

Errata for Remember Limerick!

Thanks to player feedback a number of corrections have been made to *RL!* since its publication. The *RL!* expansion module, *Pro Religione et Libertate*, incorporates all these corrections and amendments, including counters.

Rules Errata:

- **Change:** Defensive Flooding (*KR&Os* 7.15) is permitted (also in the *Britain* Theatre for *PRL*) but only adjacent to Major Rivers and in Bog/Fen hexes.
- **Clarification:** *RL!* 2.12 suggests that there are Prestige awards for successful Campaign Plans. Technically, this is incorrect. By Officially, 'CP' Prestige is awarded for the Capture of Key Locations and the winning of Battles while conducting CPs. The Prestige Awards/Losses Chart in the Charts & Tables booklet lists all Prestige awards and losses.
- *RL!* 3.263 amendment. Only Leaders are eligible for POW Exchange, using the standard rules. Leaders of the same Rank may be Exchanged one-for-one. ONE (1) General may be Exchanged for TWO (2) Brigadiers; ONE (1) Marshal may be Exchanged for TWO (2) Generals or FOUR (4) Brigadiers (or ONE (1) General and TWO (2) Brigadiers). A Captain-General may only be Exchanged for another Captain-General. This rule applies to the *PRL* expansion as well.
- *RL!* 3.26 **Optional.** Use the series-standard Capture Table (included with most of the other games of the *Lace Wars* series). No Internment is permitted until the Year 1690. All Internment results prior to that time become Honours of War. Allow POW Exchanges for all Captured items in accordance with *KR&Os* 3.4, but for every SIX (6) *Jacobite* Units Exchanged, reduce *Jacobite* Morale by ONE (-1). Round fractions down. The *Williamite* Side suffers no similar penalty. This rule may be applied to the *PRL* expansion as well.
- *RL!* 6.14 incorrectly states that Hub locations are given in section 7.0 in the Exclusive Rules. They are actually listed in the OOB booklets.
- **Optional.** With reference to bullet #1 under Map Errata below, allow a Riverine LoC to be traced through the shallows on the *Shannon River* by constructing a Depôt in the Woods hex (*RL!* standard map). The Depôt can be placed and remain on the map so long as a Friendly Unit occupies the hex. Otherwise, normal Depôt rules apply (the Depôt can be used for supply in its own right, as well as a linking device).
- On the *RL!* OP Accumulation Table the word 'Leitrim' should be 'Leinster'.
- On the *RL!* Plunder & Raid Table, under the Raid column the '4+' row result should read 'No'.

Scenario Errata:

- References to Counties *Offaly* and *Laois* (in scenario 7.3) are to the *King's* and *Queen's* Counties, respectively.
- *Jacobite* Leader *Sir Charles Kearny* belongs in *Jacobite* RG #2.
- The *Jacobite* regiments *Phelim* and *Felix O'Neill* are the same item (Phelim=Felix). There is only ONE (1) counter, named *Phelim O'Neill's Regiment of Foot*. Ignore all references to *Felix O'Neill*.
- References to the *Jacobite* Unit *Sir John Fitzgerald's Regiment of Foot* should be to *Edmond Fitzgerald's Regiment of Foot*.
- The *Williamite* Siege Train should be added to *Williamite* RG #5. **Optional.** Pay ONE (1) point of Prestige at the start of the game to add it to RG #4 instead. (*Marshal Schomberg did not have the 'pull' to make his teamsters obey him.*)
- The best sources indicate the *Williamite English* Foot Guard regiments (1st, Coldstream, Scots) only served in England and the Low Countries; drop these Units from all *RL!* scenario OOBs. See also 1.163 bullet #2 below.
- *Danish* Contingent Unit *Fynske Nationale Regiment* (a.k.a. *Funen*) belongs to *Williamite* RG #6.
- **Optional.** *Jacobite* Unit *John O'Reilly's Dragoons* was dropped from the OOB (the best sources suggest it was ephemeral). Players wishing to use it should add it to *Jacobite* RG #4.
- **Optional.** There is strong evidence that the *Williamite* Units *Sir Thomas Gower's Regiment of Foot* and the *Earl of Drogheda's Regiment of Foot* are identical. Use only *Sir Thomas Gower's Regiment of Foot* and ignore all references to the other (the *PRL* OOB omits the Unit).
- **Clarification:** in Minor Scenario 7.2, *Williamite* forces are NOT permitted to deploy at *Newry*, which is occupied by the *Jacobites*.
- **Clarification:** For the *RL!* scenarios, *Dutch* Contingent Unit *Væt Regiment van der Gracht d'Ecluse* replaces *Væt Regiment van Tessin de Torsay* when RG #6 (originally RG #7) is triggered. Permanently remove the latter Unit from play, regardless of its location and bring in the former as part of RG #6 (originally RG #7).
- **Clarification:** the automatic *Fleet Action* that occurs at the end of Turn One in Minor Scenario 7.1 is resolved normally, with the proviso that it is always an automatic *French Win*. That is, it is resolved on the Strategic Events Table without a check for a Victor, but with a die roll for the outcome of the *French Win*.

