

FIELDS OF BATTLE, VOLUME 1: THE GREAT NORTHERN WAR

ERRATA AND CLARIFICATIONS

06-01-2016

Scenario Book:

1. Kliszow. The Polish (Royal Army) units should be (2) HC and (4) IC, not (2) DR and (4) LC. There are no Polish DR and LC in the counter mix, only HC and IC.
2. Fraustadt. There are (9) RI and (1) EI shown on the setup map. It should be (8) RI and (2) EI with the infantry unit stacked, with the Saxon Leader Droste being an EI instead of an RI as the guard units were in this area.
3. Holowczyn. If the Leader Casualty Card is drawn during the first turn, it should be ignored as Charles is the only leader on the map and it will destroy the playability of this scenario.
4. Reinforcements Entry. Reinforcements enter in the designated hex (or nearby if occupied by an enemy unit) and move onto the map for free up to their stated movement allowance capacity. You can stack any leader with any unit entering the map. Thereafter, they need to be activated to move further.

Rule Book and Reference Sheet:

1. Stream Hex. Only Close Combat, not Ranged Combat, is penalized across just a stream hex.
2. Combat Results. The asterisk for Militia/Irregular attacks which lead to an ignore result should apply to attacks against Elite Infantry as well as Regular Infantry. Irregular/Militia unit **flank** attacks against Regular and Elite units where a 6 is rolled should be treated as a DD result instead of simply "ignore."
3. Elite/Regular Attack Bonuses. An Elite unit gets the bonus in attacking non-Elite units, but a Regular unit only gets the bonus if attacking Militia/Irregular units. There are not 2 bonuses or a doubled bonus if an Elite unit attacks a Militia/Irregular unit.
4. Movement. While the intent was to limit Militia and Irregular units in some moves like across Stream hexsides where there is no bridge or ford, there is a problem in that this also prevents them from moving up a hill. Either allow any unit to make at least one move up a hill or allow all units that can move the ability to move at least one hex unless there is a prohibition on any movement into such hex.
5. Facings. Leaders and Camp units have no facings. Camp units have a zone of control in each surrounding hex.