

1914 ERRATA - updated 09/01/20

Pg 17 - ARTILLERY

Both guns in an artillery unit must face the same way and be placed together so that each model in the battery is no more than a base width apart - see UNITS, pg 2.

Pg 26 - LENGTH OF GAME

2. The attacker has lost half of its bases (*15* in the suggested orbat)

From Pg 34 - GERMAN INFANTRY and FRENCH INFANTRY AND CAVALRY BRIGADES

Battalions may be upgraded to Trained at a cost of 2pts per company or machine gun.

If players wish to make a case for having an elite Zouave brigade, or some other such formation, please feel free!

Pg 37 - FRENCH CAVALRY BRIGADE

The box should read the same as for French Infantry Brigades:

French generals may be allocated up to 2 command tokens.

French brigades may reroll one failed command roll per turn when the player is active.

French infantry have a +1 bonus to their firing if within 4"/10cm of the enemy target.

French machine guns have an additional -1 penalty to activate to fire if they have already activated this turn

When calculating a Mounted Cavalry Bonus, count the morale markers inflicted as one higher (e.g. 3 inflicted counts as 4)