

Counter Erata Errata
for
Red Sash Games'
Nine Years War Quad
Lace Wars Series



Army of Roussillon
Army of Italy
Army of Flanders
Army of the Rhine

Nine Years War Quad Counter Errata

Most of this extensive errata is due to continued research into the subject, which has cleared up quite a few discrepancies. The list is made longer because entries are duplicated scenario by scenario and across the games. Some changes require ownership of the entire quad. To cover the eventuality of counters displaying different names in different games, each has been listed with all the names it was known by during the war, with the dates the colonels served. The name it *should* be listed under in any given game is given in **bold** type. (There is at least one example of this, the Flandres/Folleville regiment.) Since *Army of the Rhine* is the last game in the quad to be published, it has no counter errata. (Any mistakes the players may *think* they see in *Army of the Rhine* are purely subjective...)

Leaders (for all games)

Where duplicates exist, use the counter belonging to the newest game which includes the Leader. *Army of the Rhine* is the newest game, *Army of Flanders* the next newest, *Army of Italy* the third newest, and *Army of Roussillon* is the earliest game in the quad. Note that Rank, Ratings, and even Names may be altered; if the Name obviously indicates the same man, the counter is a duplicate. Refer to the Leader List in the Master OOB booklet if necessary. *Army of the Rhine* contains a few Leaders who are pure duplicates except for the addition of a cameo.

Optional. French Guard Foot Regiments (for all games)

Apparently, the regiments of French and Swiss Guards (*Garde Françaises* of 6 battalions and *Garde Suisses* of 4 battalions) only sent half their respective complement to the Front each year. (They did not always accompany the King.) However, a number of historical OOBs include the full complement, so the relevant games (*Army of Flanders*; *Army of the Rhine*) provide the entire corps. But, as an optional rule, whenever these Units are in play, the players may agree to use no more than THREE (3) battalions of the *Garde Françaises* and TWO (2) battalions of the *Garde Suisses* EXCEPT for the Year 1693 and in any Year in which the French player has Prestige that is lower than the Alliance player's Prestige by at least THREE (3) points.

French Line Regiments (for all games)

The following Unit notes apply to every game.

Régiment de Chevaux-léger **Saint Jean**. Unlike most regiments with no war record, which existed only on paper, this regiment appears to have been commissioned. But, because it has no war record it was not included in any of the games. A counter has been provided in *Army of the Rhine* for use with the *Nine Years War Grand Campaign Scenario*.

Régiment de Dragons **Artois or Arrincourt**. Unlike most regiments with no war record, which existed only on paper, this regiment appears to have been commissioned. But, because it has no war record it was not included in any of the games. As a dragoon regiment it can be assumed to have served in an internal security role. A counter has been provided in *Army of the Rhine* for use with the *Nine Years War Grand Campaign Scenario*.

Régiment à Pied **Albegeois** should be equipped with Muskets instead of Bayonets; the correct counter is found in the *Army of the Rhine* game.

Régiment à Pied **Feuquières** appears to have increased in size from 2 to 4 battalions over the course of the war. Between the various games there are enough counters to cover all requirements. However, the *Army of the Rhine* game includes a set of counters with the correct designations (*bataillons 1.-4.*). Use the 1st and 2nd battalions on the Rhine and the others in the other theatres where they appear.

Régiment à Pied **Fusiliers du Roi**. This regiment, representing the non-specialist personnel of the artillery, consisted of 6 battalions. Any given game will only feature a maximum 4 counters, but *Army of the Rhine* provides all 6 counters for use with the *Nine Years War Grand Campaign Scenario*.

Régiment à Pied **La Marine Irlande** or **Albemarle's** (1 bn) was semi-permanently brigaded with one of the French marine regiments. The weight of evidence suggests this was **Royal La Marine** (2 bn) rather than *de la Marine*. During scenario set up, if possible always stack **La Marine Irlande** with **Royal La Marine** for all *Army of Flanders* and *Army of the Rhine* scenarios in which the latter is present. The counter for **La Marine Irlande** is not provided in *Army of Flanders* but can be found in *Army of the Rhine*.

Régiment à Pied **Richebourg** should be equipped with Muskets instead of Bayonets; the correct counter is found in the *Army of the Rhine* game.

French *Milices Provinciales* Regiments (for all games)

The following *Milices Provinciales* regiments actually had TWO (2) battalions, or were large enough that they effectively could deploy in 2 battalions. The 2nd battalion counters are all available in *Army of the Rhine*, along with replacement counters for the original units, which now have a 'Batallion' moniker. The additional counters are used in all scenarios from 1690 through 1697.

Aligny or D'Aligny	Dulac 88-91; Marquis de Villars 92+	Marquis de Bournazel
Baron de la Garde	Flamartingue	Marquis de Buons 88-92; du Janet 93+
Baron de Moulins	Fontanès	Marquis de Carman 88-92; Du Faux 93+
Belleforière	Fontenay	Marquis de Guébrian or Goesbriant 88-94; Du Faux 95+
Caixon	Grandpré	Marquis de Herbouville
Cavoye 88-95; Montauban 96+	Ilhière-Lesdin	Marquis de la Carte
Comte de Bossu	Laviez	Marquis de la Roche-Courbon
Coutenges or Costinge	Lenoncourt	Marquis de Saint-Jal
Desclos 88-90; Launay 91+	Lignières	Menou
du Gua 88-95; d'Argenson 95+	Marquis d'O 88-91; Illiers 92-95; Montenay 96+	Nettancourt
Du Pas 88-93; La Coste 94	Marquis de Boissière-Dufort	Vaulgrenant

Clarification: if playing the *Nine Years War Grand Campaign* Scenario, the *Petites Milices* (internal security) regiments will be seen to be simultaneously available in both *Army of Roussillon* and *Army of Italy*. This is deliberate, since (except when a scenario specifically names a given unit) these forces could be employed on either front.

Alliance (Coalition) Regiments (for all games)

As a general rule, when dealing with *Alliance* Unit duplicates, use the counter provided with the game being played, because it will have the correct Contingent Code. Modify this rule of thumb if playing the *Nine Years War Grand Campaign* scenario. In the latter case, if a Unit counter is duplicated, take the counter from the newest of the games that contains it. *Example:* a Unit is present in *Army of Italy*, *Army of Flanders*, and *Army of the Rhine*; since it will only be in one location at any given time, use the counter found in *Army of the Rhine* because that is the most recent version.

Note that there may be slight variations in spelling, particularly when a Unit appears in *Army of Flanders* as a *Dutch Subsidy*.

With regard to Auxiliaries, if they have specific names, the above rule of thumb applies. When dealing with generic Auxiliaries (i.e., only numbered) and playing the *Nine Years War Grand Campaign* scenario, always keep them separated by origin. In other words, *Picquet #1* from *Army of Roussillon* is not the same as *Picquet #1* from *Army of Italy*, so both exist simultaneously, and that from *Army of Roussillon* should only be used in the Catalonian Theatre while that from *Army of Italy* should only be used in the Italian Theatre.

Exceptions. The following are specific exceptions to the above.

Sachse Reiter Regiment **Saxe-Meiningen** (German) has been given a new counter in *Army of the Rhine*. This was done for the *Nine Years War Grand Campaign* scenario; the Unit is not used in *Army of the Rhine* and (per the notes above) the counter provided with *Army of Flanders* should be used when playing that game.

Regiment of Foot **Flandre** (Huguenot) has been given a new counter in *Army of the Rhine*. This counter replaces the one provided with *Army of Italy* (it is also used in *Army of the Rhine*).

Brandenburg IR **Barfuß** actually had 2 battalions for most of the war. However, only one of these served in the West, so no changes need to be made to the various OOBs. Both battalions are provided in *Army of the Rhine*.

Remember Limerick! and PRL

This game and its expansion include a great many counters (mostly Coalition, but some French) found in *Army of Flanders*. When playing this game, with or without its expansion, independently of the other games, the duplicate counters provided with *Army of Flanders* may be substituted if desired, but are not necessary.

If playing this game and its expansion as part of the *Nine Years War Grand Campaign* scenario the duplicate counters provided in *Army of Flanders* MUST be substituted. *Exception*: if any of those counters also have a copy in *Army of the Rhine*, the counter belonging to *Army of the Rhine* must be used (because it is the most recent version).

Army of Roussillon

Non-specific Corrections

Coalition

T. Nuevos de Españoles de la Armada r.d.m. (Canales). REMOVE from all scenarios prior to 1690.

T. Nuevos de Españoles de la Armada r.d.m. (Villalonga). REMOVE from all scenarios prior to 1691.

T. Nuevos de Españoles de la Armada r.d.m. (La Justiciar). REMOVE from all scenarios prior to 1693.

French

Régiment à Pied **Albigois** only has ONE (1) battalion. REMOVE the 2. *Bataillon* from the game.

Régiment à Pied **Barrois** only has ONE (1) battalion. REMOVE the 2. *Bataillon* from the game.

Régiment à Pied **Bresse** only has ONE (1) battalion. REMOVE the 2. *Bataillon* from the game.

Régiment à Pied **Bretagne** only has ONE (1) battalion. REMOVE the 2. *Bataillon* from the game.

Régiment à Pied **Flandres** or **Folleville**. Minor correction in the *Army of Roussillon* French scenario book: in this initial list there are two '1. *Bataillons*'; one of these should be the '2. *Bataillon*' (the scenario instructions themselves are correct).

Régiment à Pied **Jarzé** 88-90; **Médoc** 91+ only has ONE (1) battalion. REMOVE the 2. *Bataillon* from the game.

Régiment à Pied **Vaubécourt** 88-94; **Nettancourt** 95+ (2 bn). This regiment is not listed in the initial section of the French scenario book. However, it is listed in (most) of the required scenarios (see 1696 below).

Régiment à Pied **Famechon Wallon** (1 bn) only has ONE (1) battalion. REMOVE the 2. *Bataillon* from the game. Minor Correction: in the initial section of the *Army of Roussillon* French scenario book the regiment is only listed for 1694, but it is also listed under the 1693 scenario set up (which is correct). See below for other changes.

