

## SHAKO II ERRATA AND CLARIFICATIONS

The following is a list of clarifications, corrections and textual additions for Shako II. Minor typos are not included here. The emphasis in this errata list is to address issues that affect play.

Thanks to Terry Griner and others who have contributed to this list – it will help us all in playing our favorite Napoleonic rules.

Page 12: Sequence of Play (action: omit text)

4. Check Divisional Morale; see sec. 12.2; remove Divisions that have reached Division Breakpoint; see sec. 12.3.

\*\*\*4a. Cavalry Breakthrough and Recall, and Infantry Countercharges

5a. Check if Scenario Victory Conditions have been met.

\*\*\*the text of “4a” from the Melee Phase was repeated in the Command Phase – delete it from the Command Phase.

Page 39: 8.9.1 Support Charges (action: add text)

The following paragraph must be added to this section:

“The Support Charge distance moved is up to 1/2 the unit’s maximum movement. A Support Charge may include a Wheel, even if the unit already Wheeled during normal movement. However, as with normal Charges, the Wheel must be the first movement of a Support Charge.”

Page 52 and 54: 9.5 Canister and 9.5.2 Mandatory Canister (action: clarification and revise text)

Section 9.5.2 mandates that Canister (as opposed to ballshot) be fired if there is an eligible target within half the canister range of the artillery unit. This requirement to fire canister does not supercede the target selection rules noted in section 9.5. A Canister target directly to the front of the battery but at the farthest extent of the Canister range can be selected in lieu of a target in the mandatory Canister range, but not directly to the front.

Revise the first sentence of section 9.5.2 as follows:

“As soon as an eligible target (Formed unit) is within half the Canister range (in inches) of a particular Battery type, it must fire Canister using the target priority procedure in section 9.5.”

Page 89: "Exiting a Town Sector" (action: revise text)

"A unit that is exiting a Town Sector may do so at any point along the face of one side of the Sector. The unit must be entirely within the length of the Sector's side; this \*\*\* means a Battalion in Line exits with any part of its rear edge \*\*\* extending beyond the width of the Sector, and may not move out from a corner."

This is an editing error. It should read: "...means that a Battalion in line MAY NOT EXIT with any part of its rear edge....."

Page 90:13.5.5 Town Sector Melee: Multiple Unit Combats (action: clarification/add text)

"Although Sectors may be held by only one Battalion, they may be attacked by an unlimited number of Battalions. If Multiple unit Melees occur inside a multi-Sector Town, because both sides have "fed" Formed units into a Town of several Sectors, pair off the combats using the procedures described in sec. 11.5. Note that Charges may be pre-empted by other Charges as follows."

Add example 2:

"A unit that Charges a Sector from another Sector and is itself charged abandons its charge and defends its original Sector. Since it attempted movement, it does not receive the Terrain modifier."

Page 94: 13.7.1 Bombardment of Field Fortifications (action: revise text)

"Musketry Effects

Note that all Fortifications that are bombarded to the point of having their Melee benefits eliminated, \*\*\*still provide Musketry Cover to defenders\*\*\*, assumed to derive some advantage from the ruins of the position."

Change to "still provide Musketry, canister and ballshot Cover to defenders..."

Page 108: MR corrections (action: revise text)

Russian Guard Light are MR 5 (not MR 6)

Russian Jagers are MR 4 (not MR 5)

Polish Second Rate Cavalry are MR3 (not MR 4)

## Page 113: Pre-Battle Activity for Pick-Up Games

#1 The armies are first selected from the Army Lists. Terrain is selected and placed. Players hold war councils (if more than one player on a side). The units of each \*\*\*Division\*\*\* are then organized into their Divisions by each Army General.

\*\*\*This should be “The units of each Army are then organized into their Divisions...”

## Page 123: Russia

Jagers are mistakenly listed as MR5 instead of MR4.

The 1812-1815 LG are listed as MR6; this should be MR5.

