

## Errata

War for the Union (as of July 1st, 1996)

### The Map:

A bluff hexside should be drawn along the north side of hex 1828.

Hexside 5819/5919 (outside Wilmington NC) should be a Navigable River hexside (instead of a Tidal River hexside) with a railroad ferry connecting 5819 to 5919. Hexside 5820/5919 remains a Tidal River hexside.

Hexside 6108/6109 is a Navigable River hexside.

Treat the Delaware Bay, Pimlico/Albemarle Sounds, and the mouths of the Escambia, St. John's, and Cape Fear Rivers as collections of tidal river hexsides like the Chesapeake Bay, except as noted above. Fredericksburg's (5907) Supply Capacity is actually printed in red, but the green overlay makes it look black. Notice that the very "tip" of the "1" is red.

Washington's (6005) Supply Capacity of "3" is hard to see. It is printed in blue on top of the 6005/6105 hexside.

The rail line in hex 6201 should have a spur drawn to the NE connecting it to the north edge of the map. The small blue line crossing the neck of the peninsula in hex 6310 (Ft. Monroe) is a Minor River. All movement and combat penalties apply.

Both the NW and SW river hexsides of Memphis TN (2515) should be Tidal River hexsides, rather than the SW being Tidal and the NW being Navigable. This change will impact the Confederate player's decision to build a battery at Memphis (now completely on a Tidal River) or at Ft. Pillow, upstream (on a Navigable River).

Unnumbered half-hexes are playable (so Sea Movement around the Mississippi Delta is possible).

Remember, it costs 15 hexes (not MPs) of movement from a naval unit's Movement Allowance to move from the map to the Key West box, and another 15 hexes to move from the box back on to the map (so a sea going naval unit would pay 7 « MPs to move from the map to the box and vice versa).

"Chattahoochee" is the correct spelling for the river along the Alabama-Georgia border.

### Basic Game Rules:

7.3 (Addition): The head of Section 7.3 should have been printed at the bottom of pg. 6 (but fell off at the printers). It should read as follows: "Each side has supply cities and mapedge supply hexes. These function as Supply Sources if they meet the requirements in the rules below..."

8.3 (Addition): Infantry and cavalry SPs may use Rail Movement without a leader being stacked with them.

### Advanced Game Rules:

2.31b (Clarification): Sea Movement to or from Washington is not allowed. (Despite the presence of the Washington Navy Yard, it's not a port in game terms). The Potomac River loops around to provide access to the port of Alexandria at the NE and SE hexsides.

4.31 (Clarification): A battery's ZOI does not extend into a Chesapeake Bay hexside. For example, a battery located on the NE/SE hexsides of Ft. Monroe would not exert a ZOI into hexsides 6310/6410 or 6310/6411.

4.56 (Clarification): Army HQs may not move over the map (other than by rail, river, or sea movement) if there is no eligible leader (one with an Army Commander side) stacked with the HQ.

5.19 (Clarification) The Virginia State Militia will disband only if all of Virginia is free of Union occupation (i.e., Ft. Monroe and Alexandria must both be free of Union troops as well as the rest of the state).

6.25 (Clarification) The Atlanta KIC (or any other KICs that arrive) does not contribute a RP on the turn it arrives (Jan. 1862). Note that the Resource Point Collection Phase occurs before the Reinforcement Phase.

6.26 (Clarification): The number of Confederate ships under construction does not affect the number of forts or batteries that may be under construction per rule 8.22.

6.27 et al. (Clarification): Units under construction (batteries, ships, forts, etc.) do not exist, in game terms, on the map until they are completed. Such units cannot be "attacked" until they are completed. However, occupying the hex in which they are being constructed (i.e., all enemy SPs have been driven from the hex) will eliminate units under construction from play. Batteries that are being upgraded are attacked at their lower value until completed. Also, the battery and/or fort "Under Construction" limit (of two of each per theater) only applies to the items being built, not the number of Under Construction markers supplied in the mix.

6.43(b) (Clarification): The 2 SP limit for adding SPs to HQs during the Reinforcement Phase still applies if the HQ itself is occupying a Reinforcement Hex (such as Richmond) that is also allowed to have 2 SPs placed there as well (see Rule 6.64).

