

# INTRODUCTION

## 12. A NOTE REGARDING THE 5<sup>TH</sup> PRINTING

With this book, *Et sans résultat!* Second Edition, has entered its 5<sup>th</sup> printing. While previous print runs corrected minor errors, such as typographical errors in punctuation and spelling that had made it through the proofing process, this 5<sup>th</sup> printing also seeks to clarify a variety of rules on which players have commonly sought further explanation. An *Errata* has been created and posted on [thewargamingcompany.com](http://thewargamingcompany.com) for free download as a PDF to provide reference for owners of earlier printings. The *Errata* is also included here so that players may quickly reference the clarification in question.

### 12.1 CONSOLIDATED LIST OF CLARIFICATIONS TO THE CANON RULES

The following table lists the clarifications made to the canon rules as of this 5<sup>th</sup> printing.

#### Setting up the Game (1)

|       |                      |               |   |
|-------|----------------------|---------------|---|
| 1.3   | Unit Characteristics | Added         | Impetuous [IM]: May involuntarily convert to attack [A].  |
| 1.4.1 | Example: Game Pieces | Clarification | Only a deployed Formation suffers a penalty for being outflanked, <del>as played Formations suffer the same penalty any time they</del> <b>when performing</b> an Assessment (5.4 and 6.5). |

#### The Command Phase (3)

|       |                                  |                          |  |
|-------|----------------------------------|--------------------------|--|
| 3.2   | Activate Orders                  | Added                    | <b>A pending order is an order previously issued and not yet activated.</b>  |
| 3.2.1 | Order Activation Test            | Added Commentary         | <b>When an order delay expires, the order automatically activates. Subsequent attempts to activate an order while it is delayed suffer a penalty, and could result in a replacement delay, shorter or longer than the original.</b>  |
| 3.5   | Force Order Objectives           | Clarification            | Objectives should indicate a clear geographic <b>clearly identifiable</b> location, such as a town, wood, or bridge.   |
| 3.6.1 | Attack [A]                       | Commentary Clarification | This delay can range from instant – if the Formation is within one move of the enemy and no artillery is committed – to several turns – if the Formation must cross a substantial distance <del>or there is enough artillery committed against the target to allow the Formation is delay closing.</del> |
| 3.6.2 | Defend [D]                       | Removed                  | <del>No class of Unit may have its fatigue reduced back to zero.</del>   |
| 3.6.4 | Move [M]                         | Added                    | <b>The Formation may halt its movement anywhere within 900 yards of a visible enemy.</b>   |
| 3.6.4 | Move [M]                         | Clarification            | <del>If</del> The Formation is <del>played</del> it may avoid dense or rough terrain by steering around.   |
| 3.6.4 | Move [M]                         | Clarification            | It may also <del>move onto a road and</del> follow a road <b>or river</b> so long as the path continues to move it closer to its objective, even if the road is not the most direct route.   |
| 3.7.1 | Retreat [RT] Status              | Clarification            | Retreating [RT] Formations move at half speed during the Movement Phase and are not required to move towards their Force's objective, <b>but instead</b> any movement performed must carry its Units farther from the enemy.   |
| 3.7.2 | Broken [BK] Status               | Clarification            | The broken [BK] status occurs if a Formation's fatigue equals or exceeds 1½ times the Formation's number of deployed Units <b>during the Status Check step of the Combat Phase.</b>  |
| 3.7.2 | Broken [BK] Status               | Clarification            | Infantry battalions and cavalry squadron groups must face away from the enemy; <b>limbered</b> artillery is placed in the Formation's Reformation Area, <b>unlimbered artillery is removed.</b>  |
| 3.7.2 | Broken [BK] Status               | Clarification            | Broken [BK] Formations move at half speed during the Movement Phase and are not required to move towards their Force's objective, <b>but instead</b> any movement performed must carry its Units farther from the enemy.   |
| 3.8.2 | Take or Abandon Personal Command | Removed                  | <del>When an Army or Corps Commander has Taken Personal Command, order activation and Leader Action tests do not automatically fail if the Formation's commander has been removed due to a Leader Fate test (5.3). This is an exception to Leader Fate (5.3).</del>                                      |
| 3.8.4 | Commit an Artillery Battery      | Removed                  | <del>Artillery batteries which are played may not be committed.</del>  |
| 3.8.9 | Create Detachment                | Clarification            | If the new Formation includes Units from multiple Formations which had different fatigue levels, the fatigue level of the new Formation matches the worst <b>highest</b> of those that contributed Units to it.  |

