

Suleiman the Magnificent

Clarifications and Q&A as of February 2, 2005

2.2.5 Shock Defense Rating states that a unit's rating is used "when attacking" or defending...delete the attacking notation since SDR is used only in defense.

3.2.4 ZOC Effects states that an out of command unit can't leave a ZOC...add that it may not also move adjacent to an enemy unit (per 12.2.1).

5.3.1 Seize Procedure states in the example that the roll is higher than Bali's "Command" Rating...change to his Activation Rating.

7.3.1 Mounted Archers states that Akincis can pay +1 MP to leave a ZOC that they have entered in the same turn...add that this still does not allow them to move from one ZOC to another (represents their hit-and-run ability).

7.3.2 A. Archers states under Return Fire archers may simultaneously engage the phasing firing unit...add that this applies against each enemy unit that does so (per 7.4), just like Reaction Fire.

7.5.3 is listed for both Artillery Fire and also for Artillery in Shock Combat...change the later to 7.5.4.

8.3.1 Shock Modifiers Strength Advantage (subsection 1) and Weapons/Armor Comparison (subsection 6) are lumped together as the "Weapon System Matrix Strength Advantage" on the Shock/Charge DRM Summary chart...clarify that they are two different modifiers (one for number of units, the other for the matrix).

8.3.1 Leader Presence... add to subsection 5 that this modifier only applies to Hungarian HC (per the chart and 12.3).

8.3.1 Weapons/Armor Comparison "Archer Infantry" are delineated on the chart but Musket Infantry is not...add a note to clarify that Musket Infantry attacks and defends as indicated by the unit's icon (RI or LI).

Also, on the Matrix the 2nd postscript refers to Light Cavalry "Archers" may not Charge...delete the confusing "Archer" reference since no LC is allowed to charge (per 9.0).

8.2 Retreat Before Shock Combat...add the word "solely" before "by dismounted units" in the first sentence (thus if attacked by both shocking cavalry and dismounted units, Cavalry cannot retreat before Shock).

9.3 Charge Reluctance states only roll when Charging into the "frontal hex of Regular Infantry", but the Charge Reluctance Die Roll table states "any unit attempting to Charge"...change the table notation to "any unit attempting to Charge into the frontal hex of Regular Infantry".

10.2.1 Trampling Friendlies states a retreating unit can go through "a friendly Archer unit"...Question: Does this apply to both mounted and dismounted Archer units (i.e., can archer infantry retreat through Akincis cavalry archer units)?

Yes, units may retreat through both mounted and foot archer units per Case 10.2.1.

10.5 Continued Attack states that a continuing attacking unit must "charge (again)" which seemingly contradicts the last line in **9.3** that a Continued Attack is resolved as a "regular Shock" (not a charge). Change the wording in 10.5 to read "shock (again)". Also, See note below about play balance optional rule.

10.5 The -1 DRM for each continued attack isn't mentioned on the Shock/Charge DRM Summary table...add "-1 Each Continued Attack" to the table.

11.0.2 Rallying Retired units subsection 2 lists hexes "4210-4222" for rallied Ottomans that aren't on the map.

12.1 states that Command Range can't be traced through an enemy unit or ZOC...Question: does the presence of a friendly unit negate ZOC to allow command to be traced (3.2.2 mentions "certain circumstances" and talks about movement and retreat before combat)?

Yes, friendly units do negate enemy ZoC for purposes of tracing Command Range.

8.3.2, Example. Delete the last sentence, "The HC must then continue attacking, but disordered." Disordered units do not participate in Continued Attacks.

11.0.2, Step 2 Retired Ottomans. Retired Ottoman units that are rallied re-enter the game at hexes 3412-3217 inclusive.

CRT Clarification. Already disrupted units suffer no further ill-effects if disrupted again.

9.3.1 Optional Play Balance Rule

Use this rule when 2 players of disparate abilities are playing.

Ignore the last sentence in Section 9.3 that reads, "A unit that has Charged and attained a "Continue Attack" result is no longer Charging. The "Continue Attack" is resolved as regular Shock." Charging cavalry keep the Charge marker and DRM until the end of their combat, including any/all continuation attacks. Apply the -1 DRM for each subsequent continuation combat as per the rule.

This will aid the Hungarian player at the beginning of the game, especially should he choose Tomori's Battle with which to use for the initial set of activations. This may, however, backfire when the Turk's Anatolian Wing shows up. Enjoy!

Optional Cavalry Counter-charge Rule

(from RHB himself!):

Here is the slightly rewritten counter-charge rule.

Counter-Charge

Counter-Charge is the ability of HC and MC to negate the inertia of any enemy attack, or HC, MC and Hungarian LC, to react to the sting of its missiles, by launching its own charge. Only HC and MC (and Hungarian LC against missile fire) that are neither Disordered nor in the ZOC of another enemy unit may attempt to Counter-Charge.

HC and MC may counter-charge when about to be fired upon, or Shocked or Charged, through its frontal or its flank hex sides. When the attempt is being made because of Fire (and this would include Hungarian LC), it is done so before the Fire is resolved.

To counter-charge, the defender rolls the die before the Fire/Shock that is affecting this action is resolved;

- add/subtract the counter-charging unit's Defense DRM;
- if being attacked through the flank, add one (+1) to the die roll.

If the adjusted DR is 0-3, the unit has successfully counter charged.

- If it is against attacking HC/MC, it negates the +2 Charge DRM (but you still use the Charge part of the Table). The original Attacker is still the Attacker, and no units are moved.
- If it is against any other unit, the originally defending HC/MC or Hungarian LC is now the attacker (even if not his turn). It must be moved up to its printed movement Allowance, until it moves adjacent to an enemy unit, but without changing Facing. It must then Charge that unit. Such Counter-Charge attack is resolved immediately.

A Counter-Charge is resolved (complete with +2 DRM) as if it were a normal Charge. If the successfully counter-charging unit was Disordered by the fire which initiated the Counter-Charge, the Counter-Charge is still undertaken, but is resolved as a normal Shock Attack. If the target of a Counter-Charge is targeted for being attacked by another unit and that has not yet been resolved, the latter must be resolved before the counter-charge is.

However, while it is not considered "Movement" – it is a reaction to the efforts of an enemy Activation - the counter-charging unit may not exceed its printed Movement Allowance; it can move only as far as that rating allows.

Otherwise (4-9) it has not, and stands to receive the Charge attack.

A defending HC/MC unit may change facing once per Phase in order to effect counter-charge (unless it is attacked from the Rear).

Play Note: It may change Facing to start a counter-Charge but, as per above, once it starts its Counter-Charge it may not change facing.

And you cannot Counter-Charge against a Counter-Charge. Only one Counter-charge per combat.