

Errata for Charlie's Year (5/September/02)

Early copies of Charlie's Year may contain a number of textual or component errors. Most are corrected as they come up, but clarifications are always necessary. This file will be updated periodically (hopefully not too often). Feel free to email us at Red Sash Games (icweir@shaw.ca) if you come across any suspect rules or components.

Rule Clarifications:

George's orders & movement Vol II 7.22/7.23 (p.13). George's orders are either halved for being in Flanders or for moving, not for both. If at sea, his orders are halved for movement, unless his ship is delayed in Flanders, in which case his orders are halved for being there, not for moving.

Reaction. Vol II 8.315. Any HQ which reacts or attempts to react and fails, is finished for the turn. Any HQ which has conducted a prior operation that turn is unable to react. An HQ may only be activated once – you choose what for, offensive or defensive. The Reaction Zone rule for the Admin Phase refers to an HQ's Potential RZ, as Reaction only occurs in the Operations phase. Whether the HQ is Finished or not makes no difference, except during the Operations phase as noted. (The Admin Phase rule is a way of preventing players from performing strategic movement near the area of operations).

Ambush. Vol II 8.42. Units may not Ambush if Finished. To further clarify, if an Ambushing stack contains Finished and non-Finished Highlanders, none of the units may Ambush; the act of Ambushing by any unit in a stack or HQ Finishes the entire stack or HQ.

Minor Casualty die rolls. Vol II 9.63. Only if the final casualty result is less than one after rounding (eg. 0.4 or less).

Siege Resolution: Required Odds. Vol II 11.2. To start or maintain a siege, you need a minimum of 1-1 odds of unmodified strength. To try to resolve the siege, a minimum of 1-1 odds, modified, is needed, plus a roll on the initiative of the commanding besieging leader. To resolve the siege normally, a minimum of 5-1 odds, modified normally (ie. For terrain, weather, etc.), is needed.

Argyll Militia. Vol II 17.12 (p.35). These are Loyal Scots and are bound to that contingent's release rules.

Written Orders List. Vol II 21.2 (p. 46): Point #1 of 21.32 (p.46) "Appointing a Commander", is intended to include Orders to independent BHQs and columns. The list of possible actions requiring written orders is otherwise comprehensive.

Rules Errata:

There are several discrepancies in the Combat Sequence of Play. Here is the amended Combat Sequence of Play:

Government player checks for Black Watch reliability (17.13). This may also occur during overruns and ambush attempts.

Conduct of a field battle (9.0-10.0) – active player is the attacker

- 1) Pre-combat: check for Black Watch reliability (17.13).
- 2) Declare night attacks (9.9)
- 3) Determine total strength in companies per side (9.64, 15.33)
- 4) Allocate reserves (9.2)
- 5) Fire artillery (9.3)
- 6) Declare highland charge (9.4)
- 7) Declare cavalry charges (9.5)
- 8) Resolve combat (9.6)
- 9) Commit reserves (9.2, 9.72)
- 10) Voluntary withdrawal (10.4)
- 11) Leaders may rally units with their initiative (9.84)
- 12) Involuntary retreats (10.2, 10.3)
- 13) New round or end battle (9.7)

14) Post Battle: pursuit (9.54), leader losses (9.8), major victory awards (15.33).

CHANGE George's Release and Transfer. Ignore both Vol II 7.231 and Vol II 7.235 (p.13). George is not released until the Flanders Army is released. At that point he may be transferred using normal procedures (18.2). While not released, he may still act as CW (halved as usual for being in Flanders). When he transfers, his guard escort must accompany his group, at least initially. If separated from his escort due to delays or scattering, his escort must, upon landing, attempt to rejoin him as quickly as possible. George may not be eliminated due to interception or other causes, even if his entire group is destroyed. He may be delayed, however.

Siege Resolution by Initiative. Vol II 11.225 (p.27). The negative modifier for Initiative tries is a statement left over from an earlier ruling. There is no modifier for initiative generated siege resolution.