Régiment à Pied **Surbeck** or **Königsmarck** 88-92; **La Marck** 93+ only has ONE (1) battalion in *Army of Roussillon*. REMOVE the 2. *Bataillon* from the game. (There were 3 battalions in all, but the other 2 served in Italy, as did the 3rd after 1690.)

Régiment à Pied **Mountcashel** 90-93; **Lee Irlandais** 94+ (2 bn). This regiment had TWO (2) battalions. Add the 2nd battalion to all entries for this regiment. *Army of Roussillon* does not include the 2nd counter. It is provided in *Army of the Rhine*, along with a replacement for the original counter which includes the 'Bataillon' moniker.

Régiment à Pied **Irlandais La Reine**. Minor correction in the *Army of Roussillon* French scenario book: in this initial list there are three '1. *Bataillons*'; one of these should be the '2. *Bataillon*' and one the '3. *Bataillon*' (the scenario instructions themselves are correct).

1691 Scenario

French

Régiment à Pied **Flandres** or **Folleville**. ONE (1) battalion is added to the counter mix as an Available Unit. (This regiment had 2 battalions. One of them served for several years in Italy, and then on the Rhine, but the other remained in Spain.)

1692 Scenario

French

Régiment de Chevaux-léger **Noailles**. There are two similarly named regiments (not to mention the militia version). They are *Marquis* and *Duc*. *Marquis* de Noailles served in Spain and *Duc* on the Northeast Frontier. However, in 1692 it appears the two regiments traded places. A true Grognard will swap these counters when playing the 1692 scenario. The **Noailles-Duc** regiment can be found in the *Army of Flanders* counter mix.

Régiment à Pied Flandres or **Folleville**. ONE (1) battalion is added to the counter mix as an Available Unit. (This regiment had 2 battalions. One of them served for several years in Italy, and then on the Rhine, but the other remained in Spain.)

Régiment à Pied **Famechon Wallon** (1 bn). ADD to Available Units.

1693 Scenario

French

Régiment de Chevaux-léger **La Baume** or *Forsat* enters as a Reinforcement on any Turn in which the French player rolls a THREE or less (≤ 3) on or after the April-May (#6) Turn.

Régiment à Pied Flandres or **Folleville**. ONE (1) battalion is added to the counter mix as an Available Unit. (This regiment had 2 battalions. One of them served for several years in Italy, and then on the Rhine, but the other remained in Spain.)

Régiment à Pied Vaubécourt 88-94; Nettancourt 95+ (2 bn). *Historical Note*: this regiment is listed in the Languedoc Box (i.e., as a 'reserve' element). In *Army of Italy* it is part of the initial set up. Although the regiment was sent from the Italian theatre to Spain during the year, for game purposes no change need be made.

Régiment à Pied **Famechon Wallon** (1 bn). MOVE from Languedoc Box to Available Units.

Régiment à Pied **Chelleberg** or *Schellenberg Suisse* (3 bn). REMOVE ONE (1) battalion from this scenario. (The missing battalion was in Italy.)

1694 Scenario

French

Régiment à Pied Flandres or **Folleville**. ONE (1) battalion is added to the counter mix as an Available Unit. (This regiment had 2 battalions. One of them served for several years in Italy, and then on the Rhine, but the other remained in Spain.)

Régiment à Pied **Famechon Wallon** (1 bn). REMOVE from the game.

1695 Scenario

French

Régiment de Chevaux-léger **La Baume** or *Forsat* is added to the counter mix as an Available Unit.

Régiment de Dragons **Morsan**. This unit is incorrectly listed as present from 1691 but the first (and only) scenario in which it originally appeared was 1694. The unit is now also assumed present for the **1695** scenario, as an Available Unit.

Régiment à Pied Flandres or **Folleville**. ONE (1) battalion is added to the counter mix as an Available Unit. (This regiment had 2 battalions. One of them served for several years in Italy, and then on the Rhine, but the other remained in Spain.)

Régiment à Pied **Île-de-France** (2 bn). REMOVE the 2. *Bataillon* from the game for this scenario. (One of the battalions was guarding the Normandy coast.)

Régiment à Pied **Famechon Wallon** (1 bn). ADD to Available Units.

Milices Provinciales Régiment **Poudens**. REMOVE from the game.

1696 Scenario

French

Régiment de Chevaux-léger Saint-Sylvestre 88-89; **Bercourt 90+** enters as a Reinforcement on any Turn in which the French player rolls a THREE or less (≤ 3) on or after the May (#7) Turn.

Régiment de Chevaux-léger **Courcelles 88-93** or Camille de Champlain; (91-93); Pelleport or Belleport 94+ enters as a Reinforcement along with the other units on Turn One. **Important.** *Army of Roussillon* does not have this counter. It can be obtained either from *Army of Italy* or *Army of Flanders*.

Régiment de Chevaux-léger **Desclos** is added to the counter mix as an Available Unit. **Important.** This counter was provided in the *Army of Flanders* game but has no listing under those scenarios; it only served in Spain.

Régiment de Chevaux-léger **La Baume** or Forsat is added to the counter mix as an Available Unit.

Régiment de Chevaux-léger **Royal** enters as a Reinforcement along with the other units on Turn One. **Important.** *Army of Roussillon* does not have this counter. It can be obtained either from *Army of Flanders* or *Army of the Rhine*.

Régiment de Dragons **Pomponne 89-91**; Fontbeausard 92+ is added to the counter mix as an Available Unit.

Régiment à Pied **Auvergne** (2 bn). ADD both counters to the mix as Available Units. **Important.** *Army of Roussillon* does not have this counter. It can be obtained either from *Army of Flanders* or *Army of the Rhine*.

Régiment à Pied **Flandres** or Folleville. ONE (1) battalion is added to the counter mix as an Available Unit. (This regiment had 2 battalions. One of them served for several years in Italy, and then on the Rhine, but the other remained in Spain.)

Régiment à Pied **Touraine** (2 bn). Both counters should be added to the required Withdrawal list for this scenario. (The regiment was sent to Italy.)

Régiment à Pied Vaubécourt 88-94; **Nettancourt 95+** (2 bn). ADD both counters as a Reinforcement, entering in the same manner as the original Reinforcements, for the **1696** scenario.

Régiment à Pied **Chelleberg** or Schellenberg Suisse (3 bn). REMOVE all THREE (3) battalions from this scenario. (Serving in Italy.)

Milices Provinciales Régiment **Poudens**. REMOVE from the game.

1697 Scenario

Coalition

1.-2. Tercio Milanés de Benedetto-Ali. Found exclusively in *Army of Italy*. ADD to this scenario as a Reinforcement by Sea.

1.-2. Tercio Milanés de Fulvio Barile. Found exclusively in *Army of Italy*. ADD to this scenario as a Reinforcement by Sea.

French

Régiment de Chevaux-léger **Desclos** is added to the counter mix as an Available Unit. **Important.** This counter was provided in the *Army of Flanders* game but has no listing under those scenarios; it only served in Spain.

Régiment de Chevaux-léger **Royal** is added to the counter mix as an Available Unit. **Important.** *Army of Roussillon* does not have this counter. It can be obtained either from *Army of Flanders* or *Army of the Rhine*.

Régiment à Pied **Flandres** or Folleville. ONE (1) battalion is added to the counter mix as an Available Unit. (This regiment had 2 battalions. One of them served for several years in Italy, and then on the Rhine, but the other remained in Spain.)

Régiment à Pied Vaubécourt 88-94; **Nettancourt 95+** (2 bn). ADD both counters as an Available Unit.

Régiment à Pied **Famechon Wallon** (1 bn). ADD to Available Units.

Régiment à Pied **De La Marine** (2 bn). REMOVE the 3. *Bataillon* from the game.

Milices Provinciales Régiment **Noailles**. REMOVE from the game.

Milices Provinciales Régiment **Poudens**. REMOVE from the game.

Army of Italy

Non-specific Corrections

French

Régiment de Dragons **Grammont-Fallon** 88-95; Chantran 96; Frontenay 97. REMOVE this unit from the game entirely. It was not present. In each case, it is the Comte de **Grammont** unit which is present. When both are listed for the same scenario, place the Comte de **Grammont** unit in **Grammont-Fallon's** place and ignore its own listing.

Régiment à Pied **Béarn** only has ONE (1) battalion. REMOVE the 2. *Bataillon* from the game.

Régiment à Pied **Berri** only has ONE (1) battalion. REMOVE the 2. *Bataillon* from the game.

Régiment à Pied **Condé** requires TWO (2) battalions. They always start a scenario in the same location. **Important.** The counter is not provided with *Army of Italy*. It can be obtained from *Army of Flanders* or *Army of the Rhine*.

Régiment à Pied **Le Roi** only has ONE (1) battalion in this game. REMOVE the 2. *Bataillon* from the game.

Régiment à Pied **Flandres** or **Folleville**. Its deployment instructions require no alteration in *Army of Italy*, but if desired, one of the **Folleville** counters from *Army of Roussillon* (with the battalion designation) can be substituted. (This regiment had 2 battalions. One of them served for several years in Italy, and then on the Rhine, but the other remained in Spain.)

Régiment à Pied **Grancey** or **Grancé** only has ONE (1) battalion in this game. REMOVE the 2. *Bataillon* from the game. Minor correction: the initial listing in the *Army of Italy* French scenario book has a typo duplicating the '1.-2. *Bataillon*' portion of the entry.

Régiment à Pied **Royal Marine** (2 bn) is listed as appearing in all scenarios from 1691 through 1696. This is incorrect. As noted in the individual scenarios, the regiment only appears in 1691, 1692, and 1696.

Régiment à Pied **Fürstenberg** 88; **Greder Allemand** 89+ (3 bn). REMOVE the 2. and 3. *Bataillons* from the game. Only ONE (1) battalion served in Italy.

