

Errata

From Valmy to Waterloo (as of July 1998)

I hope to answer most of the questions that I have received in this errata and clarifications, if you have any other questions please email me at: WKeyser@AOL.COM and I will endeavor to answer your questions. Please be patient I will answer as soon as I am able.

I will attempt to address each phase and any errata and then any clarifications and then any new rules etc. I will follow this lay out for all the phases. At the end I will address specific issues such as artillery etc.

PHASE 1

Sequential orders. p4

The First order in a sequential orders may not be an attack order.

DIVISION ORDERS

Defend order p9.

Second paragraph. Begins..... The Maximum size of the area.....

The depth of all Division, with the exception of those indicated below, is now three times the command and control distance of the commander. So insert three instead of two times the commander's range

maneuver order p10

add after third paragraph in this section.

Open order enemy units do not force a change in the Divisions orders.

PHASE 2

p15 last example.

In this example the Russians should be first.

PHASE 3

Exceptions to out of command p17.

Units in a division who's commander is mediocre or worse must be in the command and control distance of their command to be in control.

PHASE 4

p19 second column, second to last paragraph. begins The option of using...

Add to the last line... , or separated by more than 300 meters.

In other words as long as the two cavalry units are within 300 meters of each other then they have the option to declare either charge.

p20 first column 3rd paragraph. begins. If a formed...

add to the last line.... and does not count as a breakthrough move.

p21 second column REACTING CAVALRY DURING BREAKTHROUGH

line states..... as long as the charging enemy pass through add or into

p22 first column third paragraph. 5th line begins... of the infantry.

Add after.... If its was further away then 1/2 then it is not considered a rear.

p22 first column last line in column.

change the second to last word from move to movement

p22 second column. second paragraph

First line is ... If the charge is declared upon the flank of heavy or...delete heavy or.

last sentence of this paragraph should read. The other option to Light cavalry which has a charge declared on its flank is to evade.

p22 second column. fourth paragraph.

First line should read. Heavy cavalry which is charge from the rear or flank may not evade its options are 1 about face, or wheel, and stand, 2 about face or wheel, and counter charge.

PHASE 5

p23

The last sentence in the first paragraph on page 23 should read. If the unit pass this check, it can charge or counter-charge.

p24 first column second to last paragraph.

should read. Heavy cavalry cannot evade an enemy charge from the flank or rear even if is infantry charging.

p24 second column.

Delete first line of column. Cavalry can evade.

p26 first column second paragraph.

Should read..... No units can move closer than 100m of visible enemy units with the following exceptions:

Add after sixth paragraph.

Units which are moving through a built up area which is not occupied by enemy units may do so even though adjacent zones are occupied by enemy units. They may also do so if there are enemy units outside a built up area and the movement through the town brings them closer than 100 meters.

p26 clarifications.

The last paragraph 1st column begins Units may also charge... Note this pertains to a charge reaction due to a charge being declared or a Breakthrough move by the unit. This does not pertain to a unit which was in a charge reaction or melee reaction and the result of this was the enemy unit Fell back, Retire, or Retreated. If this was the case then the following up unit can come as close to enemy on its flanks so long as it fits through the gap.

Cavalry Charge, pg. 27

Add.. Ride around.

A unit that rides around (as indicated by the tables on page 10 of the cheat sheet book) must attempt to split the unit into equal halves. Note, a unit must attempt to bring its center to the center of the defending unit. Once the unit is divided it must then move around and will join up on the other side of the square as long as there are not enemy units which hinder this. There could be enemy units close to one side or the other and forcing that halve to charge it. The Halve that is charging will count the other half as casualties for the charge reaction test.

p28 first column second to last paragraph.

First sentence should read.... If several batteries are in a line, and within 100m of each other, then.....

p28 second column second to last paragraph.

DISORGANIZATION

add to the last sentence ... value, if it is involved in any charge movement.

PHASE 6 MOVEMENT

p31 first column fourth paragraph

add to the end of the paragraph. see DISORGANIZATION table page 6 cheat sheet book.

p31 first column fifth paragraph.

first line should read..... Formed infantry units that are at 100 meters.....

p31 first column sixth paragraph.

should read. Cavalry and artillery can always move away from enemy that are at any distance.

p32 first column first paragraph.

