Prussia's Glory Consolidated Errata and Clarifications

8/15/2002

Errata

* New or refined since last Errata.

Rules:

4.3 Note: Replace "throughout the turn" with "the active movement phase."

4.4: First sentence. Change from "…if they are only adjacent to non-Fast Units." to "…if they are not adjacent to an Engaged, Formed enemy cavalry Unit."

*6.3: Add to third sentence to read: **(**Whenever a Det counter can trace a 3 hex or less LOS (5.0) to an enemy counter), or already Activated friendly Det counter…

*7.2.2: Add a sentence at end: Artillery units anywhere in a stack, or alone in a hex, may leave EZOC for a +1 mp cost, as if they were Supporting units.

7.2.3 Add at end of section: IC fast units may also leave EZOC, at an equivalent cost of +1 hex for Prussian cavalry, and +2 hexes for all other units.

7.3: Add to IC requirements after "Formed" -- "and In Command"
* Add at end of paragraph: Army Commanders can be placed IC and Deploy during the appropriate segments without regard to EZOC.
* Add at end of second paragraph: To mark an Army Commander as IC, rotate his 90 counter degrees.

7.3.3: Add to the first sentence "(If an enemy unit moves) or starts any movement phase…" Add at start of last sentence "Non-moving Prussian cav…"

* 11.1.2: Strike "Close" from first sentence, so that it reads "During any Combat…"
* From the last sentence, strike all from "units" on and replace with: "two step losses must be assigned before any Unit may retreat (all other assignment is as normal)."

16.0: Add to third bullet in list "(is not In Column)… or Routed."

19.0: Change second sentence to: "In general, no Unit may participate in more than one Close Combat attack per turn. However, attacking cavalry that perform a Sweeping Charge can participate in two combats, and defending units may be subject to more than one combat result due to Sweeping charges."

19.2: Delete the "cav" portion of the "inf/cav" abbreviation in the second to last sentence. Add at end of section: "If the intended defending hex is now completely

vacated, intended attackers/support units may advance into that hex, but may not add their strength to any other Close Combat that player turn."

19.7: Remove the reference to the Player Aid Cards.

* 19.12.1: (clarification) * (clarification) Add to first sentence: (After any Advancing) – including a Momentum Advance…
Add to last sentence: Cavalry, whether in an Engaged or Supporting role, can only participate in one Sweeping Charge attempt per turn.

19.12.2: Change second to last sentence to: "The Close Combat involving the Sweeping cavalry must be resolved next, and only Sweeping cavalry may be attackers."

19.12.3: change second to last sentence to: "In addition, any Formed cavalry that were Engaged when a Sweeping Charge was attempted…"

Rossbach Scenario Rules:

*23.3 Prussian Army Information: Strike the "I" from the Frederick "5I" listing.

23.4: Second paragraph, after the bullets, replace first four sentences with:

"The FrE player must have all units move and remain east of the Entrenchments within 4 turns, and adjacent to a Prussian unit or a VP town within 5 turns. Place any unused markers 3 and 4 spaces past the turn in which the FrE activates to note these deadlines (i.e., if they activate in the 9:30 turn, place markers in the 12:30 and 13:30 boxes). If less time is available, the first deadline is 1630, and the second 1730. If all units are not east of the entrenchments after the first deadline movement phase, the bonus is subtracted again, AND the FrE takes an immediate –8 AM penalty. If not adjacent to a Prussian unit or VP town after the second deadline movement phase, only the bonus is subtracted again.

*Copy/paste and print the following three paragraphs, and attach to the scenario rules area:

If during the FrE Advance, Prussian units cross west of the entrenchments before all FrE units have crossed east, all FrE units are immediately relieved of the obligation to cross or remain east. If Prussian units move adjacent to the entrenchment line to block FrE exit, those FrE units that cannot exit are exempted from triggering deadline penalties if they move adjacent to the blocking Prussian units (to the maximum allowed by stacking limits) and attack those blocking units. Any remaining units which, due to stacking limits, cannot get adjacent to blocking Prussian units, must still move as far as possible in an attempt to cross the nearest unblocked portion of the entrenchment line *in the honorable spirit of these Advance rules.*

FrE units in Routed status are temporarily exempted from triggering the deadline penalties; such units that rally to Dis or Formed status must resume eastward movement *in the honorable spirit of these Advance rules* unless Prussian units are west of the entrenchments per above."

The simple intent of all the above is this – if the FrE player takes the bonus, he is expected to move to attack the Prussian army, or reach a VP town. FrE players that take the bonus, then attempt to avoid battle, must live with their guilty consciences, and ruined reputation among fellow wargamers, forever more!

