

Across the Rappahannock - Glory: Volume II (GMT)

Designed by Richard Berg

UNOFFICIAL COMPILATION OF  
ERRATA/CLARIFICATIONS/FAQ TO THE  
12/2002 LIVING RULES UPDATE

FROM CONSIMWORLD AND E-MAIL  
FROM DESIGNER AND DEVELOPERS

AS OF 9/18/2003

(Series Rules, Battle Book, Player Aid Card,  
Map and Counters.)

Compilation by Jim Dauphinais based on  
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Series Rulebook

Errata/Clarifications:

#### 2.4 DEFINITIONS AND ABBREVIATIONS, CCDR

(Addition) A CCDR is failed if after any  
applicable modifiers it exceeds the unit's  
Cohesion rating. CCDR are made separately for  
each affected unit.

[Berg, CSW, 6/23/2002]

#### 3.C. ACTIVATION PHASE

(Addition) g. Remove Artillery Fired/Moved  
markers.

[Berg, CSW, 6/11/2002]

#### 5.12 LEADERS AND COMMAND CONTROL

(Correction) Strike the sentence "They use the  
Cavalry/Leader movement costs."

[Berg, CSW, 7/2/2002 and review of ATR TEC  
for Chancellorsville and Fredericksburg versus  
the ATR TEC for Manassas & Chickamauga]

#### 5.13 COMMAND RANGE

(Correction) Strike "Cavalry" in the sentence  
that ends "... determined under the  
Leader/Cavalry column on the Terrain Chart."

[Berg, CSW, 7/2/2002 and review of TEC for  
Chancellorsville and Fredericksburg versus the  
TEC for Manassas & Chickamauga]

(Addition prior to bullet points) Command range  
is counted from leader to unit. It cannot be traced  
through enemy units. It may be traced adjacent  
to enemy units.

[Berg, CSW, 6/28/2002 and 7/2/2002; Shanovich,  
CSW, 11/27/2002]

#### 6.13 EXTENDED MOVEMENT

(Addition) Disordered units may not use  
Extended Movement (11.12).

[Berg, CSW, 6/8/2002]

#### 6.21

(Correction) Delete the existing Play Note and  
replace it with "Play Note: Horse artillery uses  
the MP costs under the Artillery column.  
However, it has the ability to Retreat before  
Charge (10.27) that cavalry has."

[Berg, CSW, 9/20/2002 and 7/14/2003]

#### 6.51

(Addition) If the reinforcements are entering the  
map using normal movement or Extended  
Movement (6.13), they may stack in the off-map  
"column" within the bounds of normal stacking  
rules (6.4). If the entry area for a group for  
reinforcements consists of multiple hexes that are  
adjacent, the group of reinforcements may split  
their entry between the various hexes of that  
entry area in any manner the controlling player  
desires. In the event there are multiple entry  
areas available for a group of reinforcements, the  
player controlling the group of reinforcements  
chooses which entry area will be used. All units  
and Leaders of a reinforcement group must enter  
through the same entry area.

[Berg E-mail to Dauphinais 6/23/2003 posted by  
Dauphinais, CSW, 6/29/2003]

#### 6.53

(Clarification) Change "No unit may enter any  
enemy ..." to "No unit may enter or Charge (10.)  
any enemy ...".

[Berg E-mail to Dauphinais 6/23/2003 posted by  
Dauphinais, CSW, 6/29/2003]

#### 7.12

(Addition) However:

- If an artillery, cavalry or infantry  
unit begins movement stacked on  
top of an infantry unit and wishes  
to exit the hex into a Rear Hex, the  
unit must pay an additional MP to  
exit the hex.
- If an infantry unit begins  
movement stacked under another  
infantry unit and wishes to exit the  
hex into a Frontal Hex, the unit  
must pay an additional MP to exit  
the hex.

[Berg, CSW, 6/8/2002, 6/12/2002 and 6/17/2002]

#### 7.14

(Addition) However, an artillery unit may never  
change its facing when it is stacked with an  
infantry or cavalry unit.

[Jordan, E-mail to Dauphinais, 8/20/2003]

#### 9.12

(Correction) Strike "and once during the enemy's  
Activation Phase (Return Fire)" and add a "."  
after "... (Activation Fire)".

