

Lilliburlero

Addenda as of August 15th, 2020

The Rules:

3.2.1f (correction): Delete “and as a DRM for AP” at the end of second sentence.

3.2.1g (correction): Add “and as a DRM for AP” to the end of this sentence”.

7.3 & 7.4 (clarification): When a player attempts to Activate units in an area, units that are not Activated (by choice, or lack of Activation Points) do not count as having been Activated, they are not turned 180 degrees, and may be Activated later that turn using the Activation rules.

8.4.10 (correction): The Jacobite Player may March Move into or within Areas 50-54 and 57-59 (instead of Areas 50-54 and 57-58).

9.3.5 (clarification): If the Attacker wins the assault combat he may move activated units (Section 8.2) equal to the assault CP value (to a maximum of 4) into the combat area immediately after the combat is resolved.

15.2.1 Area 30 (correction): “Duleek” should be “Bellow”.

15.2.2 Area 15, “E” Brigade (addition): Add “Fynske” Foot to this setup.

15.4.1 Area 15 (correction): The Jacobite set up for area 15 includes a Prendergast horse regiment in Lucan's brigade not present in the countermix. Colonel Prendergast commanded Sutherland's old regiment at Aughrim, so use the Sutherland Horse instead.

15.4.3c (clarification): The "Boggy River Border" rules for Aughrim only apply to crossing streams edged with bogs. Areas 04, 05, 15, 17, 18, 21, 22 and 23 have blue terrain color; the rivers between these areas are Boggy River Borders. It may be easier to remember that the Rivers next to Aughrim Castle and Doocreggaun are not boggy.