Add. Also visibility, the prone unit if it is on a steep crest may opt to stand up when the enemy are at 50meters, i.e. close range. This is only possible on hills #3,#4 and #5.

p32 first column last paragraph.

first sentence should read. Open order troops can face to either flank with no cost to their movement. This will be done on the center of the unit.

p33 second column Infantry square

Should read.... Infantry cannot change from a square, then change back to a square in the same turn.

p34 second column fourth paragraph

second sentence should read.... Infantry in single company column lose 1/2 move and pick up 1D.

p35 Second column third paragraph.

add to the last sentence.... be activated, this order must follow all the requirements of order issuing.

PHASE 7 FIRE

p39 Procedure

number 3 should read. 3:All fire

p39 Smoke, sixth paragraph of this section.

should read.... An infantry unit must move more than 150meters to march out of the smoke,î

COMPENDIUM

p6 INFANTRY AND CAVALRY MOVEMENT RATES IN METERS table.

The movement for Lt Cavalry, Line moving as skirmishers should be 800m not 400m

CLARIFICATIONS

PHASE 1

WRITING ORDERS p4

The commander may only issue orders on events that he can see, or if a message was sent to him by another commander about an event that has occurred. This applies to all orders.

To be seen the commanders figure must be able to see it or a courier who has been given a message from a commander who could see it.

The orders issued may only be in reaction to what he can see or has been informed of i.e. courier etc.

For example a specific event could be any of the following; a friendly formation of Division or larger is forced to retreat or rout. For these purposes a Cavalry brigade operating as a Division does not count. An enemy unit of Division or larger size Retire, Retreats, or Routs. A friendly formation of Division or larger captures a specific terrain feature.

An order cannot be based on an assumption, such as when you see enemy in trouble, when the enemy are disorganized, etc.

Example: An enemy Division is defending a town behind a ridge that the commander does not know about. The gamer may not issue an order for his formation to maneuver over the ridge and attack the town. However, if he has a report from another commander, of equal or higher rank, stating that there are enemy in the town then he is free to issue a sequential order stating, maneuver over the ridge and attack the town.

Order writing ideally should involve role playing by the army commanders regardless of how offensive that may be to some gamers. Orders should be written as a reasonable compromise between the player's role as a commander and the appropriate shorthand necessary for efficient communication. Players should not exploit either of these imperatives. An order stating "Attack until the division in front of you is forced to take a brigade morale check, and if he fails continue the attack. If he succeeds break off the attack and defend your ground." would have absolutely no meaning in the field. Such an order is stated in terms of the game mechanics and exploits the need for efficient communication. Orders should be written in terms of the temporal and physical realities of the battlefield, and not in the nomenclature of the game mechanics. Obviously use of the letter designation of the orders themselves is appropriate. Ultimately, this is a question of style, and players may choose to impose a level of rigor with which all are comfortable. After the players have become familiar with the other aspects of the rules, it is recommended that players attempt to approach this aspect of the play rigorously. It is much more difficult than it first appears. However, the insights, regarding the problems of command and the skills required for success on the battlefield, more than warrant the effort.

Order writing. examples

From 2nd corps commander to 2nd division.

You are to AA (All out attack) the town to your front. Clear it of all enemy units and await further orders, your attack is to begin at 11 am (the order was issued at 9am). This order is a valid order it states every thing required on page 6 of the rules.

iFrom 2nd Corps commander to 2nd Division.

Your are to AA the town to your front. Once cleared you are to advance against the enemy behind the town (this unit cannot be seen by the 2nd corps) Attack when you see an opportunity from a Brigade or Division Morale check by the enemy.î This order is invalid. The Division must attack a town then attack

the enemy behind the town. Being a sequential order it is not valid, due to the fact that its first order is an attack (see new rules) It is also invalid due to the fact that it has given the gamer the option to attack when he feels it is appropriate or due to a game mechanic.. You must specify a specific time or a event that the Div. commander can see. Finally the fact that the second enemy unit was not even seen when the order was issued.

TIMING OF ORDERS.

When a player may issue a new orders is based on the delay that is indicated for that army, and period. This delay is based on the time that the game started. If the game started at 9am, and an army may issue a order every 45min then the next time, after the first turn is going to by the 9.45am turn. After that it will be 3 turns (45min) after the 9.45am turn, than again after 3 turns etc. This does not mean that a gamer may issue an order and then wait 3 turns until he may issue another. The issuing of orders is based solely on two things, first the time the game began. On the first turn both sides may issue orders. Second is the delay, this is based on the first turn. That is a gamer must wait until the specified turn delay has elapsed until he may issue another. If he does not issue an order he must wait until the next time he may issue orders as determined by the turn delay. An order may, however, be issued stating that it is to be carry out latter. Example. An order is sent at 9:30am to a division commander. This order states that he is to launch an attack at 11:00am on the town to his front. Now the Division commander gets the order on the 9:45am turn and successfully activates the order. The order is now considered activated and the Division will operate on the order it had until 11:00am when the new order must be initiated.