[Berg, CSW, 6/7/2002 and 6/11/2002]

(Addition) They may Return Fire (9.13) once  
during an enemy Activation Phase. They may  
also use Defensive Fire (10.3) (against any, some,  
or all units charging it) once during an enemy  
Activation Phase.

[Berg, CSW, 6/7/2002 and 6/11/2002]

#### 9.13 RETURN FIRE

(Addition) Return Fire affects all units in the  
targeted artillery unit's hex if those units can be  
affected by Artillery Fire.

[Berg E-mail to Dauphinais 6/23/2003 posted by  
Dauphinais, CSW, 6/29/2003]

#### 9.3 COMBINED FIRE

(Addition) Two artillery units of different  
commands that are stacked may combine fire, but  
they may only fire once under one of the  
commands, not both.

[Berg, CSW, 8/6/2002]

#### 9.4 LINE OF SIGHT (LOS)

(Addition, as a standalone sentence after the last  
bullet) If LOS is traced down a hexside that  
borders blocking terrain on either side, the LOS  
is blocked.

[Shanovich, CSW, 6/11/2002 and 11/27/2002]

#### 10.12 COVERING

(Addition after second bullet)

- If two units are stacked together  
and there is more than one enemy  
in their Frontal Hexes (7.11), they  
must Charge all such units if they  
choose to attack unless the enemy  
is "covered" by other friendly  
units. The bottom unit in the stack  
cannot be used to Cover.

[Berg, CSW, 6/13/2002 and Shanovich, CSW,  
2/3/2003]

(Addition after example) *Play Note: Covering  
units do not have to Charge; their simple  
presence keeps the attention of the covered units  
away from the other attacks. Also, the covered  
units remain covered even if the covering unit is  
subsequently Disordered (11.12) due to  
Defensive Fire (10.3).*

[Berg, CSW, 6/8/2002 and 8/5/2002]

#### 10.24 COMBINED CHARGE

(Clarification) Strike ", and if they are separated  
by an intervening hex,".

[Berg E-mail to Dauphinais 6/23/2003 posted by  
Dauphinais, CSW, 6/29/2003]

(Clarification) Change "each charge is resolved  
separately" to "each charge must be resolved  
separately".

[Berg E-mail to Dauphinais 6/23/2003 posted by  
Dauphinais, CSW, 6/29/2003]

(Addition) If a unit at the bottom of a stack is  
going to charge, it must combine its charge with  
the unit it is stacked under.

[Jordan, CSW, 7/26/2003]

(Addition) *Play Note: If one or more hexes involved in a combined charge is Disordered (11.12) due to Defensive Fire (10.3), the charge is still resolved as a combined charge at potentially lower odds (and revised DRMs) with the remaining units from hexes that have not been Disordered even if such units are no longer stacked with or adjacent to other units involved in that same combined charge.*

[Berg, CSW, 8/5/2002 and Berg E-mail to Dauphinais 6/23/2003 posted by Dauphinais, CSW, 6/29/2003]

#### 10.27 RETREAT BEFORE CHARGE

(Correction to last sentence) Change "...the infantry may advance ..." to "... the infantry must advance ...".

[Jordan, CSW, 8/4/2003]

#### 10.34 DF DRMS

(Correction) Change "+2 If an artillery unit is being Charged from only one hex, when defensive firing into that hex" to "+2 Artillery defensive firing at units in only one charging hex".

[Berg, CSW, 7/23/2003]

(Clarification to *Play Note*) Change "... there is no DRM for such stacking" to "... the bottom unit contributes no positive or negative DRMs to DF even if the bottom unit is disordered".

[Berg, CSW, 6/16/2002 and 12/28/2002; Jordan, CSW, 8/19/2003; Jordan, E-mail to Dauphinais, 9/2/2003 and Jordan E-mail to Dauphinais, 9/18/2003]

#### 10.41 CLEAR TERRAIN DRAWBACK

(Correction) Change "... players round off in favor ..." to "... players round leftover fractions up in favor ...".

