

7-03 A Fearful Slaughter (20 Nov 06)

1) In many cases, references need to have "1" added to them. For instance, in 3.3c(a), the reference to 2.2b should be 3.2b.

2) Units with F morale (all of which are dismounted cavalry) check for stragglers on the E morale column. All such units have a C morale on their mounted side, and may recover stragglers using the higher morale.

3) (2.4 clarify): When exiting an EZOC, roll on the morale table and apply the result normally, including stragglers and additive effects (series rule 24.4). On a result of NE, the unit may move normally, regardless of any existing morale state. On any other result, the unit may not move, but must retreat the number of hexes indicated by the morale result. Units that are BL or Normal Morale may enter Close Combat on an adjacent enemy unit without rolling for withdrawal from EZOC.

4) (3.3c (c)): Unassigned Union army and division units are not in Command radius unless within 6 hexes of A55.14. Only units that are part of a division OR assigned to the division follow an ER. Roll for stragglers for ATenn using the D morale if any army units are assigned to the division, or roll for each unit separately if using the Regimental Loss Charts.

5) (3.5) Union units become Alert due to the Alert Schedule at the beginning of the Union player turn. A Union leader cannot move until his formation is alerted. Alert markers are placed on units as they become alerted. After about 6 turns, they are no longer needed.

6) (5.1) The Union gets 0 Victory Points for B31.05. The columns under 5.1 are labeled correctly.

7) (6.9, pg 27): Under Prentiss' troops, delete the reference for 16 Iowa being out of ammo, and delete the reference in orders (pg 28) regarding resupply. Both of the references should be for 15 Mich a & b (listed under Army troops).

8) (6.11) Scenario 6.11 special rules override series rules. For functions like CAS and Emergency Retreats, units "in-command" retreat, and then the leader has to go around and gather up the other units and march them back to his command. The leader will be in no-orders status, but is allowed to go "gather up" any stranded units. Rule 2.4 remains in effect, so units will have to roll for Withdrawal from EZOC.

9) (6.11a, c, d): You cannot trace command radius along roads and tracks in woods or thicket hexes. Units that start a scenario with orders may move, even if not within command radius of a Brigade Commander. Units in a hex that another unit retreats through do not retreat, even if Routed.

10) The roll of 9 result for the Random Event Table on the map is incorrect, it should be Brigade Collapse as it is on the tables in the rulebook.

Scenario Setups

1) CSA division H/3 should be 1/3; C/H/3 = C/1/3, etc. (the counters are correct).

2) Unalerted Union units may set up in any formation.

3) 2,3/4 ILL Cav (5/T), is just one counter: 4 ILL Cav. 1/2 ILL Cav (6/T) should read 1/11 ILL Cav, 2/11 ILL Cav.

4) In Sc 6.9, the 7th ILL should be in A44.17.

5) Hodgson's battery is 5th Co. Washington battery.

Scenario 6.5 Hornet's Nest:

1) E 2 ILL Bty(2) [1/T] sets up in A29.11, not B29.115 Ohio Cav (4/T) should be 1,5 Ohio Cav and 2,5 Ohio Cav.

2) 11 ILL Cav (6/T) should be 1,11 ILL Cav and 2,11 ILL Cav.

3) Remove reference to Res Corps Supply and to 19 Tenn (in S/Res setup).

4) Replace references to "A Tenn" with "A Miss".

5) (clarify) Hindman is wounded (no Repl) so 1/3 reports directly to Hardee.

Charts and Tables

1) Confederate Random Event Table a roll of 12 is Corps Attack Stoppage.

2) The table on map A should say Corps Attack Stoppage, not Divisional Attack Stoppage.

3) Reinforcement Schedule Army of Ohio Supply Wagon and Train arrive on April 6th at 4:45 with Nelson.

4) Fort Donelson Garrison - start rolling at 8 am. The rulebook is correct.

5) Regimental Loss Charts CSA 3/P/F brigade should be 00/00 for Bde Wreck. The correct order of pages for the Regimental Loss Charts is 1, 2, 3, 4, 11, 10, 5, 6, 7, 8, 9.

6) Brigade Loss Charts The number of boxes under Wrecked Regiments is incorrect for several brigades. The number of boxes and wreck points for Wrecked Rgts should match the boxes under "Bde Wreck" on the Regimental Loss Charts.

7) Boxes are missing for Union and Confederate cavalry, and for Pike/W brigade. Write in a set of boxes for these units as listed below. They do not add to the wreck level of any brigade or division, except for Pike/w which is a separate brigade.

Union

Cav 1/T	B	00000000000000000000 -
Cav 2/T	C	00000000000000000000 -
Cav 3/T	D	00000000000000000000 -
Cav 4/T	C	00000000000000000000 -
Cav 5/T	D	00000000000000000000 -
Cav 6/T	C	00000000000000000000 -
Cav 2/O	D	00000000000000000000 -
Cav 3/O	C	00000000000000000000 -

Confederate

Cav 1 Corps	B	00000000000000000000 -
Cav 1/2	B	00000000000000000000 -
Cav 2/2	C	00000000000000000000 -
Pike/W	D	00000000000000000000

00/000

Counter Errata

Union

1) A&B, 1 ILL cavalry (2/T) should be A&B, 2 ILL.

2) 45 Tenn infantry has a brigade name of S/Tenn which should be S/Res.

Confederate

1) 1 Miss/1 Corps cavalry is missing slash "/" on the back, and should say Mtd instead of Col. Ga Dragoons (W/1/3) should say Mtd instead of Col.