

# 2013 Annual

Combined Addenda as of June 1, 2020

## SHŌGI

Nothing reported so far.

## LA BATAILLE DE VAUCHAMPS

### The Counters

General Kleist's name is spelled incorrectly.  
General Ziethen's name is spelled incorrectly.

### The Rules:

**2.3.7 (omission):** Leaders move using Cavalry movement costs.

**4.1, 2nd Bullet (clarification):** Should say "into a friendly occupied hex..."

**4.1, 3rd Bullet (clarification):** Should say "...into a friendly occupied hex..."

**4.1, 11th bullet (correction):** The reference should be to Case 12.5.8.

**4.4.9 (addition):** The owning player can choose whether a Leader rout moves or retreats with the units in his hex or he stays in place.

**6.4.1 (change):** Replace "regardless of formation change" with "(Exception: Case 11.5.1)".

**6.10.5 (clarification):** This rule is actually a specific rule for this battle, not a regular rule for the Premier ME rules.

**10.1.1 (clarification):** Cavalry can charge during the Charge or your opponent's Movement Phase.

**10.1.9 (clarification):** The target hex of the charge can only be clear terrain.

**10.1.10b (addition):** "The Cavalry unit/stack that will melee the square is moved onto the top of the Square's stack and its charge movement is ended."

**10.2.7g (addition/clarification):** When a defending unit marked with a charge marker subsequently fails a morale check (usually due to offensive fire), the defending unit assumes the next worst morale state and remains in place.

**12.7.1 (clarification):** A enemy unit entering a friendly unit's frontal hex will not activate Opportunity fire from that friendly unit.

**14.1.1 (addition):** Add "immediately" after "must" and before "have" in this sentence.

**16.4.4 (correction):** Delete "and II Prussian Korps Artillery" from this rule.

**16.6.1b (correction):** The DRM should be +1 DRM.

**17.0, first bullet (addition):** Add "and is doubled if the charge bonus (case 10.2.5) applies to melee against a square".

**18.2.5 In or Adjacent to Champaubert (deletion):** Delete "II Prussian Korps Artillery".

**18.3.6 Within 2 Hexes of Fromentiers (deletion):** Delete "II Prussian Korps Artillery".

### Appendix 1

#### Scenario 18.1 Coalition Victory conditions (correction):

- **Substantial:** Change the time to 11:20 am.
- **Marginal:** Change the time to 11:00 am

### Appendix 2

#### Melee A (corrections):

- Couple of items here:
- 1.) The example states that the French player checks morale for his 3<sup>rd</sup> Marine Regiment and has no DRMs. Actually a +6 DRM applies since the defending Silesian battalion is in Skirmish formation so their roll of 35 becomes a 45. They still pass their morale test and the melee occurs.
  - 2.) The final resolution for this melee missed including the halving of the Silesian unit's MeV for being in Skirmish formation. The text from the sentence starting at the third last line at the bottom of the right column of page 22 (below the diagram) should be replaced with the following. "Since his unit is in two hexes and skirmishing, the MeV is halved twice (rounding down) to 2. That makes the melee combat ratio 10:2, which is a 5:1 odds ratio. The French player makes a 2d6 roll with a result of 31. Cross-referencing this on the 5:1 column on the MCRT, the result is DD (Defender Disordered). The Coalition player marks the unit disordered (he reduces it into its left hex) and retreats his unit 3 MPs as shown by the blue arrows. Since the unit exited the ZOI of the French unit, it suffers a 1 increment loss. That ends this melee.

**Melee D (correction):** When the cavalry unit that bounced fails its morale check, it routs (not disordered), Change the 6th last line of text after "fails" to "The French player marks the unit routed and performs a rout move (which is to the number "2" and the off the pictured area). Delete the sentence that adds the exhaustion marker.

## The Charts:

### Infantry Unit Fire Values Table:

- **(correction):** French Guards should use the Light column for multipliers. French Marines should use the Line column for multipliers.
- **(clarification):** Prussian non-reserve regiment units use the Muskateer and Fusilier columns. Prussian Reserve Regiment units use only the Reserve column. (Only their Fusilier battalions may use the Skirmish row)
- **(correction):** Add "**Square and**" before "**Line**" in that row's title. Delete "**Square**" from the last row's title of this Table.

**Melee Results Table, AD or DD Result, third sentence (correction):** This should say "Cavalry unit routs."

**Unit Melee Strength Modifiers Chart (addition):** Two modifiers inadvertently were left off the chart:

- **x1/2** Cavalry unit Fatigued
- **x1/3** Cavalry unit Exhausted

