Line of Battle Series v1.0 (8 Aug 11)

1.   When optional 12.3 is in play, Mounted cavalry is eligible to fire Pistols (no matter their actual armament) **both** when attacking and defending provided such fire is within or part of a Charge (including the Opening Volley associated with that Charge and any Morale Check Odds Determination that is made for that Charge).

2.   The Additive Morale Effects Chart on the back cover has one cell in error. The cross-index between Current State of DG and Town Hex should be DG, not R, so it correctly conforms to the text in 1.7g.

3.   On the Morale Table, apply either the Rear Facing **OR** Inadequate Frontage modifier to a given check, never both.

4.   6.3e: If a retreating stack is destroyed applying 6.3e when entering a hex, do not apply 6.3d to the units in that hex.

5.   In the case of a stack starting its move adjacent to its intended Charge target hex, Facing change is not precluded by 3.3d part 2 (nor its copy in 7.2e part 2). The stack can change Facing before declaring a Charge, but at that point it will be locked in and be unable to change Facing again in its move.

6.   In the case of a retreat that **ends** in an artillery unit's hex, artillery need not apply 6.3d option 3 (pass through) as noted in 6.3f, but rather 6.3d option 2. The phrase in 6.3f was designed to handle units that retreat all the way through an artillery unit's hex.

7.   In both the friendly (4.1c) and enemy (4.1d) cases artillery can fire shell through Open Order units, even if they are adjacent to the target hex.

8.   In the event of a Morale Check made by artillery on top of a stack (in other words, from an artillery shot at range 9 or less), execute the retreat result (limber, roll for Gun Loss, if applicable) with only the artillery in the hex. Ignore any step losses or Morale States in that Morale Table result. Such a Morale Result has no effect on any infantry or cavalry in the target hex and does not place any Cowardly Legs marker.

9.   Any Opening Volley being executed by "other units" as per 9.5e part 2 is automatically executed as if it were at range 3, even if the real range is 1 or 2.

10. Just so it is clear, 9.5e part 3 supercedes 4.1d. Artillery can fire shell through Open Order Capable units, even enemy ones.

11. 9.5b. Units are also not Open Order Capable if they are **adjacent** to any friendly non-artillery combat unit (even other Open Order units), let alone stacked with one. They are never Open Order Capable if stacked with any combat unit, even artillery.

12. Ignore the Left 2 Combat Table shift for Open Order if the firer is an Open Order Capable Sharpshooter.

13. The Inadequate Frontage modifier only applies to shots containing Small Arms fires.