

# *These Brave Fellows*

Addenda as of Nov. 11, 2018

## **The Rules:**

**2.1.2 (clarification):** The center dot determines the Level of the hex for movement (**Exception** Case 6.2.2b).

**3.0 Sequence of Play, Activation Phase (correction):** The rules reference to "Section 4.5" should be to "Section 6.1". (This applies to the Sequence of Play on the back page as well.)

**6.2.14 Coalition Movement Restriction (addition):** Coalition units may not enter hexes 0107 to 0109.

**6.7 Rout (clarification):** Units that rout in Level 2 or 3 terrain will only double the movement distance that was rolled for that terrain and unit type. If the distance rolled was 0 hexes, they rout 1 hex. Units that must rout into Level 2 terrain when beginning rout movement not adjacent to it, end their rout move in the first hex of that terrain.

**9.3.1 French Set Up (correction):** The French strongpoint and Elite Battalion should be set up in hex 1518, not 1815. This ties in with the magazine article which states that it was located at the east end of Unterloiben.

**11.2 French Ammunition Shortage (clarification):** This rule applies only to the units of Gazan's Division.

**11.8 Cavalry Retreat before Combat (addition):** This slightly pro-French rule **must** be used if using either or both Optional rules 11.6 or 11.7. At the start of the Defensive Fire Segment, the non-active player may retreat his cavalry units 2 hexes that are in Level 0 or 1, Village/Town, or Vineyard terrain and who are in an adjacent frontal hex of an enemy infantry and/or artillery unit. Cavalry units on roads that are located in Level 2 terrain may perform this retreat but only into a connected road hex. Any cavalry that performs this retreat must also observe the retreat conditions of Section 6.6.