

Blue and Gray Errata

22 September 1997

Shiloh Set Up

Some Shiloh initial set ups are hard to read against the forest pattern on the map. Shiloh set ups are as follows:

Confederate

0818 Jackson inf 6-6
0718 Chalmers inf 7-6
0616 Wood inf 9-6
0617 1 /II artillery 1-6
0516 III artillery 4-6
0517 Gladden inf 7-6
0518 I cavalry 2-6
0415 Cleburne inf 9-6
0416 2/II artillery 3-6
0417 Johnson inf 6-6
0315 Hindman inf 6-6
0316 Pond inf 6-6
0317 1/I artillery 2-6
0318 Stephens inf 5-6
0215 Anderson inf 6-6
0216 Russell inf 6-6
0217 2/I artillery 2-6
0218 Statham inf 9-6
0115 Gibson inf 6-6
0117 Stewart inf 6-6
0118 Trabue inf 9-6
0119 Reserve artillery 4-6
0319 Bowen inf 6-6
0116 Army cavalry 3-6
0418 Army artillery 2-6

Union

1515 2/5 inf 5-6
1413 2/2 inf 8-6
1313 4 cavalry 1-6
1212 4 artillery 3-6
1213 3/4 inf 6-6
1111 2/T artillery 4-6
1112 1/2 inf 6-6
1113 1/4 inf 6-6
1114 6 cavalry 1-6
1011 3/2 inf 8-6
1013 6 artillery 2-6
1014 6 inf 5-6
0914 2/6 inf 5-6
0810 2/4 inf 6-6
0812 3/1 inf 6-6
0813 1/6 inf 6-6
0711 1 artillery 4-6
0712 2/1 inf 6-6
0611 1/1 inf 6-6
0612 4/5 inf 5-6
0411 5/T artillery 3-6
0412 3/5 inf 5-6
0312 1/5 inf 5-6
0211 5 cavalry 1-6
0910 Army inf 3-6
0809 Army artillery 5-6

Second Bull Run

Unit strengths as shown on the counters are correct (these do not always match those shown on the map for set up).

Also note that Confederate reinforcements come in on turn 4 as per rules and Union reinforcements on Turn 9, not turn 10 as the rules state.

Cemetery Hill

Wooded Broken is the same terrain as Broken-Forest. The counters 1 and 3/XI are correct and the map is in error.

The unit 1/III starts on hex 0423.

Hex 2112 is a Union Reinforcement/Entry hex.

Combat Results Table

A roll of 1 at 3:1 odds produces a DE result.