

For King or Empress

Fast Play Rules for Miniatures Battles

Errata: March 31, 2017

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The winner of a melee is the side that took the least Disorder hits. If both inflicted the same number of hits, they remain locked in combat. If no hits were inflicted, a winner must still be determined. Troops that are Recruit class automatically lose ties against non-Recruit class troops, and receive one hit. Elite units automatically win ties against non-Elite class troops, inflicting one hit. Otherwise, each player now rolls 1D6. The higher roller wins the melee and inflicts one hit on the other side. If this is the first Disorder marker it received, it remains in contact with the enemy with no further negative effect. If it is the second or third Disorder marker, it must check Morale. A fourth Disorder marker automatically causes the unit to Recoil and then be Destroyed. Remember: there is no “winner” when units fire at each other – only in Melee. A unit will Recoil from shooting only due to a Morale Check failure or shooting on the flank.

Replace with

The **loser** of a melee is the side that took the **most** Disorder hits **and will Recoil**. If both inflicted the same number of hits, they remain locked in combat. If no hits were inflicted, a winner must still be determined. Troops that are Recruit class automatically lose ties against non-Recruit class troops, and receive one hit. Elite units automatically win ties against non-Elite class troops, inflicting one hit. Otherwise, each player now rolls 1D6. The higher roller wins the melee and inflicts one hit on the other side. If this is the first Disorder marker it received, it **Recoils from** the enemy with no further negative effect. If it is the second or third Disorder marker, it must check Morale. A fourth Disorder marker automatically causes the unit to Recoil and then be Destroyed. Remember: there is no “winner” when units fire at each other – only in Melee. A unit will Recoil from shooting only due to a Morale Check failure or shooting on the flank.

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British Foot - M 4” 2” 8” 2” 4 / 4 16 4.5

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Small Army list is **54.5** for army cost. The Grenadier should be a **British Grenadier**

Large Army list is **158.5 points max**

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Early Prussia Large Army list

Guards 0-2; Grenadiers 2-5; Musketeers 6-12; Fusiliers 2-4;

Jagers/Freikorps 0-1

44 Units—17 mounted, 24 infantry, 3 artillery Point total 157

Up to 1 Artillery per 7 infantry units (min 1)

Late Prussia Large Army list

Up to 1 non-minimum artillery made be Horse Artillery

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Early Reichs Armee has only 1 artillery

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Large Early Russian army has 16 mounted units

Pg 42 Saxon army morale is 13 not 14