[Berg, CSW, 6/16/2002]

#### 11.12

(Additional Bullet) May not change their order in a stack when adjacent to an enemy unit (6.43)

[Jordan, CSW, 7/26/2003]

(Additional Bullet) May not change facing when adjacent to an enemy unit (7.12)

[Jordan, E-mail to Dauphinais, 9/2/2003]

#### 11.23 STACKING AND RETREATS

(Addition) An infantry unit retreating into a hex with another infantry unit, where stacking is allowed, is always placed at the bottom of the stack (6.43).

[Jordan, CSW, 7/26/2003]

#### 11.24 TERRAIN AND RETREATS

(Clarification) Change "... Disorder, in addition to any ..." to "... Disorder after, and in addition to, any ...".

[Berg, CSW, 7/3/2002]

#### 11.25 ENEMY UNITS

(Addition) Any cohesion check required as a result of the attack that initiated the retreat is taken prior to the automatic (additional) disorder result.

[Berg, CSW, 7/3/2002]

#### 11.27 ELIMINATION (New Section)

(Addition) Elimination: If a unit does not have a valid retreat path it is eliminated, permanently.

[Berg E-mail to Dauphinais 6/23/2003 posted by Dauphinais, CSW, 6/29/2003 and Berg, CSW, 7/18/2003]

#### 11.28 WITHDRAWAL (New Section)

(Addition) Withdrawal: If the only valid retreat path for a unit is to exit the map, the unit is Withdrawn (11.4).

[Berg, CSW, 7/18/2003]

#### 11.31 ADVANCE

(Addition) If defenders in 2 hexes are attacked from one hex and both defenders retreat, the attacker must pick one hex to advance into.

[Berg, CSW, 6/11/2002]

#### 11.33 COUNTER-ATTACK

(Addition) *Play Note: When a Continued Attack or Counter-Attack occurs, the charge from either is affected by Defensive Fire (10.3), but only from new defending units that were not involved in the original combat that produced the Continued Attack or Counter-Attack result.*

[Berg, CSW, 6/24/2002]

#### 11.62

(Clarification) Change "... the player rolls ..." to "... the player may roll ...".

[Berg, CSW, 7/3/2002]

#### 14.51

(Addition) OPTIONAL: Players may choose to use the Chickamauga AMs from Glory I if they would like to reflect a more fragmented command structure.

[Berg, CSW, 6/8/2002]

## **Battle Book**

### **Errata/Clarifications**

#### **Roads, etc., Roads: (Page 2)**

(Addition) Roads shown in Town Hexes are town streets.

[Berg E-mail to Dauphinais 6/23/2003 posted by Dauphinais, CSW, 6/29/2003]

#### **Towns, Cavalry and Artillery in Towns: (Page 3)**

(Correction) Strike the words "CAVALRY AND" and "Mounted Cavalry and". Capitalize the first letter in artillery.

[Terrain Effects on Movement Chart for Chancellorsville and Fredericksburg, Berg E-mail to Dauphinais 6/23/2003 posted by Dauphinais, CSW, 6/29/2003]

#### **The Railroads (Page 3)**

(Clarification) Change "... treated as if they were IP ..." to "... treated as if they were IP (for Charge, Defensive Fire and Artillery Fire) ...".

[Jordan, CSW, 8/1/2003]

(Addition) However, these hexes are not treated as IP for any other purpose including movement.

[Berg E-mail to Dauphinais 6/23/2003 posted by Dauphinais, CSW, 6/29/2003]

#### **FREDERICKSBURG, Historical Background (Page 3)**

(Correction) Delete the following phrase from the 1<sup>st</sup> sentence of the 3<sup>rd</sup> paragraph: "after a disastrous attempt to outflank Lee to the west (the infamous Mud March)". The remainder of the sentence is correct.

[Observation of Lang, 8/5/2003; *Glory Road*, Bruce Catton; and *Great Battles of the Civil War*, John MacDonaldd]

#### **Engineering, Pontoon Bridges (Page 5)**

(Addition after "See the Terrain Effects on the Movement Chart for their effect.") For purposes of entry into town hexes containing town streets, pontoons are connected to the streets.

