

C'est la Guerre
Fast Play Wargame for the Age of Muskets
& Proposed Army Lists

errata sheet

January 13, 2005

pg.1 Playing Area and Ground Scale

[line 3, replace] "50 paces (50p) if using 25mm figures, or 200 paces (200p) if using 6mm figures." with: "1.5 inches or 40mm will equal 100 paces (100p) if using 25mm figures, and half an inch or 10mm will equal 100 paces (100p) if using 6mm figures."

pg.8. Crossing Rivers

[add at the end of the paragraph] A Difficult or Normal River will be considered "bad going" in all respects except for 'Combat Modifiers'. A unit defending a river bank gets a +1 to his die roll, and the attacking unit should not get an additional -2 modifier for being in "bad going". If both units in combat are in the river neither unit should receive the negative modifier for being in "bad going". Although the river should not be treated as "bad going" in regards to the 'Combat Modifier', it should be treated as "bad going" in regards to the 'Combat Outcome Chart'.

pg10 [replace the entire paragraph 3 which comes after Combat Outcome]

Whether Shooting or in Melee, both players roll two (2) dice to determine the outcome of combat using the COMBAT CHART. A unit which scores less than that of its opponent must react as described below in the COMBAT OUTCOME CHART, except for units which shoot without being shot back (which includes units which have only provided shooting support or overlap) which disregard an unfavorable outcome. Please note that a unit that has provided rear support, is in contact to the flank, or is in contact to the rear in a Melee will not suffer the same outcome as the unit it is supporting which is in front edge contact with an enemy unit, but in the case of a unit supporting from the rear will fall back without rolling for casualties if the front unit falls back, will flee in disorder without rolling for casualties if the front unit flees, and will flee in disorder and roll for casualties if the front unit is destroyed while a unit in contact with the flank or rear of an enemy will simply fall back without rolling for casualties.

pg12 Combat Outcome Chart

'If the total is less than that of the enemy but more than half...'
'-Regular Mounted'

[replace] "fall back, unless in bad going then roll for casualties." with: "fall back, if in bad going fall back and roll for casualties."