

# **VOLLEY & BAYONET**

ERATTA, March 1, 2010

All additions and changes are underlined.

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Add

### **Rule 24: Pre-Napoleonic Warfare**

24.1 Firearm Cavalry

24.2 Pre-Professional Artillery

24.3 Infantry Skirmishers

## **PART 1: RULES**

### **1.2 Sequence of Play**

(table)

**Morale Tests:** Both sides test morale for units in contact with the enemy or within close range of enemy firing units.

### **3.3 Placement of Command Stands**

Second paragraph, first sentence should read, ". . . the same holding true for corps and army commanders."

Third paragraph, first sentence should read, "If a division, corps, or army commander is present . . ."

Add the following new fourth paragraph: "If a stand wins a melee and advances to occupy the ground held by the enemy, any command stand present with it may, but need not, advance with it."

### **4.1 General Procedure**

(table)

Heavy Cavalry (& all cavalry with dedicated guns)

### **4.7 Movement And Terrain**

Add the following to the end of the first paragraph:

"A stand is in or moving through the terrain under the center of the front edge of the stand."

### **4.8 Movement And Enemy Stands**

**Change to**

### **4.8 Movement And Enemy Zones of Control**

Change the section to read:

"The area within one inch of the front edge of a stand (including the space one inch to either side of the front edge), is the stand's Zone of Control (ZOC). Whenever a stand moves into an enemy ZOC it must either halt its movement there or continue moving and contact (charge) that enemy stand. If unable to charge the enemy stand, it must halt in place.

"A stand which moves into an enemy ZOC may not move through that ZOC to charge a different enemy stand."

### **5.1.1 Visibility**

Second paragraph, fourth sentence, delete the word "villages."

### **7.1.4 Cavalry Secure**

First paragraph, add the following sentence: "Skirmishers are never cavalry secure."

### **Morale Modifiers (table)**

Fifth entry should read: "Close order meleeing only skirmishers"

### **8.3.1 Dedicated Guns**

The second sentence should read, "Infantry stands with dedicated guns . . ."

### **10.1 Melee Facing:**

First paragraph should read, " A unit may only melee attack an enemy unit if it is in contact at some point along the front face of its stand. However, a unit may not conduct a melee attack if the only point of contact is corner to corner."

### **RULE 11: RETREATS**

Third paragraph should read, "In both cases the retreating stand makes any necessary facing changes before retreating. This retreat movement may disorder friendly stands."

### **11.3 Disordering Other Stands**

Add the following immediately after the second bullet point:

"If the conditions above are met the following results apply:"

### **12.2 Multiple Saves**

The second paragraph in the Example is not part of the example; it is a continuation of the rule itself. It reads:

Skirmishers in buildings sacrifice their open order saving throw in exchange for the building saving throw.

### **13.3 Recovering Skirmishers**

Add the following to the end of the third paragraph:

A close order stand eliminated by morale or combat may not be reformed by recombining two of its detached skirmishers.

Add the following fourth paragraph:

A non-disordered close order stand may recover a disordered skirmisher at no penalty. If two or more skirmishers recombine to form a close order stand and any of them are disordered, the reformed stand is disordered.

### **13.7.3 Effects Reinforcing**

First sentence should read, "A close order infantry stand with a non-disordered reinforcing skirmisher . . ."

### **13.7.6 Pre-Napoleonic Warfare**

Delete this rule section (but see the Rule 24)

Add the following section to the end of the rule

### **13.8 Infantry Skirmishers Versus Cavalry**

Infantry skirmishers, including reinforcing skirmishers attached to close order infantry stands, may never roll any fire or melee combat dice versus cavalry. This prohibition includes cases where enemy cavalry has charged the skirmisher or the close order stand to which it is attached. 21.3.3 is an exception.

### **15.2.6 Final Positions**

The diagram should show white infantry 2 and grey infantry 3 facing away from the enemy.

### **19.2.2 Movement**

First sentence should read, "Close order infantry, artillery, and all skirmishers . . ."

### **19.4 Tree Lines**

The sub-headings should be numbered 19.4.1, 19.4.2, and 19.4.3.

### **21.3.3 Combat**

First sentence should read, "Skirmish infantry in broken ground receive an additional saving throw from fire (but not melee)."

### **23.3 Advanced Small Arms**

Add the following sentence to the end of the first paragraph: "The additional stationary dice shown below are instead of those gained by close order infantry in the Napoleonic era, not in addition."

### **23.3.3 Morale Modifiers**

First sentence should read, "Attempting to melee infantry (including dismounted light horse and dismounted mounted infantry) armed with advanced small arms (ASA) which have a listed close range (i.e. Cartridge and Modern weapons) causes the following . . ."

