

# Rules Changes and Clarifications

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## 2.4 Garrisons

2.441 Fortresses block bridges, even when blockaded (the bridge is assumed to be within the fortress area).

## 3.5 Using Auxiliaries

3.51 Auxiliaries are allocated directly to headquarters (during the Admin. Phase) or to wings at the beginning of a battle.

3.55 Pontoon bridges may be left in place as long as desired. Pontoneers are put into the Recovery Box only after the bridge is removed.

## 4.0 Operations Phase - Movement (and Battle)

Battle takes place after a side has finished operations. The defender may leave the hex if he passes a leader check (there is no option to decline battle). Additionally, if the defending force is within the command span of a superior leader this leader may make the leader check. If he passes he can either withdraw or reinforce (this also increases the value of leaders with a command span).

All movement resulting from these actions follow the usual movement rules and those units may not move during their next movement phase.

## 5.2 Hubs

5.252 A formation may always choose a Primary Hub, even if a Secondary Hub lies closer. *The Prussians operating E of Berlin would be under a great disadvantage if they couldn't use the Primary Hub at Magdeburg.*

## 5.4 Foraging

### 5.3 Attrition Table

Forage Depleted/Exhausted always shifts +1/2 rows.

### 5.44 Forage Recovery

All hexes recover one level of forage in the September/October turn.

## 5.5 Depôts

5.521 LOCs should follow roads and riverine routes (*all those transport carts and bulk loads - otherwise, it is virtually impossible to isolate a depôt*).

## 6 Battle

### 6.51 Surprise

If there has been any kind of surprise, only fieldworks already on the map may be used (*neither attacker nor defender had time to construct any*).

### 6.62 Combat Resolution

Losses are rounded mathematically (see CRT).

## 7.2 Blockades & Sieges

(Clarifications)

- ◆ Sieges must be conducted within range of a depot.
- ◆ Depot reduction is checked during the Approach and Lodgement phase and whenever

siege artillery is employed.

- ◆ Siege artillery can be used from the investment phase onwards.

**7.222** The strength is not modified.

**7.3** Escalades

- ◆ # \* 10% of modified garrison strength = SPs lost by the besieger
- ◆ Siege guns do not provide a DRM
- ◆ The die-roll is not modified for casualties (only for the success of the siege)