

CONSOLIDATED ERRATA (as of August 1973)

Soldiers

As a result of post-publication play testing, the following errata has been assembled to clarify and correct various errors or ambiguities in the original game components.

This *Soldiers* Errata follows the sequence of the rules folder.

UNIT IDENTIFICATION TABLE (Correction):

The Austro-Hungarian Field Gun platoon is incorrectly identified. The Field Gun platoon has an Attack Strength of (3) The sample unit pictured is, in fact, an Austro-Hungarian Howitzer platoon. Also the Howitzer Battery is not pictured.

GENERAL COURSE OF PLAY (Correction):

There are in fact fourteen rather than fifteen *Soldiers* scenarios.

MOVEMENT

(C) (Clarification): Road Movement is defined as movement from one road hex to another road hex through a road hexside. The cost to enter a hex when using road movement is 1/2 Movement Point regardless of the other terrain in the road hex. Units entering a road or bridge hex from a non-road hex must pay the entry cost dictated by the other terrain in the road hex.

(H) (Clarification): A unit moving from a non-bridge canal hex to a non-canal hex must expend three additional Movement Points to leave the canal hex. Note that units with a Movement Allowance of "3" may only leave the canal via a bridge hex. There is no additional Movement penalty to leave a bridge-canal hex. *Exception:* Undisrupted infantry and dismounted cavalry units may always move one hex even if they do not possess sufficient Movement Points to enter a given hex. [This allows infantry and dismounted cavalry units with a Movement Allowance of "3" to leave a Canal hex. It does not pertain to non-infantry or non-dismounted cavalry units.]

COMBAT

GENERAL RULE (Clarification): Direct Fire is possible only when the firing unit can trace a Line of Sight into the target hex. A unit may use Observed Fire if it can trace a Line of Sight to (but not into) the target hex, and the firing unit must also be able to trace a Line of Sight into a Friendly hex occupied by at least one Friendly unit which can trace a Line of Sight into the target hex. All units which can trace a Line of Sight to (not into) a target hex in Blocking Terrain may use Observed Fire against units which fire out of the target hex(es) even if there is no Friendly unit which can trace a Line of Sight into the Blocking Terrain target hex from which the Enemy units fired. Note:

Artillery Case (B) is exempted from the normal requirements for Observed Fire in that a firing Howitzer unit need not be able to trace a Line of Sight to its target hex, although it must be able to trace a Line of Sight into a Friendly occupied hex from which a Friendly unit can trace a Line of Sight into the target hex.

(A) (Clarification): To determine the range, count the number of hexagons between the firing unit (exclusive of the hex occupied by the firing unit) and the target hex (inclusive).

(B) (Clarification): This rule does not uniformly prohibit tracing a Line of Sight into a Town or Woods hex. Units may trace a Line of Sight into a Town or Woods hex from an adjacent hex. Units in a hex adjacent to a Town or Woods hex may fire directly into the Town or Woods hex and may serve as observers for Friendly Observed Fire into that hex.

(C) (Clarification): This rule applies to units firing on Enemy units on superior elevation. The numbers on the Crest hexes refer to the altitude in meters. Units beneath a target hex at which they are firing can trace a Line of Sight into (but not through) a Crest hex. Units at the same height or above a target hex at which they are firing can trace a Line of Sight through an unlimited number of Crest hexes of equal or less altitude.

(D) (Clarification): It should be understood that the unit in the example cannot fire into the Town hex.

(E) (Clarification): A Line of Sight may be traced into a Canal hex from an adjacent hex, a Crest hex, or along a straight line of Canal hexes from another Canal hex.

(F) (Clarification): A Line of Sight may only be traced into an Enemy occupied Town or Woods hex from an adjacent hex. If a Line of Sight can be traced to a Friendly occupied Town or Woods hex, it can be traced into the hex.

(L) (Clarification): Units on Crest hexes may trace a Line of Sight into any other Crest hex of equal or less elevation anywhere on the map regardless of any intervening lower Blocking Terrain.

