

Line of Battle Series v2.0 (21 Mar 18)

- 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. Remove the ‘Army’ requirement from 10.4c. It should read: Orders are required to establish a Reserve. Add ‘Establish a Reserve’ to the list of permissible actions for Initiative.
- 7) 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. 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.
- 8) 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.
- 9) 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.
- 10) Any “Removal” of a leader or unit in the Order of Arrival is done as the very first thing in that game turn, before that leader or unit can execute any function whatsoever.
- 11) Just so it is clear, if the attacker is destroyed in the Charge Sequence before the defender’s Morale Check, the Morale Check itself does not occur.
- 12) In 10.9, the Combat Units allowed to initiate a Skedaddle should be restricted to units in Line or Mounted Formations. Change the first sentence of the 3rd intro paragraph to: “A Skedaddle also occurs when enemy combat units (Line or Mounted Formations only) enter an HQ’s hex...”