Twilight of the Soldier Kings Errata

December, 2022
Changes from previous version are red
Errata for the French version is at the end of the file.

RULES

Unit Basing: Page 6

Change "*Infantry and cavalry units each have two bases of figures.*" to "*Foot and mounted units each have two bases of figures.*"

Change "*the BW measurement is half the frontage of an infantry or cavalry unit.*" to "*the BW measurement is half the frontage of foot or mounted unit.*"

Assault Tactics and Bayonet Tactics: Page 9

Add "*If a foot unit is contacted by a unit with AT (and BT) fails it's morale test the attacker may force the tester to withdraw 1/4BW and can move to remain in contact.*"

Light Horse: Page 10

Add a second paragraph: "*LH units are less worried than most other mounted units about their flank or rear and usually are not considered to have any flanks or rear. They are in a loose formation and are not normally considered a threat by other units if they are to their flank or rear.*"

Unit formations: Page 11

Change "*Infantry and mounted units generally have two formations,*" to "*Foot and mounted units generally have two formations,*"

Variable Unit Quality and Armaments: Page 12

Change the title of the paragraph to "*Variable Unit Quality*"

Strategy Points: Page 16

Change "*If the army has more than 5 commands add 1 for each command above 4.*" to "*If the army has more than 4 commands add 1 for each command above 4.*"

Arrival: Page 19

Change "*The Commander will receive a -1 for each subsequent failure but a natural roll of 10 or more is always a failure*".

Movement Rates: Page 21

Delete IM cavalry rates.
Add "*All units in march formation (column or limbered) and moving on a road get +1BW*"

Passage of line: Page 22

"Units in line and in contact with an opposing unit may about face and pass through any units in line behind them. this requires a standard action test (see below). The unit being passed through cannot move in same turn." should be deleted as it is from an older version of the rules.

Individual or Group moves that do not require an Action Test, unless as a 2nd or subsequent move: Page 23

Add *"or against a unit in march formation (column or limbered)"* after *"Unit in line charging into contact against a Flank or Rear (except Light Horse or Light Infantry, who must take a test)"*.

Add new bullet point: *"Artillery pivoting on the spot up to 45° or manhandled."*

Individual Unit moves that do require an action Test: Page 23

"If in combat to pass through units behind up to half movement distance"* should have *"retaining facing"* at the end

Change *"Pull back for Light Horse or Light Infantry contacted"* to *"Pull back for Light Horse contacted"*

Delete the 2 bullets:

- *If a unit is giving rear support to a unit but not directly aligned or it is giving rear support to a directly adjacent unit and wants to replace a forward unit (This is an Easy test if the unit has IM) **
- *If in combat to pass through units behind up to half movement distance **

And replace them with:

- *If in combat, fall back or pass through a unit behind up to half movement distance retaining facing **
- *If a unit is giving rear support to a unit, but not directly aligned with it, and wants to replace it forward (This is an Easy test if the unit has IM) **
- *If a unit with IM is giving rear support to a unit and wants to replace forward a directly adjacent unit **

List of Individual or Group moves: Page 24

Remove the asterisk from the *"Move including a wheel…"* point.

Change *"If under artillery fire. This is an Easy test but with +1 for each gun up to 3 targeting the unit."*
To *"If under artillery fire. This is an Easy test but with -1 for each gun up to 3 targeting the unit."*

Top of Page 25

Swap positions of *"Forming Square"* and *"Unit conditions"*. Also *"Unit conditions"* should be *"Conditions and moves"*.

Action Test: Page 25

Change *"Testing Unit is…"* to *"Testing Action is…."*
Change *"-1 (up to 3) – Each additional gun"* to *"-1 (up to 3) – For each gun"*

Morale Test: Page 27

Second paragraph:

Add "***D*** it is under bombardment, up to 6 BW, by 2 or more artillery ~~(counts as one reason to test / 2 guns)~~"

Under Fire: Page 27

Change "*To be under fire from infantry or cavalry*" to "*To be under fire from foot or mounted*"

Change "*In all cases…. being under fire*" to "*In all cases if any part of the enemy base is within range and arc of fire then it can count as being under fire. If a firing unit has 2 or more possible targets it must choose to effect just one of them.*"

Rear support: Page 28

1st bullet point: Change "*within ½BW if the support comes from infantry, within 1BW if from cavalry.*" to "*within ½BW if the support comes from foot, within 1BW if from mounted.*"
2nd bullet point: change "*within ½BW if infantry, 1BW if cavalry.*" to "*within ½BW if foot, within 1BW if mounted.*"

Morale Tests: Page 30

Unit Quality, Size and Circumstance:

+1: Replace "*Only fired on by…*" with "*Fired on by…*" (3 times)

