

Errata

The Emperor Returns (as of July 15th, 1996)

STANDARD RULES (ALL EDITIONS):

Use the March Regiment counters to indicate accumulated Replacement Points on the Replacement Point Track. The number of March Regiments that may be 'fielded' then is summarily reduced by the number of March Regiment counters used in this role if these points are kept in the pool.

Plenty of blank counters have been provided. Use them.

British Major Generals: If a British Major General in an independent role is taken under command by another Anglo-Allied Leader, he is automatically deactivated and does not go to the Subordinate Leaders box on the Force Leader's track. Please note that the reverse of this, however, is not automatic and that activation of a British Major General may only occur during the appropriate Command Phase. British Major Generals are defined in the Special rulebook.

Garrisons: These units may not move regardless of the initiative of the Leader commanding them, and have a Subordination Value of one (1).

SPECIAL RULES (ALL EDITIONS):

Set up: The following hexes have initial deployments that would normally not be permitted during the game; 3933, 2432, 3323, 1716 and 3307. If at the end of their appropriate Player-Turn these Forces are still Illegally Stacked they are displaced.

Anglo-Allied Maj. Gen. I begins the game on Hill's track of the Organization Display; Prussian Leader Pirch begins the game on Bleucher's track.

Q Is General Buelow's arrival time correct? It seems he would not have been available for Waterloo if everything went according to the historical sequence?

A. IMPORTANT - Buelow's arrival time is Invasion Turn +1 (plus one).

Q. Where is French Maj. Gen. "L"?

A. A very good question. He is not in the counter mix. Use one of the blank French Leader counters provided, and the values listed for Maj. Gen. "L" on the Organization Display.

Q. Hex 1919 has a town with no name. What is it called?

A. We would have preferred to have called it "Renaix," as most citizens call their town; the Flemish also call it "Ronsse."

Q. Some hexes on the game map seem to be only partly of a particular terrain. How are we to treat them?

A. Partial Floodplain hexes are clear hexes. Partial Woods hexes are woods hexes if at least 1/3 of the hex is woods. This requires players to make a standing judgment in some cases.

If you have a copy of The Emperor Returns with the new 2nd Edition Standard Rules book, the following applies to you.

2ND EDITION STANDARD RULES:

Sample Combat Unit, p. 3

Change: In The Emperor Returns, the order of information on the bottom line of the counter is exactly reversed from the illustration shown in the Standard Rules Folder, i.e. the first number is the Subordination Value, the second is Maximum Movement, and the last is Maximum Strength.

March Regiments, p. 7

Change: Infantry March Regiments have a Maximum Strength of 3 SPs, and Cavalry March Regiments have a Maximum Strength of 2 SPs.

March Attrition, p. 11

Change: Cavalry have their own column on the March Attrition Table. When in a mixed Force their Attrition is separate from the infantry and artillery but uses the same die roll.

Artillery, p. 12

Change: The 17th of June is considered mud for purposes of this rule. Note: The effect of Attrition has been changed from the original edition of The Emperor Returns, and artillery are no longer required to lose one-third the losses of infantry.

Cavalry differential, p. 13

Change: In The Emperor Returns, you must add one to the Bombardment die roll instead of subtracting.

Crests, p. 13

Note: The effect of Crests has been changed from the original edition of The Emperor Returns, and Crest hexsides no longer reduce the strength of non-bombardment attacks.

OTHER TERRAIN EFFECTS:

p. 14 Swamps Add: Forces attacking into or out of a swamp hex are halved. Cavalry SPs defending in a Swamp are halved. Swamps are non-Affecting terrain.

Woods Add: Cavalry SPs are halved when attacking into or defending (but not attacking out of) woods.

Pursuit to a Fortified Town, p. 15

Note: For those familiar with the first edition of The Emperor Returns, this rule has been changed.

QUESTIONS AND ANSWERS:

Charts and Tables:

Q. On the Terrain Effects Chart, on the Clear Terrain line appear the words "Flatland and Bottomland." To what do these terms refer?

A. Nothing in this game; they will have meaning in subsequent games in this series.

Q. At the bottom of the Combat Results Table, shouldn't it say that the die roll is modified by one for each order of magnitude above 6-1, or below 1-5?

A. Yes

Q. There is an unlabeled column between those labeled "Pruss" and "No LOC."

A. This column is just holding space. It will not be used.

Q. Should the bottom results line be used for all die rolls greater than 7?

A. Yes

Standard Rules:

Q. In the old edition of the Emperor Returns, there was nothing called "Administrative Segment." Why have you changed things in this edition?

A. The Standard Rules have been reorganized in response to player reaction. All rules now appear in their Sequence of Play order. Some changes were inserted to make the Standard Rules truly "Standard"

throughout the series. The series also includes 1807: The Eagles Turn East (published Jan. 1995). The Standard rules contain a few subtle changes from the earlier edition.