#### **Table**

The entries should read:

Any charging stationary cartridge/modern ASA infantry

Cavalry charging non-disordered cartridge/modern ASA infantry

Add the following new rule:

### **RULE 24 PRE-NAPOLEONIC WARFARE**

This rule covers differences in units and combat styles in pre-Napoleonic Armies

#### **24.1 Firearm Cavalry**

Firearm cavalry stands have 1 fire die with the same range as muskets. Firearm cavalry never receive cavalry shock and are always treated as being of inferior weight when in melee against non-firearm cavalry.

#### **24.2 Pre-Professional Artillery**

Pre-professional artillery (PPA) may not limber once it has unlimbered.

#### **24.3 Infantry Skirmishers**

Before the Napoleonic Wars skirmishers may only be used as detached skirmish stands. They may not be used to reinforce close order infantry stands.

## **PART 2: BATTLES**

### **ROAD TO GLORY**

#### **Page 39, Phantoms**

Add the following paragraph:

A Phantom wing may move on the first turn.

Road to Glory Deployment Cards

Card #4

Change the title to **ADVANCED GUARD – Echelon Center**

Card #7

Change the title to **ADVANCED GUARD – Echelon Left**

Card #18 (**RETURNING DETACHMENT – Right**)

Change the Victory Rank to 8.

### **MARENGO**

#### **French Deployment**

Change the first entry to read:

Within 12 inches of Spinetta (including Marengo)

### **AUERSTAEDT**

#### **Game Length and Victory**

The first sentence of the third paragraph should read, "Failing that, whichever player has the fewest number of exhausted divisions wins."

#### **Reinforcements**

**Turn 5 (12:00 Noon)** Add the following:

Prussian Reserve Division Prinz August

### **PRUSSIAN ARMEE NORD**

#### **Avant Garde Division**

Dragoon Regt 3 Irwing (M5, Linear, Medium Cav.)

### **EYLAU**

Introduction, change Benningsen to Bennigsen.

## **Russian Army**

### **Infantry Division 5**

Cavalry Brigade 5, change to:

Cavalry Brigade 1 (M5, Medium Cavalry)

### **Reserve Cavalry Division**

Cavalry Brigade 5, change to:

Cavalry Brigade 3 (M5, Medium Cavalry)

## **TALavera**

### **Anglo-Spanish Deployment**

**British:** Within 36 inches of the west table edge, north of the Pajar redoubt.

**Spanish:** Within 48 inches of the west table edge, south of or in the Pajar redoubt.

### **Special Scenario Rules**

**2. Smaller Table:** Replace this paragraph with the following:

One or two feet can be left off either the east or west side of the battlefield, or both. For every foot left off the west side, adjust the British and Spanish deployment areas accordingly. For every foot left off the east side, adjust the French deployment areas accordingly, with French IV Corps entering as a Turn-1 reinforcement if two feet are left off. If two feet are left off, the French Turn-3 reinforcements arrive on Turn 4.

## **DENNEWITZ**

### **ALLIED ARMY**

#### **Reserve Cavalry (Division) 3**

*Dragoon Regt Koenigen, 2<sup>nd</sup> West Prussian*

### **PART 3: NAPOLEONIC ARMIES**

#### **AUSTRIA**

##### **MIDDLE AND LATE AUSTRIA**

###### **Light Division**

2 light cavalry regiments (2-5 light cavalry, may skirmish) [100]

#### **GREAT BRITAIN**

##### **MIDDLE GREAT BRITAIN**

###### **Infantry Division**

###### ***Options***

*Convert one brigade to Portugese (5-5, 1 skirmisher) (from 1810 on) [+0.5 exhaustion] [+30]*

#### **FRANCE**

##### **MIDDLE FRANCE**

###### **Light Cavalry Division**

###### ***Options***

*Upgrade hussar brigade to morale 6 [+0.5 exhaustion] [+25]*

###### **Dragoon Division**

###### ***Options***

*Add 1 horse artillery battery (1-6 light) [+0.5 exhaustion] [+90]*

##### **LATE FRANCE (1815)**

###### **Guard Light Cavalry Division**

2 Guard horse artillery batteries (1-7 field, horse battery)[**100**]

#### **OTTOMAN EMPIRE**

###### **Infantry Division**

[exhaustion = 7]

#### **PRUSSIA**

##### **LATE PRUSSIA**

###### **Corps Cavalry**

###### ***Options, Add***

*Convert 1 or 2 regular brigades to cuirassiers (2-5 heavy cavalry) (in one corps only) [+15]*

**RUSSIA**

**LATE RUSSIA**

**Infantry Division**

[exhaustion = 4]

**Light Cavalry Division [340]**

1 horse artillery battalion (2-5 light) [120]

Page 121 (Designer's Notes)

1<sup>st</sup> column, **Integral Infantry Skirmishers**

Change to **Reinforcing Infantry Skirmishers**