[Berg E-mail to Dauphinais 6/23/2003 posted by Dauphinais, CSW, 6/29/2003]

#### **Initial Historical Deployment (Page 6)**

(Addition at the end of the existing note in brackets that begins with "Units may be Faced ..." and ends with "... and Chancellorsville) In some cases the initial deployment violates stacking limits. In these cases, ignore stacking limits for these units (only) while the units remain in their initial setup hex. However, if one of these units leaves the initial setup hex that unit is immediately subject to stacking rules even in the event it returns to the hex it just left.

[Berg, CSW, 6/15/2002]

#### **Confederate Reinforcement (Page 7)**

(Addition prior to "Notes") The D.H. Hill Leader arrives with any unit of D.H. Hill's command. The Stuart Leader may either initially setup with any unit of its command or arrive later with any unit of its command.

[Jordan, CSW, 7/26/2003]

#### **Calvary Division [BrigGen Alfred Pleasanton] (Page 8)**

(Correction) Delete the "Pleasanton;" from the entries for hexes 2914 and 2911. Add entry "Any Hex Pleasanton" after entry for hex 2911.

[Observation by Dauphinais and Jordan, CSW, 8/1/2003]

#### **Notes (Page 7)**

(Addition to Note g.) Unless stacked with an infantry/cavalry unit at the start of a game turn, this unit is activated by the II Corps AM.

[Berg E-mail to Dauphinais 6/23/2003 posted by Dauphinais, CSW, 6/29/2003]

#### **Activation Markers (Page 8-9)**

(Correction) Replace the sentence beginning "For the CSA, use the Anderson ..." in its entirety with "Confederate Division AMs are not in play. Use the Confederate Corps AMs."

[Berg, CSW, 6/5/2002; Berg, CSW, 9/30/2002; Berg, CSW, 12/28/2002; and Shanovich, CSW, 1/7/2003]

#### **Victory (Page 9)**

(Correction) "5903 (Hamilton's Crossing)" should be "5905 (Hamilton's Crossing)".

[Berg E-mail to Dauphinais 6/23/2003 posted by Dauphinais, CSW, 6/29/2003]

#### **Confederate AMs (Page 9)**

(Correction) Change "... CSA player may choose to use one Corps AM ..." to "... CSA player may choose to use both AMs for one Corps ...".

[Berg, CSW, 6/10/2002]

(Addition, before Play Note) For purposes of this rule the Stuart AMs are considered Corps AM for the Fitz Lee and WHF Lee commands.

[Observation by Dauphinais, 9/1/2003]

#### **Reserve Artillery Units, Confederate Artillery (Pages 9-10)**

(Addition after "... is treated as a separate command in terms of being activated under their respective Corps AM.") If Division AMs are being used, the CSA player may elect to either assign each of the reserve artillery units to a division within that Corps or use the Corps AMs exclusively to activate the artillery reserve units.

(Clarification) Change "They do not have, nor do they need, a leader" to "Corps reserves do not have, nor do they need, a leader".

[Berg, CSW, 6/10/2002]

(Addition, before Historical Note) When the Confederate Fitz Lee and WHF Lee AMs are used rather than the Stuart AMs, the Confederate player must assign one of these two sets of AMs to be the "Calvary AMs" for purposes of activating Army of Northern Virginia Reserve units.

[Observation by Dauphinais, 9/1/2003]

#### **IMPROVED POSITIONS (Page 10) (New Section to be added just before "SPECIAL RULES FOR THE LARGER SCENARIOS")**

(Addition) The Improved Positions rules found under "SPECIAL RULES FOR LARGER SCENARIOS" apply to all Chancellorsville scenarios.

[Berg, CSW, 6/16/2002]

#### **SPECIAL RULES FOR THE LARGER SCENARIOS (Page 10)**

(Correction) Change "These rules are used only in scenarios where they are so indicated" to "In general, these rules are only used for the Jackson's Attack and Full Battle Scenarios. However, the Improved Positions rules apply to all scenarios and the Strategic Movement rules are only used in the Full Battle Scenario. However, upon mutual agreement players may also use the Strategic Movement rules in the Jackson's Attack Scenario".

