

## Army of Roussillon Q&A and Clarifications

The following points are arranged by subject, not case numbers (which are not always referenced).

### Counter Errata and Unit/Aux Ability Questions

1. French Security HQs have an AO of 4x SPs, per their counters and the example.
2. Pioneers & Sappers. *Clarification*: Siege DRM is usually  $\pm 1$  across the series but was modified to  $\pm 2$  due to their exceptional value in this theatre. The DRM is not doubled because the Auxiliaries are Sappers and Pioneers, but can be used both when Sappers have value and when Pioneers have value. This is common to the series.
3. Spanish Guard Horse. *Clarification*: by default all Guard Units are Irreplaceable in nearly all games; however, the Spanish Guard Horse are Replaceable.
4. Ambuscades. Q. Are there any Auxiliaries that can perform Ambuscades. A. Yes; although not listed, in common with the series as a whole Grenadiers, Scouts & Picquets, and the Mountaineers on both Sides are capable of conducting Ambuscades.
5. Auxiliary ORs. Spanish Mountaineer Auxiliaries have either 20 or 28 MA/OR. This is not a mistake. However, those Auxiliaries that are not DP and only have a circled OR number should have those ORs quadrupled.
6. Spanish Hub. The Counter and the Hub/Depôt Radius Chart do not agree. Use the counter's values.

### Basic Rules

1. Quarterly Turns. *Clarification*: the latest version of the KR&Os switched the Quarterly Turns from the first Turn of a Season to the last Turn of a Season. This is consistent across the series and is reflected on the various Turn Record Tracks (except in the earliest games). HOWEVER, despite this change having been made some 15 years ago (at time of publishing this errata file) the KR&Os do not reflect this fact. The TRT is correct.
2. OMT Anomalies. *Clarification*: the AOR OMT is not structured symmetrically. This is not an error. (The reason for it is lost to the mists of time but may relate to the fact that most Infantry have MAs of 3 or 4 (12/16 in AOR).)
3. Admin Attrition Checks. An Admin AC is required for stacks of 20+ SPs (not 10, which is the series standard). Change was made due to scale and is consistent across the 9YW quad. The Attrition Table was not corrected to reflect this.
4. Attrition Table Leader DRMs. *Clarification*: the Leader DRMs on the Attrition Table are only used when conducting ACs triggered by that Leader's Formation. The term 'CO' does not refer to 'Combined Operations', it simply means 'commanding officer'.
5. Forage Depletion Recovery. To match the map scale, Forage Recovery is permitted at a range of 20 hexes from the nearest Unit, not 5.
6. Cavalry Superiority. *Clarification*: when a value is negative, subtract it from the opposing Side's total.
7. Pursuit Table Modifiers. *Clarification*: calculate Pursuing and Pursued modifiers separately, and subtract the Pursued total from the Pursuer total. Also, the use of the term 'rearguard' does not refer to the Rearguard rule; it is just shorthand for the role the Pursued factors are playing.. *Example*: 1 Carabinier & 5 Line Horse Pursuing where the Pursued has 2 *Miquelets* is:  $((1 \times 2 = 2) + (5 \times 1 = 5)) = 7$   
 $-(2 \times 0.5 = 1) = \text{net } 6 \text{ SPs}$ .

### Exclusive Rules

1. Languedoc Box & Emergency Withdrawals. *Clarification & Rule Change*. As written, travel to and from Languedoc (also Spanish OMB) costs the same in either direction. However, when responding

to any emergency the rule is amended to state that forces travelling to the OMB are simply removed from the map and placed in the box at no cost in time. Return to the map is conducted normally. Furthermore, a return cannot take place until at least ONE (1) Turn after the condition which triggered the removal no longer applies. *Example:* forces sent to Languedoc due to a Spanish Naval Raid are simply removed from the map, and can start to return to the map, following the normal map entry rules, 1 Turn after the Raid takes place. *Clarification:* withdrawals due to such emergencies are at the discretion of the player, who may choose to suffer Prestige penalties instead.

2. Huguenot Unrest. The required Languedoc Box Garrison is 8 SPs, not 12 as stated in the rules.
3. French Naval Raids. *Clarification:* response to a French Naval Raid is resolved using normal Administrative Movement. If insufficient Units capable of Admin Movement are available, remember the Transfer rules. If a Port already has a Garrison (or Unit present) it can be ignored. Also, the redeployment of forces must be done 'as expediently as possible', meaning if the response cannot be completed immediately there is no penalty provided the player is trying their best. *Rules Amendment:* if there are insufficient Units capable of either Admin Movement or Transfer to the desired locations, it is permitted to detach Units from HQs.
4. Redeploying the Viceroy (or any other Royal). *Clarification:* in AOR Royals simply 'teleport' between the locations they are permitted to visit, bringing any Escort Unit with them. *Example:* during a French Naval Raid the Viceroy must deploy to Barcelona; he is simply removed from his current location and placed at Barcelona.
5. Italian Theatre Rules (Ex. Rule 5.22). *Clarifications:* the first paragraph of the rule includes a sentence fragment; this is only a repetition of the line above so no information is missing. Also, the layout of the Strategic Event Table does not match what the rule says, but the rule is correct; for clarity, follow the SET. On the SET, first check the Season, then if eligible roll a die and compare the result to the Season's range of values. If the die roll falls within that Season's range, roll again to determine which Side is affected. The rule says 80/20 French/Spanish; use the SET numbers, which also allow for both Sides to be mutually affected.
6. Catalan Revolt.

