

Errata

Six Days of Glory (as of 1 May 1997)

French Set Up and Reinforcement Table:

(Change) Napoleon does not begin Scenario 2 reduced.

(Change) Start Friant in Scenario 2 in hex 3714.

French Casualty Track:

(Add) Cavalry Corps Demoralization Level - 4

Game Map:

Treat the following hexsides on the Petit Morin River as fords: 1910/1911, 2312/2313 and 2514/2614

Rules Folder:

2.11 First Player Turn Command Segment (and) Individual Movement Segment

(clarification) Note that Officers which successfully roll for initiative remove their "out of command" markers but individual units in the same situation do not. (See also Rules 5.21, 7.12, 7.41, 7.42)

(change) Delete the entire italicized "Note" (one sentence).

7.32 Out of Command Effects on Movement

(change) Modify the last sentence to say, "They MAY move into an enemy ZOC".

7.42 Combat Unit Initiative Checks

(change) Modify the last sentence to, "If the Combat Unit passes this check it may move, but its "out of command" marker is not removed and, therefore, it may not advance after combat."

8.22 Road March Restrictions

(clarification) Road March is performed single unit by unit; the restriction prohibiting entry of friendly-occupied hexes was meant to imply that units making a road march may not stack.

8.3 Forced March (Night March)

(change points 1 and 4 as follows:)

1. All Commanders (Napoleon, Bl

cher, Sacken, Ney and Grouchy).

4. All Combat Units that have been linked to the "chain of command" by a Commander. (They were given a Command Point directly.) EXCEPTION: Demoralized units.

9.1 Bridge Trains

(delete the bracketed matter) They move as "wheeled" units (but pay the cost of Infantry Combat Units). See Rule 8.11

11.3 Repulse

(change) NOTE: The simple combat strength comparison may be modified by terrain and other factors (see Repulse) or a special Leader (5.28). There are no Repulse markers in the game.

11.31 Terrain Effects on Combat

A. Villages/Towns (change): Defending Combat Units have their Combat Strengths increased by 50%.

11.33 Commander Present Modifier

Delete this rule entirely.

11.4 Applying Combat Results

(change) Ex Exchange: All Combat units on the weaker side are eliminated, and the stronger side eliminates a number of units at least equal in their total face-value Combat Strength Points to those lost by the weaker side.

11.5 Artillery Bombardment

(change) Artillery Combat Units may perform a special kind of attack called Bombardment. Artillery may only perform Bombardment upon enemy Combat Units in an adjacent hex. [Delete the next sentence.] (See Rule 11.52).

14.2 Depot/Supply Source Hexes

French (in blue) Hexes 1007 and 4825

15.1 How Reinforcements Enter the Map

(add new first sentence) Reinforcements may move (in command) and attack freely on their turn of entry, and may arrive stacked.

17.11 Coalition Independent Units

Delete this rule entirely from the game.

21.7 Scenario 2

(clarification) French units are listed as exiting the map. These units historically exited at the north map edge to pursue Sacken and York. In the campaign game, however, French units do not exit.

21.8 The Campaign Game

(addition) The VP award for exit may NOT exceed Coalition total VPs gained per Rule 21.3.

QUESTIONS & ANSWERS:

Q) 2.11 At the beginning of the game, neither Yorck nor the independent units may force march - or can they? How come then the Russian Set-Up tables make them move during the nights of the 9th and of the 10th?

A) Reinforcements are considered in command during the turn of entry, and therefore may move normally. (see 2.11, "Command Movement Segment.")

Q) 4.03 Examine the following diagram

F

C

F

where the two F units are surrounding unit C. Could unit C retreat before combat through the ZOCs of the two F units? Carefully reading 4.03 reveals an answer: Unit C could do this only if either F unit was a vedette. Correct?

A) Yes.

Q) 4.03 This also means that two infantry units could surround a vedette and it could not retreat away. Further, two infantry units could destroy a vedette through repulse (1st unit moves to surround the vedette, second unit executes the repulse, the vedette dies because it can't retreat.)

A) Vedettes can conduct reconnaissance with the current rules. Remember, they can always retreat before combat-see 16.2, "Exception"-unless they are surrounded as in the question above. They can get the information on the enemy force during the combat phase and then retreat before combat (see 2.11, "Combat Phase.")

Q) 4.03 So we should delete parenthesized words (ones ... attack) as a victorious defender can advance?

A) Yes.

Q) 4.04B Should we delete the words in parenthesis? Otherwise it's easy to surround and eliminate vedettes. Should they displace instead only?

A) This is correct.

