

Civil War Brigade Series (v3.0) (20 Feb 07)

1. The Close Combat sequence in the pull-out charts and tables was not updated to the new sequence. The correct sequence is given on page 5 of the Series rules. A corrected version of the Close Combat Resolution & Odds Table is included with the new [Command Chart](#) (see #8 below).

2. Rule 20.3a and 20.3e conflict with each other. The correct answer is Fire Splitting is not allowed, period.

3. In section 10.0 some statements are in error with respect to the new rules in 10.6. In all cases, the rules in section 10.6 supersede all other sections. The following changes can be made if desired:

10.0a (change 9th sentence): Army commanders send orders from the Army HQ to the Corps HQ unit, not to the Corps leader.

10.0a (delete the last 4 sentences in the section).

10.0c (delete two sentences near the end of the section): “Army HQs are not constrained.....” and “Orders are sent by aide.....”.

4. The example regarding Council of War was not written with the new Army Commander rules in mind. Rule 10.6c dictates how a council of war can be done and how often. A new example for “Council of War” is included with the new [Command Chart](#) (see #8 below).

5. In 6.5a, delete the second sentence (which refers to the old AA and A fire level markers).

6. In CWB v3.0, the effect of Forest for movement and LOS is hex-based, not symbol based (see 16.2d). For games with the New-style Graphics ([click here to see list](#)) any hex that contains at least two complete tree symbols is considered to be a forest hex. For older games, a hex is considered to be Forest if 50% or more of the hex has the forest symbol; otherwise it is Clear.

7. When determining unit strength for the Close Combat Odds Table, note that Low Ammo, DG Morale, and Formation have no effect on unit strength. Do not roll on the Odds Table when the defending units are Routed; instead, the defending Routed units automatically Rout (Back 2 and Straggle 3) and then make an additional morale check.

8. “Force” is no longer used. Ignore all references to “Force” in sections 10.0 thru 10.6. Rule 10.6d “Use of Force in Orders” is eliminated (not needed). To compensate for this change, the number of Command Points available to the Army Commander

each turn has been adjusted and the cost for Oral orders has been increased to 3 CP. All of the new values are provided on this new [Command Chart](#) (click to download).

9. Clarify 10.0c, only displaced Corps HQ must execute an emergency retreat. When the Army HQ is overrun, it is flipped to its 'Move' side and placed with any friendly unit. Displacing the Army HQ does NOT cause the entire army to retreat.

Note: the new Command Chart also provides an alternate version of the Acceptance Table using Delay values of D5 and D6, same as the Delay values in the RSS system. A delay result of D5 means you have to roll a 5 or 6 for delay reduction, and a delay result of D6 means you have to roll a 6 for delay reduction. Use either table, they both give the same results.

1-01 In their Quiet Fields II (28 April 99)

1. For purposes of this game, the Union Player Turn is first in every turn, the Confederate Player Turn is second. This is a variation on the Series rules default of Confederates always go first and corrects the Sequence of Play as printed on the map (the SoP gives the series standard "Rebs first" which does not apply to this game).

2. There is a VP cost for getting McClellan killed and the rules say McClellan cannot be killed; the correct answer is: McClellan cannot be killed and there are no VPs available for offing him.

3. The rules say the cornfield has no effect on play, the Terrain Effects Chart on the map says it is Prohibitive (!) terrain; the rules are correct.

4. In scenario 5.1, several 12th Corps units set up beyond the scenario's eastern boundary. They are in the correct locations, but the Union player must move these units into the play area on the first turn.

5. Confederate division commanders are "bolted to the ground" like corps HQs when without orders. They only move when they have initiative or orders to do so and they function just like the regular corps HQ units (but with a smaller command radius, of course). They are exempted from the rule requiring them to stack with one of their brigades.

6. Union artillery can trace off the north map edge in order to reach the Army Supply Train. The roads north of the map are assumed to connect (unlike the northern map area farm lanes, which don't).

7. The brigade commander of 1-3-2 is Kimball, not Kimbell.

1-02a Thunder at the Crossroads, 2nd Edition (27 Aug 96)

1. In scenario 6.2, the 3rd Corps Supply Wagon sets up in A10.21.

2. The Union Variant about 12th Corps should have them enter at I, not F.

3. In scenario 1 and 5 a couple of entry areas were given their old (1st ed) designations: E should be I, F should be K, G should be L.

4. Powers Hill (mentioned in scenario 5) is the hill at B34.34.

5. Pender's Division (P-3) should be included as part of Force #4 on page 13 for the Variable Entry rules.

6. The counters for four Confederate Cavalry Brigades state that they are in Column on the back, they should be marked as Mounted (as all good cavalry should be...). The units in question are: F Cav, Jo-Cav, H Cav, and R-Cav.

