

25 August 1995

## *Rebels & Redcoats errata*

There is an errata countersheet available for volume 2 only.

### Game system errata:

9.1 The Disrupted sides of counters have the Victory Points in parenthesis, except for artillery, whose Disrupted status is indicated by zero ("0") bombardment strength.

The following scenario special rules have some additions:

**Bunker Hill:** Add 17.20 The battery on Copp's Hill is always In-Command.

**Brandywine:** The American 2NJ counter is indicated as 3NJ in the set-up instructions; the British 2/71 counter is indicated as 2/72.

16.2 Cornwallis' Wing arrives at 1130.

17.2 Add as the second sentence: British forces may not move South or East of the 44xx hexrow until Game Turn 1530.

**Monmouth:** American Arty 5 does not start the game with Lee. It reinforces with Greene on turn 1500. The British reinforcements enter per the rules, not the Turn Record Track, on turns 1300 and 1330.

**Bennington:** 16.0 Add: The remaining British forces start with 5 hexes of Baum's Redoubt.

**Cowpens:** Ignore the duplicated deployment hexes 4225 and 4325 for the 71st, LC1, & LC2. The proper hexes are 4626 and 4726.

**Guildford Courthouse:** The British Arty unit deploys in hex 4018. The American Lynch unit deploys in 3912.

*Substitute the new counters for the following games in Volume 2:*

Camden	Gist, Dekalb, 1VA, 2VA
Hobkirk's Hill	5 MD for 2MD NC Militia (2-4) Irish Vol, NY Vol, 1/63, 2/63, Arty
Bennington	Cndns 1 Her, 2Her, Stark 3, Stark 4
Guilford Courthouse	3NC, 4NC, 3VA, 4VA
Cowpens	1SC, 1NC
Eutaw Springs	Pickns, NC Militia (3-4)

Blanks are additional counters for your use.