

2013 Annual

Combined Addenda as of June 1, 2022

LA BATAILLE DE VAUCHAMPS

The Counters

General Kleist's name is spelled incorrectly.
General Ziethen's name is spelled incorrectly.

The Rules:

2.3.7 (omission): Leaders move using Cavalry movement costs.

4.1, 2nd Bullet (clarification): Should say "into a friendly occupied hex..."

4.1, 3rd Bullet (clarification): Should say "...into a friendly occupied hex..."

4.1, 11th bullet (correction): The reference should be to Case 12.5.8.

4.4.9 (addition): The owning player can choose whether a Leader rout moves or retreats with the units in his hex or he stays in place.

5.3.6 (addition): If the cavalry unit does not move at all and meets the conditions of 5.3.4 b - d, it recovers to Fresh status.

6.4.1 (change): Replace "regardless of formation change" with "(Exception: Case 11.5.1)".

6.8 (correction): The diagram should show "Rear" in the two bottom hexsides of the artillery counters.

6.10.5 (clarification): This rule is actually a specific rule for this battle, not a regular rule for the Premier ME rules.

6.10.8 (Correction) change "other" to say "additional"

9.0 (deletion) Delete the last sentence of this rule.

10.1.1 (clarification): Cavalry can charge during the Charge or your opponent's Movement Phase.

10.1.9 (clarification): The target hex of the charge can only be clear terrain.

10.1.10b (addition): "The Cavalry unit/stack that will melee the square is moved onto the top of the Square's stack and its charge movement is ended."

10.2.6 (addition): Add "not already in square" after "Infantry" in the first line. And at the end, add "Infantry in square automatically stand to meet the charge."

10.2.7g (addition/clarification): When a defending unit marked with a charge marker subsequently fails a morale check (usually due to offensive fire), the defending unit assumes the next worst morale state and remains in place.

End of Module 10, Example 2, Line 10 (correction): The Coalition player announces that the unit will attempt to form Square, and since this is a Russian unit, he needs to roll for it. The roll is 36, modified up 9 (both Light Cav and Lancers modifiers attacking

applied) to a result of 52 which indicates on the Square realization table "Square."

12.7.1 (clarification): A enemy unit entering a friendly unit's frontal hex will not activate Opportunity fire from that friendly unit.

12.5.8 Example (correction): "...is determined that the fire defense of a Line formation with seven or less Increments is 9 in clear terrain."

14.1.1 (addition): Add "immediately" after "must" and before "have" in this sentence.

16.4.4 (correction): Delete "and II Prussian Korps Artillery" from this rule.

16.6.1b (correction): The DRM should be +1 DRM.

17.0, first bullet (addition): Add "and is doubled if the charge bonus (case 10.2.5) applies to melee against a square".

18.2.5 In or Adjacent to Champaubert (deletion): Delete "II Prussian Korps Artillery".

18.3.6 Within 2 Hexes of Fromentiers (deletion): Delete "II Prussian Korps Artillery".

Appendix 1

Scenario 18.1 Coalition Victory conditions (correction):

- **Substantial:** Change the time to 11:20 am.
- **Marginal:** Change the time to 11:00 am

Appendix 2

Melee A (corrections):

- Couple of items here:
- 1.) The example states that the French player checks morale for his 3rd Marine Regiment and has no DRMs. Actually a +6 DRM applies since the defending Silesian battalion is in Skirmish formation so their roll of 35 becomes a 45. They still pass their morale test and the melee occurs.
 - 2.) The final resolution for this melee missed including the halving of the Silesian unit's MeV for being in Skirmish formation. The text from the sentence starting at the third last line at the bottom of the right column of page 22 (below the diagram) should be replaced with the following. "Since his unit is in two hexes and skirmishing, the MeV is halved twice (rounding down) to 2. That makes the melee combat ratio 10:2, which is a 5:1 odds ratio. The French player makes a 2d6 roll with a result of 31. Cross-referencing this on the 5:1 column on the MCRT, the result is DD (Defender Disordered). The Coalition player marks the unit disordered (he reduces it into its left hex) and retreats his unit 3 MPs as shown by the blue arrows. Since the unit exited the ZOI of the French unit, it suffers a 1 increment loss. That ends this melee.