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**The Movement Phase (4)**

|        |   |                         |   |
|--------|---|-------------------------|---|
| 4      | The Movement Phase                                    | Clarified<br>Commentary | These are outlined in Movement Priorities (4.2.2 4.2.3).  |
| 4.1.1  | Cavalry Conversions                                   | Added                   | <b>A cavalry Formation on an attack [A] directive, outside 450 yards of the enemy, may convert to defend [D].</b>   |
| 4.1.2  | Move Conversions                                      | Removed                 | A Formation on a move [M] directive, which includes artillery Units, and ended <b>may end</b> its movement <b>anywhere</b> within 900 yards of a visible enemy, and may convert to a defend [D] directive.  |
| 4.1.3  | Reserve Conversions                                   | Removed                 | <del>Converting from a reserve [R] directive to another directive requires an immediate, out-of-sequence Order Activation test.</del>   |
| 4.3.4  | How to Ploy & Deploy Formations                       | Clarified               | <b>Deploying</b> Units may be moved up to <b>move</b> 225 yards from their starting <b>ployed</b> position and may choose to contact the enemy. <b>Ploying Units may move 225 yards but may not contact the enemy.</b>  |
| 4.5.3  | Example: Opposing Simultaneous Movement               | Added to<br>Commentary  | <b>Only Units not contacted by the enemy will be allowed to deploy, as contacted Units are not allowed to move.</b>   |
| 4.5.4  | Example: Cavalry Converting to Attack during Movement | Clarified               | Per Movement Priorities (4-2-3 4.2.3), the French Units contacted by the cavalry may not move further and remain halted (#5).   |
| 4.5.5  | Example: Movement Priorities                          | Clarified               | Movement Priorities (4-2-3 4.2.3) sets the order by which Formations will move during the Movement Phase.   |
| 4.5.5  | Example: Movement Priorities                          | Commentary<br>Replaced  | <del>The French Formation, caught unawares while marching along the road, may be able to deploy some of its Units after it has been contacted (#4) but will still have a difficult Assessment and potentially a bad Status Check.</del><br><br><del>It is rarely a good idea to move through open country in the presence of the enemy while ployed.</del><br><br><b>The importance of having supporting [S] Formations becomes very obvious in this example. If the French had a brigade of cavalry assigned to support [S] either of the retreating [RT] Formations, it could have converted at the start of the Movement Phase and intervened in the Russian attack.</b> |
| 4.5.8  | Example: Ployed Formations                            | Added                   | Added numbers identifying each part of the ployed Formation.  |
| 4.5.10 | Example: Rushed Deployment                            | Added                   | <b>Doing so causes automatic fatigue on the Formation for the classes deployed.</b>   |

**The Artillery & Skirmish Phase (5)**

|     |   |           |   |
|-----|---|-----------|---|
| 5.1 | Performing Artillery Fire & Skirmishing | Clarified | To perform artillery fire and skirmishing the Formation must have at least one committed, unlimbered artillery battery within 900 yards and 45° of the target, or must have deployed infantry battalions within 450 yards <b>and 45° of the target. Infantry do not require line-of-sight to the enemy.</b> |
| 5.1 | Performing Artillery Fire & Skirmishing | Added     | <b>Artillery do require line-of-sight and a firing lane the width of their frontage, clear of friendly Units.</b>   |
| 5.1 | Performing Artillery Fire & Skirmishing | Clarified | A Formation must perform artillery fire and skirmishing against whichever enemy target Formation is most within its 45° arc and closest to it <b>the closest enemy Formations.</b>  |
| 5.1 | Performing Artillery Fire & Skirmishing | Clarified | Artillery batteries must contribute points against whichever target is most within their arc and closest. Infantry battalions must contribute points against targets within 450 yards <b>and 45°.</b>   |

