# Hanau 1813 Errata

### 26/08/2018

### Version française

#### Précision

# S1. La longue journée du 30 octobre 1813

#### Renforts

Pour le tour de 9h00, les renforts français entrent en jeu en 0104, comme tous les autres renforts français.

### 2018/08/26

## **English version**

### Clarification

## 10.1 Disorder (page 9)

Brackets should be removed in the Exception's phrasing: Artillery is subject to the same rules covering disorder/rout as other units with one exception: if an artillery unit is already disordered and suffers another disorder or a rout result due to fire, it is eliminated.

#### Correction

## 2.1.2 Combined Activation Markers (page 27)

Cavalerie (*Cavalry*) — When this CAM is drawn from the cup, the Austro-Bavarian player (not French Player) can activate up to 4 (not 5) cavalry units of his choice.

### Correction

## S1. Napoléon's Victory at Hanau

## **Initiative (page 28)**

The French player automatically has the strategic initiative on the first turn of the game.

## Clarification

## S.2 The long day of 30 October 1813

## Reinforcement

At 9h00 turn, French reinforcement enter the map in 0104, as all French reinforcements.