

Errata

L'Armee du Nord (as of March 1st, 1996)

Corrigendum:

Sequence of Play, 1D Combat Phase: Players may strictly adhere to this sequence or may perform bombardment as attacks are defined. This will help keep track of which units were bombarded for purposes of Combined Arms attacks.

5.3d Cavalry Charge Terrain Costs: (Clarification) If the cavalry Charge results in the charged hex being vacated by the defenders (either by retreat or elimination) all the charging cavalry unit(s) must advance into the hex and deduct from its remaining movement potential the cost of the hex as if it had moved into the hex under normal (non-charging) circumstances. It must pay the full cost for the hex, even if it is currently in road column. It may then continue its movement and make additional charges if it has movement potential to do so. There is no additional cost for charging a hex.

6.3 Stacking and Road Column: (Clarification) A unit must adhere to the stacking limit for Road Column starting with the moment it employs Road Column and thereafter for the length of the Movement Phase. Note that units expend movement points to enter a hex, not to exit a hex, and therefore; a unit that begins the Movement Phase in a stack could employ Road Column (take advantage of the road/highway movement cost) if the first hex it enters contains a road that is contiguous with the hex it is about to exit and is also empty of friendly or enemy units.

9.9c Zones of Influence and Retreat After Combat: (Clarification) Retreating units may retreat from, into, but not through an enemy Zone of Influence. In other words, a unit can always retreat one hex (assuming it does not retreat across or into prohibited terrain), but if this retreat movement involved a second hex (retreating into and out of the same Zone of Influence projected by the same enemy unit), as with a result of Dr2, it would be required to lose a casualty increment rather than retreat the extra hex.

10.0 The Off Board Movement Track: (Change) All Allied cavalry and horse artillery may move two spaces to the left per turn, and not one space, as currently written in the rules. (Of course, they must have been activated and their CAMs on the game board.)

17.2 French Units and CAMs: (Change) Disregard this rule. The proximity of French units has no effect on Allied Corps Assembly Markers.

30.0 First Turn Restrictions (Change) 2nd Paragraph, 2nd Sentence: This should read instead. . . "If the result of this die-roll is a one (1) or two (2) that corps may not move unless its units are taken under tactical command by Napoleon (not Grouchy), in which case the units move normally,"

Prussian Organization and Scenario Manifest: (Correction) Steinmetz's brigade is given an incorrect starting position for the Campaign Scenario. It should read "Anderlous (3)." There is also some debate as to when Ziethen chose to react to the intelligence his outposts reported at the close of June 14. Therefore, for the opening of the Campaign Scenario it should be the Prussian Player's option to set this piece up in either Flureus or in Charlerol.

French Organization and Scenario Manifest: (Correction) Teste's division in the Waterloo/Wavre Scenario does not start on the map, but enters with Pajol on Turn 36.

Anglo-Dutch Organization and Scenario Manifest: (Correction) Saxe-Weimar's Brigade begins the Campaign Game in "Genappe" and not in Quatre Bras.

The Optional Rules: (Clarification) Using the Optional Rules does not require the consensus of all players. If the Prussian Player wishes to use Rule 21.0 Special Prussian Infantry Deployment, or Rule 23.0 Obscured Units, then he may do so, regardless of the wishes of his ally or enemy.

Cavalry Charge Table: Below is the official revised Cavalry Charge Table for L'Armee du Nord, which will appear in all future editions of the game.

CAVALRY CHARGE TABLE C: Die Morale Differential

Whenever an asterisk (*) appears next to the result the charging unit, in spite of the successful execution of its charge, must end its movement immediately upon entering the hex that was charged regardless of its remaining movement potential

Charge Die Roll Modifier 1

+1 Charging a non-clear hex

+1 Charging across a Bridged river hexside

-1 Complete cavalry corps² charging

-1 Blucher is with the charge

+1 Charging a Grand Farm hex

¹Modifiers are cumulative in their effect, in that cavalry that charged a Grand Farm hex across a Bridged river hexside would have the die-result modified by +3 (+1 for the hex being non-clear; +1 for it being across a Bridged river hexside; and +1 for it being a Grand Farm hex.