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|--------|--|-------------------------|--|
| 5.1    | Performing Artillery Fire & Skirmishing                        | Clarified               | If multiple Formations select the same target, each tallies their points and their 2D6 rolls, <b>the results are then combined.</b>  |
| 5.1    | Performing Artillery Fire & Skirmishing                        | Replaced                | <del>A target Formation performs only one Assessment during the Artillery &amp; Skirmishing Phase no matter how many Formations target it, unless it is targeted by a grand battery.</del><br><br><b>Unless it is targeted by a grand battery, a Formation performs only one Assessment during the Artillery &amp; Skirmish Phase from enemy Artillery and Skirmishing points.</b> |
| 5.1.3  | Attacking Cavalry  | Clarified               | If a Formation being attacked by cavalry has another valid enemy target, skirmishing modifiers for infantry battalions may be used against that alternative target, presuming that they <b>the target</b> is within 450 yards <b>and 45°</b> .   |
| 5.3.1  | Determining the Fate of Leaders                                | Clarified               | All commanders within <b>45° and 900</b> yards of enemy artillery or 450 yards of enemy infantry or cavalry are at risk for harm and must have their fate determined.  |
| 5.4    | Assessments from Artillery Fire & Skirmishing                  | Clarified<br>Commentary | A Formation can be required to take up to five <b>several</b> Assessments during the Artillery & Skirmish Phase. <b>Examples include:</b> one due to an enemy's Artillery & Skirmish Score, a <b>each</b> harmed Commander, or a threatened Reformation Area, and up to four due to being targeted by a grand battery's Fire Mission.  |
| 5.4.2  | Artillery & Skirmish Assessment Modifiers                      | Clarified               | Short range for artillery batteries is 450 yards <b>and 45° arc</b> . Enfilade fire is artillery fire that fires into the 45° arc off the Formation's flank <b>of any Unit in the target Formation.</b>  |
| 5.4.3  | Assessment Results   | Clarified               | Therefore, on a modified result of -5 to -9, first, irregulars [I] <b>are removed</b> and cavalry <del>are removed</del> <b>rot</b> , then artillery batteries are retired, and finally five fatigue is assigned.  |
| 5.4.3  | Assessment Results   | Added                   | <b>Fatigue must be allocated to classes that were valid targets of the Artillery &amp; Skirmishing. Players may only allocate fatigue to classes that are present within the Formation, therefore, cavalry fatigue may not be allocated to a Formation which does not include cavalry.</b>   |
| 5.4.3  | Assessment Results   | Clarified               | Fatigue may not be allocated to a class if all the Units of that class are in the Reformation Area, unless there are no Units of any class outside the Reformation Area, <b>which are valid targets of the Artillery &amp; Skirmishing.</b>  |
| 5.5.3  | Example: Splitting Artillery & Skirmish Scores Between Targets | Clarified               | The Prussian artillery batteries (#2) <b>must each target the closest enemy.</b>   |
| 5.5.12 | Example: Logging Fatigue on an Order of Battle                 | Added                   | <b>The player chooses to spread the fatigue across all three classes of the Formation. This is allowed because all three classes have deployed Units that were valid targets of the Artillery &amp; Skirmishing.</b>   |