6.52 (Clarification): The Confederate player is not required to recruit the maximum amount possible each Recruitment Phase.

6.61 (Clarification): Reinforcement Hexes are defined as only those major cities, state capitals, and mapedge supply hexes printed in the appropriate color, not just any city printed in the appropriate color.

6.61 (Omission): Each Confederate city listed on the Confederate Recruitment Chart is also a Confederate Reinforcement Hex throughout the war (even in turns prior to April 1862 when the Confederate player is not yet using the recruitment procedure). Exception: troop units may not arrive in Norfolk, Wilmington, or Savannah if blockaded.

6.63 (Clarification): The first sentence should read: "All Union militia reinforcements, and Confederate volunteer reinforcements through March 1862, may be placed at Reinforcement Hexes of the player's choosing so long as one half of the infantry SPs, and one half the cavalry SPs arrive in each theater."

6.65a (Omission): A maximum of 1 SP may arrive at each black supply capacity city. This is an exception to the 1 SP per state limit prior to April 1862.

7.24 (Addition): The Union player may also trace Sea Supply to hex 6901 (New York or Boston) in the rare event that Philadelphia is captured.

7.34 (Clarification): A supply city may only use its supply capacity once per game turn. Example: There are 4 SPs in a 2 supply capacity city. Two SPs are supplied during the supply phase. The supply city could not then also supply the other 2 SPs during the supply judgment segment of the Administration Phase.

7.52 (Clarification): SPs lost to Attrition are placed in the Replacement Box. If a force is completely eliminated due to Attrition, any leader remains on the board in the hex. He is free to move normally.

8.24 (Clarification): You do need an entrenched SP or fort present to upgrade an existing battery, it can't do it by itself.

9.17 (Clarification): It only costs +1 MP to move from one enemy ZOC to another enemy ZOC. There is no penalty for simply leaving an enemy ZOC to move to another hex with no enemy ZOC.

9.36 (Addition) Overruns and Forced March: Units may conduct Overruns while using Forced March movement. A stack can have its Force March path go through a stack being Overrun. It keeps expending MPs until the enemy stack is dislodged, then it may continue on its path. Alternatively, a moving stack can designate its Forced March path to be along the retreat path of the stack being Overrun. (This simulates a superior force hounding a smaller one for the whole move).

9.59a (Clarification) Rail movement is allowed into both a friendly occupied fort or major city, as enemy ZOCs do not extend into these hexes. Rail movement into minor cities in an enemy ZOC is permitted if at least one entrenched friendly SP is present in the minor city hex. Otherwise minor cities in enemy ZOCs cannot be railed into.

10.11 (Addition): While riverine naval units cannot enter sea terrain, those that set up or appear in coastal hexes (like Charleston SC) are allowed to remain there.

10.44 and 10.63 (Clarification) Cavalry SPs may be moved by river transports or use Sea Movement. Each cavalry SP counts as only 1 SP towards the limits allowed for either type of move.

10.46 (Omission) Players may not use a "chain" of transports to move SPs more than once per turn. Units may not embark more than once per turn.

10.61 (Clarification): Union forces can invade unoccupied ports. These are treated as coastal hexes and leaderless units can land there but are limited to 2 SPs that turn.

10.72 (Clarification): A leader must accompany invading troops when invading a hex containing only an enemy fort and/or battery but no troop units.

11.35 (Clarification): Ft. Jackson is not on a bluff hex.

11.39a (Clarification): After engaging a battery, a naval unit may continue moving in either direction after expending the required number of MPs. If the naval units have sufficient MPs left after combat, they may continue moving in either direction. If the naval units do not have sufficient MPs to continue moving, the phasing player must shift them to the nearest hex/hexside - in the direction from which they came - that is, not in the ZOI of the enemy battery.

12.11c (Clarification): This does not count against the 2 SP restriction specified in rule 10.72a. Note that during 1861, however, this will effectively limit the Union player to 1 SP in a hex where the Union player also wishes to place a Naval Depot later in the turn.

13.11 (Clarification): While veteran cavalry may attack without being under command of a leader, their "assumed 0 BR leader" cannot be subordinated to an Army Leader.

13.6 (Clarification): Attacks at odds greater than 4-1 are resolved as 4-1. Attacks at odds less than 1-3 are not allowed.

