

All is lost save Honour

Clarifications as of 19-Dec-2006

Map

Q: Some hexs contain small portions of terrain different from the dominant terrain hex. How are they considered?

A: Always consider the dominant terrain hex; in many cases, for aesthetical reasons, the terrain does not exactly follow the hexside. Use common sense in doubtful cases.

Standard Rules

7.9 Attack from March [Clarification]: The cost to enter the attacked hex is the Road cost, if a Road connects the attacking and defending hex.

11.4.3 "Engagement Resolution" [Clarifications]: Refer to the sentence: "When multiple Engaged Corps are present, the Engaging Corps attacks each Engaged Corps one at a time, in the order selected by the engaging player". Suppose one Corps is engaging two (or more) Corps:

- 1) The Engaged Corps must use different chits (one Corps cannot benefit from the chits played by the other one).
- 2) The resolution of attacks is sequential. So combat results are applied sequentially.
- 3) If the first attack completely Demoralises the Engaging Corps, the second attack is not done.

11.5 "Attacking a located Force", case b) [Clarification]: Disruption takes place before resolving the attack.

Scenario Instructions

[Clarification]:

The sentence [initially subordinate to xxx] commenting some units' setup is only an historical note: players are free to reallocate their units at the start of the Scenario as they prefer (or to keep the historical set-up).

Tables

Discipline Table [Clarification]:

How to use the Table: During combat (Combat Phase or Attack from March), follow the row "Troop Quality"; during the Command and Activation Phase, follow the row "Reliability Class".

Explanation of D result: During the Command or Activation Phase, if already Demoralised, eliminated. During combat (again, Combat Phase or Attack from March), if already Demoralised, no effect.