

WELLINGTON GAFFES & RULES CLARIFICATIONS, 10/4/11 Edition

Many thanks to Bill Vargas for his contributions to this 2011 update!

Play Book

- The Play Book's 1812 Set-Up Map – An Armee du Sud (Green) 1SP infantry Soldier is depicted as occupying Zaragoza. It should be a 1SP infantry Soldier of Armee du Nord (Blue).
- The Play Book's 1813 Set-Up Map – A hexagonal Spanish Flag should have been depicted indicating that Fortress Ciudad Rodrigo is Spanish controlled, and a French Sud Flag depicted in Fortress Valencia to show it is French controlled.
- Page 7 of the Play Book, depicting the game's four Headquarter Cards, does not show the Resource Marker the British Power begins 1812 with.
- Play Book diagrams Nos. 3, 4, & 5 do not show the Spanish Flag which should be stacked under the (yellow) 1SP Spanish infantry Soldier occupying Valladolid.
- The Play Book's page 8 notes a "Leader Wounded" marker. There is no such marker (nor is one needed, players will well recall the effect of this card's die roll result when it occurs).
- Play Book page 9 implies that resolving the card 8 "Bombardment" Event on the first Round of a Siege, after all other dice are rolled, risks losing the right to resolve a subsequent Siege resolution. That implication is incorrect. The card rightly notes: "Besieger is allowed to conduct a 2nd or 3rd round of siege with surviving Soldiers regardless of the results of the preceding round."
- Play Book page 10, second paragraph, last sentence and fifth paragraph first sentence must recognize the Spanish receive an extra Battle die for Marmont's failed evasion attempt out of Valladolid. Change mention of four Spanish Battle dice to **FIVE** Spanish Battle dice.
- Play Book page 14, fifth paragraph, left column (directly above the map diagram) incorrectly notes the Line of March between Ciudad Rodrigo and Fuentes de Onoro as "clear". It's not. The actual map correctly depicts this connection as rough. Change the Spanish infantry Soldier's evasion dice roll to **10** so they successfully evade using the correct dice roll modifiers.
- Play Book page 14, fifth paragraph, right column, incorrectly notes the Spanish SP in Valladolid as being incapable of interception since it participated in a non-overrun Battle. However, that was from a prior Impulse. It could therefore intercept. Delete the sentence which reads: "**This could not include the surviving Spanish infantry in Valladolid from prior play of 'The Spanish Mob' card since its victory was not an Overrun.**"
- The Conference Map's France Text Box for "French Builds" should have the following red text added so it is the same as the full-sized map's: "A French Power may use its Ally's controlled Home Duchy for the building of new units if none of its own Home Duchies **are controlled (6.3).**"

Rules

Page 8, add a final sentence at conclusion of 4.4 "Guerrillas" text: "**Spanish Flags placed on the map through use of the Guerrillas Table may not be intercepted.**"

Page 10, add to the end of 5.4 "Home Card's" last sentence "**any unplayed Home Cards are immediately discarded at the end of a Turn.**"

Page 11, last sentence of 6.3, "British Leader Exception" – delete the word "Plymouth", substitute "**Portsmouth**".

Page 12, Clarification, add the **red** text to Rule Section 9.42 Forced March: "Formations immediately incur Attrition in the fifth and each subsequent Duchy they enter during movement **through expenditure of Command Points (CPs)** in a single Impulse."

(Consequently Deployments and use of the "Duke of Damnation" Event card, which is a kind of Deployment, although it takes place DURING a Turn, are not subject to Forced March Attrition, since no CPs are being expended).

