

## ERRATA

*Pea Ridge* Campaign Setup: the two CSA units setting up in the woods should be moved down one hex to be on the road

*Pea Ridge* Victory/Control Marker should be 1515, not 1514

*Gettysburg*: Anderson's CSA division, Lane's artillery should enter on Turn 8

Pickett's Charge Setup: Carroll in 1710 & Schmilfng is correct at 1608

Special Rules Book page 22: 19. Game Terms states "Morale" 1-5 PASS, 6-10 FAIL. Should be reversed, 1-5 = Fail, 6-10 = Pass. It is correct on the chart card.

The 2nd example on page 10 of the Standard Rules has the Iron Brigade's MR at +3 when it is clearly +2. Thus, the final die roll should be "8" rather than "9".

## CLARIFICATIONS

Engagements and Advance after Combat:

1. The "attackers" in an Engagement are fixed, new ones are not added.
2. This is true even when an attacker advances into the ZOC of an enemy unit and that unit has other friendly units adjacent that are not in the current Engagement. Those don't join! Otherwise, an advance would enable Engagements to meld together and it would be a mess.
3. That said, combat is combat, so the unit the Attacker advanced next to DOES get to fire, must fire in fact, at units of the Engagement that are now adjacent. Since by 2. above, friendly units in the other Engagement do not join, they do not fire. They do however "mask" the fire of units they are adjacent to. Example: Two Engagements, A and B. Unit A-1 advances next to enemy X-1 which has 4 SPs and which is adjacent to friendly unit B-1. During combat, A-1 fires at X-1, X-1 fires at A-1, but with only two SPS because the other two are masked by B-1.

**Cavalry SPs with horses reduce the strength of a unit, pushing it closer to shattering.** Once shattered the on-map SP just stays there. It could be recovered if the unit returns to play and moves to the horses and reabsorbs the unit.

**Cavalry units with one or two SPs do not generate a horse holder** because fractions are rounded down always (11.3).

**When a horse holder SP is eliminated that loss is a loss to the unit, not two losses.** For instance, the 9<sup>th</sup> Texas dismounts and its strength is reduced to 3 with 1SP as a horse holder. If the horse holder is eliminated, the reduction to 3 is permanent, i.e. a 1 SP loss. See the above clarification re fractions, so the elimination of a horse unit without a horse holder does not affect the unit to which it belongs.

**IMPORTANT: Approach Fire markers carry over between hours/turns**, except for Night hours, they are removed then.

***Pea Ridge* artillery in 0921 and 1020 are setup correctly**, but they must move into lightwoods when they move as they are not allowed to move into forest hexes.

**The dotted outlines along the edges of some hexes** indicate that those are higher elevation. For example, in *Pea Ridge*, the two hexes labeled Welfley's Knoll are level two hexes.

**The Starting VP tables for scenarios list the starting losses and demoralizations for each side.** When you count for victory after the game, those are not included because they happened before the scenario began. So subtract them from the final total to get the VPs scored during play.

**There are no USA control markers in *Pea Ridge*.** USA control is indicated by removing the CSA control marker.

**There are no engagement markers** (section 6.1.6 is wrong) as playtesters did not find them helpful and the reference here was missed.

**IMPORTANT: Movement along a Road, Minor Road, or Rail Road negates the cost of both hex and hexside terrain, with the exception of fords.** For instance, in *Pea Ridge*, the cost to cross the creek along hexside 3103/3203 is 2 MPs, 1 for the Road and +1 for the Ford.