Régiment à Pied **Mountcashel** 90-93; **Lee Irlandais** 94+ (2 bn). This regiment had TWO (2) battalions. Add the '2. *Bataillon*' to all entries for this regiment. **Important.** *Army of Italy* does not include the 2nd counter. It is provided in *Army of Flanders* and *Army of the Rhine*. The original counter can be replaced with one bearing the '*Bataillon*' moniker. (Late in the war there were 3 battalions, but the extra one only served on the Rhine and the Northeast Frontier.)

Milices Provinciales Régiment **Grenadiers de Bordeaux** is replaced by a Grenadier Auxiliary counter for all scenarios where it is listed (placed in the Available Box, as usual). This counter can be found in the *Army of the Rhine* game.

1690 Scenario

Coalition

Bavarian Dragonerregiment **Sohier** or **Soyer**. ADD to Imperial Reinforcements.

French

Régiment de Chevaux-léger **Souastre** 88-95; Lessart 96+. ADD to the scenario as a Variable Placement. **Important.** This counter is not provided with *Army of Italy*. It can be obtained from *Army of Flanders* or *Army of the Rhine*.

Régiment de Dragons **Marquis de Grammont** 88-95; d'Escorailles 96+. ADD to the scenario as a Reinforcement, entering play at the same time as the other French Reinforcements.

Régiment à Pied **Feuquières** only has ONE (1) battalion in this scenario. REMOVE the 2. *Bataillon*.

Régiment à Pied **Sault** (3 bn). ADD all THREE (3) counters to the scenario as a Reinforcement, entering play at the same time as the other French Reinforcements.

Régiment à Pied **Dillon Irlandais** (2 bn). ADD both counters this scenario as a Variable Placement. **Important.** *Army of Italy* does not include this regiment. The counters can be found in *Army of Roussillon*.

Régiment à Pied **O'Brien** or **Clare Irlandais** 90-92; Lee 93; Talbot 94-96; Clare 96+ (3 bn). ADD all THREE (3) counters this scenario as a Variable Placement.

Milices Provinciales Régiment **Du Pas** 88-93; La Coste 94. ADD to the *Provence & Dauphiné* initial deployment list.

1691 Scenario

French

Régiment de Chevaux-légers **Souastre** 88-95; **Lessart** 96+. ADD to the scenario as a Variable Placement. **Important.** This counter is not provided with *Army of Italy*. It can be obtained from *Army of Flanders* or *Army of the Rhine*.

Régiment de Dragons **Marquis de Grammont** 88-95; **d'Escorailles** 96+. REMOVE this unit from the game.

Régiment à Pied **Feuquières** only has ONE (1) battalion in this scenario. REMOVE the 2. *Bataillon*.

Régiment à Pied **Le Roi**. ADD ONE (1) battalion to the scenario as a Reinforcement, entering play at the same time as the other French Reinforcements.

Régiment à Pied **La Fère**. ADD to the scenario as a Variable Placement. **Important.** The counter is not provided with *Army of Italy*. It can be obtained from *Army of Flanders* or *Army of the Rhine*.

Régiment à Pied **Vaubécourt** 88-94; **Nettancourt** 95+ (2 bn). ADD as a Reinforcement, entering in the same manner as the original Reinforcements.

Régiment à Pied **Athlone Irlandais** or **Eustace's** (2 bn). ADD both counters to this scenario as Reinforcements, entering in the same manner as the original Reinforcements. **Important.** This regiment is not included in *Army of Italy*. Its counters can be found in *Army of the Rhine*.

1692 Scenario

French

Régiment à Pied **Feuquières** only has ONE (1) battalion in this scenario. REMOVE the 2. *Bataillon*.

Régiment à Pied **Le Roi**. ADD ONE (1) battalion to this scenario as a Variable Placement.

Régiment à Pied **Limerick Irlandais** or **Talbott's** (2 bn). ADD both counters to this scenario as a Variable Placement. **Important.** This regiment is not included in *Army of Italy*. Its counters can be found in *Army of the Rhine*.

Régiment à Pied **Athlone Irlandais** or **Eustace's** (2 bn). ADD both counters to this scenario as a Variable Placement. **Important.** This regiment is not included in *Army of Italy*. Its counters can be found in *Army of the Rhine*.

1693 Scenario

Coalition

Brandenburg IR Prinz Ferdinand 88-89; **Heiden** 90+ (2 bn). ADD 2. Battalion to this scenario under Variable Placement. Counter available in *Army of Flanders* or *Army of the Rhine*.

Brandenburg IR **Markgraf Philipp Wilhelm** 88-94; **Markgraf Christian Ludwig** 95+ (2 bn). ADD 2. Bataillon counter to Variable Placements. Counter available in *Army of the Rhine*.

French

Régiment de Dragons **Comte de Grammont** 88-95; **Payssac** 96+. ADD to the scenario as a Variable Placement.

Régiment à Pied **Le Roi**. ADD ONE (1) battalion to this scenario as a Variable Placement.

Régiment à Pied **Île-de-France** (2 bn). REMOVE the 2. *Bataillon* from the game. One of the battalions was guarding the Normandy coast.)

Régiment à Pied **Soissons** 88-89; **Perche** 90+ (1 bn). ADD to this scenario as a Variable Placement. **Important.** This counter is not provided in *Army of Italy*. It can be obtained from *Army of the Rhine*.

Régiment à Pied **Chelleberg** or **Schellenberg Suisse** (3 bn). ADD ONE (1) battalion to this scenario as a Variable Placement.

Régiment à Pied **Limerick Irlandais** or **Talbott's** (2 bn). ADD both counters to this scenario as a Variable Placement. **Important.** This regiment is not included in *Army of Italy*. Its counters can be found in *Army of the Rhine*.

Régiment à Pied **Athlone Irlandais** or **Eustace's** (2 bn). ADD both counters to this scenario as a Variable Placement. **Important.** This regiment is not included in *Army of Italy*. Its counters can be found in *Army of the Rhine*.

1694 Scenario

Coalition

Huguenot Regiment of Dragoons **Balthazar**. This Unit is found exclusively in *Army of Italy* but was bankrolled by the Dutch and in 1694 performed garrison duties in Holland. REMOVE from this scenario.

Brandenburg IR Prinz Ferdinand 88-89; Heiden 90+ (2 bn). ADD 2. Battalion to this scenario under Variable Placement. Counter available in *Army of Flanders* or *Army of the Rhine*.

Brandenburg IR **Markgraf Philipp Wilhelm** 88-94; Markgraf Christian Ludwig 95+ (2 bn). ADD 2. Bataillon counter to Variable Placements. Counter available in *Army of the Rhine*.

French

Régiment de Chevaux-léger **Saint-Mauris** 88-95; Lessart 96+ ADD to the scenario as a Variable Placement.

Régiment de Chevaux-léger **Villepion 88-95**; Chastillon 96+. ADD to the scenario as a Variable Placement.

Régiment à Pied **Le Roi**. ADD ONE (1) battalion to this scenario as a Variable Placement.

Régiment à Pied **Île-de-France** (2 bn). REMOVE the 2. *Bataillon* from the game. (One of the battalions was guarding the Normandy coast.)

Régiment à Pied **Royal Comtois** (2 bn). ADD to this scenario as a Variable Placement.

Régiment à Pied Soissons 88-89; Perche 90+ (1 bn). ADD to this scenario as a Variable Placement. **Important.** This counter is not provided in *Army of Italy*. It can be obtained from *Army of the Rhine*.

Régiment à Pied Fürstenberg 88; Greder Allemand 89+ (3 bn). ADD ONE (1) battalion to this scenario as a Variable Placement.

Régiment à Pied Pfyffer 88; Hessey Suisse 89+ (3 bn). ADD all THREE (3) battalions to this scenario as a Variable Placement.

Régiment à Pied Mountcashel 90-93; Lee Irlandais 94+ (2 bn). ADD both counters to this scenario as a Variable Placement.

Régiment à Pied O'Brien or Clare Irlandais 90-92; Lee 93; Talbot 94-96; Clare 96+ (3 bn). ADD all THREE (3) counters this scenario as a Variable Placement.

Régiment à Pied **Limerick Irlandais** or Talbott's (2 bn). ADD both counters to this scenario as a Variable Placement. **Important.** This regiment is not included in *Army of Italy*. Its counters can be found in *Army of the Rhine*.

Régiment à Pied **Athlone Irlandais** or Eustace's (2 bn). ADD both counters to this scenario as a Variable Placement. **Important.** This regiment is not included in *Army of Italy*. Its counters can be found in *Army of the Rhine*.

1695 Scenario

Coalition

Brandenburg IR Prinz Ferdinand 88-89; Heiden 90+ (2 bn). ADD 2. Battalion to this scenario under Variable Placement. Counter available in *Army of Flanders* or *Army of the Rhine*.

Brandenburg IR **Markgraf Philipp Wilhelm** 88-94; Markgraf Christian Ludwig 95+ (2 bn). ADD 2. Bataillon counter to Variable Placements. Counter available in *Army of the Rhine*.

French

Régiment de Chevaux-léger **Cathulan**. ADD to the scenario as a Reinforcement, entering play at the same time as the other French Reinforcements. (This addition is dubious, but allowed.)

Régiment de Chevaux-léger **Saint-Mauris** 88-95; Lessart 96+. ADD to the scenario as a Variable Placement.

Régiment de Chevaux-léger **Villepion 88-95**; Chastillon 96+. ADD to the scenario as a Variable Placement.

Régiment à Pied **Le Roi**. ADD ONE (1) battalion to this scenario as a Variable Placement.

Régiment à Pied **Royal Comtois** (2 bn). ADD to this scenario as a Variable Placement.

Régiment à Pied Soissons 88-89; **Perche** 90+ (1 bn). ADD to this scenario as a Variable Placement. **Important.** This counter is not provided in *Army of Italy*. It can be obtained from *Army of the Rhine*.

Régiment à Pied Fürstenberg 88; **Greder Allemand** 89+ (3 bn). ADD ONE (1) battalion to this scenario as a Variable Placement.

Régiment à Pied Pfyffer 88; **Hessey Suisse** 89+ (3 bn). ADD all THREE (3) battalions to this scenario as a Variable Placement.