Counter Errata:

- All Jacobite HQs, Leaders, and dark green chits have been reproduced with white text (black text proved very hard to read).
- A new *Williamite* Leader counter *James Douglas* replaces the original, which had the additional text “2nd Duke of *Queensbury*”. (*The Leader represented was actually the Duke’s son.*)
- A new *Jacobite* Leader counter *Thomas Buchan* replaces the original. *Buchan* now has two sides (*promotable*).
- A new *Jacobite (French)* Leader counter *Tour de Montfort* replaces the original. Lower Rank side was omitted on the original.
- The counter supplied with *RL!* for the *Jacobite Auxiliary Troop of Horse Grenadier Guards* lacked an OR rating. A replacement counter has been supplied in *PRL* with an OR of FOUR (4) printed on it. Note that it has a different uniform (*hopefully more accurate*).
- The THREE (3) *Williamite English* Foot Guard regiments (1st, Coldstream, Scots) have been replaced by a pair of Units for each of the regiments (1st and 2nd battalions). The counters supplied with *RL!* are no longer used. See also the note on the Foot Guards in bullet #6 under Scenario Errata above.
- The counter supplied with *RL!* for *Williamite Unit Thos. Tollemache’s Regiment of Foot* is replaced in *PRL* with one showing the Unit’s correct *Dutch* Contingent code (*this regiment belongs to the Anglo-Dutch Brigade*).
- *French* Contingent *Swiss* Units. These were included for an optional rule that was later edited out. They may be added to the force pool as follows: a) first obtain an Accelerated Deployment result on the Politics Table (*French*), then; b) forgo all the listed benefits for that table entry and tack the *Swiss* onto the *Jacobite* RG #5.

Map Errata:

- *Clarification:* on the standard (small) version of the *RL!* map, there is a single non-navigable hexside on the *Shannon River*, between *Limerick* and *Athlone* (a Woods hex). This is not a misprint. It was a stretch of shallow water.
- *Clarification:* players have brought up the issue of poor Hub LoCs, particularly on the standard *RL!* map, given that all Roads lead to *Dublin*. This is an historical problem that the players must find a solution to within the context of the rules. Remember that off-Road LoCs are allowed for Formations; only Depôts LoCs traced back to the Hub must follow Road or Riverine paths, and even then, only after the first FOUR (4) MPs have been traced. Remember also that the *Williamite* Side has Sea Supply.

Other components:

- Turn Record. The position of the Quarterly Turns has been changed to the LAST Turn of each Season, and there are corrections to the Weather Table.
- The colour of *County Donegal* in the County List found on the back page of the *RL!* Exclusive Rules should be Green, not Orange.

Note For PRL

- **Clan Tartan Errata.** Most of the Highlander Units in *PRL* were derived from *The Highland Quorum* counter mix, which most closely approximates the OOB of this period – many nobles participated in both risings (or observed from the sidelines). A few Highlander counters were found to have incorrect tartans. The designer indicts all Scottish players who failed to recognise his mistakes! Players should feel free to use the corrected versions when playing various modules of *Charlie’s Year*. The Unit values and names are identical. The counters in question are *MacLeod of Macleod* and *MacNeil of Barra* (transposed) and *Clanranald* (incorrectly given the *Glengarry* tartan).