



ENGLISH CIVIL WAR

ERRATA – FIRST PRINTING

- | Page | Errata/Clarification | | | | | | | | | |
|-------|--|-------|---|-------|---|----|---|---|---|---|
| 6 | 3.3.1: An Officer or General may be Good, Average (also called Indifferent), or Bad (also referred to as Poor). | | | | | | | | | |
| 9 | 3.9: First line of second paragraph add 'mounted' before Dragoons. It is also suggested that the result of the calculation of ¼ of Horse bases is rounded up. Second line after table there should be a '-' after armies for clarity. | | | | | | | | | |
| 10 | 3.10. Penultimate paragraph should state '5BW on their side of the table centreline' rather than 10BW (otherwise the forces would end up having to deploy a total of 20BW away). Reference to Section II should be to Part II. | | | | | | | | | |
| 12 | 4.2.1: Add: A Good General receives +1 TP, a Poor one -1 TP. | | | | | | | | | |
| 12 | 4.3.1: A General/Officer base does not require TPs to move itself.
4.3.1: A base whose rear edge touches the front edge of another unit in the brigade also qualifies to move as part of the brigade. | | | | | | | | | |
| 15 | 6. Line 3: Change 'his' to 'he'.
6: Example: Change 'six units of galloper horse' in line 4 to 'eight units of galloper horse' to be consistent with later examples and change 'regiments' in line 6 to 'units' (as the foot would be in battalia). | | | | | | | | | |
| 16 | 7.1 first paragraph: delete '(with one exception)' as there are no exceptions. | | | | | | | | | |
| 18 | 7.4.1 first bullet: Add at the end of the text '(1 BW if the brigade will end outside 4BW of any known enemy unit)' | | | | | | | | | |
| 18 | 7.4.1 second bullet: Add at the end of the text '(1 BW if the base will end outside 4BW of any known enemy unit)' | | | | | | | | | |
| 18 | 7.4.2 second bullet point: insert '-' after Shaken | | | | | | | | | |
| 18 | 7.4.3 before table: Add 'Movement rates are doubled if the brigade or base's move will end outside 4BW of any known enemy unit.' Note that this is a new rule to expedite the movement of the army outside enemy artillery and charge range. | | | | | | | | | |
| 19/20 | 7.5.2: the last line on the page should read 'features are Settlements, Enclosures and small Woods. Fords ...'. | | | | | | | | | |
| 20 | 7.5.3 line 3: change 'trough' to 'through'. | | | | | | | | | |
| 21 | 8.2 item 3: replace 'halted result or better' by 'Charged Home result' | | | | | | | | | |
| 23 | 8.4.3 example line 12: net result is '-4' not '4'. | | | | | | | | | |
| 24 | 9. The offensive factors are those of the phasing player. | | | | | | | | | |
| 24 | 9.1 example 3: replace 'and T2 and' with 'while' in line 1. | | | | | | | | | |
| 25 | 9.2.1: replace the references to 'B4' by 'B3' and 'C4' by 'C3'. | | | | | | | | | |
| 27 | Shaken heading: this should be in bold. | | | | | | | | | |
| 29 | 10.4.5 line 3: delete 'p'
10.4.4 example: To clarify Sir Rudolph's base is assumed to have moved during the turn (perhaps by being recoiled).
10.4.5 example line 6: change 'a score of 1' to 'a score of -1' | | | | | | | | | |
| 31 | 11.1 first example line 3: change 'two battalia' to 'four battalia' in order for the example to add up. | | | | | | | | | |
| 34 | 13.1.3. Roads also eliminate the movement and shaken penalties that would otherwise occur for moving or being in that terrain type. | | | | | | | | | |
| 35 | 13.2 line 3: 'With' should be 'with'
13.2 second paragraph line 5: insert '-' after 'wall'. | | | | | | | | | |
| 37 | 13.6: The terrain layouts assume that the defender in (b) and (d) deploys on the bottom side of the table.
13.6.1 (b). Replace the existing grid with: | | | | | | | | | |
| | <table border="1"><tbody><tr><td>2,3</td><td>4</td><td>11,12</td></tr><tr><td>5</td><td>10</td><td>9</td></tr><tr><td>6</td><td>7</td><td>8</td></tr></tbody></table> | 2,3 | 4 | 11,12 | 5 | 10 | 9 | 6 | 7 | 8 |
| 2,3 | 4 | 11,12 | | | | | | | | |
| 5 | 10 | 9 | | | | | | | | |
| 6 | 7 | 8 | | | | | | | | |
| 38 | 13.6.3 table: Heading in column 1 should be 'Terrain Type'; under 'Enclosure' change '}' to ']' . Note that roads can only meet if more than one is present, which they cannot be with the generic table. | | | | | | | | | |



- 39 13.6.3 example line 2: change 'n attack/defend' to 'a set piece'. In line 10 change 'wide' to 'corner/edge'. In
line 17 change zone 2 to zone 12.
- 49 Essex's Army at Newbury: Against LTB Foot add 'Red Auxiliaries (2)
- 55 Oxford Army at Naseby: (i): The lines for Horse and Foot are transposed.