Régiment à Pied O'Brien or **Clare Irlandais** 90-92; Lee 93; Talbot 94-96; Clare 96+ (3 bn). ADD all THREE (3) counters this scenario as a Variable Placement.

Régiment à Pied **Limerick Irlandais** or Talbot's (2 bn). ADD both counters to this scenario as a Variable Placement. **Important.** This regiment is not included in *Army of Italy*. Its counters can be found in *Army of the Rhine*.

Régiment à Pied **Athlone Irlandais** or Eustace's (2 bn). ADD both counters to this scenario as a Variable Placement. **Important.** This regiment is not included in *Army of Italy*. Its counters can be found in *Army of the Rhine*.

1696 Scenario

French

Régiment de Chevaux-léger **Cathulan**. ADD to the scenario as a Variable Placement.

Régiment de Chevaux-léger **Laigny**. ADD to the scenario as a Variable Placement. **Important.** This counter is not provided with *Army of Italy*. It can be obtained from *Army of Flanders* or *Army of the Rhine*.

Régiment de Chevaux-léger **Montbas** 88-93; Vienne 94+. REMOVE from the game.

Régiment de Chevaux-léger **Montrevel**. ADD to the scenario as a Variable Placement. **Important.** This counter is not provided with *Army of Italy*. It can be obtained from *Army of Flanders*.

Régiment de Chevaux-léger **Royal Piémont** or Bouzols or Bonne. ADD to the scenario as a Variable Placement. **Important.** This counter is not provided with *Army of Italy*. It can be obtained from *Army of Flanders* or *Army of the Rhine*.

Régiment de Chevaux-léger **Villepion 88-95**; Chastillon 96+. ADD to the scenario as a Variable Placement.

Régiment de Dragons **Du Breuil**. ADD as a Reinforcement using the same entry mechanism as the original Reinforcements. **Important.** This counter is not provided with *Army of Italy*. It can be obtained from *Army of Roussillon* or *Army of Flanders*.

Régiment de Dragons Comte de **Grammont** 88-95; Payssac 96+. ADD to the scenario as a Variable Placement.

Régiment de Dragons **Morsan**. ADD to the scenario as a Variable Placement. **Important.** This counter is not provided with *Army of Italy*. It can be obtained from *Army of Roussillon* or *Army of Flanders*.

Régiment de Dragons **Sailly**. REMOVE from the game (see next entry).

Régiment de Dragons **Silly** or Sully 90-92; Payssac 93-95; Gouffier 96+ replaces Régiment de Dragons **Sailly** for this scenario. (This substitution is not fully confirmed, but Sailly is reported on the Rhine in at the start of 1696, and while Silly should be recorded as Gouffier now, apparently the original name was still used, which make a clerical error more likely.)

Régiment à Pied **Albigeois**. MOVE from Variable Placement to Reinforcements, entering with the other French Reinforcements.

Régiment à Pied **Du Maine** (2 bn). ADD ONE (1) battalion as a Reinforcement using the same entry mechanism as the original Reinforcements. **Important.** The counter is not provided with *Army of Italy*. It can be obtained from *Army of Flanders* or *Army of the Rhine*.

Régiment à Pied **Le Roi**. ADD ONE (1) battalion to this scenario as a Variable Placement.

Régiment à Pied **Limosin** (1 bn). ADD to this scenario as a Variable Placement. Minor correction: spelt 'Limousin' in the French scenario book.

Régiment à Pied **Lorraine** (1 bn). This regiment had TWO (2) battalions. For the other scenarios only ONE (1) is required but this scenario requires both. ADD both counters to this scenario as a Variable Placement. **Important.** The '2. Bataillon' counter is not provided in *Army of Italy*. It can be obtained from *Army of Flanders*, along with the '1. Bataillon' printed with the correct moniker.

Régiment à Pied **Royal** (2 bn). ADD to this scenario as a Variable Placement.

Régiment à Pied **Royal Comtois** (2 bn). ADD to this scenario as a Variable Placement.

Régiment à Pied **Soissons 88-89; Perche 90+** (1 bn). ADD to this scenario as a Variable Placement. **Important.** This counter is not provided in *Army of Italy*. It can be obtained from *Army of the Rhine*.

Régiment à Pied **Fürstenberg 88; Greder Allemand 89+** (3 bn). ADD ONE (1) battalion to this scenario as a Variable Placement.

Régiment à Pied **Chelleberg** or **Schellenberg Suisse** (3 bn). ADD all THREE (3) battalions to this scenario as Variable Placements.

Régiment à Pied **Limerick Irlandais** or **Talbott's** (2 bn). ADD both counters to this scenario as a Variable Placement. **Important.** This regiment is not included in *Army of Italy*. Its counters can be found in *Army of the Rhine*.

Régiment à Pied **Athlone Irlandais** or **Eustace's** (2 bn). ADD both counters to this scenario as a Variable Placement. **Important.** This regiment is not included in *Army of Italy*. Its counters can be found in *Army of the Rhine*.

Milices Provinciales Régiment **Du Gua**. REMOVE from this scenario. This regiment, which actually had 2 battalions (provided in *Army of the Rhine*) was reduced to a single battalion in 1695 or possibly 1696. The remaining battalion was serving on the Rhine in 1696.

Army of Flanders

Non-specific Corrections

Coalition

Leader **Johann Karl Pfalzgraf von Birkenfeld**. A replacement counter with cameo can be found in *Army of the Rhine*. Leader ratings are unchanged.

Leader **Heinrich VI Graf von Reuss**. A Promotable replacement counter with Saxon Contingent markings can be found in *Army of the Rhine*. When playing the *Nine Years War Grand Campaign Scenario* always use the counter from *Army of the Rhine*.

Irish Regiment of Foot **Castleton's**. This Unit is correctly listed for the scenarios but omitted from the OOB list.

Brandenburger Regt zu Pferde **v. Mkgf Philipp Wilhelm Br-Schwendt**. This Unit has TWO (2) counters, both available in *Army of the Rhine*. The first is identical to the above, although named *Brandenburger Reiter Regt Mkgf. P.W. Brandenburg-Schwendt*. The other is *Brandenburger Dragoner Regiment Brandt*, and is Dragoon Class. The Unit changed its role in 1692. Use the Dragoon Unit in all scenarios from 1689 through 1691 and the Line Horse in all scenarios from 1692 through 1697.

Brandenburger Regiment zu Pferde **von Wartensleben**. This regiment is actually a Hessian Unit. If the *Army of the Rhine* counter mix is available, the Hessen-Cassel Unit of the same name should be substituted.

Brandenburger Regiment zu Fuß **Fusilier Garde**. REMOVE this counter from the game and ignore all listings. (*The Unit is actually RZF Schöning, rebranded Fusilier Garde in 1707.*)

Brandenburger **Regiments zu Fuß**. Most of the Brandenburger regiments actually had 2 battalions. For *Army of Flanders* this is not an issue, but *Army of the Rhine* does contain counters bearing the battalion monikers, which may be substituted if desired. When playing the *Nine Years War Grand Campaign Scenario*, always use the counters from *Army of the Rhine*.

Brandenburger Regiment zu Fuß **Prinz Philipp Wilhelm**. The regiment's name should be MARKGRAF (MkGf) Philipp Wilhelm, not 'Prinz'. The correct counter(s) can be found in *Army of the Rhine*. Use the '1. Bn' counter.

Celle-Lüneburg Guard du Corps. ADD to ALL scenarios, stacking with any Celle-Lüneburg Unit(s). The counter is provided in *Army of the Rhine*.

Celle-Lüneburg Regiments zu Fuß **Alt- and Jung- Motte**. The 2nd battalion of Jung Motte should be the 2nd battalion of Alt Motte. Correct counters are provided in *Army of the Rhine*. REMOVE 2nd Bn Jung Motte and ADD 2nd Bn Alt Motte in all scenarios where those regiments appear. **Exception:** NOT in 1692, 1693, or 1694 (*2nd bn Alt Motte* was in Hungary).

Lüneburg-Wolfenbüttel Reiter Regiment **Oostfriesland**. REMOVE from game (*same Unit as Sachsen-Merseburg*).

Lüneburg-Wolfenbüttel Regiment **Leibgarde**. REMOVE from game (*same Unit as Sachsen-Merseburg*).

Hannoveraner Reiter Regiment **Offen**. REMOVE from game. (*Was disbanded pre-war; the Hanoverian OOB, though small, is exceedingly complex, with many mergers and crossovers.*)

Hannoveraner Regiment zu Fuß **Löwenhaupt** (1 bn). REMOVE from game. *Citations in the sources all refer to the Swedish Löwenhaupt regiment. The Hanoverian regiment only served briefly in Hungary and was disbanded.*

1.-2. Bn Nederlands Zwitter Regiment **Sacsonay**. REMOVE from game. This regiment served in Italy although on the Dutch payroll. The counters are provided in *Army of Italy*.

Regiment te Paarde **Saxe-Meiningen** can be REPLACED by **Sachse Reiter Regiment Saxe-Meiningen** — counter available in *Army of the Rhine*, with the *Electoral Saxon* Contingent Code instead of the *Dutch* Contingent Code.

Brandenburg IR **Anhalt Zerbst** (also Zeiten/Horn) (2 bn). The *Army of Flanders* version of the counters includes a typo. Use the *Army of the Rhine* version if available.

Reiter Regiment **du Hamel** or **Chalmont du Portail**. *Army of Flanders* uses the name Chalmont du Portail; *Army of the Rhine* uses *Du Hamel*. Both are correct. Du Hamel fits the sources better.

French

Régiment de Chevaux-léger **Desclos**. Ignore this unit's listing in the scenario book. It only served in Spain. The counter should be used with *Army of Roussillon* (which does not include it in the mix).

Régiment de Chevaux-léger **Grignan**. This counter appears to be missing from the *Army of Flanders* game. *Army of Italy* has a copy of the counter.

Régiment de Chevaux-léger **Glizy** 89-92; **Alais** 93; **Conflans** 94+. This counter appears to be missing from the *Army of Flanders* game. One can be obtained from *Army of the Rhine*.

