

WELLINGTON'S VICTORY ERRATA & CLARIFICATIONS as of 15 AUGUST 2015

This file contains all official errata to date. Clarifications arise from player questions, chiefly from those of Nolan Hudgens, who has my gratitude for his efforts and patience. —CP

MAP

No corrections to date.

COUNTERS

The following counters have errata. A set of replacements will be printed this fall.

The commander of the British 1st Division [1] should be COOKE, not COLE.

Prussian line marker: one marker is missing the line icon.

The organization on the following Prussian counters should be [4R] instead of [4K]:

L-Brdlbn

Batteries 3P, 5P, 13P, 2, 11, 13, 14, 21, 1H, 11H, 12H, 4 How

Engineers 1/MAN.

French commander LOBAU: the combat rating is half white on some sheets.

The two artillery detachments in the French Guards [GR] should have howitzer ratings.

DISPLAY CARDS

Time Card

No corrections to date.

Allied Army Display (correction)

In the **2nd Division** [2] box, the first leader under **1K/2** should be DUPL (Du Plat), not OMPTDA. The counter is correct.

French Army Display

No corrections to date.

Prussian Army Display

(correction) In the **16th Brigade** [16] box, the number next to the HQ icon should be **16**, not **15**. The counter is correct.

Prussian Approach Card

(clarification) No command points are necessary to move a headquarters on the approach sheet.

PLAYER AID FOLDERS

Reactions During Movement

(correction) Under Permissible Reactions, add Facing or Formation change.

Terrain Effects

(addition) Orchards are treated as woods for all purposes.

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(clarification) The "B" abbreviation means line of sight is blocked.

(clarification) An infantry unit outside a wall can adopt garrison formation, enabling it to fire over/through the wall. See the Q&A below in Formation Effects.

(clarification)

Q: The TEC gives no Cover rating for fire through Wall or Gate hexsides. Should they be Hard Cover?

A: When a unit in garrison fires through/over a wall at a unit not in garrison, there is no cover from the wall because the non-garrison unit is out in its hex (which of course might be hard or soft cover itself). If both units are in garrison (pretty unlikely), they in effect are both broken up into small parties taking advantage of every nook and cranny; being able to fire means they have found a route, however small (and that would include loopholes), through the wall and so can hit their targets. Note a unit behind a wall in buildings, such as the farmstead of La Haye Sainte (2344), would get hard cover because of the buildings, while a unit in the garden (2244) would not.

(clarification)

Q: The TEC gives Note #4 for Wall and Gate in the Observation column. Shouldn't that be Note #5 instead? (If units in Garrison can fire through them surely they can also see.)

A#1: Yes & no. The unit is garrison adjacent to the wall/gate can see across it to fire (and as you note below, it is possible for opposing units on either side to both be in garrison and therefore able to fire). I never intended for the observation to extend beyond infantry range; my idea was a unit in garrison is by definition focused on its immediate surroundings and therefore would not be observing a long distance.

A#2: Pursuant to further discussion, a unit in garrison adjacent to a wall can see over it out to its firing range (two hexes for most infantry, four for riflemen, who were taught to take a broader view of the battle). No other observation is possible across a wall. A unit in garrison can see through only adjacent walls, not walls one or more hexes away..

Firing Throw

(correction under Firing Zone and Range). The modifier for firing into an oblique zone is -2, not -1 (the summary on page 20 is correct).

Combat Results

(correction) Under Casualty Check, make the third line 20 to 29 and add a fourth line reading " 30 or more.....3 steps". Rule 17.2 is correct.

(correction) Casualty checks are made after all combats, not just fire combat..

Combat Procedures

(correction) In the initiation of a charge, add "Make a morale check for the charging unit". [*Note: a failed morale check does not prevent the charge*].

(clarification) Only units in place at the end of the combat are marked with Engaged markers. This occurs after cavalry units have exercised their option to withdraw.

Formation Effects (Garrison)

(clarification).

Q: [The rules]... allow garrisons in any type of hex with or without any type of cover. What tactical advantage would a garrison have in a clear hex with no covered hexsides? What would it represent in terms of soldiers occupying the open hex other than a group of soldiers in an open field?

A: As noted in 6.3F, the garrison formation is as much an indicator of intent as an actual arrangement of companies. Even a unit in a clear hex could adopt the formation. The advantage would be gaining all-around facing without becoming a

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better target as it would in square (think Custer's cavalrymen forming a loose circle out on the prairie). The disadvantage of course is the loss of movement. Why would you the player adopt such a formation. With one exception, I don't know, but given the myriad possibilities in the game there's bound to be occasion for it. The one except, noted above under the TEC, is a formation outside a wall, even in a clear hex, can fire over the wall. It represents the sub-hex movement of individuals and small groups into the nooks and crannies we can't see in game terms.

