RULES UPDATE v2.1

The text that has been added is written in green.

~~*The deleted text is marked in red (with strikethrough).*~~

Remarks and comments are in italics.

For better orientation, in many places longer fragments of the paragraph have been entered, preceding the changed / added text, so that players can more easily see what the change is about. They are written in black font.

If different paragraphs of the same chapter are changed, which are separated by other paragraphs, and which are not listed here (because they do not change in rules update), then the "—" sign is inserted between them.

4.15 RESULTS OF ELIMINATING A GENERAL

Eliminating the **division commander** causes the following effects:

• A new general needs to be drawn from the brigade generals deck. If this deck is unavailable, roll a d6. A score of 1-2 means a Cautious general with Command Level 1, a score of 3-5 means a Neutral General with Command Level 2, and a score of 6 means an Aggressive General with Command Level 2.

6.4 REVEALING UNITS

A new sentence is added at the end of the subchapter.

Under no circumstances may units be deployed from the patrol marker to the enemy unit's zone of control.

7.7 MARCH TO THE SOUND OF GUNS

A new subchapter - 7.7 is added.

If any of your Corps units have completed a combat round this turn and the Corps has an "Advance" order, the remaining units of that Corps may perform a normal move without being restricted by the "Advance" order movement rules (movement is not halved, see 4.7).

8.7 SUPPRESSION BY FIRE

Routed units are automatically unpinned.

Units that have fought an entire round (firefight or melee if there was no firefight) are also automatically unpinned.

8.9 ARTILLERY IN COMBAT

The artillery base can ~~always~~ fire at the enemy unit that is attacking it or the unit that defends it, even if the artillery is out of command ~~and all its batteries have already fired this turn~~. It is called defensive fire. Such fire cannot be performed by an artillery base that has all its batteries firing this turn. In case of an attack on the unit defending the artillery, the unit doesn't block its field of fire (see the picture **8.2d**).

—

The artillery cannot fire if it was attacked from its rear/flank and doesn't have the possibility to manoeuvre to face the enemy (the enemy attacks from too close of a distance or the artillery is pinned). It will also not be able to fire when the defending unit is attacked from the side, and cannot perform the "Changing Fronts" reaction.

—

The temporarily removed artillery base can carry out supporting fire for the defending unit (like the defensive fire), only if it was facing the attacking opponent before being removed.

8.10 WHEN THE ARTILLERY CAN MANOEUVRE

An artillery base **cannot** manoeuvre, if:

- is being fired at (cannonade) by the enemy artillery and the player wants to carry out counter battery fire.

- the enemy unit attacks from less than half of its movement distance away (changing front, **9.6**).

- the enemy unit attacks it from the edge of the zone of control, even if in this attack it has to cross the terrain (changing fronts, **9.6**).

9.12 GENERAL RULES OF COMBAT AND ACTION ORDER

Additional effects of the combat result

- A unit that has not been in full frontal contact with an enemy unit during combat and has not been pushed, routed or destroyed must, at the end of the combat - if possible - position itself so that the units face each other in full width (see "aligning units to combat" **9.3**).

11.1 RALLYING ROUTED UNITS AND REGAINING COHESION

Every success increases cohesion by one level — ~~to a maximum of the base value~~. A blunder means no effect.

A unit can never regain the first level of cohesion lost, except when it is an artillery base with only 1 artillery battery.

11.5 CONDITIONS FOR THE LOSS OF ARMY MORALE

A new paragraph is added at the end of this subchapter.

If the morale of the army drops by at least 3 levels within 1 turn, we immediately lower it to the level of "breakdown" - the battle is over.

12.11a FLEXIBLE FORMATION

New subchapter - 12.11a Flexible formation.