Régiment de Chevaux-léger **Hennequin**. REMOVE from game. This Unit is the same as Régiment de Chevaux-léger **Des Fourneaux**. In all scenarios, use the *Des Fourneaux* counter in place of *Hennequin*; if there is overlap, ignore references to *Des Fourneaux*.

Régiment de Chevaux-léger **Suilly**. REMOVE from the game. This unit does not exist. (That is, the name belongs to a different unit.)

Régiment à Pied **Béarn** only has ONE (1) battalion. REMOVE the 2. *Bataillon* from the game in all scenarios.

Régiment à Pied **Mesle** 88-94; **Coetquen** 95+ (2 bn). This regiment is listed in the *Army of Flanders* Scenario OOBs but appears to have been omitted from the counter mix. Replacement counters are available in *Army of the Rhine*.

Régiment à Pied La Chatre or **Gassion**. This counter was incorrectly labelled to appear as if it had multiple battalions. The *Army of Flanders* OOB booklet listings correctly show only 1 bn. *Army of the Rhine* includes a corrected counter. (*The regiment did have a 2nd bn but it was ephemeral.*)

Régiment à Pied **Zurlaben Allemand** (2 bn). This regiment is incorrectly named *Zurlaben Suisses*. It was actually a German unit, *Zurlaben Allemand*. (Its colonel was Swiss.) Replacement counters are available in *Army of the Rhine* (they may be also used in *Remember Limerick!*).

The **Grenadiers de Bordeaux** Militia Class unit is replaced by a Grenadier Auxiliary counter bearing the same name. This counter can be obtained from the *Army of the Rhine* game.

Régiment à Pied **Fusiliers de Guiscard**. This counter was incorrectly labelled to appear as if it had multiple battalions. The *Army of Flanders* OOB booklet listings correctly show only 1 bn. *Army of the Rhine* includes a corrected counter.

1689 Scenario

Coalition

Hannoveraner Regiment zu **Pferde Leibgarde**. REMOVE from this scenario (serving in Germany).

1.-2. Bn Hannoveraner Regiment zu Fuß **Leibgarde**. REMOVE from this scenario. (*Participating in sieges of Bonn & Mainz, plus only 1 bn at this date.*)

Regiment zu Fuß Seyboldtsdorff 88-93; Rivera 93-95; Tattenbach 95+ (2 bn). REMOVE from this scenario (serving in Germany).

Brandenburg IR **Markgraf Philipp Wilhelm 88-94; Markgraf Christian Ludwig 95+** (2 bn). See General Note regarding change from 'Prinz' to 'Markgraf'. In addition REMOVE from this scenario (serving on the Rhine).

Brandenburg IR **Anhalt Deßau** (3 bn). This regiment had 3 battalions but only 1 served in Flanders/Brabant so there is no missing counter. (The other battalions are available in *Army of the Rhine*.) However, REMOVE from this scenario (whole regiment serving on the Rhine).

French

Régiment de Chevaux-léger **Narbonne**. MOVE this unit from Variable Placement to General Reserve. (Historically it operated on the Moselle front and saw more service on the Rhine this year.)

Régiment de Chevaux-léger **Richelieu or d'Auriac**. MOVE from Variable Placement to General Reserve. (Was used for internal security.)

Régiment de Chevaux-léger **Hoquincourt or Pracomtal 88-92; Aubeterre 93; Champlain 94+**. ADD to this scenario as a Variable Placement. Counter can be obtained from *Army of the Rhine*. This regiment is easily mistaken for either Aubeterre or Pracomtal/Precomtal, hence its omission from the original game. In fact, the other *Aubeterre* was merged with it in 1693.

Régiment à Pied **Crussol d'Uzes** had 2 battalions. In this scenario one of them is serving on the Rhine. If desired, a substitute counter bearing the '1. Bataillon' moniker may be used; the counter can be found in the *Army of the Rhine* game.

Régiment à Pied Dampierre 88; Chappes 89-90; Humières 90+ (2 bn). REMOVE both battalions from the game.

Régiment à Pied **La Couronne** (2 bn). REMOVE the 2. *Bataillon* from the game for this scenario (*it was serving on the Rhine*).

Régiment à Pied **Royal La Marine** (2 bn) REMOVE the 2. *Bataillon* from this scenario (*serving on the Rhine*).

Régiment à Pied Salis-Zizers 88-89; Porlier 90-91; Reynold 92+; or Castellias Suisse (4 bn). MOVE all FOUR (4) battalions from General Reserve to Variable Placement.

Milices Provinciales Régiment **Du Pas 88-93; La Coste 94**. REMOVE from the game.

1690 Scenario

Coalition

Reiter Regiment Bronkhorst von Gronsfeld 88-91; Schenk von Stauffenberg 92+. ADD to this scenario as a Variable Placement. Counter available in *Army of the Rhine*.

Reiter Regiment **Prinz Ludwig von Württemberg**. ADD to this scenario as a Variable Placement. Counter available in *Army of the Rhine*.

Hannoveraner Regiment zu **Pferde Leibgarde**. MOVE from Specific Placement to Reinforcements under Dutch Subsidy Contingent.

Hannoveraner Leibregiment Osnabrück. ADD to this scenario as a Variable Placement. Counter available in *Army of the Rhine*.

Regiment zu Fuß Seyboldtsdorff 88-93; Rivera 93-95; Tattenbach 95+ (2 bn). REMOVE from this scenario (serving in Germany).

Bavarian Regiment zu Fuß Galenfelds 88; Schwanenfeldt 89-93 **Kurprinz Joseph Ferdinand 94+** (2 bn). REMOVE from this scenario (serving in Germany).

Brandenburg Regiment zu Fuß **Derfflinger** (1 bn). MOVE from initial set up to Reinforcements under the Brandenburg Contingent.

Brandenburger Regiment zu Fuß **Cornaud** (2 bn). REMOVE from this scenario (serving on Rhine).

Brandenburg IR Prinz Ferdinand 88-89; **Heiden** 90+ (2 bn). REMOVE from this scenario (serving on Rhine).

Brandenburg IR **Markgraf Philipp Wilhelm** 88-94; Markgraf Christian Ludwig 95+ (2 bn). See General Note regarding change from 'Prinz' to 'Markgraf'. In addition MOVE from initial set up to Reinforcements under Brandenburg Contingent.

French

Maison du Roi (all the *French Guard* cavalry except the *Petite Gendarmerie*). REMOVE from this scenario. (*These forces served with the Dauphin on the Rhine until the end of the campaigning season.*) **Optional**. Continue to use these Units but when making the Reinforcement die roll, DO NOT modify it.

Régiment de Chevaux-léger **Bourgogne**. ADD to this scenario as a Variable Placement.

Régiment de Chevaux-léger **Montpeyroux**. MOVE this unit from Variable Placement to General Reserve. (Historically it operated on the Moselle front and saw more service on the Rhine this year.)

Régiment de Chevaux-léger **Duc de Noailles**. MOVE this unit from Variable Placement to General Reserve. (*Historically it operated on the Moselle front and saw more service on the Rhine this year.*)

Régiment de Dragons **Marquis de Grammont** 88-95; d'Escorailles 96+. MOVE this unit from Variable Placement to General Reserve. (Historically, it arrived from Italy, but this reshuffle will suffice.)

Régiment à Pied **Crussol d'Uzes** had 2 battalions. In this scenario one of them is serving on the Rhine. If desired, a substitute counter bearing the '1. Bataillon' moniker may be used; the counter can be found in the *Army of the Rhine* game.

Régiment à Pied **La Couronne** (2-3 bn) has only ONE (1) battalion in the 1690 scenario. REMOVE the 2. *Bataillon* counter from the game for this scenario. (There is a 3rd battalion, but it never was used in this scenario.)

Régiment à Pied Soissons 88-89; **Perche** 90+ (1 bn). ADD to Variable Placements. **Important**. This counter is not provided in *Army of Flanders*. It can be obtained from *Army of the Rhine*.

Régiment à Pied **Royal La Marine** (2 bn) REMOVE the 2. *Bataillon* from this scenario (*serving on the Rhine*).

Régiment à Pied **Jung-Salis Suisses** (4 bn). ADD all FOUR (4) battalions to this scenario as a Variable Placement.

Régiment à Pied Pfyffer 88; **Hessey Suisse** 89+ (3 bn). ADD all THREE (3) battalions to this scenario as a Variable Placement.

Milices Provinciales Régiment **Du Pas** 88-93; La Coste 94. REMOVE from the game.

1691 Scenario

Coalition

ALL Units with '**Hannoveraner**' in their name (Dutch Subsidy or Brunswick Contingent Codes). REMOVE from this scenario (*Hanover 'went on strike' this year*).

Bavarian Regiment zu Fuß Seyboldtsdorff 88-93; Rivera 93-95; **Tattenbach** 95+ (2 bn). REMOVE from this scenario (serving in Germany).

Bavarian Regiment zu Fuß Galenfelds 88; Schwanenfeldt 89-93 **Kurprinz Joseph Ferdinand 94+** (2 bn). REMOVE from this scenario (serving in Germany).

Brandenburger Regiment zu Fuß **Cornaud** (2 bn). This regiment may have been on the Rhine or in Brabant this year. In either case it had a single battalion at this date. Either REMOVE completely from this scenario or REMOVE the 2. Bn.

Brandenburg IR Prinz Ferdinand 88-89; **Heiden** 90+ (2 bn). REMOVE from this scenario (serving on Rhine & Hungary).

French

Régiment de Chevaux-léger **Bourgogne**. ADD to this scenario as a Variable Placement.

Régiment de Chevaux-léger **Commissaire Général** (Villars). ADD to this scenario as a Variable Placement.

Régiment de Chevaux-léger **Condé**. ADD to this scenario as a Variable Placement. (This unit also appears in *Army of the Rhine* for 1691, as a Reinforcement; it left for the Rhine earlier than this scenario allows.)

Régiment de Chevaux-léger **Montrevel**. MOVE this unit from General Reserve to Variable Placement.

Régiment de Chevaux-léger **Precontal** or **Pracontal** 91-92; **Robin** 93+. ADD to this scenario as a Variable Placement.

