

## **Piacenza 1746**

Errata as of 07/05/2022

(c) Europa Simulazioni

### **Errata**

5.10 Cavalry refusal (modify): Second sentence should read "The moment an Infantry unit moves adjacent to an enemy Cavalry unit, ..."

8.5.4 Effect on units staggered in-depth (clarification): the rule is correct as it is written. The example after the rule should say "...of more than two battalions...". The player aid should say 3+ SP (and not 2+ SP).

9.1.3 Modifiers for "Non-side by side" units (clarification): reworded as: "A firing unit fires at full strength if it is adjacent to at least one unit of his Formation which is also adjacent to the enemy unit being fired at."

11.2 Routed units (add): Any Feu de Billebaude marker on a unit which routs is removed.

Scenario 3:

- 1) Lobkowitz Cav. units are with the Austrian commander, Nadasdy
- 2) Viceversa, Rochefocauld cav. units are to be considered part of Larnage formation.

Example of Play: In the fire example of play, for D: it should be Z instead of Y in the sentence. And when Z fires, it should be to D (not B as written).

### **Q&A**

1) If a Formation/Wing Commander is adjacent to more than one (In command) unit during Fire, can the commander apply his Fire Bonus to each firing unit or only one?

- To each one.

2) There appear to be several leaders armies that have no units assigned to them and have various superior WoCs. (Bandera, Drapeau, Fahne, for instance) How are they used?

- These are not leaders, but standard-bearers. They appear when a Wing Commander is eliminated. Bandera, Drapeau, Fahne are the same in different languages ... See rule 4.6.1 for details.

3) On the set-up chart, D'Argouger appears to have space for two Spanish units in his set-up area but no actual units appear to be available to go there. What happens?

- There is actually one only Spanish Cavalry with him (Gds. De Corps): place this unit in either box with the Spanish flag. The other cavalry unit was present on the battle, but it is not setup, as it is only a squadron. Someone would want to invent rules for this unit only, but we did not ...

4) Is there a convenient way of telling the difference between Cover 1 Fortifications and Cover 2? (an example of each might be helpful). They look very similar on the map.

- Apart from chateaux and towns, which should be clear, the only Cover 2 fortifications on the map are those facing one another in the upper east part of the map, namely near Moulin degli Horti, Moulin de la Motta and the hex north of the location Santo Spirito (all are close to one another)

5) A unit suffering a Drl result from Fire, per 8.5.3, rolls for Changing Ranks and succeeds, so it does not Disorder. Must it retreat anyway?

- Yes. Changing Ranks avoids Disorder, not Retreat.

6) If cavalry successfully melees enemy infantry, routs it, and then advances into the vacated hex, if the hex advanced into is in the ZOC of an(other) enemy infantry unit, must that cavalry perform a TDR to advance? If so, does it still do so at +2?

- No, the TDR is only for Cavalry entering Infantry ZOC during Movement. ZOC are ignored during advances or retreat (another way to say 7.1.c)

7) An enemy formation activates first in the round and in its fire phase, a friendly Infantry unit is routed (by fire), so it must immediately retreat three hexes. Correct? Now, the friendly formation activates. The just-routed friendly formation must then retreat an additional three hexes in its movement phase before it gets to try and Rally (in the Reorg Phase). Is this correct?

- Yes, it is. You should consider to renounce to activate the friendly formation, if you haven't already selected it, if you want to avoid this.

8) If a Disorganized unit or a unit with a Feu de Billebaude marker in a Line starts in an enemy ZOC, may be pulled out of that Line to try and rally, leaving the Line otherwise intact?

- No. Such units cannot move, their good order comrades can ...

9) Can an entire Line pull out of an enemy ZOC simultaneously?

- Yes! Suffering Reaction Fire (7.2) of course. Note that units in Cover hexes have no ZOC