Q) 6.3 Can vedettes be permanently destroyed? Rule 6.3 and Note 13.12 are giving two different versions of it.

A) They can be permanently destroyed. However, as long as two vedettes from a unit remain, they can reconstitute the unit.

Q) 6.32 Does an exchange result in permanent elimination?

A) Yes.

Q) 8.2 It is not clear if roads/trails run through chateaux and fortified towns

A) They do.

Q) 8.2 If a unit becomes demoralized while in road march, does it lose its roadmarch marker immediately at no cost?

A) Yes.

Q) 8.21 Can you march on contiguous road hexes at 1 MP cost?

A) Yes.

Q) 8.3 Can you force march at all when you are demoralised? Or should this restriction apply to case 3 as well as case 4 in 8.3 ? (or even case 2?).

A) Demoralized units and officers cannot Force March.

Q) 9.11 May a Bridge train be captured as a pontoon? Or is it eliminated, as stated in 9.11 ? Should not it give victory points for Napoleon, who was so actively looking for one?

A) I would have no objection if you awarded a few VPs to the French for capturing a bridge train. It would have to be deployed in order to be of any use to the French. Otherwise the enemy would merely burn the train. On the other hand, the French did not have to catch the enemy baggage intact - they get the points merely for depriving the enemy of their wagons.

Q) 9.2 We assume baggage trains retreat like bridge trains?

A) Yes.

Q) 9.23 Can you reform a pontoon if one end is in an enemy ZOC?

A) Yes.

Q) 11.31 Does a defender ONLY get the slope benefit if attacked up slope?

A) Yes

Q) 11.31 What is the terrain effect of a Gully?

A) None.

Q) Should a gully not be like a slope?

A) Yes.

Q) 11.55 Can horse artillery advance after combat as it can after bombardment?

A) Yes.

Q) 13.0 Why does the sum of Russian Vedettes exceed the whole?

A) Cossacks true value were as vedettes, not for combat.

Q) 13.0 Does a stack of vedettes from the same parent unit count as one unit for command purposes?

A) No.

Q) 13.0 Should there be a maximum number of vedettes in one hex?

A) No. Each is the equivalent of between only 250 and 500 men.

Q) 16.2 Can cavalry retreat one or two hexes?

A) One.

Q) 16.2 Can vedettes withdraw before combat against cavalry and other vedettes?

A) No.

Q) 16.31 Are Demoralization Levels rounded up or down?

A) Up.

Q) 18.1 If in PM turns wheeled units pay x2 MPs, can an artillery unit enter a wood; i.e., move at least one hex?

A) No.

Q) 21.33 Should this be Feb 9 -11 - 11 VPs?

A) Yes.

Q) 21.34 Where are the Victory Points for occupation which are mentioned in this rule?

A) They are in the Champaubert Victory Conditions.

Q) 21.6 Should Karpov and Krepow set up as well? What about Picquet and the Russian bridge and baggage trains?

A) No and no.

Q) 21.6 Should Sacken and York's troops that start south of the Marne be demoralized as out of supply?

A) Ignore Supply in Scenarios 1, 2 & 3.

Q) 21.7 The Coalition have some losses from IX Corps at start; does this reduce the 13 losses referred to?

A) No

Q) 21.8 On the Feb. 10 Night turn, there are three units from two different corps in the same hex.

A) Move Lieven and Sass to 1909.

Q) 21.8 At the same time, is Napoleon really at 4714? It just seems odd.

A) This is what our sources say; however, some accounts confused the towns of Bannay and Baye.

Q) 21.8 What is the status of the bridge at 3000/3100 on each alternate start?

A) Prior to Feb. 11 it is unbroken.

Q) 21.8 At the start, are the three Russian independent units out of supply?

A) Sacken's baggage train should be considered in its listed hex for this purpose.

Q) 21.8 Should Sacken activate if the French attack (but do not move) into hexrow 3900?

A) No.

Q) 21.8 It is very easy to use Bourdessoulle and Marmont with Napoleon to swing north and surround the two cossack units and eliminate them in the AM turn.

A) The delay here could cost the French their victory.

Q) Where is Sacken's baggage on Feb. 9 Night turn?

A) 2711

Q) It takes no time at all to surround the Russian vedettes and destroy them on Feb. 10 AM Turn and Ney can take out IX corps with no delay. Should vedettes be required to set up within two hexes of starting hex to avoid this fate and act as a brake to the French.

A) Vedettes at Start: Vedettes may be deployed at the beginning of a scenario, at the owning player's option. The first player deploys all his Vedettes first, then the second player deploys his. They may be deployed only within two hexes of the parent unit.