Régiment de Chevaux-léger **Quinson** 88-89; **Chalons** 90-92; **Gouffier d'Heilly** 93+. ADD to this scenario as a Variable Placement.

Régiment de Chevaux-léger **Royal**. ADD to this scenario as a Variable Placement.

Régiment de Chevaux-léger **Hoquincourt** or **Pracontal** 88-92; **Aubeterre** 93; **Champlain** 94+. ADD to this scenario as a Variable Placement. Counter can be obtained from *Army of the Rhine*. This regiment is easily mistaken for either *Aubeterre* or *Pracontal/Precontal*, hence its omission from the original game. In fact, the other *Aubeterre* was merged with it in 1693.

Régiment de Chevaux-léger **Royal des Carabiniers**. ADD to this scenario as a Variable Placement. (There is evidence that the regiment was formed — by combining all the carabinier companies in the army — in time for field service in 1691.)

Régiment de Dragons **Du Breuil**. ADD to this scenario as a Variable Placement. **Important.** This counter is not provided with *Army of Flanders*. It can be obtained from *Army of Italy* or *Army of the Rhine*.

Régiment à Pied **Crussol d'Uzes** (2 bn). The *Army of Flanders* counter mix includes both counters but one lacks the '1. Bataillon' moniker. A substitute counter bearing the '1. Bataillon' moniker can be found in the *Army of the Rhine* game. In this scenario one battalion is serving on the Rhine.

Régiment à Pied **Dauphiné** (1 bn). MOVE this unit from Variable Placement to General Reserve. (Technically, the regiment is a reinforcement from Italy, but this adjustment will suffice.)

Régiment à Pied **Le Roi** (4 bn). REMOVE the 4. *Bataillon* from the game.

Régiment à Pied **Lorraine** (2 bn). ADD the 2. *Bataillon* counter to Variable Placements. (The other battalion is in Italy.)

Régiment à Pied **Soissons** 88-89; **Perche** 90+ (1 bn). ADD to Variable Placements. **Important.** This counter is not provided in *Army of Flanders*. It can be obtained from *Army of the Rhine*.

Régiment à Pied **Vaubécourt** 88-94; **Nettancourt** 95+ (2 bn). ADD both battalions to Variable Placements.

Régiment à Pied **Pfyffer** 88; **Hessey Suisse** 89+ (3 bn). ADD all THREE (3) battalions to this scenario as a Variable Placement.

1692 Scenario

Coalition

Lüneburg-Wolfenbüttel Regiment zu Fuß **Kragen**. ADD to this scenario as a Reinforcement, under the Dutch section.

2. Bn Hannoveraner Regiment zu Fuß **Leibgarde**. REMOVE from this scenario.

Bavarian Kürassierregiment La Tour (or **Thurn & Taxis**). ADD to Variable Placement. Counter available in *Army of the Rhine*.

Bavarian Dragonerregiment **Graf Arco**. REMOVE from this scenario (serving in Hungary).

Bavarian Regiment zu Fuß **Seyboldsdorff** 88-93; **Rivera** 93-95; **Tattenbach** 95+ (2 bn). REMOVE from this scenario (serving in Hungary).

Brandenburg Regiment zu Fuß **Prinz Philipp Karl** (1 bn). MOVE from initial set up to Reinforcements under Brandenburg Contingent.

Brandenburg Regiment zu Fuß **Derfflinger** (1 bn). MOVE from initial set up to Reinforcements under the Brandenburg Contingent.

Brandenburg IR **Markgraf Philipp Wilhelm** 88-94; Markgraf Christian Ludwig 95+ (2 bn). See General Note regarding change from 'Prinz' to 'Markgraf'. In addition MOVE from initial set up to Reinforcements under Brandenburg Contingent.

French

Gardes du Roi d'Angleterre. MOVE this unit from General Reserve to Variable Placement. As a rule of thumb it should be stacked with the primary army, but this is not an official requirement.

Régiment de Chevaux-léger **Hennequin**. REMOVE from the game. (It was disbanded.)

Régiment de Chevaux-léger **Hoquincourt** or Pracomtal 88-92; Aubeterre 93; Champlain 94+. ADD to this scenario as a Variable Placement. Counter can be obtained from *Army of the Rhine*. This regiment is easily mistaken for either Aubeterre or Pracomtal/Precomtal, hence its omission from the original game. In fact, the other *Aubeterre* was merged with it in 1693.

Régiment de Chevaux-léger **Montrevel**. MOVE this unit from General Reserve to Variable Placement.

Régiment de Chevaux-léger **Noailles**. There are two similarly named regiments (not to mention the militia version). They are *Marquis* and *Duc*. *Marquis* de Noailles served in Spain and *Duc* on the Northeast Frontier. However, in 1692 it appears the two regiments traded places. A true Grognaard will swap these counters when playing the 1692 scenario. The **Marquis de Noailles** regiment can be found in the *Army of Roussillon* counter mix.

Régiment de Chevaux-léger **Precomtal** or Pracomtal 91-92; Robin 93+. ADD to this scenario as a Variable Placement.

Régiment de Chevaux-léger **Romainville** 88-95; Wiltz 96+. ADD to this scenario as a Variable Placement.

Régiment de Chevaux-léger **Royal des Carabiniers**. ADD to this scenario as a Variable Placement. (There is evidence that the regiment was formed — by combining all the carabinier companies in the army — in time for field service in 1691.)

Régiment de Dragons **Rannes**. ADD to this scenario as a Variable Placement. **Important**. This counter is not provided with *Army of Flanders*. It can be obtained from *Army of the Rhine*.

Régiment à Pied **Crussol d'Uzes** (2 bn). The *Army of Flanders* counter mix includes both counters but one lacks the '1. Bataillon' moniker. A substitute counter bearing the '1. Bataillon' moniker can be found in the *Army of the Rhine* game. In this scenario one battalion is serving on the Rhine.

Régiment à Pied **Le Roi** (4 bn). REMOVE the 4. *Bataillon* from the game.

Régiment à Pied **Lorraine** (2 bn). ADD the 2. *Bataillon* counter to Variable Placements. (The other battalion is in Italy.)

Régiment à Pied **La Marine Irlande** (1 bn). ADD to this scenario as a Variable Placement. **Important**. This regiment is not included in *Army of Flanders*. Its counter can be found in *Army of the Rhine*.

1693 Scenario

Coalition

Bavarian Dragonerregiment **Sohier** or **Soyer**. REMOVE from this scenario (serving in Germany).

Bavarian Dragonerregiment **Graf Arco**. MOVE from initial set up to Reinforcements (came from Hungary).

Bavarian Regiment zu Fuß **Seyboldsdorff** 88-93; **Rivera** 93-95; **Tattenbach** 95+ (2 bn). MOVE from Specific Placement (Brussels) to General Reserve (transferred from Hungary).

Brandenburger Dragoner Regt **Mkgrf Albrecht zu Bdbg-Sonneburg**. REMOVE from this scenario (serving in Hungary).

Brandenburg Regiment zu Fuß **Prinz Philipp Karl** (1 bn). REMOVE from this scenario (serving on the Rhine).

Brandenburg Regiment zu Fuß **Derfflinger** (1 bn). REMOVE from this scenario (serving on the Rhine).

Brandenburg IR **Prinz Ferdinand** 88-89; **Heiden** 90+ (2 bn). ADD 1. Battalion to this scenario under Variable Placement. (2. Bn in Italy.)

French

Gardes du Roi d'Angleterre. MOVE this unit from General Reserve to Variable Placement. As a rule of thumb it should be stacked with the primary army, but this is not an official requirement.

Régiment de Chevaux-légers Terrail 88-89; Comte de Bissy 90+. MOVE from General Reserve to Variable Placement.

Régiment de Chevaux-légers Marquis de Bissy or Lambert 88+ REMOVE from the game. (There was confusion surrounding the two Bissy regiments but Lambert has been identified on the Rhine for 1693.)

Régiment de Chevaux-légers Tallard 88; Duras 88+. REMOVE from the game.

Régiment de Chevaux-légers Florensac 88-92; Talmont 93+. REMOVE from the game.

Régiment de Chevaux-légers Hennequin. REMOVE from the game. (It was disbanded.)

Régiment de Chevaux-légers Hoquincourt or Pracomtal 88-92; Aubeterre 93; Champlain 94+. ADD to this scenario as a Variable Placement. Counter can be obtained from *Army of the Rhine*. This regiment is easily mistaken for either Aubeterre or Pracomtal/Precomtal, hence its omission from the original game. In fact, the other *Aubeterre* was merged with it in 1693.

Régiment de Chevaux-légers Imécourt or d'Alipon. REMOVE from the game.

Régiment de Chevaux-légers Montrevel. MOVE this unit from General Reserve to Variable Placement.

Régiment à Pied Crussol d'Uzes (2 bn). The *Army of Flanders* counter mix includes both counters but one lacks the '1. Bataillon' moniker. A substitute counter bearing the '1. Bataillon' moniker can be found in the *Army of the Rhine* game. In this scenario one battalion is serving on the Rhine.

Régiment à Pied Le Roi (4 bn). REMOVE the 4. Bataillon from the game.

Régiment à Pied Hainault or Herouville (95+) has an additional battalion in the 1693 scenario. The two battalions deploy together. **Important.** The additional unit has no counter in *Army of Flanders*. It can be obtained from *Army of the Rhine*, along with a 1st battalion counter with the correct '1. Bataillon' moniker.

Régiment à Pied La Chatre or Gassion has an additional battalion in the 1693 scenario. The two battalions deploy together. **Important.** The additional unit has no counter in *Army of Flanders*. Furthermore, the original counter was incorrectly marked as the '2. Bataillon'. Both the missing counter and the corrected counter can be obtained from *Army of the Rhine*.

Régiment à Pied Limosin (1 bn). REMOVE from the game. (Regiment was serving on the Rhine.)

Régiment à Pied Royal (2 bn). REMOVE both battalions from the game. (Regiment was serving on the Rhine.)

