

PG SERIES ERRATA, REV F (11/29/07)

(Special thanks to Dick Vohlers, past PG I Developer, for gathering in several more clarifications and loose ends that had been posted on CSW, but slipped through the cracks before making it into the series errata! Well Done, Dick!)

PRUSSIA'S GLORY

All errata has been incorporated into the Revised Playbook.

PRUSSIA'S GLORY II/SERIES RULES

5.2: (clarification) Use the In Column stacking limits even if just 1 unit in the hex is IC.

6.2.c: Add to the first sentence: "...but are still subject to similar restrictions (see 7.5.2)."

10.2 Withdrawal: Add to first sentence: All defending Fast units *and any leaders stacked with them...*

10.5.2 Cavalry Shock DRM: Cavalry Shock occurs in Combat when all attacking Units contributing SPs are cavalry, and all defending units contributing SPs are either cavalry, or are In Column, Disordered, or Routed infantry.

a. Find the average shock value for each side by adding the shock values of each involved friendly cavalry unit shown on its in-play side and dividing by the number of units involved in that combat. [Delete the following bullets:]

- ~~Heavy Cavalry units (MA 5) have a shock value of 2.~~
- ~~Medium Cavalry units (MA 6) have a shock value of 1.~~
- ~~Light Cavalry units (MA 7) have a shock value of 0.~~
- Disordered cavalry units have a shock value of 0, but are included in the number of units involved.

b. Round this value to the nearest whole number (halves round up).

10.8.1.2 Assigning Step Losses: During any Close Combat, a Unit must take one Step Loss (regardless of MR) before it is allowed to Retreat. During Bombardment from one hex range (canister fire), two step losses must be assigned to the engaged unit(s) before any engaged unit(s) can retreat. Supporting units in the canister fire target hex that subsequently become engaged must take one step loss before being allowed to retreat.

10.9.1: A friendly unit does not negate any EZOC in the hex it occupies for purposes of retreat.

10.9.2.B: Because units retreat one at a time, if a stack of units must retreat through a friendly unit, that unit will have to check morale for each unit in the stack that retreats through it.

10.10.3: Errata/Clarification on Artillery Capture attempts.

- First bullet – change to read: “from attacking hexes” to “from any adjacent hexes”
- Clarification – ANY active player infantry or cavalry unit adjacent to defender artillery-only hexes may make a capture attempt, whether it participated in Close Combat that phase or not. The same applies to ANY defending

infantry/cavalry adjacent to attacker artillery-only hexes at the end of the Close Combat.

16.1b: Apply any reduction due to a parenthesized CRT result before checking to see if this rule applies.

16.2: Replace the last sentence with the following “A Croat unit may snipe only when attacking. If a Croat unit snipes it may not attack, and vice versa, but it must do one or the other when required to engage in Close Combat. However, if the enemy unit that is the target of the sniping attack must also be attacked by another Austrian unit, then the Croat unit must either join in the attack or withdraw; it may not snipe. Sniping attacks are not affected by terrain.”

Prussia's Glory II Scenario Booklet

Prague

2.2.2.E: Addition/Clarification: Schwerin Wing Reinforcements Note: If the Prussian army is not Activated yet, the Prussian player still makes Schwerin reinforcement die rolls; however, if successful, the Schwerin units are placed in any of the entry hexes (ignore stacking limits until after the first turn of allowed movement), but cannot be moved again until after Prussian Army Activation (subject to normal Command/movement rules).

Krefeld

4.2.1: Replace Nicolay with St. Germaine.

Change Sporcken's Effectiveness Chit to read Effective 1 / Degraded 2-6.

(Rev F Addition)

Kolin

3.2.1 Set Up – Austrians, Clarification: The “Any Hussar cav” and “Any Croat inf” set up lines are OPTIONAL; players do not have to set up any Hussars or Croats in these independent locations. They may use extended locations to put these units in screening positions, or set them all up in accord with their parent wing set up instructions.

PG II Example of Play:

Page 12 second visual, page 13 first visual – some of the cavalry units shown in the Prussian approach march visuals are the wrong units, but they are in the correct hex locations. In the first visual, the units should only be from the already on map Zieten and Penavaire wings. However, some shown on the left lower hexes are from the Schonaich wing, which enters with the Schwerin reinforcement group later that turn. Please make the mental adjustment to consider these Penavaire's units! ☺ The mix up is still evident in the first page 13 visual as well. The cavalry sorts itself out in the visuals after that!

