**The Map:**

Ignore the references to “Small Pox” on the Turn Track.

**The PAC:**

In General:

Ignore all references on the charts to Floods when solely playing AaM. Floods can still appear when playing the AaM/TQ combined game however.

**Sequence of Play**

First bullet (correction): Change the text to: “British forces at Sea Attrition (5.4.3)

Second bullet (correction): Change the text to: “Foraging Attrition (5.4.1c)

**Casualty Determination Table**

Higher result bullet (addition): Add to the end of the sentence: “minus the difference between the higher and lower totals”.

Lower result bullet (correction): Eliminate 1 SP for every ten (or fraction of ten) SPs the opponent had in the battle plus the difference between the high and low totals.

**Foraging Attrition Table**

Round Up vs. Round Down (discrepancy): Note the Table says to round down whereas in the designer’s examples the results were rounded up. However, round down is correct – a change for consistency for all game calculations was made during playtesting to round all fractions down.

(correction): Delete the reference to leader “Tryon” in the “12+” row.

**Political Events Table:**

(clarification): All “European Adventurers” and related events/SPs apply to the Continentals only

**The Countermix:**

The counter mix is not the limit as it is in TQ. It’s OK to use a spare marker from another game (a strength point loss counter, or even pennies) to indicate additional losses with a force in an Area. It’s suggested that no more than three additional spares per type (NJ Militia, NY Militia, etc.) be allowed – the design team does not want players to have the ability to place a 1 SP unit in every area.

**18.0 Reinforcement Schedule:**

(omission): Add leader “Rochambeau” to French forces arriving in July 1780.