ATTACHING ASSETS

Asset that belong to the corps and are then assigned to Divisions before the game begins are considered the Divisionís units. If the corps asset is to moved between commands during a game, an order must first be sent (from a commander higher in the chain of command) to the Division commander stating that the transfer of assets is to occur and to which unit they are then to be sent to. If the Corps asset are to be attached to the Division then the Division commander must be issued an order which indicates the units to be transferred to it.

Artillery units

Battalion guns must remain within 100 meters of its parent unit or it cannot fire at enemy units unless they are charging the battalion guns.

Brigade guns

Brigade guns must remain within the Brigade distance of other units (not only artillery units) of that brigade if they do not then they lose unit integrity. The idea is that they belong to the Brigade and must be used as an integral unit of that brigade. You cannot take them and attach them to another Brigade or Division. This overrides the ability to transfer assets, you cannot move brigade artillery units around!

Divisional Guns

These must stay with the Division, these may assigned to other formations, however, this is only allowed if the Corps commander issues an order to the Divisional commander of the guns. This order must state who the guns are to be attached to and what they are to do i.e. what order.

Corps guns

These may be attached to the Divisions prior to the battle and will then be considered part of the Division. If the guns are held in reserve then have these options,

1 They are considered to have a defend order and may unlimber to fire at enemy that move within 400 meters of them.

2 They can be held in reserve and issued to Divisions as needed by the Corps commander, who can do this only on the turns that he may issue orders. This procedure does not need to have written orders but the gamers may do so if they wish to avoid any misunderstandings.

3 They can operate as an independent formation attached directly to the Corps commander, they must be issued orders and must have the corps artillery officer or an aide de camp for the French.

The artillery in From Valmy to Waterloo is an integral part of the combined arms of the period, the gamer should be aware that by stripping away Division and Corps assets he greatly weakens his forces. His only gain is that the enemy will deploy in great depth when facing those guns. But if his troops are attacked by enemy infantry supported by guns he will be in severe difficulties. Just remember that during this period the commander was loath to give up assets to another commander if this would weaken his units, this still applies in today's armies. The best use of the artillery is in combination with infantry and cavalry. On its own it can do damage to an enemy but while you are hurting him in one area he might have a substantial advantage over you in another.

CAVALRY LEADERS FOR GRAND CHARGES

Please bear with me in that From Valmy to Waterloo is a work in progress I plan to add scenario books, the first having been published this winter. This will be in a very similar format to the scenarios included in the Compendium. Cavalry commanders will be indicated in the Scenario books as applicable. But for now Murat, and any French commander of a Cavalry Corps can lead a grand charge. The Grand Charge will only be for the French from 1805 to 1812 and then again in 1815.

ADVANCE GUARDS AND REAR GUARDS

The Brigade commander must hand over command as soon as the Division commander is within command and control distance of the brigade commander. In addition the Brigade commanders command range is 1.5 the range of his divisional commanders, but only for the units in the advance guard. If any other units arrive then his command range is the normal Brigade distance for his army. Any units which are not of the advance guard will be considered out of control until the Division commander arrives and will thus suffer loss of integrity and any other negative modifiers to moral etc. as they apply.

In addition the units of an advance guard which are moving on to the table will have their orders automatically activated. i.e. they enter with their orders activated.

DETACHING BASES

When a cavalry unit detaches bases i.e. squadrons those bases become under some circumstances a separate unit.

1. For casualty purposes the bases are considered a separate unit.
2. For Morale and charge reaction it is considered a separate unit.

For unit integrity use one base (ideally one with an officer) to be the command unit and all questions of integrity are based on that unit.

Example: If a cavalry unit of 4 bases is dispersed and three of the bases are all within Brigade distance of one another, however, the command base is not within brigade distance of any of the other three bases then only the command base retains integrity, and the others have lost unit integrity.