(M) (Clarification): Units on Crest hexes may trace a Line of Sight into any Crest hex on the same hill (*exception:* on peaked hill with Crest of 75 meters. A unit on the hill below the 75 meter peak hex cannot trace a Line of Sight through that hex), Units may trace a Line of Sight into a target hex of an inferior altitude if: (1) The Line of Sight does not pass through any Crest of hexes of equal or higher altitude (excluding Crest hex from which the unit may be firing). (2) If there is Blocking Terrain on the Line of Sight it must be closer to the firing unit than to the target hex.

(N) (Omission): Exception: see Improved Positions Case (D).

(Q) (Omission): Exception: see Improved Positions Case (D)

(R) (Omission): In a case in which a unit's Attack Strength is to be both doubled and halved, the doubling is always done first.

(S) (Omission): Whenever the combined Attack Strengths of several units are to be halved, the total combined Attack Strength is halved, not each unit individually.

INTERDICTING FIRE

PROCEDURE (Clarification): Interdicting Fire can only be applied against hexes which the firing unit can trace a Line of Sight into.

ARTILLERY

(B) (Clarification): See Combat Errata for General Rule. Note: even if a Howitzer unit can trace a Line of Sight into a target hex, if the range to that target hex exceeds 25 hexes the Howitzer unit can only use Observed Fire against that target hex.

CAVALRY

(A) (Correction): The references in this case allowing Mounted Cavalry to attack non-

cavalry Enemy units should also refer to Enemy Mounted Cavalry units. Note also that the Case should include the following information:

"As a hex may only be attacked once in a single Fire Phase, Mounted Cavalry may not attack a hex that has been fired on by other units during the current mutual Fire Phases."

(C) (Omission): It should be noted that "dismounted" markers do not count toward Stacking Limitations.

IMPROVED POSITIONS

(D) (Omission): If a unit ends its movement in a hex containing Friendly units in Improved Positions, it does not benefit from the Improved Position. A unit not in an Improved Position must be attacked separately from other Friendly units in the hex which are in Improved Positions. This is an exception to the rule prohibiting more than one attack against a single hex in a single Fire Phase. The results of the separate attacks against improved and unimproved positioned units affect only the unit attacked, and do not affect other units in the hex.

STACKING (Omission): Stacking limitations apply at all times including during the Friendly Movement Phase.

TRENCHES

(C) (Clarification): Treat Trenches like Canal hexes for determining whether a Line of Sight may be traced into a hex in which a Trench marker is located.

(F) (Omission): Trenches may be deployed in any terrain unless specifically state otherwise in Scenario deployment instructions.

RESERVE UNITS

(B) (Correction): There is a typographical error in the first sentence. The word "day" should be changed to "die."

SCENARIOS

Scenario #4

Order of Battle (Correction): The nine cavalry squadrons of British Reinforcements enter the mapsheet Mounted.

Scenario # 5

Order of Battle (Correction): The German 0 B should note that the two machine gun sections are horse-drawn.

Scenario # 7

Order of Battle-German Deployment (Correction): The German deployment should be anywhere south of Wood "V" inclusive.

Scenario #9

VICTORY CONDITIONS (Correction): The British Player wins if there are less than three *undisrupted* (not unpinned) German units in town "B" or Wood "P" at the end of the game.

CREDITS (Correction): Lenny Glynn should be credited with Game Development rather than Game Design.

THE MAPSHEET

TERRAIN EFFECTS CHART (Omission): If a unit is attacked from both higher and lower terrain, the Defense Strength of the hex is always "2." See Movement Errata for definition of Road Movement.

IMPROVED POSITION TABLES (Correction):

In the first sentence delete the words "and firing in the subsequent Fire Phase, i.e. a unit which enters an Improved Position may fire in the immediately following Friendly Fire Phase."

COMBAT RESULTS TABLE

EXPLANATION OF DISRUPTED RESULT

(Omission): If a disrupted unit is disrupted again, the two disruptions apply against the unit concurrently. Units which enter a hex occupied by a disrupted unit become disrupted themselves.

GAME SCALE *(Omission)*: Each hex represents 100 meters from side to side. Each Game-Turn represents the passage of ten minutes of "real time."