

Rule Corrections or Omissions

p.21 Streams and Fords: (*Accidentally omitted. Please add*):

When designing an historical scenario, streams should be designated as either Rough terrain or Impassable. They are not obstacles. In an Army Builder game, all streams should be Rough.

If a **Ford** exists in a Rough stream, then the crossing point of that ford is open ground. If a ford exists in an impassable stream or river, then the ford is rough ground.

p.37 Fall Back: Horse Artillery

The heading of the section should read: **Limbered Horse Artillery...** [not Unlimbered.]

p.55 Basic Combat Modifiers

Add: "Esprit difference is never calculated by, or against, artillery."

p.56 Abreast vs. Waves

The second sentence should be changed to read: "A unit does not get this bonus if his enemy in this combat is to his flank."

p.70 Leaving the Town Base from Deployed.

In the first sentence, strike the section after the comma. The sentence should end with "in its activity phase."

p.72 How the Tactics Rating is Used

At the end of the first paragraph, add: "and the unit must be within his command range."

p.75 Entrenchments

Once placed, entrenchments may be used by anyone (friendly or enemy) for cover.

p.76 Unpredictable

In the third sentence: strike the "asterisk." Units noted as Unpredictable are labeled "Unpredictable" or "Unpred."

p.76 Home Field Advantage

If the defender chooses to set up on the short edge of the board, the attacker may set up his starting forces within **20BW** (not 10) of *his* (the attacker's) table edge. And all of the attacker's Reserve brigades (i.e., those that would normally be coming as reinforcements) are instead set up within **6BW** of his table-edge, and are in play from the first turn.

p.91 Reinforcements

At the end of the third paragraph, add: "All units of the force must be placed on the board, and all within command range of their subcommander."

p.104 British Unit Values

The Caçadores should be SK3, not SK2. And they should not appear in the Hundred Days column.

p.111 Prussian Army List

The Cuirassier Abteilung should not be available in the Hundred Days theatre.

p.115 Russian Army List

The attacker's bonus listed as "infantry" means "Musketeers."

p.119 Spanish Army Lists

The Spanish Grenadier category should read: "Grenadier/Elite."

p.123 Dutch Army Lists

The Light Cavalry brigade in the Hundred Days should have **three** (not two) large units.

p.123 Italian Army List

The "Lt. Cavalry" units should read "Chasseurs."

Clarifications

p.19 Artillery Discipline & Esprit

Artillery units are all Experienced discipline, and thus never "irregulars." They do not have Esprit values.

p.26 Artillery May Move, then Unlimber

A limbered artillery unit may move up to its full allowance prior to changing formation, but once it unlimbers, it may not move any more in that Activity Phase. An artillery unit may not *both* limber and unlimber in the same Activity Phase..

p.30 The Commander Re-Rolling a Recovery Die

If the commander wishes to re-roll a failed recovery die, he must do so immediately after the first roll fails. He can't wait until after other rolls are made.

p.45 Bouncethrough Fire

If an artillery unit has two targets, perfectly equidistant in his roundshot fire zone, then he may choose one of them as the "first" target, and the other as the "second."

It is possible for a unit to be hit by bouncethrough fire if it was not visible to the shooter (such as a unit behind a hill), as long as the initial target unit was visible to the shooter.

p.59 Inconclusive Combat Results

The first sentence: "The loser takes 1 DISR per unit..." would have been better expressed as: "each losing unit takes 1 DISR..."

p.60 Advance After Combat

Left column, last paragraph, last sentence: the word "another" enemy unit means "any" enemy unit.

p.91 Entering Reinforcements

When the rule states that a reinforcement must be set up within 4BW of the table edge, it means: all bases *completely* within 4BW of the table edge. (And no bases at all within 4BW of the enemy.)

p.103 British Army List

The Nassau allied brigade is not available yet. It will appear as part of the Dutch-Belgian army list in 2010, in the ongoing "minor states" free expansion modules.

p.109 French Unit Values

A French infantry division in the Conquest theatre uses a **Superior Commander** *if the army is the attacker* in that game. A Guard Division uses the **Superior Commander** rule, in any theatre, whether attacking or not.

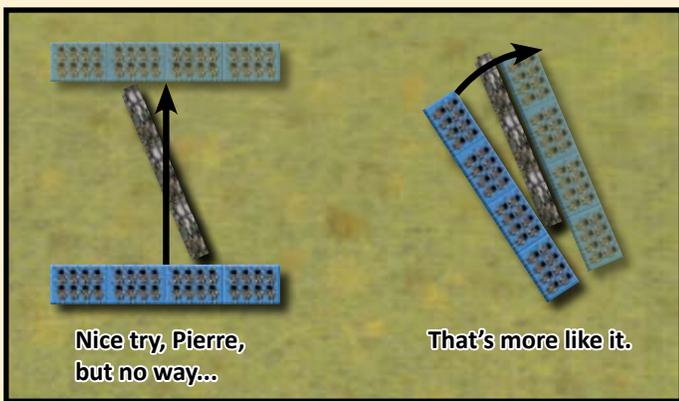
Obstacles: Some Clarifications and FAQs

What's This?