23.4.2: Add sentence at end: "The automatic activation/bonus can also be claimed if Prussian units move within three hexes but do not attack in that player turn."

23.4.4: Add after first sentence: "Armies that are not Activated must still make a Passiveness roll."

Leuthen Scenario Rules:

*24.2: Prussian Army Information: Strike the "I" from the Frederick "5I" listing.

Zorndorf Scenario Rules:
25.3.5: Add after first sentence: "In Column Units also pay an extra hex to move adjacent to the Light Baggage."

Torgau Scenario Rules:
26.4.1: Entry hex is 1015, not 1110.

Quickstart Set Up:
Rossbach: Change the Aust Croats and Croats set up hexes to 2124, bump the Aus Hus, 69 Hus, Szhny Hus west to 2125.

Example of Play:
Change references to CS (when talking about unit Strength) to SP.

* Prussian Player turn, Attack Designation, third sentence: strike "2802 or"
A Prussian stack in 2802 would have to attack the Austrians in 2901; thus, its zoc could not be counted as surrounding the Austrian in 2803 to create a Supported defense situation.

Designer's Notes: The reference to 7/7/6/6 Russian artillery morale values in "The Armies" section is incorrect; the counters values of 7/7/7/6 are correct.

Counters:

Torgau: Artillery reinforcements; counters read T-2 1510; should read T-2 and 1015.

Rossbach: French Cav 25 Penthrve; backside morale should be a 3, not a 5.

Leuthen: Prussian cavalry Command Effectiveness Counter; Effective range should be 1-4 vice 1-5; Degraded range should be 5-6 vice 6

Map:

Leuthen: turn 3 box time should read 0900 vice 0800.

Terrain Effects Chart Notes:

Add a note 5:

5. Negative modifiers for Entrenchments only apply to units bombarding or attacking from front (outside) the entrenchments to the back (inside). Units bombarding/attacking from the inside do not suffer negative drm.

CRT Chart DRMs – Disordered and Routed DRMs:

Clarification -- The Disordered and Routed DRMs apply only to the Engaged defending units; the presence and state of other units in the hex has no bearing on which drm is applied.

Bombardment Table:

Add drms: −1 if firer in Demoralized army
              -2 if firer in Broken army

5-6 BS column − strike the arty hit asterisk from the dr 5 result and add it to the dr 6 result.

Clarifications

Scenario Presentation

24.2: Frederick and Driessen are Special Leaders, not Specific Groups. Arenberg, Nadasdy, and the Detachment are all Specific Groups.

25.3: Dohna is a Specific Group, Frederick and Seydlitz are Special Leaders. Browne is a Specific Group.

26.3: Frederick is a Special Leader. Daun is a Special Leader. Lascy and all Detachments are Specific Groups.

Example of Play:

Combat portion, step 12. Cavalry Action, 4th paragraph: Since the routed Austrian unit is retreating into a hex with another Austrian unit, the stationary unit has to take a morale

check; if it received a Dis or Rout result, it would have to retreat again.

Questions & Answers

As with many games, folks bring previous experience to the game with them. Reading the rules without expectations should give the correct answers. Don't let the number of questions we answer here scare anybody. The vast majority of questions are answered directly in the rules. Because we use some new concepts, a lot of folks seem to be asking to confirm they're "doing it right," vice wrestling rules discrepancies. Nearly all of the questions we've answered are below:

Q: During close combat all engaged friendly units must attack and all engaged enemy units must be attacked, right? If so, are there any limits on "soak-off" attacks?
A: There are no explicit limits to "soak-off" attacks. (deleted remaining comments).

Q: Can infantry and cavalry stack together?
A: Yes.

Q: The extended example of play does not include Cur 8, a 2-step cavalry unit, as an Engaged unit. What gives? Shouldn't it also be engaged?
A: See rule 26.3.6. The Freikorps cavalry unit counts double for stacking.

Q: The rules for what units are Engaged seem a little murky.
A: There are two concepts to keep straight: Engaged units and Engaged markers. An infantry/cavalry unit in enemy ZOC, at all times (4.3). Only units that are Engaged during the Place Engaged Markers Segment receive an Engaged marker. An Engaged marker indicates that those units are already fighting, and have restrictions placed on their movement. Units can be Engaged without having an Engaged marker – do NOT place Engaged markers at any time other than the appropriate segment.

Q: Taken literally, cavalry units with a movement allowance of greater than 4 are not fast units. Is this correct?
A: Note the comma – all cavalry are fast units.

