

The Coming Storm Update

FOR USE WITH UPDATE KIT INCLUDING NEW Rules Folder, Study Folder, Casualty Record, Turn Record, Card Rules (18.0) and Combat Tables Folder
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STUDY FOLDER

19.61 Pre-Programmed March Orders (*clarification*):

If you wanted to change one of those pre-programmed March Orders, and you drew a Late Start Mode Card, you'd need to wake up first. A sleeping leader moves with his units.

OTHER

Counters: The Prussian Leader Alt Larisch should have a "6" instead of "M".

Map: There is no additional MP cost or combat strength impact where there is a slope on a stream hexside, such as in Eylau hex 0330, 0430, or 0531.

Ignore little bits of woods such as shown on the Pultusk map in hexes 0147, 0305, 1115, 0601, 2850, 0537, 0714, and 1915; or on Jena 3150 and 3249.

Cards: Card No. 17. Cavalry Pursuit.

(*clarification*): Ignore the first sentence. Cavalry Impetus rule was deleted from this game.

Card No. 7. Turning Movement (*addition*):

"Any formation, stack* or unit in Supply ..."

* if all units in a stack are of the same division.

Q&A

Should there be a pre-game supply check?

A) There is a supply check at the start of the game for the Day of Battle Scenarios, in the first turn Start Phase — Weather Segment. In Jena there is no weather check until 9AM. In this case go ahead and check supply at 6AM.

Q) Card #27: Delay. Does this card also push back the arrival of the other portions of a corps that arrives over several turns?

YES. This card applies to all units of a formation as with Card #25.

Q) What if there is more than one force scheduled to arrive on the next turn? Is it the choice of the person playing the card?

YES.