Example: The same 4 bases are dispersed. One command base has all three of the other bases to its left. The first squadron is within Brigade distance, however, the next one is not within brigade distance but the fourth base is within Brigade distance of the third. This means that the command base and the second base have maintained Brigade integrity, the third and fourth squadrons have one loss of integrity.

WAVE CHARGES AND DETACHING BASES

When a cavalry unit conducts a Wave Charge and the unit splits into two parts then during the charge and until the unit recombines it is considered two units for all purposes. This includes counting as two units to enemy artillery fire.

RECOMBINING CAVALRY UNITS

The percentage loss of a cavalry unit that has been broken into two or more units is combined when the unit or parts of the unit combine. If the unit then detaches bases again then the unit will have the percentage casualties that it had when it recombined.

Example: A cavalry unit has split up into three four figure units. Due to fire and charge reactions one unit has lost one figure the second has lost two figures and the third has lost no casualties. The units operate with the percentage loss as indicated until it recombines. If all three units recombine to make up its parent unit then this unit would have 12 figures but due to the casualties it now has lost a total of 3 figures which using the percentage calculator indicates a loss of 25%. If only two of the detached units combine those with the casualties then it would be considered a unit of 8 figures which has lost 3 figures, that is 30% casualties. The third unit still operates with no casualties. If at a latter time the unit wants to detach bases then it would operate with the percentage loss as it had when it recombined. So the original unit which had twelve figures and was recombined with 25% casualties detaches one base of 2 figures then that 2 figure unit would have 25% casualties if it had to react to any charge reaction etc.

What this does it makes it disadvantageous to detach and reattach more than once. A detached base of horsemen is extremely vulnerable. While it may be very hard to hit with artillery firing roundshot, especially in open order, one lucky shot and it is at 50% losses. This is living dangerously. Formation morale can be triggered carelessly by using these small units

PUSHING OPEN ORDER TROOPS

Open order infantry must fall back in the face of formed units. However, they cannot be pushed back from linear obstacles, built up areas, light woods, medium woods, heavy woods. Open order troops are not pushed by charge movement. Open order troops either evade or stand and get what's coming to them.

FIREFIGHTS

The requirement to close the distance between two units which engage in a firefight only applies in the open. If one of the units is behind a linear obstacle or in cover it does not have to close, but the unit in the open must do so if they have the initiative.

FRIENDLY FIRE

Friendly fire from the rear counts as enfilade fire for morale, charge reaction etc.

FIRE AT CAVALRY AS THEY RIDE AROUND SQUARES

Infantry in square that are ridden around by cav may fire at them as they pass by. The infantry gets 1/4 of its Fire Value and all other modifiers apply. Also note that if there are friends in the fire arc of the sides of the square then those units are potential victims of friendly fire.

LEAVING BUILT UP AREAS

A unit that exits a built up area but not on a road may be in any formation allowed to it at no cost above that of leaving the zone.

FRENCH DEBANDE

Again this will be addressed in the appropriate scenario book. But it pertains to the French infantry (the blue coats) of 1792-93.

SKIRMISHERS AND SEMI SKIRMISHERS

Sorry this was an over sight on my part. All units who can skirmish will be indicated in the appropriate scenario book. However, only the French and British as indicated will be considered skirmishers, all others will be considered semi skirmishers. But realize that all units which were called lights, jagers, shuctzen etc. did not necessarily fight as skirmishers in pitched battles, most of the time these were intended for the peitite guerre.

OVER HEAD FIRE

page 46 Rules. Once again sorry what I meant was see page 36 of the rules for definitions of the hill ratings. No over head fire is allowed in Eastern Europe the only place that it is allowed is in the Peninsular and only when it was done historically in a battle.

WAVE CHARGES

In a wave charge the second unit may conduct a charge on the enemy prior to the breakthrough. in two situations. If the first unit of the wave is defeated, the second unit may charge the victorious enemy unit. Second if the first unit was victorious and has a result of 0 move. (a result of 0 to 1/2 counts so long as the unit does not move) then the second unit may then charge an opponent which is in the charge arc of the First unit.

This "second" charge is not considered a breakthrough charge and is conducted by starting at Phase 4 Charge Declarations for the second units. This means that a unit which fired at the first unit may fire again at the second unit, just as it would do in a breakthrough. see Page 43 artillery "can in fact during each Fire (Phase 7) that the turn has. The sequence of these charges is important in that the second half of the wave should be resolved before other breakthrough charges occur.