Q. Can the French player expend only one OP, or multiple OPs for DRMs on the Catalan Revolt Table?

A. Only one.

*Player Assessment:*

"How does a Pro-French Catalan revolt status affect the Limited French War Goals GSR? The revolt status says all Catalonian hexes within three of a French garrison are friendly to France and unaligned to Spain. However the limited war goal rule says no French units may be in Catalonia October-April without qualifiers to whether it's friendly or enemy or its alignment. I have been playing that it doesn't matter whether a pro-French revolt status exists, the units still have to clear out (which allowed the Spanish to re-capture Comprodon at the end of the year without a fight)."

*Designer Reply:* this interpretation is the correct one.

*Player Assessment:*

Barrentine Markers DRM for collected, on map, and suppressed Barrentine Markers for the Catalan Revolt Table roll are ambiguous between the Catalan Revolt Summary Chart and the exclusive rules section 4.47. For example there is a "difference" between collected and suppressed on the chart, but a simple DRM modifier one way or the other for every 4 collected or suppressed.

*Designer Reply:* the player appears to be referring to 4.473 which contradicts what the table says to do. Neither rules nor table is satisfactory as both omit certain elements. Therefore:

Case 4.473 describes the correct method for determining the DRM (ignore the DRM generation method on the table); but,

Instead of applying a -1 DRM per 4 markers remaining on the map, make it -1 for every 2 remaining markers while also treating each Collected marker as 2 Suppressed markers.

7. Petit Guerre.

Q. Can forces assigned to Guerrilla/Security HQs operate across national borders? In particular, can those French forces officially limited to the French side of the border participate in actions on the Spanish side?

A. Yes. This may seem 'gamey' but not only are the Petit Guerre rules an abstraction, the concept falls under the umbrella of 'grey zone warfare'. However, it would be illegal for such forces to appear on the map on the wrong side of the border.

*Rules errata noted by player:*

a) Petite Guerre Attacks example on page 20-21 does not appear to match the rules listed in section 4.453, or the Petite Guerre Attack Table.

b) Petite Guerre Attack Table is on Page 14 of the Charts and Tables booklet, but not mentioned in the index.

For both these statements the player is correct. It appears the example was not updated after the mechanics were reworked.

8. Domino Theory Q&A.

Q. Domino Theory (3.54) mentions that any enemy Fortification within 12 MPs (Battalion Scale adjusted) is affected. However the Fortification Surrender Effects Table says any Fortification within 6 MPs should be affected.

A. Adjust the table to match the text (i.e., it is 12 hexes).

Q. Also, 3.545 mentions that any roll of -1 or -2 for a currently besieged Fortification causes an immediate adjustment of the SRV and a roll for surrender is immediately performed. Should this roll also happen if it is a -3 result for the table?

A. There are only markers for '-1' and '-2' but should a '-3' (or greater) value apply, then yes, the adjustment is made, by that amount.

9. Garrison HQs & Leader Postings.

Q. Exclusive rule 4.173 appears to be contradictory to rule 4.335 bullet point 2. One appears to claim posting a leader to a Garrison HQ is required, while the other says it is not required.

A. The two case numbers are not actually contradictory. Posting a Garrison Leader is always optional. Case 4.173 discusses Notional Leaders and mentions Garrison HQs in that context while 4.335 discusses when you are allowed to Post a Leader to a Garrison — specifically, that if you want a Garrison to have a commandant you had better Post him there before any Siege starts, or it will be too late.

10. Duellist Random Event.

Q. Does "The Duelist" (section 5.14) affect guerilla and security HQ leaders, given the perceived imbalance that could take place if one side or the other is unable to field both of them?

A. If a Guerrilla or Security Leader has a normal Rank (General, Marshal, Engineer) they can Duel. Guerrilla-Rank Leaders cannot Duel. The Duel could conceivably remove a key Leader from play. *C'est la guerre.*

11. Minor Textual Errors noted by players.

Section 4.465 is referenced in Section 4.464, but I think it does not exist. The reference appears to be an error. What has happened here is the folding in of case 4.465 to create a bullet point to 4.464; rules continue with 4.466.

Extra text of “If the Event occurs the” at the end of Section 5.22.

Section 6.11 references section 8.1 (Campaign Scenario), but it is actually section 7.10.

Exclusive rules section 5.15, bullet point 3 has what looks like bullet point 4 within it.

## **Scenarios/OOBs**

1. Text. The Reinforcement by Land/Sea example is identical in both OOB books. This is an editing oversight, but the procedure is identical for both Sides so the example remains valid.
2. Spanish Grenadier Auxiliaries. *Correction*: these are all available in every scenario initial set up.
3. Reinforcements.

Q. In a campaign game starting at scenario 7.1 (1689), are all forces (not including those “initially” deployed) listed as “ALL” for the YEARS column available to roll for availability right away in the first turn of the Redeployment and Reorganization of Forces step in the Administrative Phase?

A. ‘ALL’ does mean they will appear in the very first available Admin Phase.