

RULE AND ERRATA UPDATE FOR “ILLUSIONS OF GLORY”

(8/31/2017)

RULE UPDATE

(New language is in italics.)

Rule 3.2.1 should now say in relevant part:

f. ▶ Attacking or defending LCUs use the Heavy Fire Table (even if other units in their space or stack are SCUs) except that:

1. *When an Attack on a Mountain space uses only Alpine Trails, both attacker and defender use the Light Fire Table.*
2. *In an Attack on an Uprising Unit, the attacker must use the Light Fire Table.*

Rule 4.2.1 should now say in relevant part:

e. The AP player is not required to play DRIVE ON EAST PRUSSIA or GALACIA OFFENSIVE first, but he must play the Event sometime during the Summer or Fall 1914 Turns (Turns 1 and 2). *If he does not play the Event by the end of the Fall 1914 Turn (Turn 2), he cannot play the Event for the rest of the game.*

Rule 6.0E should now say in relevant part:

3. Check War Commitment Levels

If the game has not ended, each player determines whether his War Commitment Level has increased. *If a player's War Commitment Level has increased to the next one, he shuffles the cards for that War Commitment Level together with his Draw Pile and his Discard Pile—excluding any cards that have been permanently removed—to form a new Draw Pile.*

Rule 6.0H should indicate a new rule (▶) and now say in relevant part:

1. ▶ Remove/Discard “Face-Up” Cards

- a. Any card that is still “face-up” on the table, which was played for its Event and has an asterisk, is removed from the game.*
- b. All other cards that are still “face-up” on the table go into the Discard Pile.*

2. Discard Combat Cards

Before drawing new cards, each player can voluntarily discard any remaining Combat Cards (CCs) in his hand. *CCs are the only cards that a player can voluntarily discard.* All other cards in a player's hand are retained until played.

3. Draw Cards

- a.** Each player then draws cards from the Draw Pile until he holds 7 cards, including any cards remaining from the previous hand.
- b.** ▶ Optional Rule: Each player shuffles together his Draw Pile and Discard Pile, and draws enough cards to complete his hand.

4. Reshuffle

- a.** If a player's Draw Pile is exhausted, he reshuffles his Discard Pile and draws enough cards to complete his hand. (Ignore this rule if Optional Rule is used to shuffle cards.)

Rule 7.3 should now say in relevant part:

4 “TU”: *If Bulgaria has entered the war, at least one TU LCU must attack an AP unit this turn. (If Bulgaria has not entered the war, or there are no AP LCUs in Turkey or the Balkans when the die is rolled, this die roll becomes “None or Made”.)*

Rule 9.6.2 should indicate a new rule (▶) and now say in relevant part:

a. ▶ *A player cannot use his Strategy Cards for RPs in consecutive Action Rounds of the same turn, but can use a Strategy Card for RPs in the last Action Round of one turn and again in the first Action Round of the next turn. Note that GERMAN LABOR STRIKES and RUSSIAN RAILROAD COLLAPSE can cause a player to lose RPs he accumulated during the turn.*

Rule 9.8 should now say in relevant part:

d. *A player can use a specific CC in only one Combat per Action Round.*

Rule 12.1.3 should now say in relevant part:

- a.** Units of different nations can make a Combined Attack against the same defending space *if at least one stack of attackers includes a unit (LCU or SCU) from each Nation in the attack.*
- b.** Activation of the multinational space costs 1 OPS per Nation having Combat Units in that space, *but this is negated if there is an HQ in that space.*

Rule 12.4.3 should now say in relevant part:

a. When all attacking units cross Water Obstacles to make an Attack, the defender fires first and inflicts damage on attacking units before any offensive fire takes place. *For his offensive fire, the Fire Table Column used by the attacker shifts one column to the left.* Flank Attacks are prohibited.

Rule 12.5 should now say in relevant part:

e. *When an Attack on a Mountain space uses only Alpine Trails, both attacker and defender must use the Light Fire Table.*

Rule 12.7.3 should now say in relevant part:

d. Every unit forced to end its retreat in a *friendly-controlled* space that causes overstacking is reduced by one step and continues retreating to the nearest *friendly-controlled* space or region where it will not overstack. If the retreating unit is a reduced-strength LCU, it is destroyed and is replaced by a full-strength SCU (12.6.4). If the retreating unit is a reduced-strength SCU, it is destroyed. LCUs and SCUs destroyed by retreat go into the Replaceable Units Box.

Rule 13.1 should indicate a new rule (▶) and now say in relevant part:

e. ▶ *A player cannot use his Strategy Cards for SR in consecutive Action Rounds of the same turn, but can SR on the last Action Round of one turn and SR again on the first Action Round of the next turn. A unit can use SR more than once per Action Phase.*

Rule 14.3.1 should now say in relevant part:

- a.** Units that are Out-Of-Supply (OOS):
 1. *Can be activated for Movement at 1 MF.*

Rule 22.4c should now say in relevant part:

(2) *transfer the LCU from its space or region to the Replaceable Units Box, and*

Rule 23.2 should now say in relevant part:

b. The RU, GE, or AH National Will marker moves -2 on the General Records Track when its Nation loses control of a home VP space, *and moves +2 when units of its Nation retake control of a home VP space.*

Rule 24.2 should now say in relevant part:

▶ 24.2 Effect on Reinforcements *and Replacements*

a. Whenever the RU, IT, GE, or AH Troop Quality marker sits in the “1” space on the General Records Track *during the Action Phase:*

1. Infantry reinforcements of that Nation are placed on the mapboard with a step reduction, as noted on the Reinforcement Card.
2. Reinforcements consisting of Sud Army; Army of the Bug; RU and GE elite infantry; RU regional infantry (Caucasus, Siberia, Turkestan, Finland); and RU, AH, or GE cavalry are unaffected. This is also noted on their Reinforcement Cards.

b. Whenever the RU, IT, GE, or AH Troop Quality marker sits in the “1” space on the General Records Track *during the Replacement Phase:*

1. *Repairing an LCU of that Nation on the mapboard, or rebuilding a destroyed LCU of that Nation in the Replaceable Units Box, costs 2 RPs per step.*
2. *Repairing an SCU of that Nation on the mapboard, or rebuilding a destroyed SCU in the Replaceable Units Box, costs 1 RP per step.*

Rule 26.5.1 should now say in relevant part:

c. *Ploesti has an oil well symbol carried over from Pursuit of Glory. The symbol will become relevant if that game is linked to Illusions of Glory. Until then, the symbol has no effect.*

Rule 26.6.2 should now say in relevant part:

a. *Serbia collapses if: (1) the CP Player controls both Serbian VP spaces during Step 5 of the War Status Phase; (2) there are no SB LCUs in Serbia or Montenegro; or (3) the AP player declares that Serbia has collapsed. Serbian Collapse can only occur once per game.*

ERRATA

(New language is in italics.)

1914 Mobilization Setup Player Aid Card:

- CP Reserve Box should say in relevant part: “5 GE Res. Inf. SCU” not “6 GE Res. Inf. SCU”
- RU space “Osowiec” should say “*Olita*” instead

Brusilov Offensive Setup Player Aid Card:

- CP Reserve Box should say in relevant part: “5 GE Res. Inf. SCU” not “6 GE Res. Inf. SCU”

Combat Results Table

- Underneath the **Heavy Fire Table**, it should say: “**When an Attack on a Mountain space uses only Alpine Trails, both attacker and defender use the Light Fire Table.*”