The second wave charges and breakthrough charges permit units capable of fire to perform additional fire. However the second wave charge may only be fired upon by the target of the charge, whereas the fire phase after breakthrough charge movement, permits any unit that is within range of a unit which is involved in a charge reaction to be fired upon. Accordingly, artillery which is providing supporting fire for the cavalry, may fire again after breakthrough movement so long as the target is also the target of a charge. While this is difficult to achieve, it can be done and applies to both artillery and small arms fire, both on the defense and the attack.

Optional Wave Charge Lt Cav.

Light Cavalry can commit the second wave in the initial charge reactions in yet another way. The commander may operate as a vedette for the second unit of a wave attack and if the first line was victorious or became engaged in a melee the second unit may than charge any enemy unit that is in the commanders Charge arc. See page 18 of the rules for the requirements of this charge declarations. The Second unit of the Wave may not, however, interpenetrate the first unit if it is in melee, it may interpenetrate without any Ds if the first unit stood, 0 move.

CHARGE MOVEMENT

A unit that was at 100 meters of an enemy unit at the beginning of the charge declaration phase, and declares a charge, but due to the movement modifiers itis movement is reduced to less than 100 meters, it may still charge and the charge is calculated in the normal way. It may not, however, move over impassable terrain by this method.

NEW RULES

PHASE 1 ORDERS

Front line units p6

Front line units of a division which have any kind of an attack order must move 3/4 of their column move until they get closer than the defined distance as per the specific orders.

Exception. Front line units of a linear army must move their full line movement, or 3/4 of their column movement until they get closer than the defined distance as per the specific orders.

DEFEND ORDERS

The size of the defended area for a division on a defend order is changed. A Division with a commander of Mediocre or worse ability has a maximum frontage 1000 meters and a max. depth of 1000 meters. (This is because some of the really big division like the Russians of 1807 could not actually deploy in the defined zone) However, the units in this area are not considered automatically to be in command and control. Any unit of a Division whose commander is Mediocre or worse must be in the command and control distance of the Division commander to be considered in command and control. This means that the units of these divisions are no longer considered automatically in command and control if they are under a defend order.

The defend order as written creates some ambiguity in that the requirement for the location of the zone: i.e. 400 meters from formed units. What I intended is that once the Division voluntarily activates its Defend order then the area which the order applies is fixed. That is any units that are in command and control at the instant the order is activated then the zone extends 400 meters from them. This means that in subsequent turns any units of that Division may move up to 400 meters from the spot that the unit occupied. This allows some flexibility in counter attacks and maneuvering to protect the position. An exception to the 400 meters is if a unit is forced into a defend order while it is on a maneuver or deploy order. Then the front line is the ground which the units are on.

A division defend order can arise under no less than 5 distinct circumstances. These situations possess unique characteristics which require clarification. The five situations are as follows:

- 1) the division is issued a defend order at the beginning of the game or scenario;
- 2) a division is given and activates a defend order after the initial issue and activate order phase;
- 3) a division achieves its initial objective, and the order is not sequential or no new order is received;
- 4) a division achieves its initial objective and activates a sequential order requiring the division to defend a zone; or
- 5) a division is moving on a maneuver or deploy order, but the enemy either attacks in the case of maneuver, or comes within 800 meters in the case of deploy, thus forcing the division onto a defend order.

The following guidelines distinguish between the situations when the order is activated voluntarily, and when the division is forced upon the commander by the fortunes of war.

If the division is given a defend order at the outset, all units must deploy within the zone. These units may deploy anywhere within the defense zone so long as formed units of the division are within 400 meters of the entire front of the zone. These same conditions apply to divisions on maneuver or deploy orders which are sequential with a defend order.

Where the initial objective has been achieved, or where the change of order is voluntary, the gamer has a choice of methods to define the zone. First, the front of the defense zone must be within 400 meters of formed units of the division. Alternatively, the zone may be constructed in the same way as in the case of an involuntary defense zone (see page 9-10), but the front may still be 400 meters forward of the front-

line unit. All units of such a division which are not in the defense zone when the order is activated, must move into or towards the zone if they move at all. Units dropped of en route as garrison are not required to move or to rejoin their division, but may to join the Division if it receives orders from the Division, or Corps commanders.

Divisions which are forced involuntarily to adopt defend orders use the procedure set forth on pages 9 and 10. Remember that the front of the zone is the front line unit when the zone is triggered. The front may not be extended beyond the 400 meters forward, although units may charge out as usual. Again all units which do not occupy the defense zone must move into it if they move at all.

