

NBS Series (ver 2.1) (01 Feb 01)

Counters

1. The description of Heavy vs Light artillery in 27.0 refers to the old counter design. On the new counter design Heavy artillery is designated with a Black Gun Point number. Light artillery is designated with the White Gun Point number.
2. As is the case above, the cavalry heavy vs light description in 24.0a refers to the old graphic format. On the new counter design Heavy cavalry is cavalry with a Star in the center of its symbol.

Rules, General

3. 16.1e Delete "or into a close combat." and insert "but may be into a Close Combat provided the unit does not need to change facing to do so. Units entering Close Combat this way are Shaken even before the Close Combat Subsequence begins."
4. In order to use road movement rates units may not move stacked with units other than skirmishers, nor may they pass through, or be passed through by, any other unit using road movement rates. Leaders and HQ's are excepted from this.
5. 11.0c should not mention mixing formations between extensions and parents (extensions and parents must have the same formation). Also, the reference to 17.0b serves no purpose.
6. The reference to "Target Mods" in the blocked off text of 11.1 should be to "Morale Mods."
7. The reference to a "Formation Effects Chart" in 11.3 should be to the Fire Point Tables.
8. Skirmishers can violate the requirements of 11.5b when executing 11.5e.
9. At the moment infantry declares a Close Combat on a Cavalry unit, the cavalry unit can retreat and become Blown to avoid it.
10. For 11.5b, the "unit" the skirmisher must stay at or within two hexes of must be a friendly non-skirmisher.

LOS Issues

11. The player can never fire over friendly units, this includes skirmishers, regardless of LOS considerations.

12. Skirmishers don't block LOS, but artillery units cannot fire through an enemy Skirmisher adjacent to them, despite being able to "see" through them.

Cavalry Handling

13. Cavalry cannot charge through friendly skirmishers (regular or reaction).

14. In part A) of 24.1c, change "be able to move through a hex 4 hexes from..." to "move through a hex 4 hexes from..." (The cav must actually move through this hex, not just "have one available".)

15. 24.1 Cavalry Charge Procedure part H (Follow On Attack) implies that multiple follow-on attacks are allowed. 24.1m states that only one is allowed. 24.1m is incorrect and up to three follow-on attacks are allowed.

16. No Follow-on Attacks is allowed when the original target was a cavalry unit or during a reaction charge.

17. Cavalry can Reaction charge through enemy skirmishers (any number) to their real (triggered) target. This is an exception to the normal rules stating that a Reaction charge can have only one target. Skirmishers still have the ability to "run away" if the player so desires. Reduce each skirmisher overrun this way by one level (destroy if reduced), automatically.

Charts & Tables

18. Add * and "2" note entries to the MP cost for Swamp for Light and Heavy Cavalry.

19. Change the "I" to a "G" in step "F" of the Cavalry Charge sub-sequence.

20. Eliminate the Square vs Cav Fire Point Table and use the other Square Fire Point Table for all Square Fires. The +1 fire mod for firing against Cavalry (see below) applies here as well.

21. Change the Fire Table Modifier for Cavalry targets to +1 instead of +3. Leave the +3 modifier for the other target types mentioned (column, et al).

22. Movement Chart Addenda - Change the following movement costs

I) Infantry Column: slope +1 and extreme slope +3

II) skirmishers: slope +1

III) Foot and Horse Artillery: secondary road 1.

Designers Notes

23. The Designers Notes contradicts rule 25.3c. The rule is correct.

NBS Series (ver 3.0) (15 Jan 08)

1. Due to events beyond our control the 3.0 tables in Talavera are messed up beyond belief. Download the latest tables at [NBS 3.0 Tables](#)

2. Command range (6.11) cannot be traced through enemy units. It can be traced through a Zol.

3. Artillery fire (17.1.6) going through the intersection between the frontal and flank hex of the target does not get the flanking modifier.

4. *Add 15.4.8 Exotic situations.* If the attacker is forced to retreat into the hex where he came from, and this hex has become enemy occupied in the meantime, treat as follows: Cavalry and Skirmisher units must retreat (no choice) as per 15.1.7 and 15.1.8. Infantry and artillery (don't ask us how they got there) have to displace into an adjacent hex not occupied by an enemy unit, owner's choice.

5. 16.4.3 *Clarification.* Both sides now retreat 6-12 hexes (attacker first) and THEN become Blown.

6. 17.4.1 *Clarification.* Each artillery unit (or stack of artillery units) can only fire at a given stack once each Movement Phase.

7. 15.4.4 *Errata.* Change the last sentence to: If a Skirmisher can and chooses to stay and fight, treat it as a C-size **infantry unit, but do not use any modifiers related to column or line formation.**

8. *Clarification.* Opportunity fire triggers occurs "when a stack" do something.

9. 16.5.11 *New Rule.* If an infantry unit triggers a reaction charge from an adjacent cavalry unit, that infantry unit can not form square as part of the following charge resolution. See 22.1.4

10. 22.1.4 *New Rule.* If the cavalry unit reaction charges the infantry unit moving adjacent as per above, that infantry unit can not form square as part of the following charge resolution. If the unit was already in square when triggering the charge (for example by moving in square adjacent to the enemy), it still gets the benefit of being in square.

