

THEY DIED FOR GLORY

Errata and Clarifications

Q: The Table of Contents states that the French move during Phase 11. Yet Section 1.2 says that Infantry can move twice. When can the French infantry do its second move?

A: The Sequence of Play Table (p 11 of **THEY DIED FOR GLORY**) tells players when units can perform certain operations, not how many times they can perform a particular operation. If a French infantry unit wishes to move twice, it would perform both operations during Phase 11.

Q: Does a unit have to move it's maximum movement allowance?

A: No, the unit can move its full movement or any portion of it.

Q: If a unit declares a charge against an enemy unit that is on Fallback, must the charging unit still test morale (as per Section 4.3)?

A: Yes.

Q: Why do infantry go prone when they receive four or more casualties from small arms fire in a turn, but not from artillery fire?

A: Small arms fire travels in a relatively straight line, hence the desire to duck under it, or go prone. However, it is impossible to duck under artillery fire since it travels in a hyperbolic arc. Therefore, infantry does not go prone when it receives casualties from artillery fire; their natural inclination is to move away from the target area.

Q: If a unit routs why can't it start to rally immediately, instead of waiting until next turn?

A: The 12" Fallback move actually takes the entire turn. Therefore, the unit cannot begin rallying until the next turn.

Q: Assume that a unit fails its morale and falls back 12". If another unit falls back within 4" later in the same turn, does the first unit have to test morale again?

A: No. The first unit is actually falling back 12" during the entire turn. Players move the unit back 12" all at once as a convenience, rather than having to prorated the unit's fall back move during the course of the turn. Since the unit is on Fallback status during the entire turn, it does not have to test its morale again during the turn since there it would not be possible to pass a morale test (ie. the unit is already falling back). However, while the unit is rallying on the next turn, it is subject to another morale check and possible Fallback.

There is one exception to the rule that a unit cannot Fallback more than once in a turn. Section 6.11 states that a unit on Fallback automatically fails its morale test if charged. Therefore, even if a unit has already fallen back 12" that turn, it must automatically Fallback another 12" if charged on that turn. The unit can start its rally on the next turn.

FORMATIONS

Deep Column: The fourth sentence should read: "It's semi-dense formation makes it a slightly more difficult target to hit than a column or a line."

1. MOVEMENT

1.5 Change of Face/Formation

Infantry units in Woods can change formation into skirmish order. However, skirmish infantry cannot change formation into a massed formation while in the Woods.

1.10 Skirmish Infantry

Infantry units that cannot skirmish or move as a Deep Column (e.g. French Sailors) exit a house or building in a disorganized column. They move as a column but melee as skirmishers. A Change of Formation is required to change their formation to either a Column or a Line.

Engineers and Pioneers operating on a company basis move as skirmish infantry but melee as formed troops (see Section 5.4). If operating as a battalion they move as Line infantry.

1.16 Voluntary Fallbacks

Units that fail morale and Fallback during a turn cannot take a Voluntary Fallback at the end of the turn.

1.18 Terrain and Movement Penalties

Hills: Artillery handpushing uphill moves only 1/2".

Woods: Infantry units in Woods can change formation into skirmish order. However, skirmish infantry cannot change formation into a massed formation while in the Woods.

Obstacles: When an infantry unit crosses a wall or an obstacle it can prorate its movement while approaching the wall or obstacle. For example, an infantry column 3" away from a wall can move at full speed until it reaches the wall at a cost of 3". It has 1 1/2" remaining and is half speed for the entire time that it spends crossing the wall or obstacle. If it cannot complete its crossing in one operation then it moves at half speed until the last stand has finished crossing the wall or obstacle. Once the entire unit clears the wall it can move at full speed again (e.g. it can prorate its movement after it clears the wall).

2. INFANTRY FIRE

2.1 Firing Procedure

If the center of a *formed* infantry unit can fire at an enemy unit then the entire unit (including the second rank) can fire, regardless of distance, Line of Sight, or angle of fire. Firing eligibility for *skirmish* infantry is determined for each stand individually, measuring from the center of each stand.

2.9 Forcing Enemy to go Prone

Infantry units in a house or behind an obstacle do not have to go prone if they receive four or more casualties in a turn from small arms fire.

2.11 Firing Into Melee.

The section number should be "2.11", not "2.1."

2.13 Obstacles and Buildings

All figures in a house can fire out in the same direction (e.g. from the same side of the house).

In order to claim the protective benefits of an obstacle, a unit must be within 1/2" of the obstacle.

2.14 Woods

Infantry more than 1/2" away from edge of Woods can fire a maximum of 4" out of the Woods. They must be at edge of Woods (i.e. within 1/2") to fire their full range. Artillery can fire at infantry which fire out of the Woods (using the "Woods" column during the next artillery phase) if the infantry are more than 1/2" from the edge of the Woods.

2.15 Infantry Fire Table

Note: When firing small arms at *limbered* artillery, use the "Cavalry Line" column for determining hits.

2.16 Infantry Fire Modifiers

In the first example, the French unit rolls 6 dice, not 5.

2.17 Line of Sight and Overhead Fire

Prone infantry behind walls cannot fire, they must first stand up.

3. ARTILLERY

3.1A Selection of Target

Artillery cannot fire at units that are locked in melee.

3.2 Artillery Handpushes