1-03 August Fury (Before 6 Dec 94)

1. If for any reason a newly arriving unit finds its entry area blocked by enemy forces, it may appear, one turn later, at the closest unblocked map edge hex, in any formation desired.

2. The CSA RW Supply arrives at 9:00 a.m., the 29th, at area A.

3. Remove the 3v Supply wagon from both Scenario 2 and 6 set ups. The wagon enters at 5:00 a.m. on the 29th with McDowell which is the first turn of both scenarios and does not begin on the map.

4. H/Cav should be listed as part of the option which includes Hill's Provisional Corps.

5. Hatch is allowed to stack with the artillery with his division as if it were one of his brigades in the set up. He must move to one of his brigades when play begins.

6. In scenario 5, the 3v Supply wagon sets up and is on the Arrival Schedule; the set up is correct.

1-04 Barren Victory (6 Dec 94)

1. There are two Entry Area Fs on the map. The one on the North map edge should be a G. There are supposed to be two Entry Area Gs.
2. The Ammo and Casualty tracks for both sides were set up from 1 to 10 instead of 0 to 9. Please use the 10 as the 0.
3. The use of Kershaw and McLaws is not explained. McLaws is an optional unit for use when the "rest of M/1" variant is used. Kershaw is the normal commander of M/1. When the regular reinforcements of M/1 come on the map he is their commander. When the option is used, ignore Kershaw and bring on McLaws instead.
4. The example of forest in the terrain key was omitted. What the forest symbol looks like should be obvious. The use of the words forest and woods in the Terrain notes of the exclusive rules was unfortunate; please read woods as open.
5. The dice rolls given as examples in the rules for Lee and Johnston to bypass Wing Structure are incorrect. Johnston needs 11+, Lee needs 9+. The number listed for Bragg (12) is correct.
6. The two optional Reserve Corps Batteries—Rb(5), Rb(2); should be omitted when setting up the game. Where the set up calls for "Reserve Corps, all" it is too easy to forget that these two batteries are optional and should not be set up. Be sure to keep them with the optionals.
7. The reference to "5" in 4.2f should be to 4.2e.
8. When the Union Army panics, the center of the "zone of rout" is measured from Rosecrans himself, not his HQ.
9. The arrival of Stevenson's Division (optional) is correct on the Order of Arrival. The rule text incorrectly states 9:00 p.m., 9:00 a.m. is correct.

1-05 Bloody Roads South (Before 6 Dec 94)

1. The following rules should be added to those already marked Optional: 1.2c and 3.1d. As a further option, if 3.1d is used, do not apply it to those Union leaders listed in 3.1g which are capable of issuing themselves attack orders.
2. The Off-Map movement hex for the Rebs should be A2.01, not A1.01
3. The Divisional Goal listed for 3/5 in Scenario 3 also applies in Scenarios 4 and 5.

4. 3.1a & 3.1b are not meant to imply that Grant cannot issue orders to division commanders. He can if he wants to, and this would be done with the same column shift on the Acceptance Table as if the receiver was a corps commander.
5. 3.1c: A sentence is incorrect as written. The sentence beginning: "Union corps no longer need to check for acceptance themselves..." should read "Union corps no longer need to check for Corps Attack Stoppage themselves..."
6. In Strategic Victory determination, The Brock Crossing should be worth 2 VPs to either side, not just the Confederates. In Tactical Victory determination, "Every 100 enemy casualties" should be "Every 100 enemy Strength Points lost".
7. Add to 1.2f: "Wilderness hexes are negated for straggler recovery purposes if they contain or are adjacent to trails, roads, railroads, or open terrain features."

1-06 Perryville (28 April 99)

1. The Chaplin River is missing its center dark blue line. It is a river in game terms—not a stream or a third kind of feature.
2. Our laser printer lobbed off the furthest right loss chart boxes for a few units in their C fire level. Each of the following brigades should have three boxes following the lonely "C" on the Loss Charts:

Confederate: I-M-Ky

Union: 34-10-1, 3-1-3, 36-11-3, and 37-11-3

3. Give the Union player 6 VPs when playing scenario 4. This automatic award nullifies the points the CSA player has for holding bridges and fords at the beginning of the scenario.

1-07 Embrace an Angry Wind (8 Dec 07)

1. On the Union Order of Arrivals on the back of the rule book, order number 4 (unlisted) is "Rejoin Corps."
2. As in **Perryville**, the Panic and Status rules are not used in this game.
3. On the Confederate Order of Arrival, the last two entries (10:00 p.m. and 10:30 p.m.) should both be listed as **A.M.** arrivals (10:00 a.m. and 10:30 a.m. respectively).

