

STONEWALL

S&T 67 Game Errata

The following corrections and clarifications have been made to the S&T 67 issues game, *Stonewall*.

[8.77] *(addition)* A unit may *either* be placed in reserve status *or* be taken out of reserve status during a Friendly Movement Phase. The unit may not do both in the same Friendly Movement Phase.

[11.0] *(clarification)* General Rule: Mounted cavalry units do not have a Zone of Control.

[13.2] *(omission)* The second sentence should read: Furthermore, it must be able to move into the defending unit's *hex through one of the attacking unit's* frontal hexsides.

[18.87] *(addition)* Artillery units defend in melee combat with a strength of 1, regardless of the current strength of the gun crew.

NOTE: Stonewall Game

Some of the counters provided with the Stonewall game are missing the letter 'R'. Please note that all the Confederate unit markers should be labeled with 'R'. This has only occurred on some of the Confederate counters on some of the sets. Also note that some counter sheets were cut very close to the edge; each counter sheet contains 100 pieces.