

Brothers at War

11/14/2022

Clarifications/Errata

This document includes a list of my answers to players' questions, as well as additions, clarifications and changes to the material provided in the 1862 box. The only real rules change is to road movement. I certainly didn't imagine the road movement rules being where issues would happen! Who worries about road movement rules? But, players had enough questions that, both in terms of game play and historical accuracy, I felt the rule needed to be altered (see 5.211 and 5.212 below).

-Christopher Moeller, 11/14/2022

RULE BOOK

2.32 Clean Up Step

The actions in the clean-up step (a,b,c and d) do not represent a sequence... they are resolved in any order. For example, if a brigade is both exhausted and inactive during the cleanup step, it gains a reserve and becomes un-exhausted (c), so does not place an activation marker in the exhausted brigades box (b).

2.321 addition: "A Brigade which activated using a Free Activation is not inactive (2.32c)"

2.35 clarification: Place reinforcements *indicated in the space above the Turn marker* near their entry hex(es) and add their activation markers to those already in play. For example: during the reinforcement step of Turn 2, reinforcements for Turn 3 add their activation markers to the pool, and the units are placed near their entry hexes

3.31 Addition: If every space on the activation track contains activation markers and the turn has not ended, activation markers continue to be drawn, and formations activated, until a second Countdown marker has been drawn (ending the turn). Markers drawn this way are not placed on the track and will no longer trigger card draws or cause additional countdown markers to be added to the opaque container.

5.211 addition: Roads and Trails affect movement costs only (not terrain restrictions or combat). Formed Infantry and Deployed artillery ignore the effects of Roads or Trails.

5.212 change: An infantry unit which is Formed *at any point during its activation* does not benefit from road march.

5.37 clarification: If a unit enters and does not immediately exit (via assault or move action), a hex

containing a disrupted or finished marker, it becomes disrupted/finished and its activation ends.

5.38 addition: The defender chooses which unit to eliminate.

5.42 (correction):

- long range: 2x printed range *or less* (-1 to hit)
- extreme range: 3x printed range *or less* (-1 to hit and max 1 hit)

7.12 (addition): A Unit defending against an assault may not retreat into the hex from which the assaulting unit launched its assault.

9.15 change: A skirmisher may conduct point blank fire at any enemy unit that *performs a movement action* to enter a hex adjacent to it.

SCENARIOS

12.0 addition: • Add the activation markers of all Turn 1 reinforcements to the cup.

14.12 Victory Conditions correction: hex number 1109 should read 1110.

14.22 Victory Conditions correction: hex number 1611 should read 1614.

14.4-5 clarification: the artillery unit "Bonder" refers to Boundurant's battery.

15.32 correction: remove "If there is no instant victory by the end of the game, the CSA player wins."

16.011 clarification: When a card played by the USA player affects a CSA brigade commander, the player must choose one of the CSA brigade commanders as its target (*and vice versa when a*

card played by the CSA player affects a USA commander)

COMBAT RESOLUTION PLAYER AID

There were a number of anachronisms present on combat resolution page of the player aid. Look for a corrected combat resolution page to be posted along with this document.

Point Blank Fire correction: replace “Enemy moves from one hex adjacent to firing unit to another“ with “*Trigger: enemy enters an adjacent hex, then attempts to perform a move action.*”

Assault correction: replace “Defending upslope +1 to Hit“ with “*Assaulting upslope -1 to Hit*”

Assault Correction : replace “Loser falls back 1 hex“ with “*Loser must retreat*”

SEQUENCE OF PLAY

2.34 and 2.35 correction: *change 2.34 to “Advance Turn Marker”, 2.35 to “Reinforcement Step”*

PLAYER AID

Artillery Correction: replace “may deploy and fire for 4 mp“ with “*may deploy for 2 MP (Finished)*”

COUNTERS

The picture on the "Christ" Brigade Commander counter is Crook. The picture on the "Crook" counter is Christ.

The skirmish unit for Welsh’s brigade should read: 100th PA/A “*Washington County*”