[Jordan, CSW, 7/26/2003]

#### **SPECIAL RULES FOR THE LARGER SCENARIOS, Effects of Strategic Movement (Page 11)**

(Correction to 2<sup>nd</sup> bullet) Change "... their are units on the map using SM." to "... there are units (or Leaders) on the map using SM, there are units (or Leaders) using off-map movement, or Hooker is eligible to move.".

[Jordan, CSW, 8/4/2003 and Observation by Dauphinais]

(Addition to 4<sup>th</sup> bullet) , nor may units not using SM enter a hex with a unit marked with a SM marker.

[Shanovich, CSW, 12/11/2002]

(Addition prior to "SM Restrictions and Penalty")

A unit may begin Strategic Movement stacked with another unit provided that it exits the hex and does not stack after it exits the hex.

[Shanovich, CSW, 12/11/2002]

#### **SPECIAL RULES FOR THE LARGER SCENARIOS, Weather (Page 11)**

(Correction) Delete the bullet "When the GC Track reaches "0", the Ground is permanently "Good" and there is no more rolling for Weather".

[Jordan, CSW, 8/1/2003]

#### **SPECIAL RULES FOR THE LARGER SCENARIOS, Engineering (Page 11)**

(Correction to Pontoon Trains) Delete the sentence "Each Pontoon Train may carry up to two Pontoon markers".

[Jordan, CSW, 8/1/2003]

#### **SPECIAL RULES FOR THE LARGER SCENARIOS, Improved Positions (Page 12)**

(Addition prior to the Terrain Note) An IP only affects movement across the hexsides it protects. Pikes, town streets, roads and trails do not nullify the movement penalty for crossing the protected hexside of an IP. The counterminx does not limit the number of IPs that may be constructed.

[Berg, CSW, 6/16/2002 and Berg, CSW, 8/4/2003]

#### **HOOKEE, Moving Hooker (Page 13)**

As an exception to the normal restrictions on when SM AMs can be used, the Union may use the Union SM AM to move Hooker, even if there are no Union units currently using Strategic Movement.

[Berg, CSW, 6/14/2002]

#### **SPECIAL RULES FOR THE LARGER SCENARIOS, HOOKER, The Roof Falls In (Page 13)**

(Addition to bullet starting "Add three (+3) to ...") No other Command Indecision die roll modifiers apply when Hooker is hors de combat.

[Berg, CSW, 6/24/2002]

(Clarification) Change "This may happen only once per game" to "Hooker may only be injured once per game".

[Berg, CSW, 9/1/2002]

#### **SPECIAL RULES FOR THE LARGER SCENARIOS, OFF-MAP MOVEMENT (Page 13)**

(Addition after 2<sup>nd</sup> Sentence in the "In General" Paragraph prior to the example) These entry hexes are considered reinforcement entry hexes and as such may not be entered (or charged) at any point by the enemy when Off-Map Movement is available in a scenario.

[Observation by Dauphinais]

(Addition to the end of the 2<sup>nd</sup> paragraph of "Off-Map Movement Charts") Once available to enter the map, the units and Leaders of the command may enter the map at anytime through the designated entry hex as if they were a reinforcement group. As a group they may elect to use normal movement, Extended Movement or Strategic Movement, as available. The units and Leaders of a command are not required to enter the map in the same sequence they left the map. If an enemy unit comes within 3 hexes of the designated entry hex of a command that has become available for map entry, that command may elect to begin a new off-map movement using the designated entry hex as the exit hex for the new off-map movement. In such an event the player must reveal the previous written off-map movement order for the command and issue a new written off-map movement order for the command containing the new entry hex it will re-enter through.

[Jordan, CSW, 8/4/2003 and Observation by Dauphinais]

#### **Salem Church Scenario, Balance (Page 14)**

(Correction) *Play Note: Since publication additional experience has shown that despite playtest results showing a 50-50 chance of success, the Union player may have a very difficult time achieving a Minor Victory especially if the Union player is new to the game. By mutual agreement beforehand, players may want to consider Union occupation of 3907 (Salem Church) at game's end as a Moral Union Victory as historically the Union even failed to hold it after initially capturing it.*

[Berg, CSW, 6/10/2002; Berg, CSW, 6/14/2002; Shanovich, CSW, 8/13/2002; numerous postings of CSW contributors; and Dauphinais experiences]

#### **Salem Church Scenario, Initial Union Deployment (Page 14)**

(Correction) Change "3/VI 'b' artillery" to "1/VI 'b' artillery".