1694 Scenario

Coalition

Hannoveraner Regiment zu Pferde Leibgarde. MOVE from Specific Placement to General Reserve.

2. Bn Hannoveraner Regiment zu Fuß Leibgarde. REMOVE from this scenario.

Huguenot Regiment of Dragoons Balthazar. This Unit is found exclusively in *Army of Italy* but was bankrolled by the Dutch and in 1694 performed garrison duties in Holland. ADD to the General Reserve.

Bavarian Kürassierregiment Graf Arco. REMOVE from this scenario (serving in Germany).

Bavarian Dragonerregiment Sohier or Soyer. REMOVE from this scenario (serving in Germany).

Bavarian Dragonerregiment Graf Arco. REMOVE from this scenario (serving in Germany).

Bavarian Dragonerregiment Monasterol. ADD to Variable Placements. Counter available in *Army of the Rhine*.

Bavarian Regiment zu Fuß Seyboldtsdorff 88-93; Rivera 93-95; Tattenbach 95+ (2 bn). ADD to Variable Placements (OOB lists for 94 but there is no scenario set up). *Unit transferred to Spain this year.*

Bavarian Regiment zu Fuß Galenfelds 88; Schwanenfeldt 89-93 Kurprinz Joseph Ferdinand 94+ (2 bn). REMOVE ONE (1) Battalion from the scenario. (*The other served on the Rhine.*)

Bavarian Regiment zu Fuß Max Emanuel or **Leibregiment** (2 bn). REMOVE ONE (1) Battalion from the scenario. (*The other served on the Rhine.*)

Brandenburger Dragoner Regt **Mkgf Albrecht zu Bdbg-Sonneburg**. REMOVE from this scenario (serving in Hungary).

Brandenburg Regiment zu Fuß **Derfflinger** (1 bn). MOVE from initial set up to Reinforcements under the Brandenburg Contingent.

Brandenburg IR Prinz Ferdinand 88-89; **Heiden** 90+ (2 bn). ADD 1. Battalion to this scenario under Variable Placement. (2. Bn in Italy.)

French

Petite Gendarmerie. REMOVE from the game entirely. (The unit was serving as a 'fire brigade' on the Rhine after it arrived as part of the Dauphin's great expedition in 1693.)

Gardes du Roi d'Angleterre. MOVE this unit from General Reserve to Variable Placement. As a rule of thumb it should be stacked with the primary army, but this is not an official requirement.

Régiment de Chevaux-léger **Chastillon**. REMOVE from the game. (The regiment was merged with another unit.)

Régiment de Chevaux-léger Tallard 88; **Duras 88+**. ADD to this scenario as a Reinforcement entering play with the forces under the From the Rhine entry.

Régiment de Chevaux-léger **Hennequin**. REMOVE from the game. (It was disbanded.)

Régiment de Chevaux-léger **Hoquincourt** or Pracomtal 88-92; Aubeterre 93; Champlain 94+. ADD to this scenario as a Variable Placement. Counter can be obtained from *Army of the Rhine*. This regiment is easily mistaken for either Aubeterre or Pracontal/Precontal, hence its omission from the original game. In fact, the other *Aubeterre* was merged with it in 1693.

Régiment de Chevaux-léger **Locmaria 88-92**; La Liste 93. REMOVE from the game. (The regiment was merged with another unit.)

Régiment à Pied **Crussol d'Uzes** (2 bn). The *Army of Flanders* counter mix includes both counters but one lacks the '1. Bataillon' moniker A substitute counter bearing the '1. Bataillon' moniker can be found in the *Army of the Rhine* game.

Régiment à Pied **Le Roi** (4 bn). REMOVE the 4. *Bataillon* from the game.

Régiment à Pied Fürstenberg 88; **Greder Allemand 89+** (3 bn). REMOVE the 3. *Bataillon* from the game. (The 3rd battalion was in Italy; it transferred there during the 1693 campaign.)

Régiment à Pied **Normandie** (4 bn). ADD the '4. Bataillon' counter to Variable Placements. **Important**. This counter is not available in *Army of Flanders*. It can be obtained from *Army of the Rhine*.

1695 Scenario

Coalition

Irish Regiment of Foot **Tiffin's**. This Unit is listed twice. Ignore the General Reserve listing.

Hannoveraner Regiment zu **Pferde Leibgarde**. REMOVE from this scenario (serving in Germany).

Hesse-Cassel Regiment zu Fuß **Hanstein 88-90**; Prinz Wilhelm 90+ (1 bn). Listed in OOB for 95 but under under scenario. ADD as a Reinforcement with the Brandenburg Contingent.

Hesse-Darmstadt Leibregiment zu Fuß Schrautenbach (1 bn). This Unit actually had 2 battalions. REPLACE with 1. & 2. Bn Schrautenbach (counters available in *Army of the Rhine*).

Bavarian Dragonerregiment Sohier or **Soyer**. REMOVE from this scenario (serving in Germany).

Bavarian Dragonerregiment **Monasterol**. ADD to Variable Placements. Counter available in *Army of the Rhine*.

2. Bn Hannoveraner Regiment zu Fuß **Leibgarde**. REMOVE from this scenario.

Bavarian Regiment zu Fuß Max Emanuel or **Leibregiment** (2 bn). REMOVE ONE (1) Battalion from the scenario. (*The other served on the Rhine.*)

Brandenburger Dragoner Regt **Mkgf Albrecht zu Bdbg-Sonneburg**. REMOVE from this scenario (serving in Hungary).

Brandenburg IR Prinz Ferdinand 88-89; **Heiden** 90+ (2 bn). ADD 1. Battalion to this scenario under Variable Placement. (2. Bn in Italy.)

French

Petite Gendarmerie. REMOVE from the game entirely. (The unit was serving as a 'fire brigade' on the Rhine after it arrived as part of the Dauphin's great expedition in 1693.)

Régiment de Chevaux-léger **Chastillon**. REMOVE from the game. (The regiment was merged with another unit.)

Régiment de Chevaux-léger **Florensac** 88-92; Talmont 93+. ADD to this scenario as a Reinforcement entering play with the forces under the From the Rhine entry.

Régiment de Chevaux-léger **Hennequin**. REMOVE from the game. (It was disbanded.)

Régiment de Chevaux-léger **Hoquincourt** or Pracomtal 88-92; Aubeterre 93; Champlain 94+. ADD to this scenario as a Variable Placement. Counter can be obtained from *Army of the Rhine*. This regiment is easily mistaken for either Aubeterre or Pracomtal/Precomtal, hence its omission from the original game. In fact, the other Aubeterre was merged with it in 1693.

Régiment de Chevaux-léger **Humières** 88-89; Mauroy 90+. ADD to this scenario as a Reinforcement entering play with the forces under the From the Rhine entry.

Régiment de Chevaux-léger **Locmaria** 88-92; La Liste 93. REMOVE from the game. (The regiment was merged with another unit.)

Régiment de Chevaux-léger **Royal**. REMOVE from the game.

Régiment de Chevaux-léger **Royal Piémont** or Bouzols or Bonne. REMOVE from the game.

Régiment de Dragons **Peysonnel** 88-89; Gaubert or Gobert 90+. ADD to this scenario as a Reinforcement entering play with the forces under the From the Rhine entry. **Important**. This unit has no counter in *Army of Flanders*. One can be found in *Army of the Rhine*.

Régiment à Pied **Crussol d'Uzes** (2 bn). The *Army of Flanders* counter mix includes both counters but one lacks the '1. Bataillon' moniker. A substitute counter bearing the '1. Bataillon' moniker can be found in the *Army of the Rhine* game.

Régiment à Pied **Le Roi** (4 bn). REMOVE the 4. *Bataillon* from the game.

Régiment à Pied **Normandie** (4 bn). ADD the '4. Bataillon' counter to Variable Placements. **Important**. This counter is not available in *Army of Flanders*. It can be obtained from *Army of the Rhine*.

Régiment à Pied **Varennes-Gournay** (1 bn). ADD to General Reserve. (Although newly commissioned it saw field service this year.)

Régiment à Pied Fürstenberg 88; **Greder Allemand** 89+ (3 bn). REMOVE the 3. *Bataillon* from the game. (The 3rd battalion was in Italy; it transferred there during the 1693 campaign.)

1696 Scenario

Coalition

English Regiment of Dragoons **Cunningham's**. This Unit has a double listing. Set up at Deynze, not Bruxelles.

Scottish Regiment of Foot **Earl of Argyll's**. REMOVE from this scenario (disbanded in 1695).

Scottish Regiment of Foot **Lindsay's**. ADD to Variable Placement.

Scottish Regiment of Foot **Hill's**. ADD to Variable Placement.

Hannoveraner Regiment zu **Pferde Leibgarde**. REMOVE from this scenario (serving in Germany).

Hesse-Cassel Regiment zu Fuß Ufm Keller 88-89; **Sames** 90+. Correctly listed in scenario but not marked in the OOB section for 96.

Hesse-Darmstadt Leibregiment zu Fuß **Schrautenbach** (1 bn). This Unit actually had 2 battalions. REPLACE with 1. & 2. Bn Schrautenbach (counters available in *Army of the Rhine*).

Bavarian Dragonerregiment Sohier or **Soyer**. REMOVE from this scenario (serving in Germany).

Bavarian Dragonerregiment **Monasterol**. ADD to Variable Placements. Counter available in *Army of the Rhine*.

Bavarian Regiment zu Fuß Galenfelds 88; Schwanenfeldt 89-93 **Kurprinz Joseph Ferdinand 94+** (2 bn). ADD to Variable Placement.

Bavarian Regiment zu Fuß Max Emanuel or **Leibregiment** (2 bn). REMOVE ONE (1) Battalion from the scenario. (*The other served on the Rhine.*)

Brandenburger Dragoner Regt **Mkgf Albrecht zu Bdbg-Sonneburg**. REMOVE from this scenario (serving in Hungary).

French

Gardes du Roi d'Angleterre. MOVE this unit from General Reserve to Variable Placement. As a rule of thumb it should be stacked with the primary army, but this is not an official requirement.