11. 16.4 *Clarification*. ... possibly triggering Reaction Charges and/or Opportunity Fire along the way. Artillery in the target hex can fire Cannister (17.4.9) as opportunity fire (unless the target reaction charges) ...

12. 21.4.1 *Clarification* ...previous hex. So, for example, if a retreating unit is within 3 hexes of the nearest enemy unit and it has to retreat another hex, that hex cannot be within 2 hexes of any enemy unit (not necessarily the unit that was previously closest.)

13. 11.3.2 *Delete*. (If this causes a moving unit to become DG, it has its remaining Movement Points halved. If the moving unit Routs, its movement stops, and it is retreated per 21.4.)

14. *New Rule*. If a moving unit becomes disorganized for whatever reason, it has its remaining Movement Points halved. If the moving unit Routs, its movement stops, and it is retreated per 21.4.

15. 12.3.7 *Clarification*. The result will either be a Morale Change, no result or an OF.

16. 15.1.9 *New Rule*. **Exotic situations:** If a unit was in command when moving into close combat but is out of command at the start of the close combat (yes, it can happen for other reasons than player stupidity) the attacking unit has to retreat out of the hex, taking a M-1 morale result. No other losses are suffered for either side.

17. 25.4.7 *Addition*. A returning Commander's command rating is effective from the instant he appears.

18. P 19: Older Games-box. *Correction*. Elevations become hexside terrain rather than in-hex terrain. An Elevation Change in the v1 terminology = Slope in v3 terminology (hexside has a 1-level elevation change). A Slope in the v1 terminology = Moderate Slope in v3 terminology (hexside has a 2-level elevation change). An Extreme Slope in the v1 terminology = Steep Slope in v3 terminology (hexside has a 3-level elevation change). There are no impassable Slopes in Austerlitz.

6-01 Austerlitz(Before 6 Dec 94)

1. Entry Hex C should be the road entering at A63.07

2. In scenario 7.3, Napoleon, the HQ, and the French Army supply set up in hex A28.29, not A28.28.

3. In section 1.0, the Santon Redoubt is in A34.32, not A36.32 and the Sokolnitz Castle is in A17.29, not A17.30.

4. In 1.0a, the sentence should begin "Only one infantry unit..."

5. In scenario 7.5, the units told to be at "elevation 5 or lower" should be at "elevation 6 or lower."

6. The Allied player is limited to no more than 5 full strength Skirmisher units at any one time. Note that two reduced strength skirmishers can replace one full strength one. This total is for the combined Russian-Austrian armies, not for each one separately.

7. The Pheasant Garden consists of hexes B19.28, B19.29, and B19.30 only.

6-02 Marengo(18 April 96)

1. In optional rule 3.4a, the first bullet is correct (divisions must be assigned to wings). Bullet number 4 is in error in saying that such assignment is optional.

6-03 Aspern-Essling (19 Jan 00)

1. In scenario 5.1, the Austrian 4th Corps arrives at 6pm at 62.15 (same as in 5.4).

2. 1.3 applies to both the Granery hex and the Great Garden hex. Also, add the following restriction to the Granery hex itself (33.16): Artillery cannot enter this hex. Artillery is still free to enter the Great Garden hex (32.16).

3. None of the units in the Austrian Heavy Cavalry Division (1C-R) should have skirmishers.

4. Inf-AG (Austrian) should wreck after 16 losses, not 6.

5. The artillery for the French 3HC-Cav should have the same background color as the other HC-Cav artillery units.

6. Add to LeGrandís Division (1-4 French) the 3 Bad Inf Rgt. This would be 3 Bad-1-4 with a strength of 8, morale of C, and a skirmisher/loss chart set up exactly the same as 2 Line-3-4 (yes, even though that unit is a B morale) It enters/sets up with the rest of the division.

7. 1-Cav-4 and 1-Cav-3 (both French) should be Light, not Heavy, Cavalry.

8. The Turn Record Track shows Straggler Recovery on the hour, not every turn as per NBS standards. This is a mistake...it should be every turn.

9. The Brigade wrecked mark for the 3-2-2 French Brigade (Ficatier) should be right after the last "A" strength box.

10. The assorted French "Marshall's" should rather than the rank of "Marshal" on their counter. Wyatt Earp rolls over in his grave.

6-04 Talavera (03 Aug 07)

1. In Scenario 3b, Payne sets up in 13.20.

2. The Pavia-II and Infante-II Cav has wrong strength letters on the back of the counters. The front is correct in both cases.

6-04 Vimiero (03 Aug 07)

1. Entry C is in 0600

2. Clarification. Hill sets up on the map at start commanding a temporary division.

3. There is one British artillery unit missing for the Vimiero set up. Borrow one from Talavera.

4. Clarification. British brigades may perform emergency retreats.