

Hats' War Errata and Q&A

Somar Skråla

Note: the following is included in the Sea Lords Combined Errata PDF

RULES CHANGE. Galley Sail. Galley Sail in the Decommissioned Pools can be purchased at a cost of 1/2 point each.

Errata

The Danish Intrigue DRM was omitted from the *Riksdag Table*.

A second Galley DRM was omitted from the *Weather Gauge Chart*. Apply a -2 modifier for any Galley Formation in any non-Straits or non-Port Space (i.e. reversing the +2 bonus for 'confined' Spaces).

Clarification: if the Danes have not become Involved by the official 'game end', they will not be used at all.

Counters

In the oldest copies of the game the counter mix was missing a Russian Bomb Auxiliary. This error was corrected for later printings, but a counter was also supplied with *Yellow Jack*.

A Lesser Wrath

Rules

Clarifications:

- HQs have an inherent strength of ONE (1) SP.
- The names 'Muscovite' and 'Russian' are interchangeable.
- For the 1741 Scenario the Leaders Wrangel and Buddenbrog should be Posted to (stacked with) their respective Columns.

Charts & Tables

Turn Record Track — Weather: the Cold Weather AC shift is **+1** not +2

TEC should have a Fortified City sample. If it is not present, use the TEC from another title for its effects.

Swedish Reinforcement Table should be altered as follows:

DR	Result
0	4 SPs
1-2	2 SPs
3-4	1 SP
5	NA

Counters

In the oldest copies of the game the counter mix was missing a Riksdag Marker (Hats/Caps Ascendant). This error was corrected for later printings, but a counter was also supplied with the *Sea Lords* game *Yellow Jack*.

The OOBs name a Muscovite Positional Artillery Unit. There is no such Unit. Use the *2nd Field Artillery*.

Q&A

Q. What is the limit for an army HQ operating on minor roads in A Lesser Wrath? I interpreted it as 15 units and 1 artillery unit (i.e. what the HQ display gives as the limit for non road terrain) because the TEC says to treat minor roads "as clear terrain." Or should it be 25 units and 1 artillery unit (the road limit for the HQ)?

A. Use the HQ Displays for the stacking allowance on Minor Roads and the TEC for Movement costs and other penalties (also *ALW* 1.23).

Q. Is the Swedish engineering leader used in a siege (as the defender) instead of a normal leader drawn from the pool? Or is the engineering leader in addition to randomly drawing a leader from the pool? I sent him to the siege in lieu of a random commander but then started to wonder if that was correct because he has no personality rating.

A. The Engineer is to be used in conjunction with another ('normal') Leader, including Notional Leaders.

Q. The play aids suggest a +2 for an engineer leader being besieged but the counter for Generalmajor Gabriel Cronstedt has a +1 printed on it. Which value should I use?

A. Use the ± 2 DRM as written on the tables.

Additional Questions pertaining to the Lace Wars system

Q. When using the Special Siege Results Table, I assumed that Extraordinary Losses results are randomly determined if they could apply to both sides, is that correct? So in my case I rolled a 4 (Pioneer) and since both sides had one I rolled a dice even (Russian), odd (Swedish). Or should both pioneers have been removed?

A. Per *KR&Os* 7.283 last bullet it says EITHER Side, not both, so your original interpretation is correct.

Q. I am a bit confused about the limitations of the DCP. The wording in *KR&O* 3.37 suggests that if an enemy unit has sole presence in a hex, then it is controlled by the enemy. Does this mean that if a Russian column is alone in a hex on the Swedish side of the border, then a Swedish column cannot move into the hex and engage it in battle? Conversely, if Russians are besieging a Swedish fort and the garrison is still holding out, then can the Swedish column enter that hex since the enemy does not have sole possession?

A. See *KR&Os* 9.46. Regarding entering enemy-occupied hexes in general, normal game conventions apply — that is, if the DCP forces are eligible to attack the enemy at all, say because it has invaded their Territory, then they may certainly enter the enemy hex to do so. At the operational level:

1. Forces operating solely under a DCP cannot enter Enemy Territory; they can enter their own, even if there is an enemy presence.
2. As an exception, those forces assigned to an ACP are under DCP authority only until they reach the target area (e.g., if the target is a fort in an enemy province, once they reach the province they can enter it under the auspices of the ACP); also, if they captured the fort and ended the ACP they could hang onto the fort (9.465).

So in the specific example, yes the Russians Control the hex, but only for LoC and goal-achievement purposes. The Swedes are free to engage the enemy by moving into the hex. The same logic applies in the second case. In the case of the Swedes defending an ex-Russian Fort in Russian Territory, the Garrison, and any mobile Swedish forces actually in the same hex, can defend under only a DCP, per 9.465, but to send a relief column the Swedish player would have to initiate an ACP, since he'd presumably have to cross Enemy Territory to get there.

Q. ACP fringe case. I had an ACP against a Swedish fort and in the B.2.1. Check for Campaign Plan Success & Failure step of the Administrative Phase the fort was still under Swedish control, so I reduced the ACP's OP points by 1 (to 1 remaining). However, in the final part of the phase (B.6. Final Supply Activities) the fort surrendered. This caused several questions:

1. Will the ACP still fail since the ACP's OP points are reduced from 1 to 0 in the upcoming Administrative phase before the completion check? In this case, should I have spent two Unassigned OPs to increase my ACP by one more OP in the B.2.3. Initiate New Campaign Plans step?
2. Even though the fort has fallen, the ACP is still technically in effect during the rest of the turn, right? So, can I continue to freely move my headquarters and attack Swedish forts, stacks etc? (Of course, not scoring prestige for any fortifications taken etc.)

A. For (1) yes, you should have boosted your ACP. Within the game system in general, a Fort Captured like that will still count toward any Conquest of Territory requirements (it would be the same if a different HQ did the job, too). For (2) you are correct; also you would gain Prestige if you won a Battle.

Combined Game

Rules

Muscovite Draft: eliminate SIX (6) Muscovite Line Infantry Units when taking a Draft to aid in Naval Repair; these Units may reenter play as Replacements.

Scenario Start: use the starting rules from the 1741 scenario independently for each game. *Somar Skråla* will most likely start up first, since it depends on Ice conditions. Ignore the *ALW* map entirely until it is time to check for the start of the land game (around the August Turn).

More on next page>>>>

Charts & Tables

Add the following chart to the Combined Game instruction sheets. It shows which Urban locations on the *ALW* map correspond to which Ports on the *Somar Skråla* map.

Naval-Land Connections Chart	
Somar Skråla	A Lesser Wrath
Sankt-Peterburg	St. Petersburg
Wyborg	Wyborg
Wilmanstrand	Wilmanstrand
Fredrikshamm	Fredrikshamm or Kotka
Tavastus	Cronburg
Borgo	Borgo or Pytis
Helsingfors	Helsingfors, Rasbo, Porkkala, or Ekenes, plus the TWO (2) Clear terrain Port Dots directly West of Ekenes
Åbo	Åbo, Wirmo, or Nystadt, plus the TWO (2) Wood terrain Port Dots SW of Åbo
Korpo	Kumlinge plus all adjacent Port Dots adjacent to Kumlinge, plus all Port Dots East and NE of Kumlinge
Åland	Kastelholm plus all remaining Port Dots not previously accounted for (i.e., those among the Åland Islands and immediately adjacent)
Björnborg	Björnborg, Raumo, or Rysby
Kristinestedt	Christianstadt
Vasa	Vaasa on the NFD map sheet
Umeå	Umeå on the NFD map sheet