Line of Battle Series v1.1 Proposed Changes (8 Aug 11)

1. Change for 5.2d. Any shot that shifts off the left side of the Combat Table is resolved on the last available table column. **Exception:** If a fire shifts off the table counting *only* the Small Arms range shift, the shot is ignored and has no effect (as per the existing rule).

2. It is permissible for an Artillery Battalion to "follow" its linked parent Command on a movement that its higher Command is ordered to do, provided the guns remain Limbered. Once on the way, the Artillery Battalion commander can start attempting to get initiative to lay out the exact location where his HQ (and therefor the guns) will deploy). This is an allowed "shorthand" for 10.12 part 2 which would require assigning the actual destination hex in advance.

3. Stacks consisting of retreating Limbered artillery units **can** retreat through other units **without** sharing Morale States, displacing or having those units join them. This can be done provided the retreating units do not **end** their retreat in some other stack's hex, in which case the normal rules apply. The player can extend a retreat result up to three hexes, if desired, to run 'through' some other hex(es).

4. For the Advanced Road Column Optional rule, round fractional road space values of 50% or more UP. Also, change the infantry SPs per hex to 3, the artillery SPs per hex to 4 and the cavalry SPs per hex to 1.

5. On the Gun Loss Table, instead of a +2 if Unlimbering, apply a −2 if Limbering.

6. The Inadequate Frontage modifier only applies to shots containing Small Arms fires.

7. Change the distance of the retreat in 3.0e to 10 hexes from 6 hexes. *They need to be able to run faster…*

8. Delete optional rule 12.8 (Brigade Consolidation Markers). Three reasons: first, it expends a large number of counters that can better serve in other ways. Second, the rule is a bigger PITA to play than just having a big stack. Lastly, there is always the Gallon-Jug rule to use if you like.

9. Added the Sound of the Guns (Attack Drift) rule to account for the tendancy of brigades to "drift" toward the closest enemy units if their commanders are not very energetic to keep them on the disired pathway (if not directly at the nearest enemy).

10. 6.3d (the uglier part of a stack's retreat) only applies if the retreating stack is 3 SPs or more. This allows tiny units to pass through without a problem (which includes most all Open Order units), unless they actually end their retreat stacked.

11. Change the Distorted Order result on the Acceptance Table. Eliminate the existing die roll (and the differences between distortion results) and replace it with a roll of one die each turn during Delay Reduction. On a roll of 1, the order is thrown away. On a 6, the

order is Accepted. On any other roll, try again next turn. *The idea here is to reproduce the lag between a subordinate's failure to execute and the commander's knowledge that something is wrong.*