

TORGAU 1760 (Adhoc-Edition)

Version 2.0 (July 2024)

Errata & Clarifications

ERRATA:

See the Living SYWBS Rules V 2.0 for the Errata, Fixes and Clarifications (in red in the text).

Q & A:

Question 1) ZOI Clarification: I'm still at the rules-reading stage, so forgive me if I'm missing something obvious, but the ZOI rules seem a little strange to me. For cavalry they make sense since a ZOI represents reaction charge zone. All fine and standard. For infantry, though, I'm struggling to see a point to them. There is no mandatory combat for being in an enemy ZOI. There is no movement point cost for entering or leaving an enemy ZOI and no opportunity fire. It seems infantry can walk right across an enemy ZOI with no hindrance or penalty.

Answer: About the ZOI:

- No real effect for artillery and infantry friendly units.
 - ZOI has an effect only for cavalry friendly units: they can do a Reaction-Charge.
 - There is an effect for enemy units in the ZOI: they cannot change formation (see 4.4).
- ZOI in this system is not a ZOC (no ZOC in SYWBS system).

Question 2) What does "from the edge of soft cover" mean ?

Answer: About the artillery in soft covers: "On the edge" means adjacent.

The forests and woods of the time were much wilder than our current modern forests (an artillery battery could not be deployed there). In an other hand, they were edged with thickets and large bushes for protection, but also with thick branches allowing the artillerymen to quickly assemble abbatis. The outskirts of towns or villages were made up of walled (vegetable) gardens, low walls and thick hedges: all of them a perfect protection for artillery.

Unlimbered artillery adjacent to forest or wood use the "U" table when being fired upon. Unlimbered artillery adjacent to soft cover use the "S" table when fired upon.

About the artillery in hard covers: Hard covers were emplacements especially made for the deployment of artillery : redoubts, fortifications, ramparts, etc...