Q: I'm confused by what groups exist in each scenario. How can I tell what is in a group?
A: Every side has a Basic Infantry/Artillery Group and a Basic Cavalry Group. To determine which of the other leaders listed in the scenario instructions are separate groups and which are special leaders, look at the counter: if it has a star, it's a special leader, not a special group. Also, note that we've improved the scenario presentation to show this more clearly in the Living Rules.

Q: Since artillery does not suffer combat effects other than *, how do they become routed?
A: There are several ways, but the most common is a Morale Check, forced by retreating units or an Army Demoralized/Broken result.

Q: Can units in a stack fight in separate close combats?
A: No. See 19.1, which states that all units in the involved hexes must fight.

Q: 8.4.2 indicates that retreating units may cause disorder (due to overstacking or infantry stacked with cavalry), and also force a morale check. It seems this might cause a rout of a formed unit. Is that right?
A: Yes, that's why we broke it into two steps to make it clear. This did happen several times historically as well.

Q: How do you define the extent of an "enemy ZOC" for retreats? Does the presence of friendly units help?
A: No. Enemy ZOC is just what it says it is, and friendly units do not mitigate the penalties whatsoever.

Q: Are the Rally modifiers reversed on the charts?
A: No. As stated on the charts and in 8.5, those modifiers are applied to the Morale of Units, not DRMs. This is so that all positive modifiers are always good. Note that the modifiers for Demoralized (10.2) and Broken (10.3) Armies are the same way: they apply to Morale, not as DRMs.

Q: Do Armies in Rossbach have to make Passiveness rolls even when not Activated?
A: Yes.

Q: Can Special Leaders affect all Artillery in their Wing?
A: Artillery never belongs to a Wing (2.2, also, counters never have a Wing stripe). Special Leaders can therefore only affect co-stacked artillery (14.2).

Q: Is there any form of counter-battery fire in the game?
A: Only via * results on the Bombardment table.

Q: Is there any missing information on Leader casualty checks?
A: The rulebook referenced the Player Aid Card – that was wrong, 9.2 is the whole rule.

Q: Are there any positive Bombardment markers on the TEC?
A: No.

Q: If all Units withdraw from an attacked hex, can the attackers Advance?
A: Yes.

Q: Do Withdrawing cavalry become Disordered?
A: No. 19.12.3 states that you must be Engaged during step 6 to be Disordered.

Q: Is there any penalty if Units that Withdraw are attacked again the same turn?
A: No.

Q: Is an eliminated 4 step Unit worth 1 or 2 VPs?
A: 2 VPs.

Q: How can the combat odds in the example be 18 to 9 with only one defending hex?
A: See 26.3.5. Austrians are allowed to count 9 SP in Close Combat.

Q: If a mixed Wing loses all of its infantry, does it remain part of the Basic infantry Group?
A: Yes.

Q: If I'm attacking two hexes, and one has a Momentum Attack counter on it but the other does not, do I get the full +2 DRM?
A: Yes.

Q: Can I inflict more LP from Bombardment than I have Bombarding steps?
A: Yes. 11.0 only restricts LP from Close Combat.

Q: Do Wing Leaders give VP?
A: No.

Q: If a Leader is abandoned in EZOC as a result of Close Combat, does it have two chances to die?
A: Yes. Step 7 may cause a leader casualty, and then if the Leader is alone in EZOC after step 8 is executed, the Leader has to check again (9.2).

Q: If a Wing goes IC, do Leaders benefit?
A: Yes.

Q: Do IC units ignore hexside terrain?
A: Yes.

Q: In the example in 11.2, is that a Supported Defense?
A: Yes. The Austrians have 6 steps defending against 5, so it's a Supported Defense.

Q: Can all 8 steps of Artillery in a hex fire?
A: Yes. 16.0 only requires that artillery be stacked on top of all infantry and cavalry.

Q: As long as a Unit fulfills all other requirements, can a Unit move from EZOC to EZOC?
A: Yes.

Q: Is there a combat result that retreats artillery directly?
A: No, not directly.

Q: Is rolling a '1' the only way the FrE army activates in Rossbach?
A: No, Automatic Activation (6.1.2) can still happen.

Q: Can an Inactive Army still defend and perform Defensive Bombardment?
A: Yes.

Q: What's with the artillery with Bombardment Strengths like 7/2/3?
A: They're howitzers – those ratings are correct; howitzers have a "dead spot" between their ranges for direct canister fire and long-range arc fused shell fire.