

COALITION!
ERRATA AND CLARIFICATIONS 15-March-2021

- 1) In 6.0., at the end, add: *“There are other Markers that act as reminders of some facts. In example, the Portuguese or Danish Fleet Evaded (to track that the Attacking Player tried to capture them but he failed, so he cannot try to capture them again)”*.
- 2) In 7.0. Subsection A.5., to add the sentence in underlined: *“However, a player may not have more than three Event Cards (even if he controls several Major Powers) on his hand...”*
- 3) Page 5, 7.0. Subsection B.1.1., to add at the end of the second paragraph: *“, plus the +IDRM.”*
- 4) Page 5, 7.0. Subsection B.1.1. to add at the end of the third paragraph: *“If the Army is destroyed, place it in the Home Card, to be recruited again.”*
- 5) Page 5, 7.0. Subsection C.1.3., to add at the end of the first paragraph: *“Cancel Coalition Cards in his 2nd year (which should be upside down)”*
- 6) Page 6, 9.2., in the sixth line, to add the text underlined: *“If a created Minor Power is ever re-conquered by his primitive owner or another Player that cannot control it, or that being able, he does not want to control it (i.e. Austria or Russia may control Poland, but not Spain), the area is...”*
- 7) Page 7, 11.1, in the first line should read as underlined *“Event Cards are Purchased by Players...”*
- 8) Page 7, 11.1, add at the end: *“To buy them, you may combine and use even the EPs of different countries that you control. As you are the Player owning the Event Cards, you may use all them, whether paid with the EP of another Major Power that you control.”*
- 9) Page 8, 12.1, add at the end: *“A Coalition Card is drawn from the pile at random.”*
- 10) Page 8, 12.2., add at the end: *“The neutral Power should move his armies back to his territory automatically, and to suppress his garrisons (excepting the ones in the Minor Countries conquered or New Minor Countries created, that are still controlled by the conquering Power. Any invading Player should return his Armies also to the closer Allied territory, and he should return the Fortress taken to the neutral country, except in case of the Creation of New Minor Countries and in the Minor Countries conquered.”*
- 11) Page 8. New Section 12.5.: **“12.5 6th Coalition.** *The “replace Armies” rule does not mean to increase or reduce your previous total SPs in the armies replaced. So, if you had 4 Prussian SPs, and 2 Russian SPs, you should have the same 6 SPs but in different armies, whatever the combination of SPs or Armies. If you need one Army you use one, if you need 2, etc.”*
- 12) Page 8, 13.0.: Add at the end: *“If you control several Major Powers, track their EPs and RPs separately.”*

- 13) Page 9, Castaños Exception: Replace “*Battle*” for “Attack”, as his +1 value also ends after his first Siege.
- 14) Page 9, add Murat Exception: “*EXCEPTION. Murat has two counters, a French one, and an independent one in Pink color. If Naples is pro-UK, replace the French counter by the pink one if available, and place it in Naples.*”
- 15) Page 10, 16.0, second column, at the end of the 3rd paragraph: “*If the Army is destroyed, place it in the Home Card, to be recruited again.*”
- 16) Page 11, 17.0, at the end: “*When destroyed, Fleets are retired of the Game, except for UK and French Fleets that are placed in the Home Box to be recruited again.*”
- 17) Page 11, 18.1, at the end: “*If you control several Major Powers, you may act with them in the order that you wish, but in your Action Phase (except when making a Maneuver, Section 19).*”
- 18) Page 11, 18.2.i) replace “*...an Attack on an Enemy Army or Stack*” by “*an Attack on an Enemy Fleet or Stack*”- Do the same with iv) . (This was a typo. a Fleet may only Attack Fleets, not Armies.
- 19) Page 11, after 18.3., add at the end of the first asterisk of the blue Section. “*A Fleet can transport just one Army of any size*”.
- 20) Page 11, 19.0, add at the end: “*The number is not applicable (no +2 for Napoleon when maneuvering)*”.
- 21) Page 11, 19.1, add at the end: “*Consider the references to Armies below to be applicable also for Fleets.*”
- 22) Page 12, 20.3, add the draft underlined in the first paragraph: “*This Maneuver is in reaction to an opponent’s Move Action or Battle or Siege in the General’s area. When an opponent attempts to Stack two Armies, or conduct a move into or out of the area, or to declare a Siege or a Battle, the reacting...*”
- 23) Page 12, 20.3., add the draft underlined in the second paragraph: “*Upon a successful Intercept, the Stack is not formed or other actions nor ended, and the Maneuvering Army immediately conducts an Attack on the enemy Army that was moving to form the Stack or do the action. Additionally, if an Army that moved into or attempted to move out of the area is intercepted (before going out)...*”
- 24) Page 12. 20.3., at the end, add: “*Once intercepted, despite winning or losing, the Army cannot end the action.*”
- 25) Page 12, 21.4. step 6, add at the end the underlined: “*...may play a second Event Card, and so on. At the end there should be one Event Card effective maximum, in an Attack.*”
- 26) Page 12, 21.4. step 8, at the end: “*Never apply a Die Roll Modifier after the rolling*”.
- 27) Page 13, 21.5, at the end: “*If the Army is destroyed, placed it in the Home Card, to be recruited again.*”

