

The Invasion of Russia, 1812

Errata and clarifications to rules v1.0 (as of 2014.07.28)

Definitions: Austrian USS (Section 1)

Rule 1.1 - The Austrian USS is unable to source a chain of depots. Rather, it functions as a permanent depot [Rules 6.1 and 6.2] for Austrian units (only) within five hexes (three in Winter) of the southern map edge within Austria. Further away, Austrian units must rely upon depots linked to the western map edge, like the rest of La Grande Armee [Rule 7.7].

General Supply and Attrition (Section 6)

Rule 6.2, bullet 2, and Rule 7.6: a friendly Commander comprises a “friendly unit” for the purposes of these Rules.

Strategic Movement (Section 8)

Section 8 - The term “strategic” is a tautology. This is the only type of movement which combat units can undertake, apart from advancing/retreating as a consequence of combat [Rules 11.11 – 11.12].

Rule 8.8 - Applies to units advancing after combat as well as units undertaking “strategic” movement.

Combat (Section 10)

Rules 10.2 and 10.7: unlike a “failed attack”, an “aborted” attack does *not* preclude a player having a further opportunity(ies) to mount an attack(s) during “this” Turn.

Rule 10.4 - A 1xd6 result of one (1) rolled for a supporting stack has no special significance: the attack itself is not aborted and other stacks involved in the attack are unaffected.

Rule 11.14: “stacks” should read “sides”.

Rule 11.18 - A stack may support a friendly stack comprising only disrupted units; but, the FDV of the disrupted stack (including any adjustment for the supporting stack) is limited to the roll of 1xd6. The supporting stack may, however, absorb losses [Rule 11.17].

Set Up (Section 14)

Rule 14.1 - Where two (or more) hexes are specified, the units in question may be deployed in either or both at the player’s discretion (subject to Rule 4.1).

Advanced Rules (Section 16)

Rule 16.2: “A=Senior Commander ...” should read “A=Supreme Commander ...”

Rule 16.13: at the beginning of a “Two Year Campaign” both players may reposition their units on the map with no restrictions relating to distances moved or the presence of enemy units other than those specified by Rule 16.13 itself.

Design Notes, first sentence: 2012 should read 1812 (... ehm...)