

# 1866 The Struggle for Supremacy in Germany

*Official Errata – Jan 10, 2017*

## **Card Errata:**

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.

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 #44’s (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 5<sup>th</sup> and 6<sup>th</sup> Corps have their IDs reversed on their reduced sides (PR 5 has PR 6 on the reverse side, and vice versa).

## **Map Errata:**

Koblentz and Coblenz are the same location.

## **Rules Errata:**

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..

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.

Clarification: A sole cavalry unit (force or army) may always avoid battle.

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.

## **Seven Weeks War Setup Errata:**

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