LEADER CASUALTIES

Commanders who are leading a charge will check once during the fire phase (if applicable) then if the enemy retires, retreats, or routs the commander leading the victorious unit will not check at the end of the phase. However, if his unit stands, falls back, retires, retreats or routs due to a charge reaction then he must check at the end of the charge reaction phase. All commanders leading units in melee must check at the end of the melee phase. These checks will be carried out for each breakthrough that occurs. In other words if you have a cav unit lead by a commander and he cuts through many units the above requirements apply for each charge phase, fire phase, and melee phase that occur in a turn.

DETACHING GARRISONS

In some instances it may be desirable for the gamer to leave a garrison to defend a town, village (a built up area) or a river crossing site. In this instance the gamer may override the mandatory movement of the divisional orders. The size of the garrison is left up to the gamer, however, the size of the garrison may not be more than 25% of the Division's units. The garrison must operate under a Defend order. It may not rejoin the main force unless an order is received by the Divisional commander, or the Corps commander.

UNITS STRUCK IN THE REAR OR FLANK IN MELEE.

Units that did not manage to turn and are meleed from the rear have a MO (Morale value) of 0. Units struck in the flank lose 50% of their MO.

INFANTRY IN LINE OR COLUMN CHARGING SQUARES.

A square being charged by an infantry column or line only count 1/4 of the figs in the square for the charge reaction and melee reactions.

CHARGING FLANK OR REAR

This applies to all units. If a unit is being charged on its flank then it only counts 1/2 its figs for mass in the charge reaction and melee reaction.

ARTILLERY

Artillery may only prolong to wheel or face a threat they may not use wheel to advance on the enemy or withdraw. The artillery unit's center once it unlimbers must stay within 100 meters of the spot that it unlimbered.

ARTILLERY FIRE AT OPEN ORDER UNITS

Artillery may ignore as many open order units that they like.

SINGLE COMPANY COLUMN ATTACKING BUILT UP AREAS

An army that cannot use double company column may use Single company column to attack built up areas, it will count all of the figures in the battalion for the charge reaction and any combat in the town.

CHANGING FORMATION

For an infantry unit to change from one company column to double company column or back costs 1/4 move.

For cavalry to form echelon it must first be in a line formation, it costs 1/4 move.

SQUARES MOVING FAST

Infantry which are Elite's may move a squares full move and suffer no Ds due to this movement.
iAndys rulei

TOWN FIGHTING

Routers that rout through a fresh unit will only cause 2ds on the fresh units. If the unit is very small it will not affect the fresh unit at all. 50% or less.

Morale check modifiers changes. Use the Rally portion of the Unit morale table, page 16 of the cheat sheets, when the units must check morale after two turns of engaged status. In addition the unit which has taken the highest percentage of casualties the turn of the check must check first. If the casualties are the same then the unit with the lower training checks first. If the training is the same then the unit with the overall most casualties will check first. If the result is still the same each player roll 1 d10 and the highest roll checks first. If the unit which checks first suffers an adverse result apply to following modifiers to the unit which must check second.

bonus for enemy engaged retreating routing etc. +3 enemy has a fall back + 4 enemy retires, +6 enemy retreats or routs. you might want to add this on the cheat sheets page 16.

CHARGING THROUGH OPEN ORDER TROOPS

Cavalry which charge and open order unit and formed units are behind it in the charge arc and within range of the cavalry, these formed units are also targets. If the cavalry defeats the open order units it will not stop the charging cav. i.e. it will not be considered a breakthrough for its movement. It will in essence (if it wins) just ride the open order troops down.

CAVALRY HALTED TO TAKE A CHARGE

Cavalry that does not move and is charged will receive 2Ds in the charge move phase, (add this to the Disorganization table). This is in addition to the penalty for not moving more than 1/4 move. So a cavalry unit caught standing would not only have their officer cashiered but would also receive 4Ds.

TABLES

Page 3 of the cheat sheet book the first box on the second gray line of this table indicates CME. CME should read Division.

Page 7 Movement into and within built up areas, table The second column should be <. That is if your unit is more than the indicated amount of movement from the built up area it will receive double the Ds indicated in the following tables.

Same table. For zones 3,4 and 5 in the boxes for enter 2X Dis change the 3/4 to 1/4 in all three boxes.

