

# Musket & Pike

## [20.0] TURN RECORD CHART

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20

## Musket & Pike Errata as of 30 April 1973

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

### [2.1] GAME SCALE

Each hex in *Musket & Pike* represents approximately 50 (rather than 100) meters from side to side.

### [5.0] MOVEMENT

Players should ignore the reference to Zone of Control Rules in the last sentence of the General Rule paragraph. *Musket & Pike* makes no use of Zone of Control rules in any facet of play.

### [6.6] PARENTHESIZED COMBAT STRENGTHS

When a parenthesized unit is the top, defending unit in a stack involved in Melee Combat the parenthesized Melee Combat Strength of each such unit in the stack is employed for the defense of the stack. If, however, parenthesized and non-parenthesized units defend together in Melee Combat, the parenthesized Melee Combat Strength may not be added to the Defensive Strength of the stack.

### [7.3] FIRE ATTACK PROHIBITIONS AND RESTRICTIONS

Units may always fire into and through Occupied hexes which are on lower terrain than the firing unit is situated on, i.e., units on hilltops may fire through ground level and slope occupied hexes. Regardless of elevation, units may never fire through two hexsides (or two hexside junctions) of Woods, Village, or Hilltop Blocking Hexes.

### [8.0] COMBAT RESULTS TABLE

The column of results for a die roll of zero may be ignored.

### [9.0] TERRAIN EFFECTS CHART

The Terrain Effects Chart should be amended to note that if in Melee Combat any Attacking unit is attacking downhill (hilltop-to-slope or slope-to-ground-level) the defending units do not have their Melee Combat Strength(s) doubled. This holds true in a combination attack in which one unit is attacking uphill and a second unit is attacking the same defending unit(s) in a downhill manner. Note, also, that fire attacks from superior elevations are defended against in the normal manner, i.e., using the normal Fire Protection Strength of the hex the defending unit is located in.

[10.2] Should be Changing (not Charging) Stacking Position.

### [11.0] CAVALRY CARACOLLA

Only Reiter Cavalry (not Dragoons) may use this Optional Rule.

### [12.0] INFANTRY SQUARES

#### [12.2] MOVEMENT RESTRICTIONS

Units in Square must change their position within the hex when dictated by a Combat Result.

Square markers may be removed at no additional penalty in Movement Points at the beginning of any Friendly Movement Phase. Units formerly in Square are immediately free to move as they choose. Disrupted units may not form Squares at the end of a Friendly Movement Phase during their disruption. Dismounted cavalry may form Square.

#### [12.3] COMBAT EFFECTS

(F) Double the Fire Attack Strengths of all units fire-attacking any units in Square.

### [13.0] ROAD MOVEMENT ADVANCED

(A) Units (not in the Road Movement Mode themselves) must stop upon entering any hex within the Road Movement Space of an Enemy unit. This is an additional restriction to

those already described in the original Case (A) rule.

### OPTIONAL RULES

There are actually five distinct Optional Rules which may be employed in the *Musket & Pike* game.

### [16.0] THE SCENARIOS

Inadvertently the compass rose was printed upside down on the mapsheet. Players should therefore change all references in all scenarios to the opposite compass direction from the printed direction, i.e., read all references to south as north, etc.

#### [16.13] NIEUPOORT

The Dutch 6HA use the Allowances and Strengths of the HA counter. The Fire Protection Strength of the assumed North Sea hexes is computed as clear terrain. *Victory Conditions*: Control all hexes in Town #6.

#### [16.13] NIEUPOORT

*Second Player*: Dutch

*Units*: 20PP, 3EP, 12MM, 12PM, 8RC, 2MA, 2HA, 4EA (treat as HA with respect to Movement, Combat, and in compliance with the Special Rules for this Scenario).

#### [16.24] LUTZEN

The Imperialists Deployment should read: (a) within three hexes of road running from hex #12 to hex #15; (b) within four hexes of hex #1.

#### [16.35] ABERDEEN

*Victory Condition*: Covenanters must control hex #14 at the end of the game.

### [16.50] WAR OF THE ENGLISH SUCCESSION

In this scenario the Jacobites should be the First Player. The Jacobites use the Blue Counters and move first. The English should be the Second Player and should use the Green Counters.