Page 13, Clarification, for 10.2 "Multiple Interceptions", replace the second paragraph with **"An Active Power and its Ally may only conduct an 'offensive' interception by playing an appropriate Event. Such an Event may only be played after all inactive Power interceptions are resolved."**

Page 15, Clarification, although Rule Section 11.4 regarding the possibility of multiple Terrain Battle dice bonuses applying when a Two Duchy intercept card is successfully used is OK as written, the implication of the fourth bullet point of Page 15, left column, of Rule Section 11.2 could cause confusion since one could interpret that only a single Terrain Bonus is applicable. Consequently, add the text in red so this reads... "+ any defender's Terrain Bonus **or Bonuses** in the first Round (11.4); and"

(It should be noted that if different Formations converge on a single Duchy through use of an active Camp's use of a Two Duchy Interception Event, each type of Terrain Bonus is only counted ONCE. For example, a French Formation crosses a River Line of March to attack Zaragoza. Play of a Two Duchy interception card, with successful dice rolling, bring French Formations from Vitoria, San Sebastian, and Madrid into Zaragoza to join the Battle. The defending Allied Formation would receive a total defensive Terrain Battle Dice Bonus of +4... +3 for the River and +1 for Rough Lines of March being used.)

Page 15, Clarification, for 11.5, change to the following sentence, "Each 5 disrupts one surviving Strength Point for the duration of the Battle (a Leader's Battle Rating is unaffected by disruption)." to "Each 5 **causes a Disruption or Disrupt to one surviving Strength Point** for the duration of the Battle (a Leader's Battle Rating is unaffected by Disruption)." The term "Disrupt" should be in the sentence.

Page 16, (Boolean grammatical error corrected) substitute the red highlighted **and** for the former incorrect use of "or" in rule 11.62's underlined sentence concerning retreats. It now reads: "If the Duchy is *not* friendly Controlled **and** is not a besieged enemy Fortress, the retreating Formation is placed in the Regroup Box and causes an Overrun (11.8)."

Page 18, add underlined red text to the second paragraph of 14.3 "Amphibious Assault": "To conduct an Amphibious Assault, a Convoy (14.2) must move from a single Friendly Port to an Enemy **or uncontrolled** Minor Port."

(Remember, an Uncontrolled Minor Port does not provide the defender with Shore Battery fire. Per 14.3 paragraph 3, only a Power controlling a Minor Port may employ Shore Battery fire.)

Page 19, in rule 16.22, after the sentence, "The modified result is the number of Reinforcement CPs Britain receives." Add this sentence, "Any modified result less than zero is ignored."

Page 20, add a final sentence at conclusion of 16.31 "Extra Deployment" text: "**Any Deployment(s) purchased for 1CP each is taken after the one freely awarded a Power during an Interphase.**"

(Note: Each extra Deployment functions just like the "freebie". This is different from TNW and should have been noted in the Play Book's Part 1: The Napoleonic Wars vs. Wellington Section.)

Cards

Card 7: "Loot & Pillage": The last sentence which reads, "Victorious player gains 1 Resource and draws 1 card (this Resource is in addition to any Resource gained via normal Looting)." It should instead read "Victorious player gains 1 Resource and draws 1 card (this Resource is in addition to any Resource gained via Battlefield Loot or Sack and Pillage)."

Card 9: “Passes Blocked”: 1: Remove the word “Mountain” from the 1st sentence. 2: Change the last sentence, “Place a ‘Blocked’ marker on map to indicate the affected Line.” to “Place a ‘Passes Blocked’ marker on map to indicate the affected Line. The word “Passes” is added.

Card 10: “Bridges Washed Away”: Change the last sentence, “Place a ‘Blocked’ marker on map to indicate the affected Line.” to “Place a ‘Bridges Washed Away’ marker on map to indicate the affected Line.”

Card 19: “Los Banditos de Sierra”: Should be “Los Bandidos de Sierra”. “Bandidos is misspelled.

Card 23: “Humbugged”: Add red text so card reads... “Play on any one Leader. Reduce his Battle and Command Ratings to 1 and 4 respectively until the end of his Power’s next Scheduled Impulse. **Play of this card may affect an already rolled intercept/evasion and cause it to fail.** (Discard card if Leader eliminated.)

