

# 2019 Annual

Combined Addenda as of Feb. 1, 2022

## La Vendée

### The Rules:

**4.0 & 4.1 Reinforcements (clarification):** To sum up these sections succinctly, each turn (except turn 1) each player receives two 2-FP strength Irregular units as reinforcements. In addition, the Republican player may take any number of Irregular units in the Army Reserve Box as reinforcements. The units must be placed in a **controlled region or fortress**, and may be placed together or separately but must not violate the I&D stacking limit. The Republican player may also place Irregular reinforcements into the Army Reserve box or into any Army up to the Army FP limit.

**5.4 Army Pick Up/Drop Off of FPs (clarification):** Detachments that join an Army become part of that Army. They are no longer separate units.

**8.7 Retreats (clarifications):** An attacking Army must retreat to the region from whence it came. A defeated Army can retreat to an occupied enemy region but only if no other options exist.

**8.8 Rebuilding a Destroyed Army (clarification):** Commanders of a destroyed Army that are not captured are placed as a reinforcement with the (destroyed) Army marker.

**13.2 Republican Setup (corrections):** The Player Aid Card has different set up information than the rules text. Use the following:

The Armée de l'Ouest should have 6 FPs of Infantry, 2 FPs of Cavalry, and 2 FPs of Artillery for a total strength of 10.

The Armée de Mayence should have 10 FPs of Infantry, 2 FPs of Cavalry, and 2 FPs of Artillery for a total strength of 14.

**15.0 Card Definitions - Pardons (Cards 09, 10, 11) (clarification):** Enemy FP losses are added at the end of combat, not during combat.

## A Day of Infamy

Nothing reported yet.