[Berg, CSW, 6/10/2002]

(Clarification) Change "AoP Reserve Artillery 'c'" to AoP Reserve (Hys/TyIr) 'c' artillery unit".

[Berg, CSW, 6/10/2002]

#### **Salem Church Scenario, Victory Conditions (Page 14)**

(Correction) Under BIG UNION VICTORY, change "(there is at least one Union combat unit in and there are no CSA units in or adjacent to)" to "(the Union Player was the last have a unit occupy and there are no Confederate units adjacent to)".

[Jordan, E-mail to Dauphinais, 9/2/2003]

(Correction) Change "3919" to "3819" in both the Big and Minor Union Victory Conditions.

[Jordan, CSW, 7/26/2003]

#### **Zion Church Scenario, Initial Confederate Deployment (Page 15)**

(Correction to Note "a") Change "... I Corps AM ..." to "... McLaws AM ...".

[Shanovich, CSW, 6/25/2002]

#### **Zion Church Scenario, AMs (Page 15)**

(Correction) Change "... V Corps (0-5) AM ..." to "... V Corps (0-6) AM ...".

[Berg, CSW, 6/23/2002]

(Correction) Replace "CONFEDERATE: Use McLaws, Rodes, and Fitz Lee AMs" with "CONFEDERATE: Use Anderson and McLaws AMs. Fitz Lee is assigned to McLaws. Alexander's artillery and Ramseur's Brigade can be assigned to either division at the start of the scenario."

[Berg, CSW, 6/8/2002; Berg, CSW, 6/10/2002; and Shanovich, CSW, 6/25/2002]

#### **Jackson's Attack Scenario, Initial Union Deployment, pontoons (Page 19)**

(Correction) Change "'1812-3 w/pontoon train'" to "pontoon train (1) in either 1812 or 1813".

[Jordan, CSW, 7/26/2003]

#### **Jackson's Attack Scenario, Confederate Army of Northern Virginia (Page 19)**

(Addition) The Anderson, McLaws and Rodes Leaders may setup with any of their respective units.

[Berg, CSW, 6/21/2002 and Berg, CSW, 3/14/2003]

#### **Jackson's Attack Scenario, Available AMs (Page 19)**

(Addition) The Union player may use the SM AM to move Hooker starting on the 1830 game turn even if the Strategic Movement rules are not in play.

[Berg, CSW, 6/14/2002]

**THE FULL BATTLE, Initial Deployment, Union Army of the Potomac (Page 21)**

(Clarification) Change “3910.....Hooker” to “C-3910.....Hooker”.

[Berg, CSW, 6/10/2002]

(Clarification to I Corps) Change “Bowling Green Road” to “Bowling Green Road (5108-5206-5305-5504)”. Change “51xx-55xx” to “F-51xx-55xx”.

[Dauphinais observation and Jordan, CSW, 8/1/2003]

(Clarification to VI Corps) Change “44xx-49xx” to “F-44xx-49xx”.

[Dauphinais observation]

(Clarification to Reserve Artillery) Change “... ‘b’, ‘c’ units ...” to “... ‘b’, (Hys/Tyler) ‘c’ units ...”.

[Berg, CSW, 6/10/2002]

(Correction to Pontoon Bridges in Place) Change “5F-5103-5204” to “F-5103-5204”. Change “C-2100-2101” to “C-2001-2101”.

[Observation by Dauphinais and Jordan, CSW, 8/1/2003]

**THE FULL BATTLE, Initial Deployment, Confederate Army of Northern Virginia (Page 22)**

(Correction to Anderson’s Division) Change “Garnet arty ‘b’” to “Hardaway arty ‘b’”.

[Jordan, CSW, 8/1/2003]

(Clarification to Improved Positions) Change “3517, 3618” to “S-3517, 3618”. Also, change “3718, 3819, ...” to “S-3718, 3819, ...”.