Card 25: “The General Staff”: Add red text so card reads... “The Power selected to use this Event may now use 2CP to move or build and treat this card as a ‘+’ card by **taking an immediate Impulse regardless of which Power has pre-emption (if any)** and that Power gains 1 Resource.”

Card 42: “Fog of War”: The text has been modified to now read, “Play immediately after another Power has played a Battle card, or a Response card in either battle or siege (before battle/siege dice are rolled). That card is discarded as if not played.”

Card 51: “To the Death”: The last sentence which reads, “Cumulative losses by the enemy in this Duchy count for any Loot (11.8).” should instead refer to (11.10), not 11.8.

Card 56: “Cavalry Raids”: Add the red text to this Event’s description: “Play on any two unfortified* Duchies adjacent to a friendly Army. **Both target Duchies must be adjacent to this one Army.** All Flags and Formations of the enemy in those Duchies take an Attrition check. If...”

Card 65: “Palace Intrigue”: Add the red underlined word to the second sentence of this card’s text... “That Power must use this card as 2CPs during its next **available** impulse unless this card is lost in the interim.”

(Remember: Pre-emption impulses are optional. This card’s play could be delayed until the affected Power’s next available Scheduled Impulse, or if a Pre-emption is taken before then, it would have to be played as that Pre-emption Impulse’s non-plus card.)

Card 75: “Baggage Train Taken”: The 2nd sentence reads, “Victorious Power gains 1 Resource and draws 1 card (this Resource is in addition to any Resource gained via normal Looting).” The last part should read, “Victorious Power gains 1 Resource and draws 1 card (this Resource is in addition to any Resource gained via normal Battlefield Loot).”

Card 78: “Reversal of Fortune”: reads (in part), “Royalist Dissent (#74)”. It should be “Royalist Dissent (#39).”

Card 85: “All The Emperor’s Horses” – Incorrectly refers to “Chasseurs & Hussars” as card 103... card 103 is “Naval Support”. “Chasseurs & Hussars” is French Home Card Number 102.

Card 86: “The Eagles Come South” – Change last sentence of text to: “Remove card **and reminder marker** from play after Interphase.

(Remember: This is a once per game Event unlike its approximate British equivalent, Card 63 “British Subsidies” which could be repeatedly played as an Event. Also note that French Home Card 99 “Young Guard”, if previously removed, is returned into play but the other effects of Card 38 “The Emperor Beckons” remain for the duration of the game.)

Card 92: Spanish Home Card “Guerrillas Strike” – opening sentence should add red bold underlined word and read: “Select up to 5 French-controlled **unfortified** Duchies in Spain not containing any Formations.”

Card 93: British Home Card “Admiralty / Hearts of Oak” – should have its title underlined to indicate there are two (2) “Reminder” counters for it... one for each Port the British could conceivably Convoy into which would halve Attrition and get a one Battle die bonus.

Card 102: French Home Card “Chasseurs & Hussars” – Where it says, “or Raids (#18, #56)” it should read, “Cavalry Raids (#56), or Los Bandidos de Sierra (#19)” In other words, the first sentence should read, “For this turn, including any just rolled result(s), halve any Attrition losses caused by Guerillas Strike (#92), Partisans (#88), Cavalry Raids (#56) or Los Bandidos de Sierra (#19) against any Army or Army Group of the card player.”

Wellington Counters .

“One minor niggle - **one of the British 2 SP Cavalry pieces shows 1 SP infantry on the disrupted side, and one of the British 1 SP infantry pieces has the opposite problem.** Might want to keep these guys off the map until last.” (ConSimWorld, 8/19/05 Posting).

Wellington Map

The Lisbon box incorrectly reads (in part): “and the British deduct 4 CP from their reinforcement dice roll result (14.1)”. It should refer to 16.22 instead.

The Porto box incorrectly reads (in part): “and the British deduct 2 CP from their reinforcement dice roll result (14.1)”. It should refer to 16.22 instead.

The Madrid box incorrectly read s (in part): “2 VPs at Game End (5.92)”. It should read, “2 VPs at Game End (19.2)”.