

VERSION 1.0  
Last Updated: 19/12/2011

# WATERLOO: FAQ AND ERRATA

Although we strive to ensure that our books are perfect, sometimes mistakes do creep in. When such issues arise we feel that it is important to deal with them as promptly as we can, and we therefore produce updates for our rulebooks.

This update is split into two sections: Errata and Frequently Asked Questions. The Errata corrects any genuine mistakes or oversights in the book, while the Frequently Asked Questions (or FAQ) section answers commonly asked questions about the rules. Although you can mark corrections directly in your army book, this is by no means necessary – just keep a copy of this update with your rulebook when you play a game.

## ERRATA

### Page 17: Damage Threshold Chart

Light Infantry is missing from the table. Their DT is 4.

### Page 30: Charging

The rules say 'If the enemy unit is not in range, then the charge is failed. The charging unit simply remains stationary, as the troops quickly realise...'. The final sentence should be changed to: **'The charging unit must move a distance equal to its normal Movement rate directly forwards, representing the charge petering out as the troops realize the target is out of range. See diagram, below.'**

### Page 51: Rout and Pursuit (Capture the Colours)

The rule says 'If the total scored is equal to or higher then the loser's flee distance, the fleeing unit is wiped out and the victor has captured their colours! **This is the only way that colours can be captured...**'. Unfortunately, this isn't true – colours can also be captured if a Command company is removed in melee due to allocated strikes. Ignore the line highlighted in red, above.

### Page 65: Colours

The Command value penalty for a battalion that has lost its colours is -2, not -1 as stated. See page 54 for details.

### Page 108: Other Restrictions

Ignore the example that says you may only take a single unit of regular Fusiliers for every three units of Landwehr.

### Page 114: French Light Cavalry

The italic text with this army list entry references Dutch Lancers. This text should actually accompany the Polish Lancers entry on page 117, as Dutch Lancers were elite cavalry.

### Page 115: Imperial Marins de la Garde Entry

The option for Sapeurs is missing – they should cost +25pts.

### Page 128. British Line Infantry entry

Under the troop types there is an asterisk by 'Elite'. This should sit next to 'Raw' to match the corresponding text.

### Page 131. Dragoon Guards.

The price for the initial squadron should be 165 points, not 65 as listed!

### Page 131. Prussian Landwehr Battalion

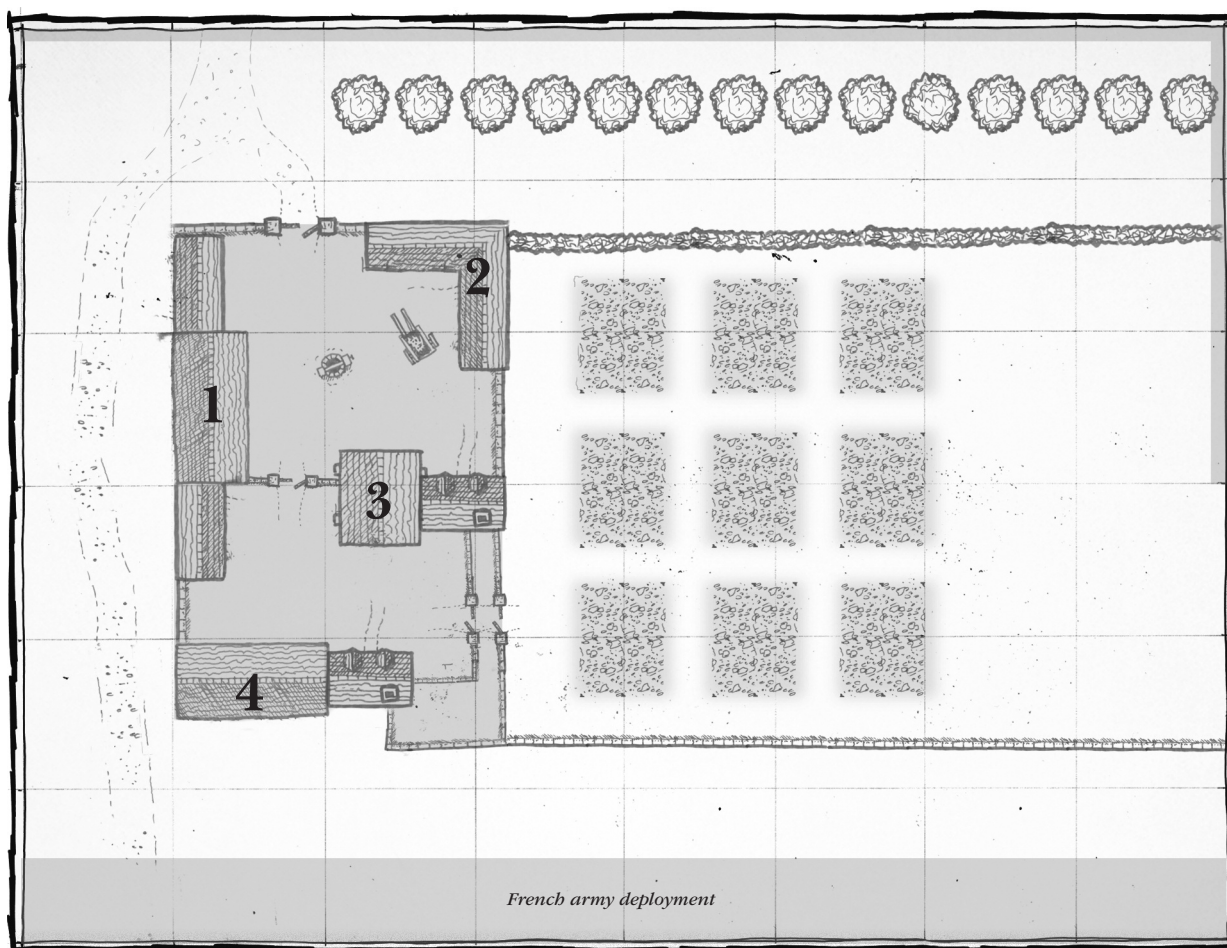
The text in the 'Companies' section incorrectly references Fusiliers. It should of course say 'Landwehr' throughout.

