

## BAR Standard Rules: Corrections & Clarifications

'rounding' (clarification): Unless otherwise indicated, the term 'rounded' always refers to the rounding method of adding .5 to the fraction and then dropping any remaining fraction. For example, 2.5 is rounded to 3; 2.7 is rounded to 3 (3.2); 2.2 is rounded to 2 (2.7).

6.6b Independent Units & Leaders (clarification): Once activated, the Army Leader is not affected in any way by the activation, except that he cannot move again in the turn (also see 4B1b).

6.6d Independent Units & Leaders (addition): Special Leaders, such as Artillery Special Leaders, never activate any combat units or other leaders. Special Leaders must be activated to use their special abilities and to move. Special Leaders, like independent units, can be activated when a friendly Command is activated.

7.2e Command Leader LOC (clarification): The nonspecific hex placement of a leader with a multi-hex unit applies only to Command Leaders, not Army/Wing Leaders.

8.4f Example (clarification): Unit 6-4 cannot move directly to H without first changing facing because it is not a front hex.

12.6e Howitzers (correction): Howitzers that fire "over" friendly units have their fire multiples halved (retain fractions).

12.7c Opportunity Fire (typo): Opportunity fire triggered by a facing/formation change is resolved after the facing/formation change is completed using the formation and target aspect that most favors the firing unit(s) ....

12.8f Fire Combat Results (clarification): As stated on the Fire Combat Results Notes, units in Road Col that suffer a number loss automatically Rout.

12.9 Special Fire Combat Results (clarification): There are no separate Special Results for Opportunity Fire. An Opportunity Fire that triggers a Special Result uses the regular Infantry/Artillery Fire Combat Special Results Table.

13.10 Attack Resolution Procedure, 3) Dice roll (typo): An unmodified die roll of '0' by either player causes a Special Result (14.6).

13.10b Combat Value (addition): c) Artillery-only stacks always have a CV of '0' (zero).

17.2b Disorder Effects (clarification): A Disordered Line/Col cannot expand or contract.

Disorder Check Summary Chart (corrections):

For Rapid March Movement, Back up Movement, and Close Combat Reaction ignore references to units becoming "Disordered/Shaken."

Disorder Check Summary Chart (corrections):

For Close Combat Reaction ignore +10 modifier; use rule 13.4e instead.

Morale Check Modifiers (corrections):

Rally: a, i, j, m

Fire Combat Results: All except j & k

Pre-Close Combat: All except d, j, l. The 14.2c Morale Check uses the same modifiers.

Countercharge Movement: a, c, h, i

Opportunity Charge: a, c, h, i, n, p

Friendly Unit Retreat: All except j & l

Close Combat Example # 2 (corrections):

paragraph 1: Cavalry stacks A (medium) and B (light) ...

paragraph 4: Using the 8-4 unit's morale for the Defender Morale Check the stack passes on a roll of 30...

paragraph 4: A's die roll is 3 modified to + 13 and Z rolls a 4 modified to a +7. The difference is +6...

paragraph 6: B loses 1 SP ...

## **2nd Edition Kolin Update: Corrections & Clarifications**

12.9 Defensive Fire Special Combat Results (correction): The SMOKE & DUST result (5-6) should read "HIGH CROPS: (same as the Infantry result)".

Special Marching Ability: Ignore the last sentence. There are no modifiers for the Rapid March Disorder Check in the 2nd edition rules.

### **Zorndorf: Corrections & Clarifications:**

Furst Moritz: Ignore the references to any specific Wing Leaders. In Zorndorf, Moritz can act in this special capacity for any Wing Leader on a roll of 8 or less.

Scenario 4: The set up instructions should refer to Scenario 3, not Scenario 1.

Special Initiative Results: For the Russians, a roll of 5-8 should read "SPECIAL LIMITED ACTIVATION". For the Prussians, a roll of 9 should read "MANEUVER ACTIVATION."

