

CONSOLIDATED ERRATA & ADDENDA (as of December 73)

Grenadier

The *Grenadier* Errata follows the sequence of the *Grenadier* Rules folder.

GAME EQUIPMENT

(Omission): A complete game of *Grenadier* should consist of one set of Tan and Blue die-cut counters, one rules folder, one mapsheet, two Combat Resolution/Terrain Effects/Historical Commentary sheets, and one die.

GAME SCALE

(Omission): Each hex represents fifty meters from side to side. Each Game-Turn represents the passage of ten minutes.

MOVEMENT

(I) *Artillery Movement (Omission)*: Artillery gun units may never be limbered or unlimbered unless stacked with an Artillerymen unit.

(J) *Cavalry Charge (Clarification)*: Because a cavalry charge must end in a Shock attack, disrupted cavalry units may not charge. Cavalry units may charge into a Town, Woods, or Hill Slope hex if they have sufficient Movement Points to enter that hex. Cavalry charges are subject to the restrictions of Combat Case (P).

COMBAT

(C) *(Clarification)*: Treat Combat Case (U) as an exception to the rule stating that no unit may attack more than once for each Shock Combat Phase.

(D) *(Clarification)*: In Fire Combat, whether shot, cannister, or musket, only the topmost attacking unit in a stack may use its Fire Attack Strength. This also refers to Combat Case (G).

(H) *(Clarification)*: All units (including Command units, Skirmisher units, gun, artillery, or transport units) block fire through the hex they occupy. However, units on Hill Slope hexes may always fire through any occupied hex on level (clear) terrain.

(I) *(Clarification)*: Artillery gun units and transport units may never be captured. Enemy units may move into or through a hex occupied solely by a gun or transport unit without having to attack these units. Unattended gun or transport units cannot pin Enemy units in any way. The Shock Combat Strength of artillerymen units and transport units is defensive only.

(L) *(Clarification)*: Cavalry units which are automatically disrupted at the end of the Player-Turn in which they charged are *not* disrupted again in accordance with this Case.

(M) *(Clarification)*: Disrupted units defend against all attacks with a Defense Strength of "one." This Defense Strength is never modified for Terrain Effects.

STACKING

(A) *(Clarification)*: Stacking limitations *do* apply during the Movement Phases (exception: Stacking Case D).

(D) *(Clarification)*: At the beginning and the end of a Movement Phase, when forming Skirmishers or reforming units from Skirmishers, Stacking limitations are suspended for Skirmishers only. At the end of a Movement Phase, however, the normal

Stacking limitations are resumed.

PINNING

General Rule (Omission): Artillery gun or transport units, or Command units when alone in a hex may never pin Enemy units. Disrupted units retain the ability to pin Enemy units. Skirmisher units can pin Enemy units. Units may be undisrupted while they are pinned.

COMMAND CONTROL

(B) *(Clarification)*: Four-Pounder Artillery units have Command Control and may move if they begin their Movement Phase within *three* hexes of a cavalry command unit.

(C) *(Omission)*: Disrupted Command units may not be used to allow other units movement, nor may they be used to rally other disrupted units.

(D) *(Omission)*: The Shock Combat Strength of Command units is defensive only.

SKIRMISHERS

(A) *(Correction)*: Skirmishers may be rallied by spending one full Game-Turn stacked with an Infantry Command unit. The Command unit does not count for Stacking purposes, i.e., this is not a violation of the rule preventing Skirmishers to stack with any other unit.

(C) *(Correction)*: No more than one-third of the *total* Blue infantry units in a Scenario Order of Battle may be converted into Skirmishers. Reinforcements may be converted into Skirmishers as long as no more than one-third of the total Blue infantry units are converted. The conversion of units into Skirmishers may only be done at the beginning of a Friendly Movement Phase.

COMBAT PROCEDURES

(1) *(Clarification)*: In determining the range for a Fire Attack, count the number of hexes between the hex occupied by the firing unit (exclusive) and the hex occupied by the defending unit (inclusive).

Shock Combat (Correction): In the first sentence of this paragraph there is a typographical error in the word "attackers."

Fire and Shock Combats (Correction): The second paragraph here should read, "Units involved in Shock Combats (whether attacking or defending) may not fire in either Fire Attack Phase in *the* (not "their") following Player-Turn."

THE SCENARIOS

The title of the Jena Scenario should read, "Attack of the Advanced Guard of Lannes V Corps."

COMBAT RESOLUTION TABLE

Ignore the one hex range column for Fire Attacks. Fire Attacks may never be made against adjacent Enemy units.

HISTORICAL COMMENTARY

The cavalry action at Blenheim in fact involved 178 Allied squadrons vs. 143 French squadrons.