Rules for obstacles are always fraught, because real units would never really "stop" in the midst of an obstacle - because real units don't have "movement allowances"; they'd be in motion, always in the process of moving across. But because we have to pick up our models and put them down, we end up with these problems. So I ask your gentlemanly indulgence and common sense. It's important not to make obstacles "death traps" that prevent all normal game activities, because that will result in silly tactics. But they still need to be a bit of a nuisance and present some danger.

1. You Can't Cheat the Movement!

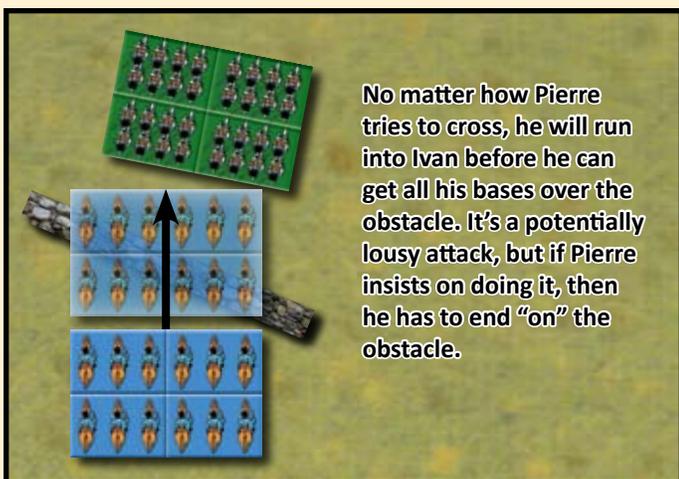
A unit may not cross an obstacle in a way or at an angle that would give itself more movement distance than its allowance.



2. What if my unit can't get all its bases across?

A unit must cross the obstacle completely and not "sit" on it, **if it can** (i.e., if no other prohibitive terrain or a unit prevents it from having enough room to completely clear the obstacle.) But if it **can't** meet those criteria, then it may cross the obstacle in part, and thus end sitting "on" it, in whole or in part.

A unit may charge *across* an obstacle, or even charge if it starts its move "on" an obstacle, but the charge move may only be straight ahead (no wheel), and only as far as contacting the enemy, or getting all the unit's bases completely across the obstacle, whichever is less.



3. Okay, I'm Sitting On the Obstacle... Now What?

A unit that starts its turn "on" an obstacle doesn't have to "cross" again. It may now move normally, may perform maneuvers, may take reactions, etc. (You already "paid" the movement penalty for all that, last turn. Remember: everybody's in motion.)

For example, if your infantry unit is sitting on an obstacle and got charged by enemy cavalry, then Yes, it could attempt to form Square in its Reaction Phase, as normal.

However, a *regular* unit still "on" an obstacle in a combat is considered in "Bad Terrain."

4. Can I Fall Back onto an Obstacle? Advance onto one?

Falling Back: First, if you are *defending from behind* an obstacle that gives you cover, then you don't fall back from combat.

Second, if you are already "on" an obstacle and you have to fall back, then Yes, all normal fall back rules apply, and you may attempt to fall back as a reaction.

Finally, if you are not "on" an obstacle, and have to fall back, then your fall back is blocked by the obstacle. If you can't fall back at least 1BW prior to reaching the obstacle, then see the penalties for "prevented" fall back on page 39.

Advancing (after combat): Your advance is halted if you reach an obstacle, just as you would stop in normal movement. If you didn't start in contact with one, you can't advance onto one.

However, if you were already "on" an obstacle and now can advance after combat because you won, then Yes, you advance normally.

If you were already in contact with the obstacle because you charged an enemy who is defending from behind it, then he doesn't fall back in an inconclusive combat. If you broke him, then you would advance your entire unit across the obstacle, straight ahead, 2BW unless blocked by other units as per page 60. You might indeed thus advance "onto" the obstacle.

5. Okay, so this changes some stuff in the book, then?

Yes. I probably should have added another page (like this) to the relatively short section on page 29, dealing with obstacles. The problem, of course, is knowing which unlikely things to write rules about, and which to leave alone and let the players reason out. There is simply no way to write a compendium dealing with every possible game situation, and nobody would want to read it anyway.

These are additional rules that in some cases do supersede the book.

However, the most common things haven't changed at all. For instance, charging *against* an enemy that is immediately behind an obstacle does not require any special rule or move; just move the charger up to the obstacle/enemy, and stop. (There are examples of combat like that on page 62.)