Optional units: Wied's Fusilier Regiment (WIE 6-4x2) had been left by Frederick to bolster the Custrin Garrison. Since the city was in no real danger he could have included the two battalions in the force he took to Zorndorf. If both players agree this regiment can be added to the Prussian Army as shown on its Order of Battle diagram.

Special Marching Ability: Ignore the last sentence. There are no modifiers for the Rapid March Disorder Check in the 2nd edition rules.

Terrain Effects Chart: The Close Combat Modifier for "Gentle Down Slope" should be: '-' (No Effect)

Roster Sheets: The Leader Casualty values were omitted. They are: Frederick (30), Fermor (20), Moritz (15), Moller (10), Rothelien (10), Wing Leaders (10), Command Leaders (5).

The SP Loss/Routed values are the same as for Kolin: each infantry/cavalry SP = 1; each artillery SP = 2.

On the Prussian Roster Sheet the lines for Command Leaders Kahlden and Kurszell are switched.

### **Leuthen: Corrections & Clarifications:**

Off Map Units p.5 (clarification): Unless specified by the scenario's instructions, all units that begin off map may enter the game map at any time the owning player desires.

### **Lobositz: Corrections & Clarifications**

Q: Who are the replacement leaders for GL Schwerin and GL Katte?

A: Use any one of the four Prussian Replacement Leaders.

Q: Can the Austrian player move off-map units in limited activation? What about entering the board in road column?

A: No, the off map units were deployed. They may enter in road column if desired.

Q: Are the Austrian 7lb howitzer range multipliers 1-2 X 6, 3-7 X 3, 8-11 X 2 and 12-14 X 1? If so, this should also be errata for Leuthen.

A: Yes/Yes.

Q: Is Moller's counter correct with the 2 on the back for the number of stacks, or should it be a 3 per the battle scenario rules?

A: It should be a 3 on the counter.

Q: If the Austrian player commits 4 or 5 offboard commands (not all commands), does he still need to hold Lobositz, Sulowitz and Welhotta for victory purposes?

A: Yes, the C) condition should read "Four or more..."

Q: There are two kinds of artillery units in the game; the ones marked with a "P" and the ones marked "FP." The battle scenarios do not differentiate between them. Am I correct when I apply the "Leuthen" artillery rules for them: Units marked with a "P" can only prolong if they did not fire in the preceding Fire Segment. Units marked "FP" can prolong even if they did fire.

A: The counters should only be "P." There is no fire & prolong in "Lobositz."

## BAR Questions answered by Paul Dangel, the game designer:

*Q: Rule 8.1h says, in essence, that any Limbered Artillery of 1 or 2 SP's occupies 1 hex when in Road Column, while a Limbered Artillery of 3+ SP's occupies 2 hexes when in Road Column. However, Rule 10.2b indicates that each Artillery SP in Road Column is equal to 4 SP's. Thus, per the restrictions of the Road Column rules, each SP of Limbered Artillery in Road Column would occupy 1 hex (i.e. a 4 SP Artillery unit would occupy 4 hexes not 2.) Rule 8.1h and Rule 10.2b seem to be contradictory. Or am I missing something?*

**A:** I understand the confusion because of my poor wording of the rules. The statement above “that any Limbered Artillery of 1 or 2 SPs occupies 1 hex when in Road Column” is not correct. A 2 SP Artillery unit in Road Column occupies 2 hexes. Rule 8.1h would be more clearly stated as, “A 2 SP Limbered Artillery unit not in Road Column occupies 1 hex and the same unit in Road Column would occupy 2 hexes as per 10.2b. See the Formation & Fire Arc Diagrams”.

--Limered Artillery not in Road Column count their printed SP value for stacking (usually max 8 SPs for Clear and max 6 for other terrain). A 2 SP Artillery unit occupies 1 hex.