- 28) Page 13, 21.6, add the underlined: “Fleets do not require an Admiral or General to conduct an Attack. You may create a stack of several Allied Fleets despite of being of different countries, and Move, Defend or Attack with them. In case of losing 1 SP, the player defeated chooses the Fleet affected. A Fleet...”
- 29) Page 13, 21.6., in 6th line, add the underlined: “(whether in his Sea or other Sea) and disembarks any...”
- 30) Page 13, 21.7, add the underlined in the 2nd paragraph: “The player conducting the Siege places the Army or Stack on the Fortress to indicate it is attempting a Siege and rolls a dice. Apply the General’s die roll modifier. Remember that a Siege can be intercepted by a Maneuver....”
- 31) Page 13, 21.7, add at the end: “Consider any R result in the Battle Matrix as being forced to Retire”.
- 32) Page 14, 23.2., add the next sentence at the end of step 6: “except in the 3 or more Players Game.”
- 33) Page 15, 26.3, add the underlined: “If re-conquered by the original Major Power, or one of its allies that cannot control it, or that being able, he does not want to control it (i.e. Austria or Russia may control Poland, but not Spain), the created Minor...”
- 34) Page 16, 28.2., add at the end: “(A Fleet in a Port is not in the Mediterranean)”
- 35) Page 16, 30.2., add the underlined: “Any Army in enemy area not adjacent to a friendly area is considered Unsupplied. Check whether you are supplied in real time (i.e. when you roll the die). An Unsupplied Army...”
- 36) Page 16, 31.0. replace by the underlined: “1 VP for... each per every EP the player controls on the final turn (not counting the countries controlled merely by a Coalition in place)”.
... each Fortress controlled by the United Kingdom not counting those on the United Kingdom’s Home Card, neither the ones (...) controlled merely by a Coalition Card in place.
... each ten (10) Gloire Points earned by UK or France”
- 37) Page 16, 31.0, add at the end: “Note that as garrison markers are suppressed when the country surrender (Section 6), there will be no VP for Minor Countries Fortresses, as there will be no Garrison marker. VPs for Minor Countries are only won for their EPs.”
- 38) Page 16, 31.1., add or suppress the ones underlined: “Gloire Points (GP) are earned by winning victories in battles, for conducting a successful Siege, forcing other countries to Surrender, and/or when all members of a Coalition Surrender thus forcing the equivalent to a one (1) termination of the current Coalition (...). Ten (10) Gloire Points are equivalent to a (1) Victory Point (...) During the course of the game, as players’ earn Gloire Points, each player should track the points earned each turn. The GP are earned by the Player who controls the armies in the action won (Battle, Siege, conquest, etc), so these are only for the French or UK Player. (i.e. they are not tracked for the other

- countries as Austria. At the end Austria was controlled by UK, so the merits are for him).*”
- 39) Page 17, 32.1, add at the end: “*Then the neutral Major Power should choose his alignment again in the Administrative Phase. At the end, there are no Neutrals Action Phase*”
- 40) Page 17, 32.2., add at the end: “*Also, Allied players may use other Allied Players Event Cards, if agreed.*”
- 41) Page 17, 32.4., add the underlined: “***VP** for ... each per every EP the player controls on the final turn (not counting the EP of the countries controlled merely by a Coalition in place)
... each Fortress a Major Power controls not counting those on home card nor the Fortress (...) controlled merely by a Coaliton in place*”
- 42) Page 17, 32.4, under -1VP if... suppress the sentence “*...each per every EP the Player earned on the final Turn*” (It’s an error made by copy pasting the previous paragraph when editing the rules).
- 43) Page 17, 32.4, add at the end: “*Different to the 2 Players Game, here the GP are tracked and earned by any individual Player. So, in a 3 Players Game (France, UK and Austria) any Player would track their GP. The other GP won by the other Major Powers (Russia, Spain and Prussia) not played by any Player would be recorded for the Player controlling them in the moment they won the GP, whether UK or French. **32.5. Different Players stacks (Armies or Fleets).** In these cases, the General controlling the stack will receive the GP. In case of losing 1 SP, the defeated side should choose by agreement between them which Army/Fleet is affected. If not possible, do it by random.*”
- 44) Page 17, 33.3., add at the end: “Coalition Cards lasts also 2 turns.”
- 45) *Page 17, 34.0., replace by the underlined: “**Turn 1: 1805. Place the Turn marker in 1805. Skip Phases A1 and A6 (Recruitment).**”*
- 46) Page 18, Administrative Phase Production, second paragraph, in Austria should receive 3 EPs and 2RPs and not 2, so at the end the UK should receive 11EP and 8RPs.
- 47) Page 18, Administrative Phase Production, third paragraph, France should have 3EP and 2RP, as he opts and receives also 1EP for Naples.
- 48) Page 22, counters, all the logos of the RPs and EPs markers are twisted, as the coin should refer to EPs and not RPs. You may correct the letters by pen.
- 49) Page 22, counters, Brunswick General is behind the Hauptarmee counter Strenght 2. You may replace it by printing and pasting the appropriate graphic in any control marker (there are in excess)
- 50) Page 23, Attrition Matrix, add “+1 DRM” at the end, below, in the brackets.
- 51) Page 23, Battle Matrix, add the underlined, at the end: “*Small Armies **Battles (both 1 SP)** are only affected by AR, 0 or DR results, no step losses.*”
- 52) Page 23, Surrender Table, add for Prussia a 1 in the Major Defeats Table