²A "complete cavalry corps" is strictly a French option. The Charge must include both cavalry divisions, its unit of horse artillery, and the corps leader. The cavalry divisions of the Imperial Guard may not exercise this option since their corps Leader (Mortier) missed the campaign.

Note: Cavalry that charged in the Movement Phase may not attack in the Combat Phase.

Charge Combat results are applied the same way as Attack Combat results.

Questions and Answers:

Q. Prussian Special Infantry Deployment: What happens to combat modifiers when there are different features in the three hexes the unit is assumed to be occupying?

A. If the unit is attacked in only one of these hexes it gets the defense value of only this hex. If it is attacked in more than one of these hexes it gets the weakest benefit that is provided in the hexes in which it is defending. Example: A Prussian infantry unit is deployed in a clear hex, a grand farm hex, and a woods hex, but is attacked in only the clear hex, receives only the defense benefit of the clear hex. If it is attacked in both the woods hex and the clear hex it would still only receive the defense benefit of the clear hex.

Q. Prussian Special Infantry Deployment: When leaving this deployment may the unit consolidate in any of the three hexes?

A. Yes, after expending one movement point to do so.

Q. Prussian Special Infantry Deployment: If one or more of these hexes are in the Zone of Influence, is the unit subject to all the normal ZoI restrictions?

A. It may still "consolidate" but must do so into a hex that is in the ZoI.

Q. Prussian Special Infantry Deployment: What if it is in a ZoI that affects two of its three hex deployment?

A. In this case it may not "consolidate" into a single hex deployment.

Q. Prussian Special Infantry Deployment: What happens if there is an attack result of ExC? It is not allowed to attack, may it counterattack?

A. No. This is an exception to the attack results. In this case change the actual result to an Ex*, and roll the attack again after applying casualties.

Q. Terrain: Are Terrain modifiers cumulative if a hex has more than one terrain feature within it?

A. Yes, for Movement and Combat.

Q. Terrain: Must all attacking units be attacking across a given hexside in order for the defender to receive its defense benefit?

A. No. These benefits are cumulative.

Q Leaders: What happens to Leaders that are alone in a hex that is subsequently entered by an enemy unit?

A. It automatically "flies" to the nearest friendly unit of the same army.

Q Retreats: According to Rule 9.9a, a retreating unit only loses a strength point if it cannot retreat to a hex not adjacent to one of the victorious unit. Does this mean that a retreating unit must lose a strength point whenever it moves adjacent to an enemy unit whether or not that unit was involved in the combat that caused its retreat?

A. No, the rule should refer to a "victorious attacking unit", i.e. one of the units that it just fought and lost to.

Q Picquets: In the campaign game, if a French unit advances next to a Prussian picquet, is the corresponding parent unit of the picquet also activated even if it is not adjacent to a French unit, i.e. inactive?

A: Yes

Q. Cavalry Charges: Assume a French cavalry corps is out of command range of an army leader. Now in the "out of command" part of movement phase its corps leader, successfully rolls his initiative - may elements of his corps that are within his Command radius now conduct a cavalry charge?

A. Yes. Cavalry can charge any time they can voluntarily move.

Q. Cavalry Charges: Why is it that cavalry can't take part in normal combat if it uses road movement, but it can charge, usually at a cost of only a fraction of a movement point?

A. Cavalry may attack in turns that they employed road order. They just can't stack. Be sure to see the revised (optional) CRT and Charge Tables.

Q. Cavalry Charges: Can cavalry charge (during the movement phase) opposing cavalry units? A strict reading of the rules would suggest that the answer is no - as if you are in a "Zone of Influence" you cannot charge and all cavalry have such a zone. If not, why?