[Berg, CSW, 6/10/2002]

(Clarification to Reinforcement Schedule) Change the three instances of “Division” to “Infantry”. Add to the end of the schedule: “AP Hill, Rodes and Colston may each enter with any unit of their respective divisions. Fee Lee may either setup on map with any unit of his command or enter with any reinforcement under his command. WHF Lee enters with any reinforcement under his command.”

[Observation by Dauphinais and Jordan, CSW, 8/1/2003]

**THE FULL BATTLE, Initial Deployment, AMs, (Page 22)**

(Addition to end of paragraph on Union AMs) Hooker may not move on Turn 1.

[Berg, CSW, 6/14/02]

**THE FULL BATTLE, SPECIAL RULES FOR THIS SCENARIO, Union Fredericksburg Initial Command Decision (Page 22)**

(Clarification) Change “... that are east of the river ...” to “... listed below that are on the Fredericksburg Map ...”.

[Berg, CSW, 6/10/2002]

**THE FULL BATTLE, SPECIAL RULES FOR THIS SCENARIO, The Commands, FREE TO MOVE (Page 23)**

(Clarification) Change “... it must move west ...” to “it must move to the north side of the Rappahannock River (if not already there) and then west ...”.

[Berg, CSW, 6/10/2002]

**THE FULL BATTLE, SPECIAL RULES FOR THIS SCENARIO, Activating Sedgwick (Page 23)**

(Clarification to “RULE”) Change “... may not do anything ...” to “... may not do anything (other than Return Fire or Defensive Fire) ...”.

[Jordan, CSW, 8/4/2003]

(Addition of New Rule immediately before the *Play Note*)

**PARTIAL ACTIVATION OF SEDGWICK:** Sedgwick will partially “activate” if any unit under his command (as described above) is subject to enemy Artillery Fire. He will also partially “activate” if an enemy unit moves adjacent to any unit under his command. If Sedgwick partially activates, the AMs of the units under his command become available at the start of the next game-turn. While Sedgwick is partially activated, the AMs for units under Sedgwick’s command are only available for the following limited purposes:

- Rally
- Movement of units anywhere within the combined I and VI Corps setup areas west of the River or anywhere on the Fredericksburg map that is east of the River and south of hex row F-26xx. These units may not move adjacent to an enemy unit unless they begin movement already adjacent to an enemy unit.
- Construction of IPs
- Construction or Dismantlement of Pontoon Bridges
- Improvement of Fords

These restrictions are lifted when Sedgwick is fully “activated”.

[Berg, CSW, 8/5/2003 and Dauphinais Recommendation]

**THE FULL BATTLE, SPECIAL RULES FOR THIS SCENARIO, Union Observation Balloons (Page 24)**

(Clarification) Change “... the Union Player attempt to see what ...” to “... the Union Player may attempt to see what ...”.

[Jordan, CSW, 8/1/2003]

**THE FULL BATTLE, SPECIAL RULES FOR THIS SCENARIO, Victory Conditions (Page 24)**

(Correction to “AUTOMATIC VICTORY”) Change “... occupies, last to occupy, or no enemy units adjacent ...” to “... last to occupy and there are no enemy units are adjacent ...”.

[Jordan, CSW, 8/4/2003]

(Addition to end of “AUTOMATIC VICTORY”) At the start of the scenario all pike hexes on the map that are occupied by Union units or are to the west of other pike hexes that are occupied by Union units are considered under Union control. All remaining pike hexes on the map are considered to be under Confederate control at the start of the scenario. All victory point hexes (see below) on the Fredericksburg map start the scenario under Confederate control.

[Jordan, CSW, 8/4/2003 and Observations by Dauphinais]

(Clarification to “END-GAME VICTORY”) Change “... he has earned ...” to “... he has earned for control or elimination ...”.

[Observation by Dauphinais]

(Clarification to “END-GAME VICTORY”) Change “Each pike hex controlled” to “Each pike hex on the map controlled”.

[Jordan, E-mail to Dauphinais, 8/20/2003]

## Player Aid Card

### **Errata/Clarifications:**

#### **TERRAIN EFFECTS ON MOVEMENT CHART FOR CHANCELLORSVILLE AND FREDERICKSBURG**

(Correction) Strike "/Leader" from the "Cavalry/Leader" column header.