NEW Leaders and Contingents. Vol II 17.115 (p.35). Leaders are bound by the same restrictions as the units to which they are assigned or the theater in which they start (eg. Frederick of Hesse enters with the Hessians; Loyal Scots leaders are frozen until the Loyal Scots are released, etc.). For leaders beginning the game on map, the units they stack with define their contingent. Exception: Lord Reay belongs to the Loyal Scots.

CHANGE VPs for removed Flanders units. Vol II 17.332 (p.36). Point #1 should be struck. Overall, the contingent must be released before any of its units may be permanently removed from the game.

Case Numbers. Vol II 21.3 (p.46). There are two paras labeled 21.32. The second should be 21.33, and the following para should be 21.34, not 21.33.

ADDITION Carrying Out Delayed Orders. Vol II 21.33 (p.46). If conflicting orders are received by a leader or at a location/stack/depot in the same turn, the earliest issued order is the one carried out. The rest are discarded. If a leader received the orders he may roll versus his Initiative. If successful he may choose which order to carry out. The remainder are discarded.

Chart Errata

Advanced Siege Tables. The drms and notes for the Resolution Table are incomplete. Use the Basic Siege Table drms. Note #2 under the explanation should read 5-1 MODIFIED odds are required to roll on the table, OR a successful Initiative die roll by the commander in charge of the siege if MODIFIED odds are 1-1 or better. For results use the Siege Combat Table as before, NOT the Basic table results.

BW Reliability. The notes refer to Vol II 17.12. This should be Vol II 17.13.

Sea Orders Delay Column on the Success Table: ignore the DRMs for the Zones. Continue to use the weather and distance modifiers.

The Release column of the Success Table should have the following modifiers added:

+1 for Flanders Army if French units in French Ports

+2 for Flanders Army if French units at Sea (not cumulative with the last line)

Naval Rules Errata and Clarifications

There are a number of conflicts in this section.

Naval Transfers Vol II 18.2:

18.24 Clarification: the turn that a group leaves port there is no roll on the Transit Table. If a group does not move there is no roll on the table. In all other situations the Transit Table is consulted.

18.24 point #2 determining group size. This should be struck out. Size is only important for interception.

18.24 point #3 should read " Crossindex the sea zone the group is currently in with the current weather. This will determine the column used".

18.24 point #4 then should read "Crossindex the die roll with with column determined in point #3 to determine the transfer group's fate. There are no DRMs on this table.

18.241 point #1 Delayed implies a group may be delayed in port. This is incorrect. There is no roll if the group is still in port.

Naval Interception 18.25 Clarification. There is no interception in enemy ports and therefore no interception of units just leaving a port, as the act occurs prior to movement. Also scattering (18.255) results in one of two choices made after the interception has occurred and prior to rolling on the Transit Table: you can be delayed for one extra turn or allow your enemy to land your units. In neither case will there be no roll on the Transit Table, (1st as the group has not moved; 2nd as your opponent moves them instead. In the second case, the units must be dumped in ports that are neutral or friendly to the owning player, but they may be spread around as your opponent desires.

Naval Example 18.28. This example is correct, but may be misinterpreted, especially when reading the original case 18.24 (amended above).

18.281 The activation cost refers to 18.22 and the latter refers to the CP & Orders Chart for the number of orders needed. 18.23 is then implied for the phase of movement (admin phase; naval segment). The example is correct when it states that you declare the destination zone and then roll based upon the zone you are in. Moving is what triggers the roll on the table (18.24). The destination must be declared in case there is scattering or random movement, but the current zone is the one whose conditions will apply to the move.

Under 18.282 there is a reference to “if delayed in port”. This should be struck out as it cannot happen. There is no transit roll in the turn a group leaves port. Nor may there be interception (18.25). Historically, forces were often delayed in port and sometimes also “cut out” by enemy squadrons. However, this is already simulated by the potential for interception/delays in the adjacent sea zone once the group has “got underway”.