--Limered Artillery in Road Column count each SP as the equivalent of 4 SPs per printed SP which is the stacking maximum per Road Column hex. A 2 SP unit would occupy two hexes in Road Column with 4 “stacking equivalent” SPs per hex.

--Compilers note: An incorrect understanding of rule 8.1h was incorporated into the rules on page 1 of Brandywine. Based on Paul Dangel's clarifications, each 2 SPs of Road Column Artillery in Brandywine should occupy 1 hex. Thus a full 4 SP Artillery unit would occupy 2 hexes when in Road Column.

*Q: Disordered units have their firing SP values halved for Fire Combat. That is stated in the rules and on the Fire Combat Chart. The Fire Combat Chart (but not the rulebook) also states that Disordered units ALSO have their Fire Multiple Modifier halved. In practical effect, then, Disordered units are QUARTERED for Fire Combat. Am I understanding the concept correctly?*

**A:** The understanding of the Disordered effects on Fire Combat is correct.

*Q: Skirmishers or Light Cavalry are attacked by an Infantry Line. Those units can Retreat before Combat. As I read it, the Skirmish or Light Cavalry must make a defender morale check in the proper phase; if it succeeds, they may Retreat before Combat, if it fails they must fight the Close Combat. Or am I wrong and they can always retreat, not needing to make a morale check?*

**A:** Units designated in the special rules as being able to retreat before Close Combat may **always** retreat but only under the circumstances listed in the special rules. The morale check is made at the completion of the retreat. No Morale Check is required to execute a retreat before Close Combat.

*Q: Several of the games have green “slope” marks which do not match with any descriptions for terrain on the TEC. Am I correct in assuming that these green marks by themselves are for decorative purposes only (although they would affect Line of Sight.) An example would be Zorndorf W3011.*

**A:** The assumption is correct - they have no effect.

*Q: The last sentence of rule 7.5b a) reads: They may perform Rapid March which in most cases would restore full movement **but with an increased Disorder Check Penalty.** I cannot find a “Disorder Check Penalty” for Rapid March on the Disorder Check Summary. Is this clause an outdated concept from the 1st edition of the rules that should have been left out?*

**A:** There is no additional Disorder Check penalty for Rapid March Movement.

**Q:** *Situation A) You have two Line infantry units in a hex. You change the stacking order (i.e. moving WITHIN a hex) in order to get a better unit on the top for an impending Close Combat.*

*--Situation B) You have a Line Infantry unit stacked on top of Unlimbered Artillery. You move the Artillery to the top (i.e. moving WITHIN a hex) so that it can fire.*

*--Questions about these situations: Do either of these situations cause any kind of "Pass Through" Disorder check? Do either of these "movements" trigger Opportunity Fire?*

**A:** I would say no to all "within the hex" type situations because the time involved would be so brief.

**Q:** *A cavalry unit charges and wins the Close Combat. In the result, the enemy either: Surrenders and is thus captured, or*

*Routs and leaves Artillery in the hex to be captured by the charging Cavalry*

*--Questions about this situation: Having captured the enemy units, is the charging Cavalry obliged to either do a Pursuit (or attempt to Recall) as rule 15.1f seems to indicate, or are they not obliged to pursue, as rule 15.2a seems to indicate? Is there any difference between situations A & B?*

**A:** There is no clear cut answer. Since the cavalry side dominates the situation I would let that player decide what happens to the loser, either A or B.

**Q:** *Just to make sure that I completely understand an answer to the last question: A Cavalry unit that charges and wins the Close Combat, but captures enemy units in the Close Combat, has the option of either staying with the Captured units (without needing to roll for Recall) or of Pursuing. Is that correct?*

**A:** Yes

**Q:** *An Infantry Line moves through a woods hex (which requires a +5 Disorder check), passes through a Cavalry Line (which requires a +10 Disorder check), and Force Marches (requiring another +0 Disorder check). At the end of the unit's move, do you roll 3 individual Disorder checks, each with their own modifiers, or just 1 Disorder check and add all available modifiers (+15 in this case)?*