A unit with this special rule has benefits of 'open order' special rules. Cavalry attacking this unit doesn't get double impetus - unless this unit
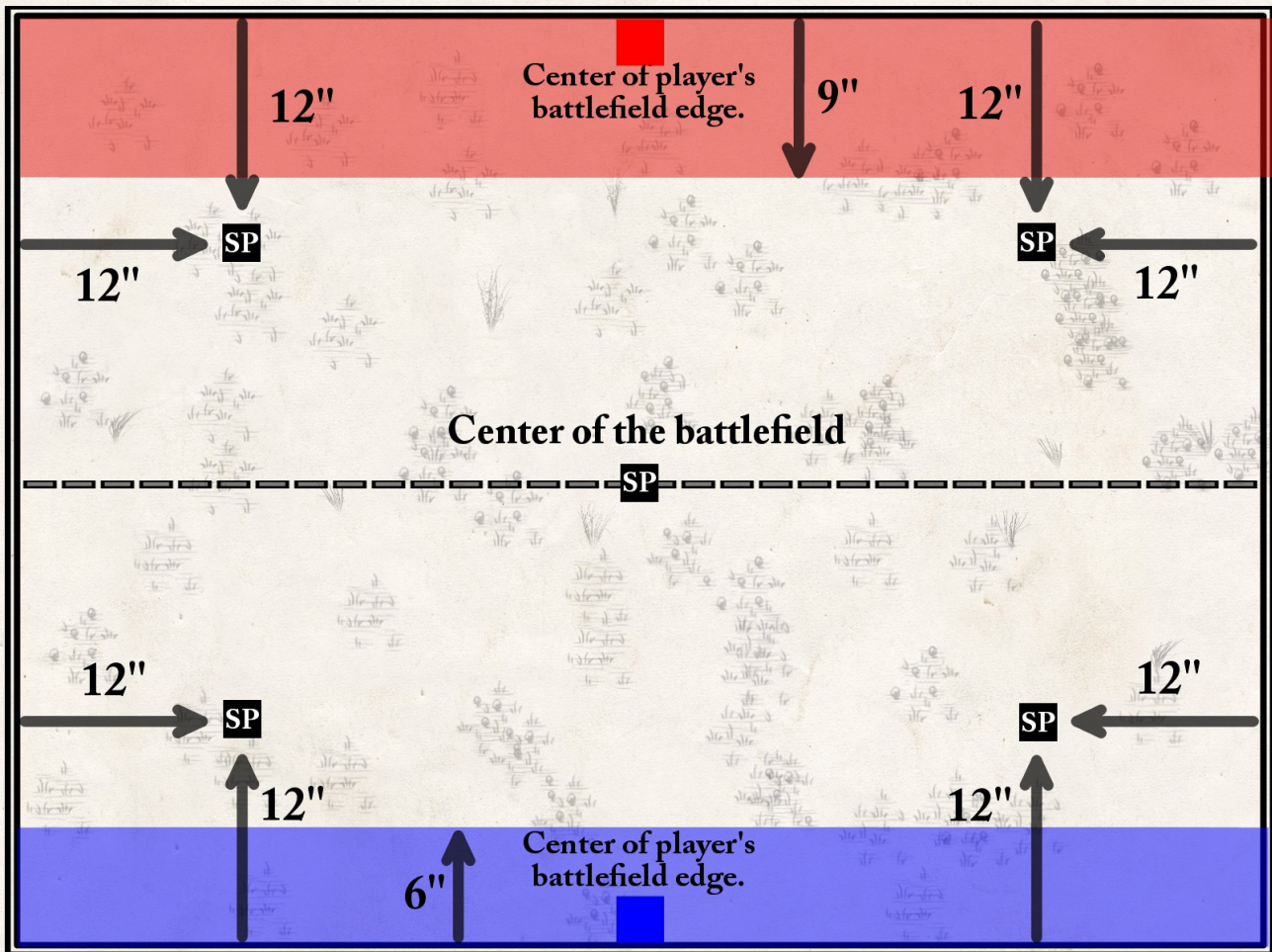
is pinned, engaged in combat or cavalry attacks it from the flank/rear, from a shorter distance than half of its movement (including penalties for terrain) or from the edge of the zone of control.

13.7 BATTLEFIELD

Place 5 strategic points on the battlefield, instead of 3.

l. 13.7. The arrangement of the players' deployment zones and strategic points.

13.10 SETTING UP TERRAIN

Normal terrain is set up as follows:

• Impassable terrain must be located a minimum of 3 inches from a strategic point or base of operations.

14.1 BATTLE GOALS

The battle ends when:

• the morale of one of the armies falls to the 'breakdown' point, or,

• the agreed number of turns has run out (6 by default),

• at the end of any turn (starting with the third), one side controls all strategic points and its base of operations or,

• the player has declared his retreat from the battle or,

• Army morale fell by 3 levels in 1 turn - we immediately lower it to the level of "breakdown".

Retreat from battle

If a player's army loses 2 levels of morale during one turn (but it will not be broken) or its army morale is "waving", then at the end of that turn the player may decide to retreat from the battle. For this to be possible, the player's army must control its base of operations. The battle is then over - count the victory points.

The army of the player who withdrew from the battle ceases to control all strategic points and operational bases (the opponent regains control of his operational base automatically).

If any enemy unit is within 3 inches of a strategic point, it takes control of that point (the units of a player who retreated from the battle do not affect control).

14.3 CONTROLLING THE BASE OF OPERATION AND THE STRATEGIC POINTS

In order to control the enemy base of operation, you need to enter it with any friendly unit of infantry, cavalry or a patrol marker.

If enemy units or patrols leave the base of operations, control of it automatically returns to the player's army.

—

If within 3 inches from a strategic point or on a base of operation, there are **units of opposing armies,** then **the sum of cohesion** of the infantry and cavalry units (including losses) decides on who controls it. You don't count the routed units and the artillery for this sum. A tie means no control.

If the army's morale drops to the "breakdown" level, it ceases to control all strategic points and operational bases. If any enemy unit is within 3 inches of the above mentioned points, it takes control. The enemy also automatically regains control of his operational base.

If at the end of the turn (starting with the third one) one of the sides controls all strategic points and its base of operations, the battle is over.