

Errata and Clarifications for IN FLANDERS FIELDS:

Clarifications:

Q. For rule 13.0, what does .3 actually mean ? Is it they "must remain stationary for their first movement phase of the morning turn"

A. Units that recovered during the night may not move during their next First Movement Phase.

Q. I am assuming the rule about not being able to move from ZOC to ZOC unless contested, (9.51) supersedes the rule about always being able to move one hex (9.2). Otherwise the entire Allied army could be put out of supply on the first turn.

A. Yes. 9.51 says: "A unit must stop its movement when entering an enemy ZoC (contested or uncontested). A unit beginning the Movement Phase in an enemy ZoC may leave it and may enter another enemy ZoC but it may not move directly from one enemy ZoC to another one unless the latter is contested." This means that you have to stop when entering a ZoC (contested or uncontested). If you want to move from ZoC to ZoC the entered (new) ZoC has to be contested (and you have to stop again).

Q. In reference to the first note in 11.6. Does this mean that only one artillery unit may help with defensive fire support and that it can't be adjacent or does it mean that unlimited number of artillery units can be used for defensive fire support as long as they are adjacent to the hex where combat is taking place?

A. 11.6 says: "...Note: Defensive Fire support is limited to one non-adjacent artillery unit per combat - all artillery units in a hex to be assaulted may fire." The maximum is one non-adjacent artillery unit plus all the artillery units in a hex to be assaulted.

Q. Please clarify statement #3 under 13.0 Recovery.

A. "Recovery requires that all surviving units of the parent formation... 3. must remain stationary for the immediately following own one Movement Phase."

This means that may not move.

"* Recovering units may entrench." They may entrench, though.