4. The Extreme Slope symbol was left off the terrain key. The symbol is the "abstract-looking" one.
5. Technically, Cooper's Brigade (1-2-23) was off on detached garrison duty during the battle. He has been added here as a game balance. Should players want a more historical game to play, subtract 1-2-23 from the Union OoB and give the Union player one victory point.
6. The Spring Hill garrison may **not** be used to initiate the bridge building conditions over the Harpeth. Furthermore, the units which are to fulfill those conditions must have explicit accepted orders to do so, and such orders cannot be given using initiative, but must come from the Union army commander himself.
7. The Minor Union Victory Level includes up to 30 (pg 6).
8. Hood's Army HQ always stacks with Hood and does not need orders to move (it just follows him around).

1-08 No Better Place to Die (9 Dec 08)

1. The formation change cost for mounted cavalry should be 2 (as in the rest of the series), not 1.
2. The Union Cavalry units are lacking their "+" weapons symbol; they all should have them.
3. In scenario 6.3, when the set up calls for 1-C (all), it should read 1-C (all, less 3-1-C). This is because 3-1-C comes on as a reinforcement and should not be in the initial set up.
4. In scenario 6.5, McCown's Division has the following divisional goal: Defend Polk's flank between the Franklin Road and 49.20, back to Captain Jones' Farm.
5. For scenario 6.1, the Confederate Major victory conditions, at least 5 Union Brigades must be wrecked, not 4.
6. For scenario 6.2, ignore the statement to apply pre-game losses for victory purposes. For that scenario, use the losses that occur in the game's play (only) for victory determination.

1-09 April's Harvest (28 April 99)

1. The first turn for scenarios 5.1 and 5.4 is 5:30 am, not 6:30 am.

2. Union Alert actually happens during the Union Command Phase, not at the beginning of the listed turn (which would be in the Confederate Player Turn).
3. The Order of Arrival states the optional vD Corps arrives at 8:00am, the rules about the vD Corps state they set up on the map in any scenario starting at 6:30am. The Order of Arrival is correct; they enter as reinforcements.
4. The Indian Mounds in hex 27.07 block LOS.
5. The counter for 1-6 has an incorrect strength on its back; it should be an AB as stated on the Loss Charts.
6. The Confederate player turn is first in all scenarios.
7. IMPORTANT: The Confederate army cannot use Column or Mounted formations until 8:30 a.m. on the first day. While artillery can use Limbered formation, gun units cannot move into hexes which have not yet been traversed by infantry or cavalry before 8:30 a.m.
8. Alb-6 should be alerted with the rest of its division at 7:30 a.m.
9. Defensive Orders should not be used in this game.
10. The commander designations of the Union 11-5 and 14-5 brigades are switched, Boyle commands 11-5 and Smith 14-5. Otherwise the counters are correct.
11. S-H-3 should be from Arkansas, not Louisiana.
12. L-P-vD should be from Missouri, not Mississippi.
13. S-P-vD should be from Missouri, not Louisiana.
14. Gr-P-vD should be from from Texas, not Arkansas.
15. The brigade commander on Hb-M-vD should be Hebert, not Herbert, and should be from Arkansas not Louisiana.
16. Ma-M-vD should be from Texas, not Arkansas. Mb-M-vD is correct.

1-10 Champion Hill (28 Feb 00)

1. For victory point purposes, the following hexes are in error: 63.02 & 63.03 should be 53.02 & 53.03, 49.19 should be 50.19. The listing of 50.16 is correct (even though it appears wrong).

2. The reinforcements listed for 8:00 pm in scenario 5.4 should be ignored; the scenario ends before they appear.
3. There is only one kind of road on the map (Secondary). Those marked white are "better" Secondary roads, but the effects are the same. My mistake in coloring them according to the usual Primary, Secondary color schemes.
4. In scenario 5.1 2-10-13 should set up in 47.24, not 47.20.
5. In scenario 5.1, the orders for R-S mention Raymond Road. The reference should be to Jackson Road.
6. The Railroad provides a bridge over the creek.
7. A Ford over a Stream negates the Stream costs. The listed costs for a Ford are for Fords over Creeks, not Streams.

1-11 Gaines Mill (15 Mar 00)

1. The second Day Record Box (the one cryptically marked with only June) is for June 27th.
2. North is toward the 01.xx hexrow. Map A is toward the west.
3. The bridge at B61.24 is Duane's Bridge. The one at B61.27 is Woodbury's Bridge.
4. The reference to rule 5.1b at the bottom of the last column on page one should be to rule 2.6b.
5. For the Fatigue rules (4.2) if a unit has all of its fatigue boxes checked it suffers the following:
 - o It cannot move during the Movement Phase
 - o It cannot fire during an Offensive Fire Phase
 - o It can fire during a Defensive Fire Phase
6. For 5.3, the optional divisions on each side are worth 2 VPs each when they become wrecked. The Union Engineer Bde is worth 1 VP when wrecked.
7. In scenario 6.4, the 5th Corps set up should be east and south (not west and south) of Boatswain's Swamp. The orders for L Div should be to take up positions southwest of New Cold Harbor (not southeast).