A. The answer is no. If you are asking why cavalry cannot charge cavalry I'll attempt an answer.

Essentially, cavalry charging cavalry results in melee, which, as I choose to interpret the situation, is an attack. (Of course you interject that cavalry charging anything will result in melee, and, therefore, is an attack also.) I agree with the semantics. However, the charge rules are intended to show the ability of cavalry to effect events more quickly than infantry or artillery, thus this action of charging occurs during the movement phase and is not necessarily restricted to one attempt per stack. Cavalry's ability to do this is relative to this advantage over slower combat arms. Cavalry charging cavalry no longer exhibits this

relative difference. So that in this case it stops and resolves its conflict in the combat phase. Thus, one thing that differentiates cavalry from other arms is its ability to prevent cavalry charges.

Q. Command: In the campaign game, if a French corps is out of command, can it move at all? In the battle game it can. In the campaign rules, however, rule 16.2 (French Initiative) implies that it cannot, but never actually states that it cannot. It only says, if it's in command, it may move.

A. If a corps leader fails his initiative roll any units in his span may not try their individual initiative ratings. So yes, French corps that are out of command and fail this roll are stuck for that turn. Don't forget to use the first turn restrictions on French activation. Remember this does not occur on a 1 or 2, rolled per corps (it was changed from a 1 in the errata)

Q. Advance After Combat: Can a unit advance a second time after making a successful breakthrough attack?

A. No.

Q. Activation: What exactly is "automatic activation" for the Prussians and the Anglo-Allies?

A. The Prussian and Anglo-Allied sides automatically activate on the turns marked as such on the Turn Record Track regardless of the progress of couriers.

Q. OBMT Track: There are some really strange OBMT tricks made possible by rule 22.0, OBMT Intersections. The most outrageous concerns Prussian units beginning at Liege or Grand Lez. A unit placed on Liege, heading toward entry area 6, is 10 turns from reaching the NE corner of the map. If it was placed on track 10, it would be 15 turns from entering on the Namur road at Pusnes, which runs right through the Prussian I corps position. By moving one space on track 6, it is at an intersection that takes it to Hannut. If it jumps to track 7 or 8, it is immediately in an intersection with Namur also, which lets it jump to track 10, one space from entering the map! A trip that should have taken 15 turns has been cut to 2. This is the most extreme example I could find; there are several others that shave off a few turns. You're probably aware of all this already.

A. Absolutely right. Ignore the intersections for the Prussian OBMT. This was a goof I made when the game entered production. It seemed OK for the Anglo-Allied OBMT, and I assumed incorrectly it would work there as well without checking.

Q. CAMS: In the campaign game, may units retreating toward their CAM move adjacent to enemy units or their zones of influence?

A. No to both.

Q. CAMS: In the campaign game, may units retreating toward their CAM move none, some or all of their movement allowance as desired?

A. Yes to all, as long as all of this movement is towards the CAM by the shortest path available that is not blocked by enemy units or their Zones of Influence.

Q. CAMS: In the campaign game, may artillery units retreating toward their CAM bombard?

A. Yes. Even if the artillery unit is out of command as well.

Some Expansion Rules:

Marshal Ney Rule: This rule may only be used in the 2 or 3 player game (see rule 4.0) At the start of each French Command Phase beginning with Turn 13 and onwards, the French player rolls the die to determine the predisposition of the Ney counter for the length of that turn.

On a roll of:

1 or 2 Ney's command abilities are uninhibited

3 or 4 Ney may only command in a tactical role

5 or 6 Ney may not put any unit or leaders in command

Historical Comment: Ney had misgivings about Napoleon's new regime, and grave doubts about the orders he received from him on the 16th, 17th and 18th of June. His conduct seemed to be rash when it would have been better to exercise caution; and he was cautious when boldness would have won the day. The above rule is given to simulate the unpredictability of this Marshal of France.

