

From: Wendell Martin <wendell.martin@the-matrix.com>
Subject: (AH) Frederick the Great Errata

FREDERICK THE GREAT

>From The General (9/83?)

Q: 5.4 Although not expressly stated, it is implied that movement into an enemy-occupied hex does not freeze these enemy units in that hex. Am I right in assuming that a force may move out of a hex during its Forced March Phase?

A: Yes, the option to do so is a key to the game.

Q: Is two subtracted from the Combat Resolution die roll for combat occurring in a mountain hex with a mountain pass hexside if the attacking force entered through the pass hexside? Would two be subtracted if the attacking force did **not** enter through the pass hexside?

A: Yes to both questions.

Q: Can a retreating force expend more than six Movement Points?

A: No.

Q: Does a demoralized leader retain his Defense Bonus?

A: Of course.

Q: Does the doubling of Victory Points subtracted for lost SP apply to the Allied played only for Prussian SP or for all SP lost, regardless of nationality?

A: Just for the Prussians.

Q: 1759 Scenario: Only four French SP are listed as reinforcements in the rulebook, yet the Scenario Track lists four Hanoverian and four Austrian SP as reinforcements on Game Turn 4. Which is correct?

A: The Scenario Track on the map is correct.

Wendell

wendell.martin@the-matrix.com
73737.1237@compuserve.com
<http://www.bham.net/users/wendell>