[Berg, CSW, 7/2/2002 and Dauphinais review of TEC for Chancellorsville and Fredericksburg versus the TEC for Manassas & Chickamauga plus On-Map TEC]

(Addition to Improved Position immediately after "... of OTH") Add "when crossing a hexside protected by the IP."

[Berg, CSW, 6/16/2002]

(Correction, Note 'd') Change "...occupied by one unit ..." to "... occupied by one infantry unit...".

[Observation by McCusker, 8/10/2003 and Series Rules 6.42]

(Addition to Note 'g')

"In addition, trail costs for any unit or Leader can never be less than road costs in the same terrain".

[Berg, CSW, 7/2/2002 and Observation by McCusker, 8/10/2003]

(Clarification to Bridge/Pontoon) Add "k" to the existing reference to 'j'.

[Berg, CSW, 8/6/2003]

(Addition of new Note 'k') k = Not applicable to Bridges and pontoons that cross Streams except during Bad Ground Conditions/Weather. However, in addition, Note [j] above is always applicable to Artillery retreating across a Bridge or Pontoon even during Good or Fair Ground Conditions/Weather.

[Berg, CSW, 8/6/2003 and Observation of McGovern]

## Counters

### **Errata/Clarifications:**

#### **POSEY 'a' UNIT IN CHANCELLORSVILLE**

The Posey 'a' unit used in Chancellorsville should have a Disordered Cohesion value of 5.

[Berg, CSW, 6/13/2002]

## **SMITH 'b' UNIT in CHANCELLORSVILLE**

Ignore the 'b' on Smith's Brigade (of Early's Division) from Chancellorsville. There may be other counters with similar extraneous letter identifiers on them that should be ignored.

[Berg, CSW, 6/5/2002]

## Map

### **Errata/Clarifications:**

#### **BO DIDLEY**

No, C-2313 is not Bo Didley's place. It should be Bailey.

[Berg, CSW, 8/17/2002]

#### **CATHERINE FURNACE (C-4815)**

Catherine Furnace should be Catharine Furnace with an "a".

[Observation by Lang, 8/19/2003 and USNPS Maps]

#### **DEER RUN**

Deer Run on the Fredericksburg Map should be Deep Run.

[Observation by Lang, 8/5/2003 and USNPS Maps]

#### **DOWDELL'S TAVERN (C-3820)**

Dowdell's Tavern should be Dowdall's Tavern with an "a".

[Observation by Lang, 8/19/2003]

#### **VAN WEEK'S (C-3815)**

Should be Van Wert's or Van Wart's.

[Observation by Lang, 8/19/2003]

## **ZION CHURCH**

Note that Zion Church on the Salem Church Map is actually Zoan Church. It has been called Zoar Zion Church by some past sources.

[Observation by Lang, 8/5/2003, USNPS Maps and more recent accounts of the battle such as Sears]

## **ON MAP TERRAIN EFFECTS CHART**

(Correction) Improved Positions provide an Artillery Fire modifier of -1 not +1.

[12/02/2002 Living Rules Player Aid Card is correct].

(Addition to Improved Position immediately after "... of OTH") Add "when crossing a hexside protected by the IP."

[Berg, CSW, 6/16/2002]

(Correction, Movement Effects Note 'd') Change "...occupied by one unit ..." to "... occupied by one infantry unit...".

[Observation by McCusker, 8/10/2003 and Series Rules 6.42]

(Clarification to Bridge/Pontoon) Add "(i) and (j)" after "Bridge/Pontoon".

[Berg, CSW, 8/6/2003 and Observation of Dauphinais]

(Addition of new Combat Effects Note '(i)') (i) Disordered if forced to Retreat across these.

[Observation of Dauphinais]

(Addition of new Combat Effects Note '(j)') (j) Not applicable to Bridges and pontoons that cross Streams except during Bad Ground Conditions/Weather. However, in addition, Note (i) above is always applicable to Artillery retreating across a Bridge or Pontoon even during Good or Fair Ground Conditions/Weather.

[Berg, CSW, 8/6/2003 and Observation by McGovern]

## **WEATHER BOXES**

(Correction) "Fair" should be "Overcast".

[Jordan, CSW, 8/1/2003]