

Age of Reason Series
(2nd edition Kolin, Zorndorf and Leuthen)(as of Sept. 1st 1996)

'rounding' (clarification):

Unless otherwise indicated, the term 'rounded' always refers to the rounding method of adding .5 to the fraction and then dropping any remaining fraction. For example, 2.5 is rounded to 3; 2.7 is rounded to 3 (3.2); 2.2 is rounded to 2 (2.7).

6.6b Independent Units & Leaders (clarification): Once activated, the Army Leader is not affected in any way by the activation, except that he cannot move again in the turn (also see 4B1b).

6.6d Independent Units & Leaders (addition): Special Leaders, such as Artillery Special Leaders, never activate any combat units or other leaders. Special Leaders must be activated to use their special abilities and to move. Special Leaders, like independent units, can be activated when a friendly Command is activated.

7.2e Command Leader LOC (clarification): The nonspecific hex placement of a leader with a multi-hex unit applies only to Command Leaders, not Army/Wing Leaders.

8.4f Example (clarification): Unit 6-4 cannot move directly to H without first changing facing because it is not a front hex.

12.6e Howitzers (correction): Howitzers that fire "over" friendly units have their fire multiples halved (retain fractions).

12.7c Opportunity Fire (typo): Opportunity fire triggered by a facing/formation change is resolved after the facing/formation change is completed using the formation and target aspect that most favors the firing unit(s)

12.8f Fire Combat Results (clarification): As stated on the Fire Combat Results Notes, units in Road Col that suffer a number loss automatically Rout.

12.9 Special Fire Combat Results (clarification): There are no separate Special Results for Opportunity Fire. An Opportunity Fire that triggers a Special Result uses the regular Infantry/Artillery Fire Combat Special Results Table.

13.10 Attack Resolution Procedure, 3) Dice roll (typo): An unmodified die roll of '0' by either player causes a Special Result (14.6).

13.10b Combat Value (addition): c) Artillery-only stacks always have a CV of '0' (zero).

17.2b Disorder Effects (clarification): A Disordered Line/Col cannot expand or contract.

Disorder Check Summary Chart (corrections):

For Rapid March Movement, Back up Movement, and Close Combat Reaction ignore references to units becoming "Disordered/Shaken."

For Close Combat Reaction ignore +10 modifier; use rule 13.4e instead.

Morale Check Modifiers (corrections):

Rally: a, i, j, m

Fire Combat Results: All except j & k

Pre-Close Combat: All except d, j, l. The 14.2c Morale Check uses the same modifiers.

Countercharge Movement: a, c, h, i
Opportunity Charge: a, c, h, i, n, p
Friendly Unit Retreat: All except j & l

Close Combat Example # 2 (corrections):

paragraph 1: Cavalry stacks A (medium) and B (light) ...

paragraph 4: Using the 8-4 unit's morale for the Defender Morale Check the stack passes on a roll of 30...

paragraph 4: A's die roll is 3 modified to +13 and Z rolls a 4 modified to a +7. The difference is +6...

paragraph 6: B loses 1 SP ...

2nd Edition Kolin Update: Corrections & Clarifications

12.9 Defensive Fire Special Combat Results (correction): The SMOKE & DUST result (5-6) should read "HIGH CROPS: (same as the Infantry result)".

Special Marching Ability: Ignore the last sentence. There are no modifiers for the Rapid March Disorder Check in the 2nd edition rules.

Zorndorf: Corrections & Clarifications:

Furst Moritz: Ignore the references to any specific Wing Leaders. In Zorndorf, Moritz can act in this special capacity for any Wing Leader on a roll of 8 or less.

Scenario 4: The set up instructions should refer to Scenario 3, not Scenario 1.

Special Initiative Results: For the Russians, a roll of 5-8 should read "SPECIAL LIMITED ACTIVATION". For the Prussians, a roll of 9 should read "MANEUVER ACTIVATION."

Optional Units:

Wied's Fusilier Regiment (WIE 6-4x2) had been left by Frederick to bolster the Custrin Garrison. Since the city was in no real danger he could have included the two battalions in the force he took to Zorndorf. If both players agree this regiment can be added to the Prussian Army as shown on its Order of Battle diagram.

Special Marching Ability: Ignore the last sentence. There are no modifiers for the Rapid March Disorder Check in the 2nd edition rules.

Roster Sheets:

The Leader Casualty values were omitted. They are: Frederick (30), Fermor (20), Moritz (15), Moller (10), Rothelie (10), Wing Leaders (10), Command Leaders (5).

The SP Loss/Routed values are the same as for Kolin: each infantry/cavalry SP = 1; each artillery SP = 2.

On the Prussian Roster Sheet the lines for Command Leaders Kahlden and Kurszell are switched.

Leuthen: Corrections & Clarifications:

Off Map Units p.5 (clarification)

Unless specified by the scenario's instructions, all units that begin off map may enter the game map at any time the owning player desires.