Page 12 – Game start, Turn 1 – Prussian 6 a.m. turn: Errata – line 7, delete “from 14 to 13,” so sentence reads: He decides on a normal activation, and so pays his Army Activation cost of 1 AM point, placing a spare counter beneath his current AM marker in the 14 box on the Prussian AM track.”

(Rev F addition)

Page 16 – third paragraph about end of Prus cav Sweeping charge attempt: Addition -- "...attempt the charge, AND MUST NOW BECOME DISORDERED. So the 4th Hussars can't pursue the retreating enemy, and the combat is over."

Page 19, left side middle paragraph – wrong combat resolution. The 0/(4)R* result is correct, and should be reduced to 3 due to the supporting unit. However, the rest of that combat resolution plays out without accounting for that reduction to 3. To avoid an extensive cascade effect on the Army Morale track situation down the line in the XOP, the simplest fix is to assume the 0/(4)R* result is instead a 0/(5)R* result, which the Supporting unit reduces to a 0/(4)R* Note, this result does not exist on the CRT, but will keep the integrity of the rest of the XOP.

Page 20, second paragraph, right side. The Prussian artillery counter that got captured should actually be on its 3 step side before the attempt, as the 1(4)R* close combat result has an asterisk *, which would have put a 1 step hit on it already. So the middle of that paragraph can be changed to read: "...The Prussian must swap counters, placing the 3 step counter rotated (to indicate capture) in his 12 AM box..."

Prussia's Glory II Charts

Terrain Effects Chart:

- Add a superscript 7 note to the Marsh terrain movement costs. Marsh terrain also costs 2 IC hexes per hex entered. (This is correctly stated in the rules, but the chart note was missing.)
- Note 8: Change Moldau to Vltava (Prague map).

Quick Start Setups:

- Kolin, Austrian: For the LCv Det, use the Cur 23 unit. Set up the Cur 20/22 unit adjacent to any other cav unit with the same wing designation.
- Krefeld, French (changes in italics):

<i>Krefeld Det</i> – 4410
Anrad Det – 2922
St. Tonis Det – 3517
Art 3 – 3421
Auvergne – 3421
Enghien – 3421
Navarre – 3521
Art 2 – 3620
Provence – 3620
<i>Du Ruy</i> (1 step) – 3620
Vaubecrt – 3819
Belzunce – 4018
Brancas – 4018
Touraine – 4217
Picardie – 4315
<i>Tour. du Pin</i> – 4315
Marine – 4514
Art 1 – 4713
Aquitane – 4713
<i>Flandres Det</i> – 5014
<i>Grnds Chant</i> – 4517
<i>Grnds France</i> – 4618

Cavalry:
Du Muy:
<i>Roussillon</i> – 3621
<i>Du Roy</i> – 3621
<i>Bourgogne</i> – 3721
<i>Aquitaine</i> – 3821
<i>Piedmont</i> – 3820
<i>R. Etranger</i> – 3919
Fitz James:
<i>Berry</i> – 3921
<i>Cur Du Roy</i> – 3921
<i>Le Dauphin</i> – 4120
<i>Chartres</i> – 4120
<i>La Reine</i> – 4220
<i>Royal Crav.</i> – 4220
Peronne:
<i>Royal Carib.</i> – 4318
<i>Orleans</i> – 4418
<i>Le Roy</i> – 4418
Berch Hus – 4420

Gr. Royeaux – 4618

Turpin Hus – 4519

- Krefeld, Hanoverian-Allied (changes in italics):

Leib Drg – 3112
<i>Pr. Wilhelm</i> – 3112
Dr. Finck – 3112
Dr. Holst. – 3112
Art 1 – 3111
Drg Bock – 3111
HusMalch – 3111
Hodenbrg – 3111
Art 2 – 3211
Halberst. – 3211
Sporcken – 3211
Gde Karl – 3211
Kielmansg – 3312
Schele – 3310

<i>Buckeburg</i> – 3310
Cb Gren. – 3310
Heise – 3908
<i>Gr Anhalt</i> – 3908
Gde Behr – 3908
Jg-Zastrw – 3908
Gde Korps – 4008
Reden – 4008
<i>Behr CGR</i> – 4008
Art 3 – 4107
Scheither – 4107
Luckner – 4107
Drachen – 4107
HusRuech – 4106