
Waterloo Campaign, 1815 (C3i Nr33) Unofficial Errata

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Errata

These items resolve errors, omissions, imprecisions, and contradictions in the rules and components. The resolutions are drawn from the designer's online comments.

British Line of Communication Angst

On page 4, under *British Line of Communication Angst*, change both occurrences of “substitute for” to “substitute with” to get the proper meaning. In other words, if the sum of the on-map and eliminated Anglo-Allied detachments is less than three, use the two-star Hill Corps. If the sum of on-map and eliminated Anglo-Allied detachments is three or more, use the one-star Hill Corps. As a result, in the setup for the first scenario, the Hill Corps could be one or two stars when it enters and shouldn't be listed as one star.

Movement Phase—Passing

On page 5, under *Movement Phase—Passing*, change

The passing player's opponent rolls a die and adds 1 for each friendly unit that is not in an enemy ZoC or ZoI ...

to:

The passing player's opponent rolls a die and adds 1 for each friendly Corps that is not in an enemy ZoC or ZoI ...

Rain Turns

On page 8, under *Special Rules*, change

On a turn after it rains ...

to:

During a turn when it rains and the turn immediately following it ...

Examples of Play

There are errors in the examples of play which don't warrant itemizing. The rules take precedence over the examples.

Clarifications

These items clarify potentially ambiguous parts of the rules. The resolutions are drawn from the designer's online postings.

Cavalry Exhaustion

Cavalry becomes exhausted whenever it participates in combat, as attacker, defender, or as support.

Battle Formation

Infantry Corps must enter Battle Formation as soon as they find themselves inside an enemy Zone of Control (not only when they enter an enemy ZoC as a result of their movement). For example, if a friendly Cavalry Corps moves adjacent to an enemy Infantry Corps in Advance Formation, placing the Infantry Corps inside of the Cavalry's Zone of Control, then the enemy Infantry Corps must flip to Battle Formation. If a friendly Infantry Corps does the same, then both the friendly and enemy Infantry Corps must flip to Battle Formation.

Command Range and Roads

Even though the rules in the definition of *Road Movement* say that Normal mode HQ Command Range is doubled when traced entirely over roads, the designer asserts this applies only to the placement of detachments:

The fact that an HQ in Normal mode can place a detachment at twice its range if it is tracing along roads does not in any other situation extend the HQ's Command Range.

¹ <https://www.savarese.org/>

Anglo-Allied/Prussian Cavalry Support

Anglo-Allied cavalry may not support Prussian attacks, nor may Prussian cavalry support Anglo-Allied attacks.

Defending Cavalry Battle Stars

Cavalry defending in a town do not add their Battle Stars to their defense rolls.