

War for the Union (2nd edition) Clarifications and Errata

June 7, 2024

1. **Add to 2.13** – In line 3, add “(Virginia)” after Alexandria. At the end of the paragraph, add “Alexandria (Virginia) is controlled, and may be used, by whichever player last had a troop unit in the hex”.

2. **Add 2.39** – Ft. Jackson: The Ft. Jackson battery may only be attacked by Union naval units from Mississippi River hexsides 2532/2533 and 2633/2533. The Ft. Jackson hex may only be invaded from the Mississippi River not from the Mississippi Delta sea zone. It may be attacked overland from hex 2433.

3. **4.61, 1** – The first line should read “The Movement Allowance of every land unit (troop unit, USMRR unit, and Leader) is”

4. **7.24 d.** – Rule 7.24 d. is correct. In the second sentence of Rule 7.24, the requirement to be occupied by a Union troop unit only exists if required by Rule 7.24 d.

5. **Add to 8.14** – Forts may not be constructed in bayou terrain.

6. **Add to 8.23** – Batteries may not be constructed in bayou terrain.

7. **Add to 10.33** – Note: There is a Union battery (Ft. Pickens) in hex 3331 that is not represented by a counter since hex 3331 is an unplayable hex,

8. **Add Optional Rule 20.16 USMRR Units and Poor Weather** – During poor weather, a USMRR unit may move by rail and cross up to one rail ferry hexside using rail movement but may not repair any rail hexes during turns in which it uses rail movement.

During poor weather, a USMRR unit can repair the rail across a minor river, navigable river, or mountain hexside but it requires two turns. The USMRR unit may initiate the first turn of repair if it would be capable of moving into the hex during good weather. On the following turn, the USMRR unit may complete the repair process if it still would be capable of moving into the hex during good weather. The USMRR unit is then moved into the hex at the conclusion of that movement phase.

In the case of a conflict between this optional rule and Rule 9.7, this rule supersedes Rule 9.7.

9. **19.2 The Expanding War Scenario** –

a. Fort Jackson has a Bat(3) not a Bat(4).

b. There are 3 x Bat(3) in the Confederate Fort and Battery Pool.

10. In the **Vassal module**, there should be (6) Bat(3) in the Confederate Fort and Battery Pool not (5) in 7/61.