

1866 The Struggle for Supremacy in Germany

Official Designer Errata – February 10, 2017

Card Errata:

Correction: Card #25 'dissolve' is misspelled and should read "Bismarck Dissolves the German Confederation".

Clarification: Cards # 3, 4, 6 and 7 (Army of the Elbe, Army of the Main, Field Entrenchments x2) are missing the "Mobilization" banner on the bottom of the card and are in the Mobilization deck. Card #s 1 – 27 comprise the Mobilization Deck; Card #s 28 – 55 are the War Deck

Correction: Card #8's (Moltke) text is incorrect; should read a **-2DRM** vice **+2DRM**.

Clarification: Card #9 Last Minute Peace Initiative

1) See 6.25 as a general reference in regards to Response cards. The card must be played immediately after play of the DOW card by your opponent. In this case, his DOW card is completely voided and that ends his operational round. It is now your operational round. If it is not played immediately after the play of DOW, it cannot be used later in the game as a Response card/event.

2) In the rare instance that a player holds both cards Card #2 DOW and #9, he cannot use #9 to cancel his own play of DOW.

Correction: Cards #42 (General Staff), 43 (General Staff) and 44 (Cholera) text is incorrect. Disregard the last sentence: "A +1 DRM to the battle roll of a force containing an Austrian combat unit".

Counter Errata:

Correction: The Prussian 5th and 6th Corps have their IDs reversed on their reduced sides (PR 5 has PR 6 on the reverse side, and vice versa).

Map Errata:

Correction: Game Turn Track, May I should read "Earnest" vice "Ernest".

Clarification: Koblenz and Coblenz are the city and same location.

Clarification: There a railway between Strasbourg and Kehl.

Rules Errata:

Page 3 Correction: The counter descriptions for fortress destroyed and fortress besieged are reversed.

9.51 and 10.6 Clarification: A sole cavalry unit (force or army) may always avoid battle against a pure infantry force.

12.0 Retreat and Pursuit:

12.1 Clarification: If a defender has no space to retreat to, i.e. to a space the attacker entered from, occupied by an enemy unit or a prohibited connection, the defender's army/force is eliminated, with no replacement of reduced corps by an EBC unit and any general present eliminated..

13.0 Fortresses, Major Cities and Siege

John B. Firer, Designer

This Errata Sheet supersedes all previous editions.

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1) 13.3 Clarification: An army making a siege attempt conducts it as an integrated whole - you cannot activate one unit then another and then another to conduct multiple attempts. This in effect means that an army besieging a 3-level fortress could only conduct one possible siege attempt per activation since corps have an MA of 3. An army besieging a Level-1 or -2 fortress could conceivably conduct two siege attempts depending upon the MAs of the units within the army AND the fortress level.

2) 13.6 Clarification: Treat any force that is conducting a sortie as if it is “entering” the besieger’s space. This means that for all intents and purposes, all rules that pertain to the entry of a force into an opponent’s occupied space also pertain to the force conducting a sortie and the besieging force, e.g. Interception, Avoid Battle, etc..

16.0 French Intervention;

1) Correction 16.4:” Chalons” should read “Nancy”.

2) Clarification: Paris is the only French supply center for deployment purposes. However, see 16.2 and 15.4 for tracing a supply LOC for on-board French (Austrian) units.

Mobilization to War Setup Errata:

Clarification and Correction: The Prussian ID at Flensburg is at full-strength and should read “Slw” vice “Swl”.

Seven Weeks War Setup Errata:

Correction: Austria played Cards #2, #5 AND #25.

Correction: Add Cialdini to the force at Ferrara.

Correction: The Prussian ID at Altona should read “Slw” vice “Swl”.

Correction: German Allies: Corps Support Box: “1x Sa ID” should read “1x Sx ID”

Example of Play Errata:

p. 15 (WOR3) Correction: 5th sentence, paragraph 2 should read “I roll a **1**, which is successful...”

p. 16 (FOR3) and Fig 7 Clarification: Frankfurt is now controlled by Austria so +1VP for Austria; adjust VP totals accordingly.

NOTE: In the event the Example of Play conflicts with the Rules, the Rules take precedence.

Designer’s Notes Errata:

p. 19 (Coordinated Attacks and the Combat System) Correction: last sentence, paragraph 1 should read: “... (a **-2DRM** added to Frederick’s low die roll).” For further clarification: throughout the rules booklet, any reference to the use of the Moltke card should indicate a **-2DRM** vice a **+2DRM**.

John B. Firer, Designer

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