FAQ Page

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| 9-10 | 3.10. Deployment. Deployment of the battle lines too far apart can create a very slow initial period of the game. The rules suggest deployment 20BW+ apart – this can take foot in particular a long time to close to contact. The change to the rules allowing units and brigades to move double distance if they stay outside 4BW of any known enemy unit should help to speed up play. |
| 12 | 4.2.1. Tempo Pool. The Tempo Pool is just that of the General. If a General is lost then the next senior officer can use 0 or 1 of his TPs to bid. Losing your overall commander is not recommended. In a particular scenario you could allow another commander to take over with a reduced TP pool but this would be fairly unusual. Note that all unused TPs are lost at the end of a turn. |
| 13 | 4.3.3. Rash Generals. A Rash General is assumed to be encouraging his troops forward and not paying attention to laggards. However as an option a Rash General could retain TPs for rallying at a cost of +1 TP. |
| 19 | 7.4.3: Moving through friends. While not catered for in the rules a base or Brigade could voluntarily move forward through friendly bases but will acquire a level of Shaken unless it starts 1BW away consistent with the rules for Falling Back in 7.2.1. |
| 19 | 7.4.3: Mounted Dragoons Mounted dragoons use more TPs to move in terms of their real numbers than when dismounted. This can be rationalised as the difficulty of getting infantrymen on nags to do anything en masse when they were intended to be used for outpost duties. |
| | 7.4.3: March Column movement. A march column may only make one wheel each turn. When moving along a road the column of bases snakes along behind each other. |
| 21 | 8.2: Multiple Chargers/Targets. Where a charging base would contact more than one target which is not going to be contacted by a charging friendly base then it should test to charge against each, taking the worst result. Likewise a target base charged by two or more bases where friendly base(s) will not engage the chargers will test for both chargers and use the worst result. However where there is just a slight offset (for example two bases will charge two bases but not line up exactly) it is probably easier just to roll once for each base. |
| 26 | 9.2.1. Duration of Close Combat. In theory a close combat where one side recoils and the other follows up could result in a see-saw as each side recoils the other and follows up alternately. You can either agree to carry on until resolved after the second round of CC or agree that if the combat swings the other way in the second round the third round of combat is deferred until next turn and the two sides are left in contact. |
| 26 | 9.3. Multiple close combat. Where you have multiple close combat the order of resolution, whether simultaneous or one after the other should be dealt with in a common sense manner. |
| 28 | 10.3. Falling Back. While a fall back instruction will usually be issued to a Brigade it could be issued to an individual Base. The declaration is made in an Outcome phase but does not take effect until next turn. It could be done for a unit/brigade which has not been in combat if the player desires. |
| 29 | 10.4.3: Personal Quality. The personal quality of an Officer/General for halting troops is +1 for Good Officer/General and a -1 for a Poor Officer or General. |
| 30 | 11.1: Net losses for morale. If some bases are destroyed/routed and others are rallied from rout in the same turn you count the net number of bases as lost. However even if you rally enough bases to reverse a morale drop this will not occur. |
| 31 | 11.1: Morale example. As another example, consider Colonel Praise the Lord Puritan's force from page 15. His force had eight units of foot and four of horse. If he had added to it a base of dismounted dragoons, two bases of Artillery and another six units of horse he would have a total of 21 units but for morale purposes the Horse would only count as ½ therefore giving 16 units for morale purposes. Each full unit equivalent lost will equate to a morale level. Praise the Lord starts on a morale of 20 with his 16 equivalent units. If he loses one in a turn (a unit of foot or two of horse count as one) he has to take a test by rolling a D20 and comparing his roll to 20-1 (number of losses). His worst roll would be a 20 (1 more than the modified morale = Hopeful) and his best would be 1 (18 less than morale = Confident). There is a distinct difference therefore to having an army with an equivalent morale strength of 20 and 21 because the morale step will be 1 if it is 20 and 2 if it is 21. |
| 76 | Movement and Manoeuvre Battles in Polemos:ECW will not consist of a small number of turns with a lot happening all over the field but rather of a large number of turns with a small number of things happening in a number of places. The more turns that are played the more total TPs are available to obtain a result. |