RULES

5.4C

(correction) Replace the word "routed" with "Demoralized"

5.4E

(clarification) Demoralized units are D3 for all purposes after being marked (the DM counters correctly indicate this) so one additional disorder causes the unit to rout.

6.3C

(clarification)

Q: The Formation Chart says that a Close Column must all be from "one unit." However the rules (6.3C) clearly allow units from the same organization, which I take to include regiments, and all those under a leader in the stack, to participate. Which is correct?

A: Both are correct. "One unit" includes an actual named unit, e.g a battalion or eligible regiment, and all units amounting to a single unit because of the presence of a leader (see 20.3B). I think the confusion arises from my use of the word "organization" in 6.3C; I intended that to incorporate a leader of that organization.

10.5A

(clarification) The provision on the Formation Effects page adding disorder by crossing the oblique hexside of a unit in line is an addition to this rule.

Q: The movement and retreat rules (10.5A, 17.4B) say that movement or retreat through a front hexside of another unit causes disorder. The Formation Chart adds Oblique hexsides for infantry in Line. Does the chart add to the rule in this case?

A: It does. One of my underlying premises in the design was to make formations less rigid than in the original. On the other hand, one of the things recognized at the time was the vastly greater flexibility of units in column or divisions to those in line, something not on display in the original. I went back and forth on this particular point as I was trying to keep exceptions to a minimum, but this is one that should survive. Strictly speaking, it should apply to close column as well, as units in CC are considered to be in line, but I left it out because CC already has other weaknesses built in.

10.7

(clarification) Infantry in Garrison or Square formation do not become "Engaged;" neither do the adjacent attacking enemy units.

13.1

(correction) The reference to 13.3B should be to 13.4B.

13.6D

(correction) The last phrase in the exception for unformed units (open order and vedette) is incorrect: there is no violation for moving through or stacking. This exception does apply to 13.6B Passage of Lines.

15.2

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(correction) The reference to "firing zone" in the second line should be to firing arc"

15.2D

(clarification)

Q: When making Coordinated Fire with units that may not all have the same modification status (Disorder, formation, range, oblique, etc.) are the fire modifiers based only on the status of the Primary firing unit (as is true in Shock), or does it use the worst status of the participating units (see the Chart and 15.2D)?

A: Make all calculations based on the primary unit's position. Coordinating units just add one.

16.4

(clarification) Each squadron in the close column may charge once per combat.

(clarification)

Q: How does wave attack work on defense? Is it even possible absent Reaction Shock? And doesn't Reaction Shock from the enemy's front hex become the new defensive position as in the example

A: Cavalry makes everything complicated. Defender wave combat is possible with or without reaction. All it means is when the first defender is forced to retreat (or eliminated), the second automatically becomes the new defender. Once a whole stack retreats (whether by rout or because the last unit in the close column is forced to retreat), the hex empties. A successful attacker advances, and that would include a defender engaging in reaction shock.

17.3E

(clarification) A unit reaching disorder level 5 but not in the front zone of an enemy unit routs, but the opposing unit receives two fortunes of war.

17.4A

(correction) The reference to 17.3D should be to 17.5.

(correction) Change the word "instead" in the third line to read "from the last hex of its retreat. If further retreat is impossible, the unit is captured (17.6).

17.4B

(clarification) see 10.5A above.

17.5

(correction) Add a new bullet point: A routing unit must travel at least 4 hexes. [The Combat Procedure is correct.]

17.7

(clarification) infantry using Advance by Fire must advance (the Combat Procedures chart is correct).

18.2

(clarification) Multiple units reacting by fire at the same triggering unit may not coordinate their fire; each reacting unit reacts alone (see 2nd bullet point under 18.1).

18.3

(clarification) Reacting cavalry may move only into its reaction zone; it may not move obliquely (outside the zone) to attack a unit in its reaction zone.

(correction) The bold line after the red exceptions should read "Reaction shock is triggered"

18.5

(clarification) The "1 MP" expended is not an MP from the unit's movement allowance. Reaction facing allows a unit to change facing to whatever extent is possible for it by expending 1 MP; 1 hexside for ponderous units, any number of

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hexsides for non-ponderous units. Artillery with 0 MA may change facing, but they get marked for reduced fire.

