

Chapter 13: The Battle of Saratoga

Addenda Sheet as of Sep. 15, 2018

The Rules:

3.5 Artillery

US artillery units that set up in Fort Neilson can leave there during the course of the game. All US artillery begins the game under the command of Gates but can subsequently trace command to any American leader (see Rule 3.5b). US Artillery is allowed to perform Recovery as part of the Wing/Formation they are under command of at that time, but the loss of US artillery units does not have any effect on the morale track of the Wing/Formation they are under command of.

3.6 Terminology

(Clarifications): The game uses the terms "Wing" and "Formation" and "commander" and "leader" a bit interchangeably (and sometimes together) and these terms are actually independent of the actual historical formation names printed on some of the leaders. To clarify:

American: Gates is one of two Overall Commanders for the USA (despite the "R. Wing" label printed on the counter – that was his historical designation). Under him are the subordinate leaders of three Wings/Formations (for purposes of the rules) as follows:

- Glover (historical name of his formation was "First")
- Peterson (historical name of his formation was "Second")
- Nixon (historical name of his formation was "Third")

Despite the historical name of the formation printed on the counters above, all three are "Wing/Formation" leaders for rules purposes.

Arnold is also one of two Overall Commanders for the USA (ignore the "L. Wing" label printed on the counter – that was his historical designation). Under him are the subordinate leaders of two Wings/Formations (for purposes of the rules) as follows:

- Learned (historical name of his formation was "First")
- Poor (historical name of his formation was "Second")

Despite the historical name of the formation printed on the counters above, both are "Wing/Formation" leaders for rules purposes.

British: Burgoyne is the sole Overall Commander. Under him are the subordinate leaders of five Wings/Formations (for purposes of the rules) as follows:

- Fraser (historical name of his formation was "Right Wing").
- Hamilton (historical name of his formation was "Center").
- Riedesel (historical name of his formation was "Left Wing").
- Philips (historical name of his formation was "Rear").
- Breyman (historical name of his formation was "Reserve").

Despite the historical name of the formation printed on the counters above, all five are "Wing/Formation" leaders for rules purposes.

Thus, the Americans have five Wings/Formations (and five corresponding Morale markers) capable of being broken and the British have five as well. Breaking three of them is 60% for both sides.

3.8.2 Effects of a Broken Formation (clarification): When a formation has just broken, **all** the adjacent enemy infantry units get a free attack before the formation retreats out of contact, not just the firing unit that caused the formation to break.

5.0 Command Phase

(Correction) Wing/Formation leader counters have an "Out of Command" icon printed on their reverse sides but treat that as an "Un-activated" icon as stated in this section.

5.1 Effects

(Clarification): Combat units under an Un-activated Wing/Formation leader cannot initiate combat, but may fire defensively. Artillery units can also still engage in ranged defensive fire (if they have range and LOS) in the defensive fire phase.

7.1.3 Combat Fire Priority (clarification): Units may only fire once per Combat Phase (exception, see Rule 3.8.2) and do so in the listed priority order. For example, if stack of 2 infantry units rated "B" attack 1 defending infantry unit rated "A", the defender gets to fire first, but only at one of the attacking units. The two "B" rated units then fire.

7.6 Combat vs. Leaders

(Clarification): When a Wing/Formation leader is killed, a player does not have to make an immediate morale check to see if the Wing/Formation collapses. But the combat units are considered both Un-activated and Out of Command (see Section 5.1 for effects) until they come within the Command Span of an Overall Commander.

8.0 Recovery Phase

(Clarification): Only one Wing/Formation per side can attempt Recovery per turn.

11.0 Game Set Up

The map grid was changed during final layout and this resulting in the scenario set-ups being mis-numbered. Here are the corrected setups for both scenarios:

11.1 Battle of Freeman's Farm – September 19, 1777

Americans (corrections): Arnold sets up in 0313. Gates sets up in 0815. The 11 US artillery units set up in the fortification hexes of Fort Neilson except for the two forts printed in 0313 and 0412 (which are NOT in play for this scenario). Everyone else sets up as printed in the rulebook.

British (corrections): Fraser and his units set up within one hex of 0201. Breyman and his forces set up within one hex of 0401. Hamilton and his forces set up within one hex of 1504. Riedesel and his forces set up within one hex of 2106. Philips and his forces set up within two hexes of 2203. Burgoyne sets up with any British unit.

11.2 Battle of Bemis Heights – October 7, 1777

Americans: Arnold sets up in 0313. Gates sets up in 0815. The 11 artillery units set up in the fortification hexes of Ft. Neilson except for the two forts printed in 0313 and 0412 (but which ARE in play for this scenario). Everyone else sets up as printed in the rulebook.

British: Burgoyne sets up in 0605. Fraser and his units set up within one hex of 0406. Breyman and his forces set up within one hex of 0706. Hamilton and his forces (minus the 62nd Regiment) set up within one hex of 1107. Riedesel and his force set up within one hex of 1507. Philips and his forces set up within two hexes of 1305.