

# Cockpit of Europe Errata & Clarifications

## Barrier Fort Reminders

Always check the Fort icon to determine its Grade and be sure to distinguish between Fortifications and Fortified Areas.

## Campaign Plans

Ignore references to additional spending.

## French Milice

The FF and the EF are separate pools, though the FF is topped up from the EF. Once in the Line, however, SPs are no longer part of the FF or the EF, so the EF pool will be topped up to 90 at the end of a Year. If SPs remain with Milice Units, they remain Milice SPs and count against the FF, though not the EF because they are in play on the map.

For example, if 10 Milice SPs start a scenario as Units they against the FF total of (say) 15. There are thus 5 SPs remaining in the FF (simulating off board deployments - coastal command, Lorraine, etc.).

Use Garrison SP markers with Milice Units.

## French Fury

The CE boost is only valid when the French are the Attacker. The bonus can be used in an Escalade.

## British and Hanoverians

These Contingents can be Subordinated freely to each others' HQs. Also, Hanoverian Units can be used in Britain.

## Garrison SP Class

If a player is unwilling to record SPs by Class in Garrisons, they become generic "line" SPs. For a case where that would be an advantage, the opponent should force the player to record the Class. In the case of Milice, since the EF and FF are always a known constant the player could be required to retain SPs equal to his excess Milice SPs in Garrisons until such time as he has a free Milice Unit.

## SP Records and Counter Mix Limits

On map (and holding box) SP counts are always represented by SPs attached to Units (including Garrisons, never simply written on paper. The number of mobile Units is a deliberate limitation. Excess SPs must be placed in Garrisons (but can be shuffled around using the Transfer rules).

*Clarification:* the BHG and the England Box are not synonymous though they are related. England is the location and the BHG is the associated force pool. When the rules talk about adding RPLs to the BHG, this means you add the RPLs to existing Units in the box or use them to Form new Units in the box. This principle is intended to apply in all the games — so long as there is an off map force of any kind and so long as there is a box for the location. The force must be composed of real Units, Auxiliaries, HQs, and Leaders. *Exception:* the Milice use an alternative method of chits on a track; this method is sometimes employed in other games.

## Topping Up Off Map Force Pools

Any force pool that is required to increase its size for any reason must do so as expediently as possible (i.e., as fast as possible). Unless a game's rules say otherwise there is no penalty for failing to reach the required target strength instantly, providing the player is making an honest effort to do the best they can.

## Bavarian Leaders

The Bavarian Leaders appear when their Contingent does.

Also, they are listed backwards in Scenario One and the Campaign Game.

The rules on their arrival are inconsistent. The intent of referring to 5.55 was to indicate they should be rolled for as in the Campaign Game. Scenario 1 is the only one where this is an issue. The other scenarios either list the Artillery item by item or not, per the basic instructions of 5.55.

### **Dutch Artillery**

The main listing in the OOB is a typo. However the scenarios are correct (use the values on the counters). These Units are not in play at start.

Also, they are listed backwards in Scenario One and the Campaign Game.

The rules on their arrival are inconsistent. The intent of referring to 5.55 was to indicate they should be rolled for as in the Campaign Game. Scenario 1 is the only one where this is an issue. The other scenarios either list the Artillery item by item or not, per the basic instructions of 5.55.

### **Army of the Pragmatic Sanction**

This HQ must be commanded by a Captain General.

### **French Invasion**

TWO (2) ACs are used, one to advance and one to return.

### **Counter Clarifications**

There is no Dutch Hub. Use the Maritime Powers Hub or the Austrian/Habsburg Hub (per 3.222)

Hanover Grenadier #4 is also Leif-Schutze

There are two Hanover Grenadier zu Pferde counters.

There is only ONE (1) British Guards Unit but there are TWO (2) listings for British Guard SPs in the OOBs. The second listing must be placed in Garrison