Example. An infantry unit is more than half its movement from a zone 2 it can enter but it will get 4Ds not the 2D indicated on the table. Another unit is more than 1/4 of its move from a zone 4 it would normally receive 3Ds but since it is more than 1/4 from the zone it receives double the Ds. This would mean that it would receive 6Ds, however, the max is 4Ds so it only gets 4Ds.

Page 8 Artillery Fire

Artillery firing canister at 1-2 cav unit (squadrons) fire as if they are a 3-12 figure unit. They do not get the small. The same applies to canister fire at small infantry units 1-6 figs.

The modifier for Light Cav E,V,L, charging firing battery only apply if the artillery battery does not have both flanks secure.

Page 10

CAVALRY CHARGE REACTION, CAV vs CAV +INF

The Ds for infantry are listed as (-3) for attacker and +3 for defender. This should be (-2) and +2

Page 10 CAV. CHARGE REACTION RESULTS CAV VS INF not in square table. In the 9 -10 line change it to 8 - 10

Page 16 UNIT MORALE table.

On both the Morale and Rally sides for Friends at 150m Retiring etc. The maximum is 3 units for each category. i.e. 3 friends routing -9 then 3 friends retreating -6 for a total of -15

Page 16 UNIT MORALE table

On the Rally side the Div commander and Corps commander modifiers for being within 150 meters does not apply for town fighting. They do however, apply if the commanders are in physical contact with the unit taking the Built up area morale check. (This is the check for after two turns of engaged status)

Page 16 UNIT MORALE RESULTS table.

The morale side is also used in the Built up area morale checks.

Page 16 Add a new table.

Town fighting morale modifiers.

If enemy Fall back +3

Retire +4

Retreat and Rout +6

Page 17 FORMATION MORALE MODIFIERS, table, on the Division modifiers ADD these three lines at the bottom, these only apply if the Division must take a morale check due to one or more of its brigades routes.

First: If the division's remaining brigades have taken less than 25% then -40 is added to the modifiers.

Second: If the division's remaining Brigades have taken from 26% to 49% then -20 is added to the modifiers.

Third: If the Division is checking and has less than 25% Cas then -20.

These modifiers is designed to help the div. if a brigade of the that division routs, and the remaining brigades are fresh.

FAQ

Question 7 With reference to the unit cards. The unit cards are more accurate for the campaign that they are for. As I state on page 15 of the compendium under Unit and commander ratings the scenario books with the appropriate unit cards will be more accurate then the general listing in the compendium. Some examples are the 57th French Infantry regiment. This unit was undoubtedly very good from 1805 to 1809 but probably just like most other units after the 1809 campaign. The same applies to commanders, most got better with experience, but their ability did however in some instance decline with age i.e. Masenna.

Question 11 Blue and Gray Disorganization. A unit may only have one type of Disorganization counter it can be either blue or gray. The maximum numerical value is 4. The Gray disorganizationís occur through movement and canister fire if the unit is not charging, counter charging, standing to receive a charge, or evading. The blue are for any Disorganization that occur if the unit is involved in any form of charge reaction. Example if a unit has 2 Dís due to moving over a stream last turn and halts its movement within 150 meters of the enemy. It can therefore not reform Dís during phase 10 of that turn, so next turn it declares a Charge against an enemy battalion. The 2 gray Dís are changed to a 2 Blue D counter, and then any other Dís that occur are added to those 2 Blue Dís up to a maximum of 4 Dís.

When you reform Dís all units with gray Dís are reformed first if the units are able, then any units with any number of blue Dís and able to reform change the blue D to a same number Gray D. What this in effect means is that it takes an extra turn for a unit which has charged to reform.

Artillery fire

Artillery prolong, if you roll and fail it has no effect on your firing. Russian artillery which attempt to limber may roll and if they fail it will have no effect on the artillery. If the Russian artillery is rolling to determine if it can unlimber than it must not move after it rolls if it does move the roll to unlimber will not count any previous modifies to the unlimber roll. Example: A Russian artillery battery has moved to the location indicated for it to unlimber the player has rolled in the two previous turns now when he rolls this turn the number needed would be five plus the two for the two previous turns i.e. 7 or less to unlimber. If, however, he moves then he losses the two modifier for the previous turns of failing the roll.

Russian artillery must when they reach the intended spot to unlimber must continue to roll each turn until they are successful in unlimbering. If a new order arrives stating a new position to unlimber then that will override the unlimbering rolls.