

A GLEAM OF BAYONETS™ Game

Q: Regarding Rule 21.46, "halved" when mounted but not charging; does this apply in the first (or consecutive) round of melee, if an engaged result was obtained in the first?

A: Yes.

Q: Rule 27.43 shows boxes being marked first from the shaded side. Is this correct?

A: Yes.

Q: In the Order of Battle, where do the Union 1st US Sharpshooters and 2nd Ohio Co. come into play?

A: US independent regiments (like the 1st US SS and 2nd Ohio Co.) enter play as shown on the counters. Independent regiments do not have boxes on the OB rosters (see 21.86).

Q: The OB roster lists Col. Hoffman's Brigade as having 19 Strength Points, but the game contains only 14 SPs (7 Ind, 76 NY, 95 NY, and 56 PA). Which is correct? Have I been shorted a Union unit?

A: Hoffman's Brigade has 15 SP (count 'em again) and should have 15 boxes on the OB roster. The BCE limit stays the same.

Q: The OB roster lists the Confederate Pegram's Battery of A.P. Hill's Division as being able to fire once. Is this once per game or until reloaded by Supply Wagon?

A: The Pegram Battery has one shot, then suffers automatic ammunition depletion. The battery can be resupplied normally.

ERRATA

1. Hoffman's Brigade (Hooker's Division) should have 15 boxes, not 19. Hoffman's BCE level remains the same.
2. The six Rifle Pit markers were left out of the counter mix. Blank counters should be used for the rifle pits.
3. The General Doubleday counter should be set up in hex B3019, not B3010.
4. The General Lee counter should be set up in hex A3110, not A3310.
5. The set up hex for the 5th Virginia Cavalry is B2411.
6. The set up hex for the 14th North Carolina Infantry is A3831, not B3831.