20.2

(addition) A leader in a hex with no friendly unit immediately moves to the nearest friendly unit the moment his hex is placed in an enemy reaction zone, fire zone, or frontal hex, or the moment an enemy unit enters the hex. If the leader is unable to reach a friendly unit due to the presence of enemy units, he is captured.

21.1A

(addition to conform rule to 20.4A) A leader entering the map after activation must be placed on a friendly unit within his command span on or adjacent to the HQ.

21.1C

(addition) HQ entering the map as reinforcements, to include those moving on the Prussian Approach card, do not need CP to move.

(clarification) Moving HQ do receive the bonus for road movement, but not for march movement (since they only move in march movement). The road bonus would be +8.

21.3B

(clarification) Units returning to the map during a reorganization are placed on or adjacent to the reorganizing HQ.

22.1

(clarification) Only the chiefs-of-staff (Soult & Gneisenau) must be stacked with their army HQ to generate CP. Army commanders may be anywhere on the map.

22.3

(addition) A commander-generated CP may be used to activate an HQ. The activation takes effect at the end of the movement phase.

(addition & clarification) A commander-generated CP enables the commander to be an HQ for a subordinate unit **for reorganization purposes**. For example, assume at the beginning of the game the British 8/5 brigade sets up with both 1/79 counters on hex 1643 (ignore the other counters in the brigade for the moment). No officers are deployed, and the division HQ is five hexes away (at 1340). Without commander intervention, the only way the brigade leaders can enter play is either for one or more 8/5 units to move to the HQ, or for the HQ to be moved to one of the brigade's counters and then be activated. If, instead, Wellington moves to 1643, then generates a CP the following movement phase, he may act as the HQ for 8/5, allowing its officers to deploy to the map on 1/79.

23.3

(correction) Change "grand tactical movement" to "march movement".

27.0

(correction) All references to hex 6433 should be to hex 5936.

32.0

(correction) The Out of Play hexes are 2045-2051-2748-2742

Historical Set Up

(clarification) The Allied leaders in 1st Division [1] and 2nd Brigade/2nd Netherlands Division [2/2N] on the map are active even though their parent HQ are not.

(clarification) Change "grand tactical movement" to "march movement".

Movement Example (pp 14-15)

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(correction)

Q: Does a Reaction Zone extend into hexes that the exerting unit can't observe? The example (p. 15) involving the moving horse battery suggests that this is possible ("cavalry declines reaction").

A: The example is incorrect insofar as it states the cavalry in 3264 could react twice. It could not react when the battery leaves 3563 because the depression blocks the cavalry's view into the hex. (Yhis is an excellent example of the care required when picking a position for cavalry! If the battery could be charged while still limbered, it would have been massacred). Also note that had the cavalry in 3263 not yet been charged, it also could react when the battery unlimbered.

(clarification)

Q: [The charge-countercharge in 3462-3363] shows the charging unit halting when the Reaction Charge begins, though it enters the active stack's frontal hex and so blocks the movement path)

A: Reaction fire/shock is always made against the triggering hex, in this case when the charging French cavalry attempts to leave hex 3562. The reacting British cavalry charges into hex 3363, meeting the minimum movement requirement for the charge.

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Combat Example (pp 20-21)

(clarification for defender in hex 3359)

Q: The Combat Example on p. 21 involving the 51 Light gives soft cover in the return fire against the French 2/2. This involves a hexside that is marked as Depression, which doesn't usually give any Cover where fire is allowed. However this hexside looks like the Abatis put up that morning by Mitchell's brigade. Should this hexside have its own TEC effects (soft cover, but blocks LOS like Depression; i.e. affects only adjacent units)?

A: The primary attacking unit is the skirmisher in 3458, which is firing through the hedge (soft cover). Had the French unit in 3459 led the way, there would have been no cover. Depression hexsides have no cover effect because they don't amount to much, the most common form being the sunken roads so common throughout the pre-pavement era (the soil being compacted by years of travel). If you have ever stood in one, like that at Antietam, you will see they offer no real protection at close range, but can be hard to see into from a distance.

(correction for defender in hex 3359)

The example correctly applies the return fire to the French unit in 3459 as it is in the defender's front hex. It incorrectly applies the soft cover protecting the skirmisher in 3458 to the target of the return fire. The defender should have thrown one more die. If it was a 1, the outcome would remain the same. If it was 2 or more, the French unit would have been eliminated.

(correction for units attacking hex 3359)

The French +1 die for greater strength should be +1 die for coordination; the outcome remains the same.

(correction)

The 3/95 Rifles in hex 3361 does not get the +1 die for close range (per 9.3).