8. In scenarios 6.4 and 6.5, no Confederate units can cross to the south side of the Chickahominy River on Maps B or C.
9. The 5th Corps Supply Wagon acts as an Army Supply Train in this game (it never runs out of small arms ammo and is the source for artillery trace).
10. For purposes of rule 3.5, the Jackson die roll is made on the 5:00 a.m. turn, to be precise.
11. The J-J-V Brigade is an AB strength unit (the Loss Chart is correct), not an A as stated on the back of the counter.
12. F-AH should be 15 strength, and AB strength. The counter should read AB, not AAB or AA. All other data about the unit is correct. The original replacement counter was not made correctly, there will be another in the 1998 countersheet, so we can finally put this unit to bed.
13. Stuart's Cavalry should be an 11 strength with 7 steps left after being wrecked. Its B strength is correct (only one box is in the B strength zone, the rest is C strength).
14. In scenario 6.6, the Confederate reinforcements at 3:30pm should include Ewell and the E Division.
15. In scenario 6.5, DH Hill's Division's orders should start in a D1 status.
16. In Scenario 6.6, the Union Reserve Battery arriving at 9:00pm June 26 may not enter on the south edge of Map A.

1-12 Seven Pines (15 Mar 00)

1. The Savage Station Loss Chart reflects the old F-AH, not the corrected one. See Gaines Mill, #12.
2. In scenario 5.3, The Confederate Right Wing HQ and supply should set up in E24.11, not E22.11.
3. Victory Point hex (in Savage Station) E53.10 should be E53.15.
4. The Union 4th Corps supply wagon is incorrectly in the 3rd Corps color.
5. The bridges referred to in rule 1.5 are the two at D23.07/D23.08, not the D26.07/D26.08 hexes mentioned.

1-13 Malvern Hill (4 Oct 99)

1. The Richmond Militia needs to be added to the Confederate Loss Charts. They have a strength of 20, a Morale of D, and wreck at 13.
2. The Glendale Scenarios begin at 8:00am, not 4:00am.
3. A few game turns of time were left off the Turn Record Chart (the fix is intuitively obvious).
4. When Malvern Hill is linked to Seven Pines, Map I has difficulty linking to both Map F and Map H. To correct this we reprinted Map H (and corrected the Turn Record at the same time). This replacement was sent to all known purchasers of the game. Map H is currently adequate for playing Malvern Hill itself, but it needs the correction for the entire package to work together.
5. Rule 4.1a states that the Union engineer adds 3 to rolls regarding bridges. This should be a 2 which conforms properly to 2.4b.

1-14 3 Battles of Manassas (5 Dec 04)

1. (clarification) the trenches near Centreville face north and east, and only provide protection in that direction. Forts DO provide protection in all directions.
2. RR Cut _hexside_ costs +1 MP to cross, not a RR cut _hex_.
3. On the Turn Track, 5:00 a.m. is a straggler recovery turn, despite the lack of a star there.
4. Level 4 hexes on map A don't quite match the Level 4 hexes on map B around the Brawner farm -- they are the same elevation.

1BR Clash of Volunteers

1. Brigades that are eliminated may not return via Straggler Recovery.
2. Confederate units Bonham-A, Bonham-B, Cocke-A, and Cocke-B, are all treated as separate brigades and each requires separate orders.

Scenario 6.1:

1. Howard enters at Entry hex B, not G.

2. Union Special Rules #2: casualties are for 1a-2 and 1b-2 (not 1a-1 and 1b-1).
3. Casualties given in scenario are permanent losses, not stragglers.
4. Burnside does not appear in this scenario.

Scenario 6.4:

1. Tyler, 2-1, and 3-1 setup with 1b(1) of 1st Division and a Detached b(1) which is deducted from 5th Division.
2. 1-4 and Army Supply Train enter at 3 pm, July 19.

2BR August Fury II

1. Field's brigade (F-H-J) is a C morale (as indicated on the loss chart), not a B (as indicated on the counter).
2. Evans independent brigade is part of Longstreet's wing.
3. Scenario 6.3 and 6.4, D-J-L in A47.34 and A-J-L in A38.32.

3BR Bury These Poor Men

1. The back of AP Hill's counter should be Hill with a 3 rating to use with Variant 4.5a.
2. Iron brigade (1-1-1) is an A morale (as indicated on the loss chart), not a B (as indicated on the counter).
3. Scenario 6.3, Reinforcement Location rolls use 1 die and a modifier. Reinforcement Arrival rolls use two dice and NO modifier.
4. There is no Cav Supply Wagon. Cavalry units may resupply from any supply wagon.