

Bittereinder

Addenda as of Dec 10, 2017

The Rules:

2.2 (correction): All Empire units, not just infantry, are in red.

7.2.1 (clarification): The graphic for the backs of the counters is a generic icon and color for the two sides, not one for unit type. This won't change anything regarding the rule or play.

12.1, last bullet (correction): The rule should read that a die roll greater than (not less than or even equal to) the current Empire Morale Level results in a Boer Automatic Victory.

18.2 (correction): The Natal Army, and all of the units listed as starting with it, begin in N7 (not N4).