**The Combat Phase (6)**

|        |  |                        |   |
|--------|--|------------------------|---|
| 6.3.1  | Combat Modifiers                                       | Added to<br>Commentary | <b>A summary is provided in <i>The Characteristics of an Army (1.3)</i>.</b>  |
| 6.4.2  | Mass Cavalry Assaults                                  | Clarified              | <b>If the Formation continues its assault</b> , Units are advanced up to 450 yards toward the closest enemy within their front 45° arc.   |
| 6.5.1  | Assessment Results                                     | Clarified              | Therefore, on a modified result of -5 to -9, first, irregulars [I] <b>are removed</b> and cavalry <del>are removed</del> <b>rot</b> , then artillery batteries are retired, and finally five fatigue is assigned. |
| 6.6.7  | Example: Performing an Assessment                      | Added                  | <b>The fatigue must be allocated to infantry, as the majority of Units which participated in the combat were infantry battalions.</b>   |
| 6.6.11 | Example: Order Conversion from a Reserve [R] directive | Removed                |   |

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**12.2 SUMMARY OF CORRECTIONS TO THE *QUICK REFERENCE GUIDE***

The following table summarizes the clarifications made to the canon rules as of this 5<sup>th</sup> printing.

| List of Orders & Actions | Leader Actions            | <b>Take Personal Command does not require a Leader Action Test.</b> |
|--------------------------|---------------------------|---|
| Combat Resolution        | Results: Lost by $\leq 3$ | Retire. Cavalry & Infantry vs Cavalry +1 Fatigue.                   |
| Assessments              | Results: -10 or Less      | Fatigue increased to $1\frac{1}{2}x$ total Units.                   |

**12.3 SUMMARY OF CHANGES AND ADDITIONS TO THE OPTIONAL RULES**

The following table indicates all changes and additions to the optional rules as of this 5<sup>th</sup> printing. Those optional rules which have not been changed or added continue to exist in their designated area of *The Player's Guide* text and are not included here.

**The Command Phase (3)**

|       |                             |   |
|-------|-----------------------------|---|
| 3.7   | Formation Statuses          | <del>Allow players to issue a retreat [RT] or break [BK] status to a Formation voluntarily during the Issue Orders step of the Command Phase. Such statuses are immediately considered active.</del>  |
| 3.8   | Leader Actions              | Leader Actions may also be used by game hosts and scenario designers to resolve needs not directly addressed by The Player's Guide. Examples might include committing an engineering company [E] to build a bridge in a scenario that requires a river crossing. The task of bridge construction may have an additional cost or procedure, such as consuming the bridging Unit and requiring 1D6 turns. |
| 3.8.4 | Commit an Artillery Battery | Allow the 'Commit' Leader Actions to transfer an artillery battery or Specialty Unit from one Formation to another.   |

**The Movement Phase (4)**

|       |                   |  |
|-------|-------------------|--|
| 4.1   | Order Conversions | Formations may convert any order to a retreat [RT] status and be immediately moved to 900 yards from the enemy. Apply 1D6 fatigue to the majority class of the Formation.  |
| 4.2.1 | Movement Rates    | Artillery treats rough and dense terrain each as one step worse for movement purposes. Thus, artillery treats rough terrain as dense, and dense terrain as uninhabitable.  |
| 4.2.1 | Movement Rates    | Cavalry takes one fatigue each turn it is on a move [M] in rough terrain, or two fatigue in dense terrain. These penalties are doubled if on an attack [A] order. Cavalry with the light [L] characteristic reduce these penalties by one fatigue. Fatigue is allocated immediately upon the conditions being met. |

**The Artillery & Skirmish Phase (5)**

|       |   |   |
|-------|---|---|
| 5.1   | Performing Artillery Fire & Skirmishing | Artillery may not fire more than 450 yards into rough terrain or 225 yards into dense terrain as it is unable to effectively sight targets. |
| 5.2.2 | Fire Missions                           | After resolving a Fire Mission, apply 1D6 artillery fatigue to the grand battery.   |

**The Combat Phase (6)**

|       |                  |   |
|-------|------------------|---|
| 6.3.1 | Combat Modifiers | Cavalry with the light [L] characteristic only receive the bonus for fighting in dense terrain when resolving combat against other cavalry. |
| 6.3.2 | Combat Results   | If players prefer, routed Units may simply be placed adjacent to the Formation's Reformation Area.  |