

## ORDRE MIXTE! (La Bataille Errata)

While the new edition of the rules greatly clarified aspects of the La Bataille game system, I still managed an oops or two. Below is the official errata to the new edition of the standard rules plus exclusive errata for Les Batailles D'Auerstaedt, de Les Quatre Bras and Ligny. "Forsan et haec olim meminisse juvabit," as Vergil wrote.

- Ed Wimble

**The Standard Rules:** Feu de Provocant and Feu de Provoques are the same sequence, and for all intents and purposes mean the same thing as far as the rules are concerned. If you speak French, however, we hope you know the difference!

The explanation of the counter values was not as clear as it could be. Below are some counter examples detailing the values:

Infantry			
Front		Back	
Organizational Size of Unit Corps/Division Regiment		Fire Value	
		Melee Value	10
		Morale Value	16
Increments	Movement		
Organizational Size of Unit Regiment Battalion		Fire Value	11
		Melee Value	8
		Morale Value	16
Increments	Movement		
Organizational Size of Unit Regiment		Fire Value	2
		Melee Value	8
		Morale Value	24
Increments	Movement		
Organizational Size of Unit Corps/Division Regiment		Melee Value	24
		Morale Value	24
Increments	Movement		
Organizational Size of Unit Regiment		Fire Value	15
		Melee Value	24
		Morale Value	15
Increments	Movement		
Organizational Size of Unit Corps/Division Regiment		Fire Values at 1,2 hexes	16
		Fire Values at 3,4 hexes	10
		Fire Values at 5,6 hexes	5
Increments	Movement		

Organizational sizes are as follows:

- ooo Regiment
- oo Battalion
- o Company (inf), Squadron (cav), or Battery (art)

## Auerstaedt Exclusive Errata

**The Map:** Ignore the green Slope hexes. They have no effect on play are there simply to please the eye.

**The Special Rules:** Use the following addenda when playing around the Wall and in Orchard hexes:

1) The special rules regarding the Wall are incorrect! Only units deployed in Orchard hexes receive any benefits for the Wall.

2) While in Orchard hexes, combat units may adopt any formation; they do not automatically adopt column. Units in an Orchard hex do not have flank hexsides. What would normally be considered a flank hexside is treated as a frontal hexside instead. Rear hexsides do not change however.

3) Cavalry is only permitted in an Orchard hex if deployed in Tirailleur order, and thus may not charge into an Orchard hex.

4) Units in an Orchard hex cannot be enfiladed in a fire attack. A fire attack against a unit defending in an Orchard hex that does not cross a Wall hexside increases the defending unit's fire defense strength by +2 over the unit's Clear terrain fire defense strength.

**EXAMPLE:** A unit in line formation occupying an Orchard hex is subjected to an enemy fire attack. If the unit's fire defense strength in Clear terrain normally is 9, then its adjusted fire defense if attacked across a non-Wall hexside while occupying an Orchard hex is 11 instead.

The following rules for Auerstaedt are only for persons that receive our newsletter and is not to be considered official errata for the game.

1) A unit may attempt to recover good morale before it is at least 15 hexes away from an enemy unit if it is stacked with a leader, or, if it is within 3 hexes of a friendly light cavalry unit that is also in good morale and not exhausted at the start of the Reorganizer Segment of the Chronology of Battle.

2) A rout recovery box should be created at each depot. Units that rout off the map are put in the recovery box nearest to their hex of exit. They remain in this box until they recover good morale. Once recovering good morale they may enter as a reinforcement at the appropriate depot hex as long as their corps is not on Morale Level III.

## Quatre Bras Exclusive Errata:

**The Map:** The Bois de Bossu includes the orchard and should be considered one mass of trees. All trails passing through this area are considered passing through woods hexes. If there is a tree in one of these trail hexes it is a woods hex. Note that there is one Sunken Road and Hedges hex associated with this mass and should not be mistaken for a woods hex.

No unit may enter the four pond hexes associated with the Etang Mateme or the one water hex adjacent to the Thyle bridge.

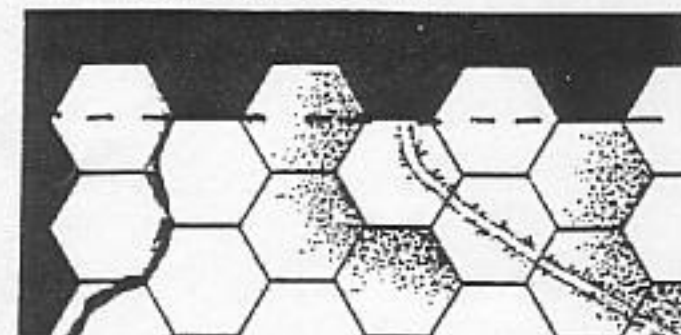
**The Counters:** The two divisional commanders for the French III Reserve Cavalry Corps are missing information on their counters although they are printed correctly on the Organizational Displays. Select the two incompletely printed counters from the mix and finish them as follows. The front of each counter should read 0-11; the back of both L'Heritier and Roussel should read 2 for their cavalry bonus, and 1 for their morale bonus.

**The Charts:** The Carre Realization Chart did not print properly in all the copies of the game. John Schettler went ahead and graciously made us a new one (reproduced next page) that will provide any cavalry charge with elan! Cut it out and use as is or you can cleverly photocopy it onto heavy cardstock for use.

## Ligny Exclusive Errata

**The Box Back:** The list of contents printed on the back of the box is wrong. There are only 4 countersheets supposed to be included with the game, not 4 and 1/2 as listed on the back.

**The Map:** The South-West Game map was not trimmed properly. Before setting up the playing surface trim the entire top of the map at the first half-hex row as indicated by the dotted line below.



**The Prussian Organization Display:** The position of Colonel von Funk of the 14th Brigade of the IV Prussian Corps is not shown, though he is in the counter mix.

**The French Order of Battle:** Any time spent searching for Le Comte Bourmont is time wasted...he is now to be found in the Prussian Camp! This traitor has been replaced by Hulot de Mazemy who will now command the 14th Division of The Army of the Moselle.

**Aides-de-Camp:** The following are the aides-de camp for their respective corps even if the position in the Order of Battle (Scenario Four) does not list them as such: French; Durrieu (VI Corps); St-Remy (IV Corps); Revest (III Corps). L'Comte Drouot was originally the second in command for the Imperial Guard but assumed command of this formation upon the absence of Marshal Mortier. Prussian: von Clauswitz (III Corps); von Aster (II Corps); von Valentine (IV Corps).

**The Counters:** (French) The 19th Co./2nd Artillery Regiment of the III Corps was left out. Players can replace this counter in one of three ways:

- 1) Use any other foot battery with a range of "8" from another game in the series, or;
- 2) Treat the artillery of the III Corps as if it has 8 rounds of offensive fire instead of 6, or;
- 3) As soon as a French Foot battery with a range of "8" is destroyed bring it on as a reinforcement for the III Corps.

(Prussian) The fire value for the Prussian Howitzer battery is "6" for long range attacks, and "14" for short range attacks.

**Reinforcements:** Scenario Four, Fleurus, 1:00 p.m. should read: "At the start of any turn after 1 p.m. but prior to the 4 p.m. turn, the French player declares that it is his intention to summon le Comte Lobau. He will then roll the dice against the table below. The VI Corps will enter according to the given result."