

Salamanca Errata and Q&A Aug 2010

Basic Rule Book and Play Aid

Errata

5.4: Delete reference to Fall Back and General Retreat.

7.7: If Infantry passes its Morale (square) check, Charging Cavalry is halved, otherwise it attacks at full strength. If losses in a charge are tied, the attacker must retreat.

8.1: The first bombardment hit disrupts the target *stack* (not unit).

12.7: For the sequence of activities in the Command Phase, use the sequence on the full rules player aid card.

12.9: A March order is completed when the first unit reaches the Formation Leader. Units can keep moving by the March order until back in command range, per the description in 12.1.

Terrain Effects Chart: Replace “Crest” by “Up Contour”. (Note that the R14/R15 and T14/T15 hexsides count as “Up Contour in both directions.”) Add “Slope” with the same effects as on the Full Rules Play Aid.

Q&A

Q. Rule 7.6. In the Full Rules, a Cavalry unit that charges can't move or assault. Does this restriction apply in the Basic Rules?
A. No

Q. Rule 8.1. It seems that unlike assaults, a disrupted artillery unit bombards at full strength, correct?
A. Yes

Q. Rule 12.2. What is the Compliance number for March Orders?
A. Given as 3 on the player aid chart (same as Defend).

Q. Rule 15.0. Is extended LOS an unlimited distance?
A. Yes, there is no limit to LOS in the Basic rules; you have to find a hill, wood, or other place to hide behind. Note that since the Salamanca scenarios are all one-day scenarios, you're not going to rally anyone in this game anyway.

Q. Rule 15. Can the two units be from different formations (assuming that both units and their formations meet the other prerequisites)?
A. No, has to be the same formation. (Note that there is no chance to reorganize any unit in this game anyway as there are no night turns.)

Q. Rule 12.5. The marker (and 12.4 in the Full Rules) say that a leader's movement allowance is halved the turn he gives orders. Rule 12.5 in the Basic Rules says that his orders capacity is halved if he moves. Is the difference intentional?
A. The rule difference is intentional since with the full rules you do have a written record of what happened, so doing it the other way round is easier on the player.

Full Rule Book

Errata

7.2: Delete the constraint that the unit whose morale is used for the morale comparison must lose a step. The only priority apart from unit type is that reduced units take losses first.

12.6: When counting MPs for Order Transmission range, round normally instead of rounding all fractions up.

Optional Rule 20.2.1: Infantry brigades in combat that are not en bataille suffer a 25% reduction in strength for fire purposes, not 20% as specified.

Optional Rule 20.4: When using the "roll a 6 to hit" fire system, the morale differential does not result in a die roll modifier. Instead, add/reduce strength by 25% for every point of difference.

Q&A

Q. Rule 2.2 "In assault, units fired at by artillery have their morale reduced by 1" - does this apply to units that were bombarded, or only to units that are opposed by artillery in the assault itself? If the latter, I assume it applies to both attackers and defenders as appropriate.

A. Yes, only units opposed by artillery in the actual assault, and for both attacker and defender.

Q. Rule 5.3. Units entering a ZOC during their move are eligible to leave that hex by paying the +1; may they move directly to another ZOC hex?
A. Yes.

Q. Rule 7.2. The rule states no modifiers are used when comparing morale levels before combat, but later in the 7.3 example we see a unit has its morale increased by an accompanying leader in this step. Which morale adjustments should we take into account in this step?
A. The combat modifier only looks at printed morale; the example would apply for retreat purposes.

Q. Rules 7.7 & 7.9. Can charging and reaction charging cavalry overstack, as long as its resolved by the end of the segment?
A. Yes, it can.

12.2. If a formation under Probe orders has more than two units in enemy ZOCs (via enemy movement), is it forced to reduce that number to two if possible? I assume not, since Probing units are not included in the units allowed to exit ZOCs under 5.3.
A. Correct.

Q. When playing with written orders, how much must be disclosed to one's opponent, if anything?
A. In principle, nothing. (You have the record available for inspection after the game anyway.) That said, in particular in shorter games, it doesn't matter so much as the command system slows down reaction anyway, and we do tend to discuss particularly striking outcomes to get at least commiseration points from the other player. In a game with multi-day

scenarios on a large map, I'd keep a tight lid on letting the other player know where I'm marching.

Q. Can you auto-pass a confidence check if the number is 6 or more?

A. Yes, per the rule, you only fail if you roll higher. So, e.g., a 3-rated leader on the attack is guaranteed to keep pushing until his corps is broken or he's ordered to stop (or makes a Local Decision to do so).

Q. Is the only effect of Disruption to halve fire strength? Is there any effect from being Disrupted twice?

A. Yes, that's the only effect.

Q. Rule 20.2.2 (advanced divisional doctrine) mentions corps command range being 4 MP, but the actual corps command range rule is for 3 MP. We presume the original rule is correct?

A. Yes. (Some of the games I did refits for have scale variations; I suspect I introduced this when I was working on one of the smaller-scale maps.)

Special Rule Book and Play Aid

Errata

G3.8: Add: **Trains cannot stack with anything except leaders and HQs, even during movement** (in particular that rules out combat units and other trains). A baggage train must move so as to be within double command range of the corps or division commander but otherwise it moves freely. Trains can set up anywhere within this range.

G3.10: The statement "a 10% shift is effectively equivalent to a single point adjustment" is mathematically wrong given that most divisions have an initial Break Limit of 3 or 4. Use the constant (1 and 2 point) shifts as described instead of 10% and 20%.

G3.13: The hexes listed for setting up the British 6 and 7 Divisions are off by one digit each; they should be O17, P17, P18, Q17, Q18, R17, R18.

Q&A

Q. G3.4 – Wellington's HQ "is not used for command purposes" but he does suffer a limit on number of orders when he is away from his maps. So, if Wellington is away from the HQ, may he issue non-face-to-face orders, but only one per turn as per 12.12?

A. Correct.

Q. G3.10. When modifying corps break limits or army demoralization levels by 10% or 20%, is it a percentage of the original value or the current value? I.e. DL starts at 25 -- first 10% reduction is 3 to 22 -- is a second 10% reduction 3 (based on 25) or 2 (based on 22)?

A. The current value, so the second reduction is by 2.

Q. In *Salamanca*, units that have taken a step loss have a printed morale one less than their front unreduced side. Does that make this modifier redundant?

A. Yes, the counters explicitly include the modifier so in a sense it is redundant in the table.

Q. In the first scenario the setup for the French 7th Division says to set it up in "Y16 and in column to the east." What exactly do you mean by "in column"? Do they just have to follow the road spacing requirements laid out in the last paragraph of 5.1?

A. You have grasped the intent.

Q. The baggage train for the French "L" Cavalry formation has a "C" on it, and there is no baggage Train for the French "H" Cavalry?

A. The 'C' stands for "cavalry" - it is the train for both 'L' and 'H'.

It would have been useful to provide more Reserve Order markers.

In theory, you don't need to use markers at all for Reserve orders, as they are equivalent to no orders. I put some in because some players thought it was easier to distinguish when you've got many orders lying around, but in a situation such as at the start of the battle when most of one or both sides are in Reserve, I wouldn't use them. Makes it actually easier to pick out which formations get to do something and which don't