Régiment de Chevaux-léger **Chastillon**. REMOVE from the game. (The regiment was merged with another unit.)

Régiment de Chevaux-léger **Commissaire Général** (Villars). ADD to this scenario as a Reinforcement with the forces under the From the Rhine entry.

Régiment de Chevaux-léger Saint Simon or Montbleru 88-92; **Du Bordage 93+**. REMOVE from the game.

Régiment de Chevaux-léger **Courcelles 88-93** or Camille de Champlain; (91-93); Pelleport or Belleport 94+. REMOVE from game.

Régiment de Chevaux-léger **Du Bray 89-91**; Horn 92+. MOVE this unit from Variable Placement to General Reserve. (Historically, it arrived from the Rhine during the campaign, but this reshuffle will suffice.)

Régiment de Chevaux-léger **Florensac 88-92**; Talmont 93+. MOVE this unit from Variable Placement to General Reserve. (Historically it served on the Moselle.)

Régiment de Chevaux-léger **Hennequin**. REMOVE from the game. (It was disbanded.)

Régiment de Chevaux-léger **Hoquincourt** or Pracontal 88-92; Aubeterre 93; Champlain 94+. ADD to this scenario as a Variable Placement. Counter can be obtained from *Army of the Rhine*. This regiment is easily mistaken for either Aubeterre or Pracontal/Precontal, hence its omission from the original game. In fact, the other *Aubeterre* was merged with it in 1693.

Régiment de Chevaux-léger **Imécourt** or d'Alipon. ADD to this scenario as a Reinforcement entering play with the forces under the From the Rhine entry.

Régiment de Chevaux-léger **Laigny**. REMOVE from the game.

Régiment de Chevaux-léger **Locmaria 88-92**; La Liste 93. REMOVE from the game. (The regiment was merged with another unit.)

Régiment de Chevaux-léger **Montrevel**. REMOVE from the game.

Régiment de Chevaux-léger **Royal**. REMOVE from the game.

Régiment de Chevaux-léger **Royal Piémont** or Bouzols or Bonne. REMOVE from the game.

Régiment de Dragons **Barbezières 88-92**; d'Estrades 92+. MOVE from Variable Placement to Reinforcements under the From the Rhine entry.

Régiment de Dragons **Bretagne**. MOVE from General Reserve to Reinforcements under the From the Rhine entry.

Régiment de Dragons **Caylus** or Quélus 88-95; Lautrec 96+; also Cheviilly early 88. MOVE from Variable Placement to Reinforcements under the From the Rhine entry.

Régiment de Dragons Comte de Grammont 88-95; Payssac 96+. MOVE from Variable Placement to Reinforcements under the From the Rhine entry.

Régiment de Dragons **Languedoc 'Ancien**. MOVE from Variable Placement to Reinforcements under the From the Rhine entry.

Régiment à Pied **Auvergne** (2 bn). REMOVE from the game.

Régiment à Pied **Castries** or Chastre 88-94; Morangies 95+ (2 bn). REMOVE from the game.

Régiment à Pied **Choisinet** or **Tour de Pin** (1 bn). MOVE from General Reserve to Variable Placement.

Régiment à Pied **Crussol d'Uzes** (2 bn). The *Army of Flanders* counter mix includes both counters but one lacks the '1. Bataillon' moniker. A substitute counter bearing the '1. Bataillon' moniker can be found in the *Army of the Rhine* game.

Régiment à Pied **Du Maine**. REMOVE the 2. *Bataillon* from the game.

Régiment à Pied **Le Roi** (4 bn). REMOVE the 4. *Bataillon* from the game.

Régiment à Pied **La Reine** (3 bn). REMOVE all THREE (3) counters from the game. (Regiment was serving on the Rhine.)

Régiment à Pied **La Sarre** or **La Ferté** (1 bn). REMOVE from the game. (Regiment was serving on the Rhine.)

Régiment à Pied **Limosin** (1 bn). REMOVE from the game. (Regiment was serving in Italy.)

Régiment à Pied **Lorraine** (2 bn). REMOVE the 2. *Bataillon* counter from the game. (The regiment is in Italy.)

Régiment à Pied **Lostanges** (1 bn). REMOVE from the game (Regiment was serving in Italy.) Minor correction: for the initial listing in the French scenario book the unit is marked as Guard Class; it is Line Class.

Régiment à Pied **Normandie** (4 bn). REMOVE all THREE (3) existing counters from the game. Note that the regiment actually had 4 battalions at this date; the extra counter is provided in *Army of the Rhine*, but it also is not used in this scenario. (Regiment was serving on the Rhine.)

Régiment à Pied **Royal** (2 bn). REMOVE both battalions from the game. (Regiment was serving in Italy.)

Régiment à Pied **Vaubécourt** 88-94; **Nettancourt** 95+ (2 bn). REMOVE both battalions from the game.

Régiment à Pied **Fürstenberg** 88; **Greder Allemand** 89+ (3 bn). REMOVE the 3. *Bataillon* from the game. (The 3rd battalion was in Italy; it transferred there during the 1693 campaign.)

Régiment à Pied **O'Brien** or **Clare Irlandais** 90-92; **Lee** 93; **Talbot** 94-96; **Clare** 96+ (3 bn). REMOVE all THREE (3) battalions from the game.

Régiment à Pied **La Marine Irlande** (1 bn). ADD to this scenario as a Variable Placement. **Important.** This regiment is not included in *Army of Flanders*. Its counter can be found in *Army of the Rhine*.

1697 Scenario

Coalition

Scottish Regiment of Foot **Earl of Argyll's**. REMOVE from this scenario (disbanded in 1695).

Hannoveraner Regiment zu **Pferde Leibgarde**. REMOVE from this scenario (serving in Germany).

Bavarian Dragonerregiment **Sohier** or **Soyer**. REMOVE from this scenario (serving in Germany).

Bavarian Dragonerregiment **Monasterol**. ADD to Variable Placements. Counter available in *Army of the Rhine*.

Bavarian Regiment zu Fuß **Steinau(d)** 88-94; **Desprez** or **Des Pré** or **Pré** 94-96; **Lützelburg** 96+ (3 bn). ADD to Variable Placement. Counters available in *Army of the Rhine* and *Army of Italy*.

Bavarian Regiment zu Fuß **Galenfelds** 88; **Schwanenfeldt** 89-93 **Kurprinz Joseph Ferdinand** 94+ (2 bn). ADD to Variable Placement.

Bavarian Regiment zu Fuß **Max Emanuel** or **Leibregiment** (2 bn). REMOVE ONE (1) Battalion from the scenario. (*The other served on the Rhine*.)

Brandenburger Dragoner Regt **Mkgrf Albrecht zu Bdbg-Sonneburg**. REMOVE from this scenario (serving in Hungary).

Brandenburg IR **Markgraf Philipp Wilhelm** 88-94; **Markgraf Christian Ludwig** 95+ (2 bn). See General Note regarding change from 'Prinz' to 'Markgraf'. In addition REMOVE from this scenario (serving in Germany).

Brandenburg IR **Anhalt Deßau** (3 bn). This regiment had 3 battalions but only 1 served in Flanders/Brabant so there is no missing counter. (The other battalions are available in *Army of the Rhine*.) However, REMOVE from this scenario (whole regiment serving in Prussia).

French

Régiment de Chevaux-léger **Chastillon**. REMOVE from the game. (The regiment was merged with another unit.)

Régiment de Chevaux-léger **Hennequin**. REMOVE from the game. (It was disbanded.)

Régiment de Chevaux-léger **Hoquincourt** or Pracontal 88-92; Aubeterre 93; Champlain 94+. ADD to this scenario as a Variable Placement. Counter can be obtained from *Army of the Rhine*. This regiment is easily mistaken for either Aubeterre or Pracontal/Precontal, hence its omission from the original game. In fact, the other *Aubeterre* was merged with it in 1693.

Régiment de Chevaux-léger **Locmaria** 88-92; La Liste 93. REMOVE from the game. (The regiment was merged with another unit.)

Régiment de Chevaux-léger **Royal**. REMOVE from the game.

Régiment de Chevaux-léger **Royal Piémont** or Bouzols or Bonne. REMOVE from the game.

Régiment de Dragons **Sailly**. REMOVE from the game.

Régiment à Pied **Choisinet** or Tour de Pin (1 bn). MOVE from General Reserve to Variable Placement.

Régiment à Pied **Crussol d'Uzes** (2 bn). The *Army of Flanders* counter mix includes both counters but one lacks the '1. Bataillon' moniker. A substitute counter bearing the '1. Bataillon' moniker can be found in the *Army of the Rhine* game.

Régiment à Pied **Foix**. ADD the 2. Bataillon counter to this scenario as a Variable Placement. **Important**. The 2nd battalion unit has no counter in *Army of Flanders*. It can be obtained in the *Army of the Rhine* game, along with a 1st battalion counter with the correct '1. Bataillon' moniker.

Régiment à Pied **Normandie** (4 bn). ADD the '4. Bataillon' counter to Variable Placements. **Important**. This counter is not available in *Army of Flanders*. It can be obtained from *Army of the Rhine*.

Régiment à Pied **Royal** (3 bn). ADD the '3. Bataillon' counter to Variable Placements. **Important**. This counter is not available in *Army of Flanders*. It can be obtained from *Army of the Rhine*.

Régiment à Pied **Royal Comtois** (2 bn). REMOVE from the game. (Regiment was serving in Italy.)

Régiment à Pied **Royal de Vaisseaux** (1 bn). REMOVE from the game. (Regiment was serving on the Rhine.) This regiment actually had 3 battalions, only 1 of which was ever on the Northeast Frontier. If desired a counter from *Army of the Rhine* may be substituted to provide the 'Bataillon' moniker.

Régiment à Pied **Famechon Wallon** (1 bn). REMOVE from the game.

Régiment à Pied **La Marine Irlande** (1 bn). ADD to this scenario as a Variable Placement, stacked with Régiment à Pied **Royal La Marine** (2 bn). **Important**. This regiment is not included in *Army of Flanders*. Its counter can be found in *Army of the Rhine*.