Line of Battle Series v2.0 (1 Sept 16)

1. Add to 6.3f, other units that retreat through an Unlimbered Artillery Battery hex are not adversely affected by the retreat through it or any extension of the retreat required so they do not end up stacked in an Unlimbered hex. This does not exempt them from any adverse affects that occur because they retreat into or through other unit types than Unlimbered Artillery.

2. Artillery should be included in the exceptions for Attack Recovery Dead units (10.8c) along with Open Order and Sharpshooter units.

3. The paragraph reading "Units only *fire through* their three frontal **hexsides**. This gives them a fire fan extending only 120 degrees of their 180 degree front" in 3.3 should read: "Units with both Front and Rear Facing only *fire through* their three frontal **hexsides**. This gives them a fire fan extending only 120 degrees of their 180 degree front. Units with all-around Frontal Facing (Open Order Capable units) can fire in any direction."

4. The Charge example incorrectly uses the old rule regarding the need to face correctly **before** entering the hex adjacent to the enemy. In v2.0, you can change facing right before starting the Charge.

5. The Army Commander can attempt to stop any of his sub-Command's Skeddaddles and 10.9b is amended to include him as well as the Command's senior leader.

6. When dealing with Zero leaders, move them by brigade and only roll for each as that brigade begins to move. Do not move (or roll for) the next brigade (Zero or not) until the current Zero is finished.

7. Remove the 'Army' requirement from 10.4c. It should read: Orders are required to establish a Reserve.

8. Add 'Establish a Reserve' to the list of permissible actions for Initiative.

9. Revised 10.9b: A Skedaddle ends in the first Command Phase after all of the Command's units **(which were in Command Radius when the Skedaddle began)** are at or within Command Radius and the Command's senior leader successfully makes an Initiative Command Roll.

10. In determining if a shot qualifies as Flank/Rear on the target, refer only to the hex grid location of the involved units, not to the vagaries of the way their LOS is situated.

11. In the list of possible Mounted Charge targets in 7.4, item b) pertains only to Open Order units which are currently Open Order Capable.

12. Replace "Any Leaders or HQs that happen…" in 5.6c with "Any HQs that happen…" and add "For Leaders abandoned in such a hex, see 9.1d." to 5.6c.

Line Of Battle Series v2.0 Clarifications (13 Jan 2017)

Compiled by Jim Dauphinais from answers to questions on CSW

1.   Army HQ Skeddadle: When the Army HQ is Skeddadled, the Army Commander cannot issue any orders until it gets its Army HQ out of Skeddadle via Initiative.

2.   Road Columns: Road Columns (if this optional rule is being used) are not necessary off- road except when a Road Column has moved off a road and has not yet spent the MPs to compress the column.

3.   Open Order Capable Withdrawal and Fire Activities: A unit conducting a Fire Activity that caused an Open Order Capable unit to withdraw (by triggering an Opening Volley) immediately ends its turn (i.e., its fire has no effect other than to cause the Open Order Capable unit to withdraw).

4.   LOS Elevation: The assumption that the end points are at the highest elevation in their respective hexes means the LOS must be drawn from somewhere at that elevation level within those hexes (e.g., from somewhere along the Crest Line if the Crest Line is the highest elevation in the hex).

5.   For 4.2e, use a hex center to hex center line approach to determine the hexside effects to avoid getting into concerns generated merely by the non-center end points of the real LOS.

DEAN:

> Well, ask the monkey the same question at different times and you get different responses (and plenty of nuance differences that change the context of the answer...and hence the answer... that this particular monkey might not remember now or have understood correctly then).
>
> Let's start fresh:
>
> Two situations.
>
> #1. Attack order to Command, puts a part of that command into Reserve.
>
> If the command is a corps, then the attack order must be relayed to the divisions. One of them might get that order which, oh by the way, slaps them into reserve... they roll for the attack order and 'do' their reserve part of it. They did not roll to accept a 'reserve order'.

If the order is to someone other than a corps, say a command that is a division, there is no passing down. Brigade X goes into reserve based on the main order.

#2. Command is defending someplace, no attack order, wants a reserve. (Could also be under a move order, but the overall non-attack status is all that matters.)

If the order is coming down from army to put so-n-so in reserve, it will be accepted by the Command's leader and you are done. If you are using Initiative to get it done, then roll for that at the appropriate level.

DEAN:

I guess we do have a situation #3...

Order to put a Command into Reserve with the intention of attacking with them.

I would handle that the same as an Attack order (that's what it is)... with the same re-issue requirements of #1.