "If a Belligerent force **or FD** ends its neutrality, the nation joins the opposing Alliance; **do not adjust VPs.**"

**22.2:** Change "place excess SPs in" to "**transfer** excess SPs **to**" in both places.

**22.3.2:** Change the first sentence to read, "...**(due to Prussian entry **or Diplomatic choice,** or an event),..**" Change the second sentence to read, "Saxony may instead ally with Prussia via the Saxon Intervention Table."

**22.4:** Change the rule to read as follows:

#### **"22.4 Poland**

**Poland is not a Client of any Power. Its fortresses may be freely occupied and controlled by forces and FDs allied with Saxony; otherwise they must be besieged. No Major Force except Russians in Gdansk may end a Winter Quarters Phase in Poland. Minor Forces and FDs that occupy Polish fortresses may winter in them.**

Coalition forces may freely enter any Polish space except Gdansk. If Coalition **forces** enter Gdansk before a successful **Diplomatic Coup: Danzig** Event is played, add 1 Prussian VP (once per game only). The Coalition may never use Gdansk as a port unless the **Diplomatic Coup** Event is successful.

Prussian forces may freely enter Polish non-fortress spaces. If Saxony is a Prussian Client, they may also enter Polish fortress spaces. Otherwise, the Prussians may **never** enter Warsaw, and if a Prussian force enters Torun, Poznan, or Gdansk before a Coalition force has entered that space, subtract 2 Prussian VPs (once per game, not per space)."

## Play Book

1756 Introductory Scenario:

**First sentence** – Change to read, "...only the Austrians, Saxons, Prussians, **and the Empire**; ignore France, Russia, Sweden, and Britain."

**Austrian Setup** – Delete "1 FD" at Kolin

**French Setup** – Should be "1 Inf SP" in Metz

**Coalition Force Pool** – Delete "1 Lt Inf unit" from Sweden

**Coalition Combined VPs** – Should read "-2 or 3 Draw"

1757 No Year More Rich:

**Coalition Force Pool** – Delete "1 Lt Inf unit" from Sweden

1759-1762 Prussia Contra Europe:

**Coalition Force Pool** – Change "1 Lt Inf unit" to "1 Lt Cav unit" for Sweden

Extended Example of Play:

**Prussian Turn 1** – In the Battle of Prag force array, the 2 AU Line Inf SPs should be AU Lt Inf units. In the VP/SA Display, PR SAs should be shown going from 2 to 1.

**French Turn 1** – In the VP/SA Display, AU SAs should be 2 and PR SAs 1.

**Prussian Turn 2 Supply Segment** – Prussian player should have decided to voluntarily RM before making the Supply Check.

**Austrian Turn 2 Strategy Card Segment** – Nadasdy's Forced March is illegal, because a Command with Siege Artillery cannot attempt a Forced March [12.3].

**French Turn 3** – Armentieres could only have moved 6 MPs, not 7.

Map J – The Cumberland counter is incorrectly shown on its "with Lt units" side. The illustration at the top of page 20 is correct; Cumberland has no Lt units in his Command.

French Turn 3 – In the fifth paragraph, change the fifth sentence to read, "The French are taking advantage of this chit while they can – it **is best** played **when** the French leader's Offensive rating is better than the defender's Defensive rating..."

Diplomacy Chart:

Instructions – Change the first sentence to read, "Each player selects his course of action in the Diplomacy **Phase in the descending order shown** before the next player."

Austria (A) Delayed Attack – Change "Diplomatic Phase" to "Diplomacy Phase".

Russia (B) Immediate Attack – Add a fifth bullet: "**No Russian participation in 1757 Diplomacy Phase.**"

**Russian Commitment Attack description** – Change to read, "...or lay siege to or gain control of a Prussian-controlled fortress or VP space **or** Austrian MW –1 each Diplomacy Phase."

Prussia (B) Attack Austria – Change "Diplomatic Phase" to "Diplomacy Phase".

**French (A) Attack Hanover** and **(B) Attack Prussia** – Change last bullet of each to read, "...(**must** increase subsidy level in 1758 if PR A or B)"

**French Commitment Attack description** – Change to read, "...or lay siege to or gain control of a Prussian-controlled fortress or VP space, **or** Austrian MW –1 each Diplomacy Phase."

**Britain (B) Support Prussia** – Change last bullet to read, "If British Commitment in effect = 7 Thl Prussian Subsidy **or A-A Attack or** –1 British VP and Prussian MW –2". It should read the same as the last bullet of Britain (C).

**British Commitment Attack description** – Change title to read, "British Commitment **A-A Attack**" and **change to read**, "...or lay siege to or gain control of a Coalition-controlled fortress or VP space..."

**British subsidy instruction** – Change first sentence to read, "If Belligerent **and there is no British Commitment**, may award or stop 7 Thl Prussian subsidy in 1758 or later." **Change second sentence** to read, "Reduce Prussian MW -2 **in the Phase subsidy is stopped.**"

## Play Aids

**Forced March Chart:** Add two more DRMs,

-2 Short Supply

-4 Critical Supply

Note this means only Commanders with MP ratings of 7 or 8 have any hope of success in Short Supply, and Forced March is impossible in Critical Supply.

**Admin March Chart:** Change second bullet to read, "May not move into **an enemy-occupied** space or attack"

**Imperial Pressure Table:** Change the 'Maria Theresa Wants Victories!' definition to read "**AU CIC**" vice "Daun"

**Separate Peace Table:** Change the definition of 'Peace' at the bottom of the Table to read, "*France and Britain become Neutral **and no longer participate in Diplomatic Phases***"

## Cards

**A9 Prussian Poltroonery:** The Prussian force may not split/drop off.

**B7 Livres Astray:** The British player chooses which SPs to return.

**B8/F11 Winter Operations:** Change first paragraph of text to read, "Activate 1... force of 18 SPs or less. **If the force enters any unoccupied enemy fortress space, that fortress surrenders immediately. After moving, if Siege criteria are met, may expend 1 SA to immediately make one Siege roll with an additional +1 DRM. If the force does not end its activation in a friendly fortress space, remove 10% of its SPs...**"

**B12 Clive of India:** This card can be used to conduct Colonial Ops in two ways: as an Ops card per 8.4.2, or by playing the Event. In either case, the British DRM is +2.

**B16 Fall of Quebec:** Change the prerequisite to read, "Play if the *Colonial Conflict* marker is on or **left** of British Advantage and is not on its *Invasion Threat* side."

**F2 En Avant!:** Change the text to read "Roermond" (vice "Roermund").

**F3 Kloster-Zeven:** "Anglo-Prussian forces" means "Anglo-Allied forces, including any subordinate Prussians in a multi-nation force." Unfortunately, this doesn't fit well on the card. ☹ The intent is not that a Prussian garrison of Minden must transfer to a KZ space.

**F8 Danish Subsidy:** Play as an Interrupt before the British player rolls on the Danish Intervention Table.

**R5 Frederick Wants Victories!:** The Prussian player may drop off Siege Artillery or SPs down to a minimum of 10 SPs, may Forced March, and may expend more than 5 MPs enroute to attacking that nearest force, but attack he must.

## Counters

British leaders: There are none with any "red box combat DRMs" [15.3].

**MW markers:** All five should say "**Exhausted**" vice "Fatigued" on their back sides. Corrected counters will appear in *C3i* magazine #21.

**A-A Major Defeat + DM marker:** The stripe should be red vice white.

## Map

**German Theater Box:** Change "France/Empire" to "**Lorraine/Rhineland**".