13.73c (Clarification): Defending units may retreat through units that just attacked them. The effects are the same as retreating through hexes occupied by enemy troop units that did not attack them.

14.12 (Clarification): When a land unit occupying a hex containing a fort attacks an enemy unit in an adjacent hex, but suffers an attacker retreat result, it may retreat into the fort itself to avoid leaving the hex.

14.22 and 14.25 (Clarification): Sieges are checked at the end of the Combat Phase after all attacks have been resolved.

14.24 (Clarification): The besieged force controls the city in the hex for ZOC and embarkation/debarkation purposes. Also besieging units may not build a fort or repair rail lines in a besieged hex.

14.24(b) (Addition): Besieging units may themselves entrench if they wish.

17.11 (Clarification): The Confederate player does not receive VPs for capturing cities in Kentucky on the game turn that Kentucky enters as a Union state per rule 6.82. Example: The Confederates invade Kentucky in 9/61 and capture Frankfort and Lexington. The Confederate player does not receive any VPs for these cities in 9/61. If the Confederate player still holds Frankfort and Lexington in 10/61, he will receive 2 VPs for Frankfort and 1 VP for Lexington. If the Confederate player continues to hold these cities for another turn in 11/61, he would receive 1 additional VP for Frankfort.

17.16 (Clarification): The Confederate player receives 4 VPs at the instant Kentucky joins the Confederacy for the first time. The Confederate player does not continue to receive VPs for subsequent occupation of Louisville and Frankfort while Kentucky is a Confederate State.

19.1 (Clarification): Leaders that use rail movement during the July 1861 turn may not command troops for attacks that turn.

19.2 (Change): Delete the Fort in Alexandria (VA) from the Union Order of Battle. Also the Union Fort and Battery Pool now has 10 Forts available.

19.3 (Omission): Add a naval transport (T) in Baltimore to the Union Order of Battle.

19.4 (Clarification): There is no railhead marker in hex 2717.

19.5 (Clarification): Leaders that use rail movement during the July 1861 turn may not command troops for attacks that turn.

19.5 (Addition): The Union N1R naval unit may not enter Confederate territory (gray shading) until the 11/61 turn. It may enter border state territory even if currently controlled by the Confederacy.

Playtester Credits:

Vic MacFarlane (a Canadian of distinction) was accidentally left off the playtester credits.

Optional Map Suggestions:

Purists may wish to give both Camden NJ (6602) and Wilmington DE (6403) a Supply Capacity of "4" printed in blue. (The Union doesn't need them but all other minor cities have a Supply Capacity).

March 19, 2000

1. 6.64 (change) The maximum number of Union SPs that can be placed at Jefferson City, Louisville, Frankfort, Baltimore, and Dover is one less than for other Union Reinforcement hexes. The maximum number of Confederate SPs that can be placed in a border state city is one. This is increased to 2 SPs if there is a supplied Confederate army in the hex. Note: Confederate reinforcements and recruits may never arrive in Louisville unless Kentucky is a Confederate state.
2. 6.65b. (change) The Union player loses reinforcements for Confederate occupied cities in border states as follows: 1. Kentucky - Lose 1 SP if both Louisville and Frankfort are occupied. 2. Missouri - Lose 1 SP if St Louis is occupied. 3. Maryland - Lose 1 SP if both Baltimore and Annapolis are occupied.
3. 10.4 and 10.6 (addition) Leaders may also use river movement on riverine naval units and sea movement on seagoing naval units. Normal embarkation and debarkation costs apply for river movement.
4. 10.62 (addition) Union units may always move by sea from Philadelphia, Baltimore, or Alexandria (VA), to Key West and vice versa. Exception: They cannot use this special rule if they encounter a Confederate battery or naval unit along the way.
5. 17.11 (change) The Confederate player receives only 1 VP for the first capture of Jefferson City, Louisville, Frankfort, Baltimore, or Annapolis. The Confederate player receives 1 VP for each later turn that the Confederates occupy Louisville and Frankfort, or Baltimore and Annapolis. No points are received for Jefferson City after the turn of first capture.
6. 20.16d. (addition) Union Leader Promotion: 4/62 Promote Lyon to a 6/19. The army commander side is a 3 0 8 with a subordinate limit of 2.