Rifle & Saber

[15.0] TURN RECORD CHART

1	2	3	4	5	6	7	8	9	10

11	12	13	14	15	16	17	18	19	20

Rifle & Saber Errata
as of 30 April 1973

As a result of post-publication playtesting, the following errata has been assembled to clarify and correct various errors or ambiguities in the original game components.

[1.1] GAME SCALE

Each hex in *Rifle & Saber* represents about 50 meters from side to side. Each unit type represents about 100-150 men, or four to six guns. Each Game-Turn represents five minutes.

[5.1] FIRE COMBAT

The reference to an HZ unit in the example paragraph was intended to read an MZ unit.

(G) Units may always fire into and through Occupied hexes (hexes containing Enemy or Friendly units) which are located on lower terrain than the firing unit. Thus units on slopes may fire through ground-level Occupied hexes, but may not fire through other Occupied slope hexes. Regardless of elevation, units may never fire through *two* hexsides (or hexside junctions) of Woods or Village Blocking hexes.

[6.0] DISRUPTION

(C) *Retreat.* Disrupted units which retreat into Friendly occupied hexes become the topmost unit in that hex and as such are vulnerable to fire attacks previously allocated against that hex.

[10.1] MORALE

Disrupted units in a demoralized force are returned to an undisrupted state after the normal interval as detailed under [10.1] (B) Duration, if their force is subsequently raised to a normal or high Morale level.

[10.5] ROAD MOVEMENT (Optional)

(A) Units (not in the Road Movement Mode themselves) must stop upon entering any hex within the Road Movement Space of an *Enemy* unit. This is an additional restriction to those already described in the original Case (A) rule.

[11.1] Scenario #10

Prussian: (forces should read) (Blue): (a) 17 EB; 2 BA (b) 10 EB; 2 BA

[11.17] Scenario #17

Special rules: Limbers are only automatically eliminated if alone in a hex to which a Boer unit moves adjacent. Other British units stacked with the limber must be attacked normally.