**A:** One dice roll with the cumulative modifier, in this case +15.

**Q:** *A 4 SP Artillery unit when stacking with Infantry counts for 16 stacking points. Thus, in clear terrain, in a single hex, this 4 SP Artillery unit cannot stack with infantry in Line, because the stacking limit is 16. That much we understand. The question is, if that same Artillery unit stacks with a 2 hex Line, does it count as 8 stacking points per hex for STACKING purposes? Or does it still count as 16, and thus cannot stack with even a 2 hex Line? (We do understand what the rules say about 2 hex Line Inf/Arty stacks when they fire and when they are a target, but the STACKING issue for a 2 hex line is a grey area to us.)*

**A:** If the 4 SP artillery are going to stack with a 2 hex infantry then the 4 SPs would conceptually be split between the two hexes, i.e 2 per hex. It is important to keep this in mind when the artillery fires because it's conceivable that the range from each hex to the target would be different. Also, both hexes would still have to shoot at the same target – the unit cannot split its fire.

Also, here's an additional note regarding your previous 4 SP artillery stacking query that I neglected to mention. Four SP artillery units may be deployed in two hexes as an artillery version of the extended line. However, this is an initial deployment option only, i.e. it may only be used when the artillery units are set up at the beginning of a game. The unit may not move, including prolong in this formation. To change to a 1 hex formation the unit is flipped to its limbered side and placed in either hex. It is treated normally the remainder of the game. It cannot be stacked with any unit when it changes from 2 hexes to 1 hex. The Prussians only dabbled with this kind of massed artillery at Zorndorf, where Frederick expected it to decide the battle all by itself, and at Burkerdorf (1762) where he targeted some 70 pieces against Austrian fieldworks.

**Q:** *Based on rule 9.1, we have assumed that any Formation that has a FRONT hex (as indicated on the Formation diagram) exerts a ZOC into that hex. Thus all Cavalry formations as well as Limbered Artillery and Road Column--anything except Routed units--does indeed exert a ZOC in all of its front hexes. Is that correct?*

**A:** Yes, even if, like limbered artillery, they cannot do much with it.

*Q: Is it logical to use the most up-to-date Formation Change diagrams and Fire multipliers for the Austrians and Prussians (as found in Leuthen and Lobositz) for the older games--Kolin and Zorndorf, or are there special reasons why the older games should stay as they are? (We have assumed that years of play of the games and also research have led you to "update" these values in the newer games, and that the updated values should be retrofitted to the older games. Are we correct?)*

**A:** No, that is not correct. The values, especially for the artillery, were set to reflect the particular battle conditions and equipment present at the battle. For example, the Prussians were constantly tinkering with different types of 12 pounders early in war. Overall, the values in one game should not be transported to another.

*Q: In Close Combat, two attacking stacks (in two separate hexes) are attacking a defender. The result calls for a Morale Check. Which of the three methods below is the proper understanding of how to handle the morale check when you have multiple stacks involved--in this case our two attackers?*

*#1) Roll 1 roll and apply that result to every stack (some may fail and some may not).*

*#2) Roll a separate roll for every stack on any given side.*

*#3) Roll only for the stack with the worst ER on any given side, and not for any other stack.*

**A:** #2 is correct. Roll a separate roll for every stack on any given side.

*Q: In a given game turn, the End Turn box has been reached on the game turn track, requiring that only Limited Activations can move (by Road Column on roads). However, a Special result such as "Maneuver Activation" is rolled. Does that mean that:*

*#1) the affected side can perform a normal activation with no restrictions, or*

*#2) the affected side can only perform a "Maneuver Activation" for a unit in Road Column that has already moved.*

**A:** #1 is correct. The affected side can perform a normal activation with no restrictions.

*Q: Another, more general, way of putting the question above would be: Do Special Results override the End Turn, Limited Activation conditions?*

**A:** Yes