### Page 230. Campaign Scenario 6: Hougoumont

The objective buildings on the scenario map are incorrectly labelled. See the new diagram.

### Page 258. Order of Battle for Scenario 4: Quatre Bras part 2

In the 5th British Infantry Division, 8th Brigade, the officers and regimental numbers of the 44th and 42nd battalions seem to have been mixed up. The 42nd Foot are, of course, the Black Watch, and are led by Major R H Dick, whilst the 44th regular line infantry are led by Lt-Col. Hamilton.



*Above: Revised setup diagram for Hougomont.*

## FREQUENTLY ASKED QUESTIONS

### **Q1.) Skirmish Screens and Firing**

Page 39 discusses that for 1 TAC point a battalion can deploy a skirmish screen which results as Difficult to shoot through for the enemy. Could you clarify if:

a) The battalion which deployed the skirmish screen can fire through their own skirmish screen, or can only the light company deployed in the screen fire?

b) Can the enemy choose to target the company deployed as the skirmish screen or can they only target the body behind them?

**A1.)** (a) You cannot fire through a skirmish screen – they just protect you whilst you advance. (b) The unit and their skirmish screen are one target for the purposes of shooting. You can only specifically destroy the skirmishers through combat, as described on page 39.

### **Q2.) Skirmish Screens and Combat**

What happens if I charge an enemy unit whilst my skirmish screen is deployed? Is a Command check needed to get the skirmish screen back into the ranks (and what happens if I fail the Command check)? Or do they automatically rejoin the unit?

If I can charge, from what point do I measure the charge – from the skirmish screen or the front of the Battalion itself?

**A2.)** Several questions in one, and with hindsight the Skirmish Screen formation could have done with more space to explain these eventualities. What actually happens is much simpler than in the question – if you opt to charge an enemy unit, simply return your Skirmish Screen to the body of the battalion. Charge distances are measured from the front rank of your battalion, not from the skirmishing models.

### **Q3.) Command Check Penalties and Lost Colours**

Where in the Melee section can I find how it's determined if a Battalion loses its Colours?

**A3.)** I agree this could be much clearer – colours are lost when the command company is removed in combat. See also the errata, above.

### **Q4.) Prussian Restrictions**

On page 108 'The Army Lists' under the heading 'Other Restrictions' scarcity of some units is discussed and as an example it lists that the Prussians can only take one unit of Fusiliers for every three units of Landwehr that are purchased. This isn't mentioned under the Fusiliers or Landwehr entries on page 150. Instead under Fusiliers it says that a battalion of light infantry was attached for every two units of Musketeers in the army. Due both of these limitations apply? There for to field a single unit of Fusiliers you would to purchase two units of Musketeers AND three units of Landwehr or was one restriction from an earlier draft of the rules?

**A4.)** The restriction on page 108 can be discounted – we changed the rule to allow people to field Prussian armies from across the whole period, and forgot to remove this line... our sincere apologies for the confusion.

### **Q5.) Imperial Guard Heavy Calvary and Cuirasses**

Imperial Guard Heavy Calvary (French Army List). Under the special rules it lists four bullets: a) Heavy Calvary, b) Cuirasses, c) Grenadiers a Cheval are Hardened and d) Empress's Dragoons have Fierce Reputation.

Should the Cuirasses bullet be amended to just reflect the Gendarmes D'elite having Cuirasses (since the other two types already have a special rule) or is this accurate and all three types of Imperial Guard Heavy Calvary get Cuirasses?

**A5.)** Nope, they all get cuirasses – the Grenadiers and Dragoons get other special rules in addition, hence their cost.