-1: Replace "*In column*" with "*In column or limbered artillery*"

Cavalry only:

Change "*Cavalry only*" to "*Mounted only*"

Delete "*Poor cavalry in contact with other cavalry*"

Change "*Cavalry the turn they are contacted by AC cavalry*" to "*Mounted the turn they are contacted by AC cavalry*"

Change "*Cavalry under fire (except LH) or in melee in bad going*" to "*Mounted under fire (except LH) or in melee in bad going*'

Change "*Cavalry that pursued in contact with a fresh enemy unit*" to "*Mounted that pursued in contact with a fresh enemy unit*"

Change "*Cavalry the turn they are contacted by SC cavalry*" to "*Mounted the turn they are contacted by SC cavalry*"

Infantry only:

Change "*Infantry only*" to "*Foot only*"

Change "*Infantry in Fortification*" to "*Foot in Fortification*"

Rear Support, Flank and Rear Attack

Replace "*element entirely*" with "*unit 1BW*".

Replace "*(unless the unit is enemy LH)*" with "*(unless the enemy unit is LI or LH)*" (2 times)

Inferior and Superior Firepower: Page 31

Change "*If a unit is being fired by a unit that has a ranking 3 higher than its ranking that is superior firepower and it receives a -1 modifier in moral tests. This will usually be a rank 1 unit firing at a rank 4 unit.*" to "*If a unit is being fired **upon** by an enemy infantry unit that has a ranking 3 levels or more than its own firepower **rank then** it **suffers** a -1 modifier in morale tests. This will usually be a rank 4 unit fired upon by a rank 1 unit.*"

Generals and morale tests: Page 32

Replace "*… if an unmodified 4 is rolled on the morale test of that unit…*" with "*… if an unmodified 2 or 3 is rolled on the morale test of that unit…*"

Infantry Break Off: Page 32

Change "*Infantry Break Off*" to "*Foot Break Off*.

Change "*If infantry is contacted by other infantry,*" to "*If foot is contacted by other foot,*"

Add "*If a foot unit is contacted by a unit with AT (and BT) fails it's morale test the attacker may force the tester to withdraw 1/4BW and can move to remain in contact.*"

Cavalry Break Off:

Page 32
Change "*Cavalry Break Off*" to "*Mounted Break Off*"

Change "*If a Cavalry unit in contact with an enemy fails its Morale test*" to "*If a mounted unit in contact with an enemy fails its Morale test*"

Page 33
Change "*All cavalry units that break off*" to "*All mounted units that break off*"

Light Horse Pull Back: Page 33

Change to "*Mounted Pull Back*"

Add a paragraph at the beginning:

"*A mounted unit in contact with foot or artillery who passes a Morale Test can choose to retire 1 BW and about face without passing an Action Test.*"

Breakthrough: Page 34

1st Para, last line – Delete "*Half the result and round it up,*" add capital T.

Pursuit example: Page 34

Replace "*This is then halved and rounded up to 2, so 3 halved to 1.5 and rounded up to 2. The unit moves 2BW more forward. If the unit had been Light Horse the same procedure would have been followed but the final result would not be halved, therefore the unit would move 3BW.*" With "*The unit moves 3BW more forward.*"

Mollwitz Scenario: Page 36

Schwerin is a (2) commander who can command any units.

Krefeld Scenario: Pages 41 and 42

Page 41: All of the Left Wing under Sporcken should be in italics.
Page 42: All of the Right Wing under Contades should be in italics.

Manoeuvre Battles: Page 43

Clarification: The armies in this section are for use in a generic manoeuvre battle, they are based on the forces at the battles of Hochkirch and Zorndorf. The Austrians are attacking in the Hochkirch version and the Prussians in the Zorndorf. The player should use a table similar to that on page 19 and with suitable terrain with defences for the defending army to defend.

Zorndorf scenario:

Russian Army general: change "*2D6+2 halved rounded up*." To "*2D6+1 halved rounded up*."