18.282/18.283 Note that the Government player declares his intentions prior to the Jacobite player choosing to intercept.

18.285 The Jacobite player declined to intercept. Note that it would be perfectly possible to intercept either group, as the act comes prior to the attempted move into port.

18.286 The effects of scattering are shown but not fully explained. The reference is to 18.255. There are 2 choices when voluntarily scattering. After the interception is made with its reduced chances of success, you can choose to remain at sea (delayed 1 turn) or to allow your opponent to land your units immediately. Your opponent cannot decline this latter offer, but it does allow him to spread your units all over the place.

NEW Shipping Leaders. Vol II 18.28 (p.40) (the current 18.28 Example will become case 18.29). Leaders are ignored when initially assessing the size of a transfer group. However, when assessing delays and losses, they each count as a 1 company unit. These “leader companies” may be delayed normally; if lost the leader is eliminated from the game. Leaders may survive the loss of all the units they are stacked with, assuming the loss percentage does not affect them. If their group is scattered, they may accompany any units desired.

NEW Leader and Ferry Interdiction. Vol II 18.434 (p.41) For the purposes of movement, Leaders are not affected by Interdiction, even if units they are stacked with are eliminated.

NAVAL CHARTS ERRORS & OMISSIONS

Transit Table. “FPts” refers to the Flemish Ports Sea Zone. Case 2 in the explanation indicates that groups have to be rolled for when leaving port. This is incorrect. They are rolled for when entering a port.

Interception Table. Case 1 of the explanation states the attempt is made after rolling on the Transit Table. This is incorrect. Transit rolls are made after interception. What is done first is a declaration of the intended destination for the group this turn. The zone used for assessment is always the current one, not the destination.

Government modifiers. On the bottom line, the –1 West England should read –1 West SCOTLAND.

Counter Clarifications:

- 1) The Dutch HQ uses the Hessian HQ display (early copies of the game do not have both images depicted). Only one HQ will be in play at any one time.
- 2) The “Army of Scotland” is a Wing HQ, despite its name.
- 3) The Extended Move counters are correctly backprinted with a different type of marker.
- 4) Several units, such as the Dutch and Hessians, Reduce more than the CL markers appear to allow (-1/-2 only). This has been done deliberately. The extra companies are lost in this situation. See Vol II 17.25 & 17.444.
- 5) George II has no “CG” side and has no CP allowance. George can't lead troops in the field like Charlie. In this game he really represents the whole apparatus of the War Office plus the Army, Navy, and Ordnance Boards plus various parliamentary subcommittees, lackeys, toadies, and place seekers.
- 6) The countermix is an absolute limit in all situations, unless the rules specifically state otherwise.

Scenario OB Errata:

- 1) Northampton is incorrectly listed as being on the SW map. It is on the SE map.
- 2) Grant of Glenmorrison is listed as a 1-5-5H throughout. This is correct but there should be a notation indicating the unit is at Reduced strength.
- 3) In The Heather on Fire scenario (Vol III 25.1), the Shian Menzies unit and Nairne Atholl should halve their listed MV (as correctly printed on the counters).

Campaign Scenario Errata:

- 1) Lord Home is listed as being placed with non-Argyll militia. This placement will be as a reinforcement, not as an initial setup. (The page layout may not make this clear).
- 2) The “E” contingent units placed in London at start are all Regular class.
- 3) The 9th & 10th Horse (V class) deploy under the Nobles’ Regiment rule.
- 4) Lord Reay belongs to the Loyal Scots Contingent.

Counter Corrections:

- 1) Government Countersheet #2 (Front) has the McLeod of Assynt and Seaforth McKenzie images transposed so their backs do not line up. BEWARE when mounting.

Map Errata:

- 1) Unnecessary listings in the Dutch portion of the Flanders Offboard Box. Ignore the text here. Just place all the Dutch and their leader General Schwartzberg in this location initially.