Melee D (correction): When the cavalry unit that bounced fails its morale check, it routs (not disordered), Change the 6th last line of text after "fails" to "The French player marks the unit routed and performs a rout move (which is to the number "2" and the off the pictured area). Delete the sentence that adds the exhaustion marker.

Appendix 2. Melee example D (correction): Change to read the following in the third column of the page: "The defending in Square Russian 1/Stroskol Battalion has a MeV of 11. The

French player needs to calculate his unit's MeV. Its printed MeV is 16. Since the unit charged 3 hexes straight to enter into melee, that value is doubled to 32. This value is then multiplied by 1/3rd to 10. Since the Lancers are in good order and in line, their Lance bonus is doubled (2x2=4) which is added to the 10 resulting in a MV of 14. This means a 1:1 Melee attack (14:11) is performed on the MCRT."

Terrain Fire Defense Values Table: (correction): Change the value for Line** in Clear Terrain from 8 to 9 on both the French and Coalition PACs (to better match the ME Premiere ruleset).

The Charts:

Infantry Unit Fire Values Table:

- **(correction):** French Guards should use the Light column for multipliers. French Marines should use the Line column for multipliers.
- **(clarification):** Prussian non-reserve regiment units use the Muskateer and Fusilier columns. Prussian Reserve Regiment units use only the Reserve column. (Only their Fusilier battalions may use the Skirmish row)
- **(correction):** Add "Square and" before "Line" in that row's title. Delete "Square" from the last row's title of this Table.

Melee Results Table, AD or DD Result, third sentence (correction): This should say "Cavalry unit routs."

Unit Melee Strength Modifiers Chart (addition): Two modifiers inadvertently were left off the chart:

- **x1/2** Cavalry unit Fatigued
- **x1/3** Cavalry unit Exhausted

French Melee/Lance Bonus Value Reference Chart,

"A" 44th Provisional Regiment (addition): The values for 7 to 9 increment losses are missing. They should be 7, 5 and 2 respectively. Please add these into the row.

French **Square Realization Table, Column Formation, 2 MP row** (correction): Rout occurs on a 62-66 roll.

Coalition Order of Battle Chart:

General Ziethen's name is spelled incorrectly

Russian 12th Jager Regiment (clarification): This unit shows the color stripe and Divisional ID of the 15th Division/IX Corps. This unit was attached to the 22nd Division/ 10th Corps for this battle. Treat it as a unit belonging to the 22nd Division.

The French Melee/Lance Bonus Value Reference Chart

(omission): Some units accidentally were left off the chart. Their values are given below:

Regimental Unit	Increment Losses on unit.										
	1	2	3	4	5	6	7	8	9	10	11
101st Ligne (11 - 24)	21	19	17	15	13	10	8	6	4	2	--
105th Ligne (9- 21)	18	16	14	11	9	7	3	2	--	--	--
10th Legere (8 - 20)	17	15	12	10	7	5	2	--	--	--	--
17th Legere (8 - 21)	18	15	13	10	7	5	2	--	--	--	--
Battalions											
3/101st (6 - 12)	10	8	6	4	2	--	--	--	--	--	--
4/101st (5- 12)	9	7	4	2	--	--	--	--	--	--	--
2/105th (5 - 11)	8	6	4	2	--	--	--	--	--	--	--
4/105th (4 - 10)	7	5	2	--	--	--	--	--	--	--	--
3/10th Legere (4 - 10)	7	5	2	--	--	--	--	--	--	--	--
4/10th Legere (4 - 10)	7	5	2	--	--	--	--	--	--	--	--
2/17th Legere (4 - 12)	9	6	3	--	--	--	--	--	--	--	--
4/17th Legere (4 - 9)	6	4	2	--	--	--	--	--	--	--	--
2/3rd Ligne (5 - 11)	8	6	4	2	--	--	--	--	--	--	--
4/45th Ligne (4 - 9)	6	4	2	--	--	--	--	--	--	--	--

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Nothing reported so far.