Austrian Army: Page 44

Volunteer Hussars: change details from "*Raw, LH, LC*" to "*Raw, LH*"

French Army: Page 45

Delete the entry for Grenadiers Royaux

Add the following:

Light infantry/Volontaires	Light Infantry	Trained (C) or Trained (B), LI

Add the following:

Grenadiers royaux	Infantry	Trained (C), FR4, AT

Volunteers: change details from "*Raw, LH, LC*" to "*Raw, LH*"

Pragmatic Army: Page 46

Grenadiers: change details from "*Trained (A), Dt (not Dutch and Danes), AT*" to "*Trained (A), FR1 (British), FR2 (Dutch), FR3 (Other), Dt (not Dutch and Danes), AT, St (Russians)*"

Guards: add "*, St (Russians)*"

Russian Army: Page 48

Cossacks: change details from "*Raw, LH, LC*" to "*Raw, LH*"

French Army: Page 49

Delete 1742-1744

Mounted Chasseur/Volontaires: change details from "*Trained (D), LH, LC*" to "*Trained (D), LH*"

His Britannic Majesty's Army: Page 50

Delete 1742-1744

Hessian/Brunswick: Add 'Can be RF'

Grenadier: Change details from 'Elite, FR3-4, AT (4 for British/Hanover, 3 for others)' to 'Elite, FR1 (British/Hanover) or 3 (others), AT, IM (others), RF (others can be)

Light Cavalry: change details from "*Trained (D), IC, LC or Trained (D), LH, LC*" to "*Trained (D), IC, LC or Trained (D), LH*"

For Digital Edition
Delete Grenadier line.

Add 2 new lines –
British and Hanoverian Grenadiers: Infantry: Elite, FR1, AT

Hessian and Brunswick Grenadiers: Infantry: Elite, FR3, AT, IM. Can be RF

Prussian Army: Page 51

The table concerning the Garrison and Freikorps infantry should read:

Garrison Infantry	Infantry	Raw, FR3	Trained (E), FR3	Trained (D), FR3
Freikorps Infantry	Light Infantry	Trained (E), LI	Trained (C), LI	
	Infantry	Raw, FR4	Trained (E), FR4	

Add as a note: "*Bosniak Lancers get a -1 modifier to their morale test if in contact with mounted units (poor cavalry).*"

QRS

Page 1:

Movement:

Delete "*but – if it does – it cannot fire in the following enemy phase*".

Add "*All units in march formation (column or limbered) and moving on a road get +1BW.*"

Individual or Group moves that do not require an Action Test, unless as a 2nd or subsequent move:

Add "*or against a unit in march formation (column or limbered)*" after "*Unit in line charging into contact against a Flank or Rear (except Light Horse or Light Infantry, who must take a test)*"

Add new bullet point: "*Artillery pivoting on the spot up to 45° or manhandled.*"

Individual Unit moves that do require an Action Test:

Change "*Pull back for Light Troops charged*" to "*Pull back for Light Horse charged*"

Delete the 2 bullets:

- *If a unit is giving rear support to a unit but not directly aligned or it is giving rear support to a directly adjacent unit and wants to replace a forward unit (This is an Easy test if the unit has IM) **
- *If in combat to pass through units behind up to half movement distance **

And replace them with:

- *If in combat, fall back or pass through a unit behind up to half movement distance retaining facing **
- *If a unit is giving rear support to a unit, but not directly aligned with it, and wants to replace it forward (This is an Easy test if the unit has IM) **
- *If a unit with IM is giving rear support to a unit and wants to replace forward a directly adjacent unit **

Page 2:

Morale: Reasons to test morale:

Point 4.: Delete "*field*".

Point 4.: replace the whole point with: "4. *Under bombardment, up to 6 BW, by 2 or more artillery*"

Morale tests table:

Unit Quality, Size and Circumstance:

+1: Replace "*Only fired on by…*" with "*Fired on by…*" (3 times)

-1: Replace "*Small unit*" with "*Small or Tiny Unit*"

Cavalry only

Change "*Cavalry only*" to "*Mounted only*"

Change "*Cavalry the turn they are contacted by AC cavalry*" to "*Mounted the turn they are contacted by AC cavalry*"

Change "*Cavalry under fire (except LH) or in melee in bad going*" to "*Mounted under fire (except LH) or in melee in bad going*'

Change "*Cavalry that pursued in contact with a fresh enemy unit*" to "*Mounted that pursued in contact with a fresh enemy unit*"

-1: Replace "*Cavalry in contact with heavier mounted*" with "*Mounted in contact with heavier mounted*"

Change "*Cavalry the turn they are contacted by SC cavalry*" to "*Mounted the turn they are contacted by SC cavalry*"

Infantry only:

Change "*Infantry only*" to "*Foot only*"

Change "*Infantry in Fortification*" to "*Foot in Fortification*"

+1: change "*In square and fighting mounted*" with "*In square and in contact with mounted*"

Rear Support, Flank and Rear Attack

Replace "*(unless the unit is enemy LH)*" with "*(unless the enemy unit is LI or LH)*" (2 times)

Infantry Break Off:

Change "**Infantry Break Off:** If infantry is contacted by other infantry to "**Foot Break Off:** If foot is contacted by other foot"