Marshal Grouchy Rule: This rule may only be used in the 2 player game (see rule 4.0). Any Army Corps leader that would be put in command by the command span of the Grouchy counter is not automatically in command for that turn, but first must roll a die. On a result of 6 the corps leader refuses the command and must roll his own initiative to move his corps. (Note that this only applies to Army Corps leaders in Grouchy's command span, and not Cavalry Corps leaders.)

Historical Comment: Napoleon surrounded himself with men who had proven not only their competence in the field but also their loyalty to his person for this campaign. Unfortunately for Grouchy, loyalty to the Emperor did not also include faith in his judgement by his lieutenants. The fledgling Marshal had to contend with insubordination and disrespect as well as the enemy.

Combined Arms Rule (Defense): Any defending hex containing infantry, cavalry and artillery units will cause the Attack Results Table odds to shift one column in their favor.

Supporting Bombardment Attacks Rule: The attacking player may announce all infantry, cavalry and horse artillery units that are supporting a bombardment attack. If the bombarding artillery clears the target hex of enemy units, then the supporting units can advance after combat as per Rule 9.12

More Optional Rules:

24.0 One or t'Other: In addition to the optional presented in the game, the Allied Player may avail himself of one of the options below:

1) Varying the Setup: If the Anglo-Dutch player avails himself of Rule 23.0 he may, in addition to obscuring his counters, substitute in his setup Perponcher's division for any other Anglo-Dutch division in the I Corps. (Note: Perponcher's division is made up of the three combat units that begin the campaign in Nivelles and Quatre Bras). Substitution must be done in like kind, infantry for infantry, artillery for artillery, and brigade for brigade. (Note: the British Guards are a division, themselves, and may not be used for this substitution.) Substituting units assume the position on the Anglo-Dutch Organization and Scenario Manifest of the units they are substituting for.

2) Perponcher's Initiative: (Note: If using the option 1 above, this option may not also be used.) This option is an adjunct to Rule 15.3. If the Prussian Courier passes through any hex containing a unit of Perponcher's Division that division is considered activated until the Prince of Orange puts the units into command himself, or the CAM for the I Corps is placed on the game map. These units may move and attack if within a three hex radius of either Nivelles or Quatre Bras, or move to be within this radius (but may not attack). The Anglo-Dutch player must state if Perponcher is in either Quatre Bras or Nivelles, thus establishing his Headquarters, and its three hex command radius.

Optional CRT: Use the revised CRT below in you games.

OPTIONAL ATTACK COMBAT RESULTS TABLE:

Note: Odds less than 1-5 are treated as 1-5. Odds greater than 6-1 add one to the die roll for each degree greater than 6-1. (A 10-1 attack would be rolled on the 6-1 column but the die would be modified by a +4).

Combat Die Roll Modifiers:

Morale Differential

If the Defender is in a Woods, Swamp, Forest, City, Village, or Town hex, subtract 1 from the die roll.

If defending infantry (only) is in a Grand Farm hex, subtract 2 from the die roll. In addition, all Dr results are treated as Ex (Dr2 is also treated as an Ex but each side loses 2 increments).

If the defender is attacked across a Bridged River hexside subtract 1 from the die roll.

Combined Arms Attack (see 9.6) Shift the odds column 1 to the right or left.

Explanation of Combat Results:

Ex Both side lose 1 increment and remain in place

Ex* Apply result; recalculate odds; roll again repeating the attack

ExC Apply result; recalculate odds and reverse rolls (attacker becomes defender); roll again

Dr The defender loses 1 increment or retreats 1 hex

Dr2 The defender loses 2 increments, or retreats 2 hexes, or retreats 1 hex and loses 1 increment

Ar The attacker loses 1 increment or retreats 1 hex

Ar2 The attacker loses 2 increments, or retreats 2 hexes, or retreats 1 hex and loses 1 increment