## SHAKO II OPTIONAL RULES

Since its initial release, there have been some interesting ideas developed over the years that added further dimension to Shako. Many of these ideas found their way into Shako II. Some still remain on the margins for fear of overloading the basic game or being historically controversial. The following rules must be considered optional. Their use must be agreed to by all players prior to the start of a game.

### “Save The Guns” rule: evading from Fire

A Battery that suffers a 2nd Kill from any kind of fire, the Battery must Save the guns (Fallback). At the end of Artillery or Musketry Phase. The Battery is moved back a full move away from the enemy. This is a fallback move and the Battery can just move through units causing a Morale Check.

### Cavalry Recall and Hasty Squares (Control Test)

Any cavalry charging a HASTY square may attempt to recall prior to fighting the melee with the square. This Control Test reverses the normal

rally/morale procedures and obviously favours lighter cavalry that might be more likely to threaten infantry into square as opposed to close with them.

To recall the cavalry, in the melee phase roll one D6. If the D6 result is equal to or above the unit's MR the cavalry may perform a normal recall BEFORE the melee is resolved.

Note that a roll of "6" is always a success.

After the recall, the cavalry is considered Blown and must reform as normal.

Cavalry performing a Breakthrough may not use the pre-melee Recall rules since the Breakthrough precludes a Recall until the following turn.

#### British cavalry control (Control Test)

After a victorious melee, British cavalry (not KGL) must pass a Control Test or be forced to make a Breakthrough charge at any eligible target unit if possible. If no Formed target is available, ignore this rule.

To pass the Control Test the cavalry regiment must roll 1D6 equal or higher than their MR. If the die roll result is below the MR value of the unit it must perform the Breakthrough Charge applying all the normal rules.

Modifier:

Apply a -1 if the cavalry is beyond the Command Radius of the Division Commander at the moment of the test.

#### Big Battle Alternative Command Rules

A unique part of Shako are the rules pertaining to Command and Orders. The Command Arrow and the obligations attached to all order types can create interesting and realistic results that the 'all-seeing' player might not otherwise allow. However, in really large games, the details of orders (especially the Command Arrows) can be compromised or can slow play.

What follows are rules that allow the orders to be denoted in a simplified manner entirely on the table, without the use of a map. It must be stressed that this option is only meant for the really big games like re-fighting Borodino or Wagram, especially if time is pressing and getting into the action quickly is vital. The rules as stated in the book add qualities to the game that should not be dismissed, so use the following rules only when necessary.

#### Optional Rules:

Omit the use of Command Arrows. Replace these with small order chits or creatively modeled markers to denote A (Attack) one side, D (Defend) on the other side and Placed by the Divisional Commander, Units in Reserve receive no chit, but when the order is given it receives the chit.

The rules pertaining to all of these orders remain unchanged except that Attack Orders can be changed at the discretion of the DC during the Command Phase. The division goes to Defend orders. Changing orders is therefore mostly about activating Reserve Divisions (as usual) or getting a division under Defend Orders to attack.

Command Zone rules, Obligatory Movement while under Attack Orders, and Contact rules all still apply. The 45 degree deflection off the line of advance is also imposed, but instead of using a Command Arrow to denote the limits of attacker movement, the DC stand is used. In this respect, the role of the DC stand in this alternative approach is much more important as its front edge denotes the fighting front of the division. The DC may change facing during any movement phase while under Attack Orders. All units under his command must be within the 90 degree arc off the front axis of the DC stand. If this cannot be achieved the DC stand might have to be adjusted to allow ALL units to comply.

Timed Orders would be applied only to a division under Defend Orders with a particular turn noted on which to begin an Attack.

Advantages: no map, no arrows, and orders/divisional frontage are explicitly denoted on the table.

Disadvantages: Much greater DC control to halt an attack to respond to

threats (e.g., flank threats); Timed Orders are more limited.

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