Cavalry Break Off

Change "***Cavalry Break Off:*** *If Cavalry in contact a Morale test it must about face and retire a full move, 6BW*" to "***Mounted Break Off:*** *If mounted in contact fails a Morale test it must about face and retire a full move, 5BW*"

Pursuit:

Replace "*Roll D6 with modifiers; +1 Raw, +1 British, -1 General within 1BW, -1 Wavering.*" with "*Roll D6 with modifiers: +2 Raw, +1 Trained, +1 British, -1 General within 1BW, -2 Wavering.*"

Light Troops Pull Back:

Delete the whole paragraph and replace it with:

"***Mounted Pull Back:*** *Mounted in contact with foot or artillery and succeeding a Morale test can choose to retire 1 BW and about face. LH contacted can attempt to pull back to avoid contact by immediately passing an Action Test. If it is successful, it moves away ¼ BW from where the charging unit halted. LH already in contact with an enemy can pull back to a position ¼ BW from the final position of the enemy unit, facing towards the enemy. No Action Test is required.*"

Generals & Morale:

Replace "*if an unmodified 4 is rolled on the morale test of that unit.*" with "*if an unmodified 2-3 is rolled on the morale test of that unit or if the end result is the unit routs.*"

Scenario Book 1

Zorndorf: Page 29

The commander of the Observation Corps is Browne (1) and not Galitsin.

VERSION FRANÇAISE

Tests d'action : p. 24

Mouvements d'unités individuelles nécessitant un test d'action

Supprimer les 2 items :

- *Si une unité apporte un soutien arrière à une unité mais n'est pas directement alignée avec elle ou apporte un soutien arrière à une unité directement adjacente et veut remplacer une unité en avant. (C'est un test facile si l'unité est IM.)**
- *Au combat pour traverser une unité sur l'arrière jusqu'à la moitié de la capacité de mouvement en gardant son front*.*

Les remplacer par :

- *Au contact, reculer ou traverser une unité sur l'arrière jusqu'à la moitié de la capacité de mouvement en gardant son front*.*
- *Si une unité apporte un soutien arrière à une unité sans être directement alignée avec elle et veut la remplacer vers l'avant. (C'est un test facile si l'unité est IM.)**
- *Si une unité IM apporte un soutien arrière à une unité et veut remplacer vers l'avant une unité directement adjacente.**

Moral: page 32

Soutien arrière, attaques sur les flancs ou l'arrière

Remplacer « *sauf si l'unité ennemie est LH* » par « *sauf si l'unité ennemie est LI ou LH* » (2 fois)

Autriche : page 47

Hussards volontaires : remplacer « *Recrues, LH, LC* » par « *Recrues, LH* »

France : page 48

Volontaires : remplacer « *Recrues, LH, LC* » par « *Recrues, LH* »

Armée Pragmatique : page 48

Grenadiers : remplacer les caractéristiques par : « *Entraîné (A), FR1 (Anglais), FR2 (Hollandais), FR3 (autres), Dt (sauf Hollandais et Danois), AT, St (Russes)* »

Gardes : ajouter « *, St (Russes)* »

Prusse : page 49

Mousquetaires et **Fusiliers :** 1745+ : ajouter BT

France : page 51

Chasseurs/Volontaires à cheval : remplacer « *Entraîné (D), LH, LC* » par « *Entraîné (D), LH* »

Armée de Sa Majesté britannique : page 52

Cavalerie légère : remplacer « *Entrainé (D), IC, LC ou Entrainé (D), LH, LC* » par « *Entrainé (D), IC, LC ou Entrainé (D), LH* »

Feuille de référence rapide

Page 1

Tests d'action :

Mouvements d'unités individuelles nécessitant un test d'action

Supprimer les 2 items :

- *Si une unité apporte un soutien arrière à une unité mais n'est pas directement alignée avec elle ou apporte un soutien arrière à une unité directement adjacente et veut remplacer une unité en avant. (C'est un test facile si l'unité est IM.)**
- *Au combat pour traverser une unité sur l'arrière jusqu'à la moitié de la capacité de mouvement en gardant son front*.*

Les remplacer par :

- *Au contact, reculer ou traverser une unité sur l'arrière jusqu'à la moitié de la capacité de mouvement en gardant son front*.*
- *Si une unité apporte un soutien arrière à une unité sans être directement alignée avec elle et veut la remplacer vers l'avant. (C'est un test facile si l'unité est IM.)**
- *Si une unité IM apporte un soutien arrière à une unité et veut remplacer vers l'avant une unité directement adjacente.**

Page 2

Table des tests de moral :

Soutien arrière, attaques sur les flancs ou l'arrière

Remplacer « *sauf si l'unité ennemie est LH* » par « *sauf si l'unité ennemie est LI ou LH* » (2 fois)