

LCV – CSW Clarifications, Errata

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These clarifications are my unofficial interpretation of rules discussions on the LOB CSW forum. They include the official errata posted as of 3/15/18 (noted as ‘errata’). All errors are mine alone. I thank Dean and all who have contributed to these discussions.

Counters and units

- Col. Black’s detachment is treated as a separate brigade and Command under Lee.
- The Jeb Stuart counter is only for historical reasons and serves no combat purpose.
- Most Confederate cavalry was off-map and not a factor in the battle.
- Division leader Gibbon (II Corps) can serve as artillery leader for all II Corps batteries.
- Counters for Ransoms Division of 3 Corps are only used if optional rule 5.2e is used.

Maps

- S15.31 and S16.31 should not have woods in them or any woods hexsides (see the map patch on the MMP-Gamers website and the LCV CSW folder (Map C Stony Hill Cut), errata).
- Steven’s Run should be Stevens Run; Steven’s Knoll should be Stevens’ Knoll (errata.)
- Carlisle Street is partly missing on 2nd/3rd day map, but is shown correctly on all other maps (errata).
- Hexes N45.56 and N43.35 are just woods hexes, not river.

1.0 Common special rules

1.0b Map notes

- The railroad cut does not qualify as a sudden dip for units inside the cut.

2.0 July 1st 1863 First day

2.1 Confederate first day rules

2.1c Recon in force

- The purpose of the ‘recon in force’ rule is to get 1/I into position to stop Archer & Davis.
- Pegram cannot roll for initiative to move his HQ while ‘recon in force’ is in effect.
- Pegram can post his batteries outside of command radius during ‘recon in force’.
- Archer and Davis are not required to fall back to Herr Ridge at the end of the ‘recon in force’.
- Pender may advance from Knoxlyn Ridge during the ‘recon in force’, but cannot cross the Herr Ridge Road until Lee issues the order that turns Hill's two divisions loose.
- During ‘recon in force’ Pettigrew and Brockenbrough may advance into the Willoughby Run valley up to four hexes east of the road.
- The Confederates can claim futility to end the ‘recon in force’ order; it is sufficient if Heth's two brigades are unable to advance due to blockage by Wadsworth's division.
- When the ‘recon in force’ ends CSA units go into column and head to the rear.
- Attacking units are allowed to leave EZOC's when the ‘recon in force’ ends.

- Units moving to the rear when the ‘recon in force’ ends may adjust direction to avoid getting hammered by I Corps units.
- When ‘recon in force’ ends Heth has no orders.
- Wadsworth is not exempt from fluke stoppage during the ‘recon in force’.

2.1d Lee

- No new CSA orders are possible until Ewell issues his first order, even if Lee goes ‘on fire’.
- All orders issued by Lee on July 1 expire at midnight of July 1 (errata).

Urged to action

- ‘Urged to action’ is triggered if the bulk of Rodes’ attack is visible to Lee, i.e., on Oak/Seminary Ridge or the area to the west (some minor variation is allowed).
- Lee can roll for the ‘urged to action’ order in subsequent turns if he fails his command roll(s).
- Rodes can seek initiative to change his route, or Lee can issue new orders to Ewell changing Rodes’ route, after the ‘urged to action’ order has been issued.

2.1e Ewell

- Ewell cannot give himself a corps order.
- Ewell’s order to Rodes is not required to have Rodes attack along Oak/Seminary Ridge; however, the ‘urged to action’ order (2.1d) will not be triggered if he attacks east of the ridge.
- If Rodes flukes out he can recover and renew the attack.
- Ewell can direct Doles to follow Rodes’ orders; otherwise, Doles follows his entry orders after Early enters and gets within command radius (order #10).
- Doles cannot be given orders to operate as an independent command.

2.1f Hill’s restrictions

- Hill’s division leaders must stay within Hill’s command radius.

2.2 Federal first day rules

2.2a Who ever saw a dead cavalryman?

- The Union must roll for withdrawal at the start of the first Union turn following a combat loss.

2.2b The infantry deploys

- All portions of the cavalry Command are removed from the map, except Calef’s battery.

2.2c Reynolds

- Reynolds may issue any legal order starting at 9:30.
- Reynolds' automatic order to Wadsworth can be implemented immediately and does not need to be relayed to Cutler and Meredith, though the Iron Brigade must still pass its release roll if it hasn’t already done so (errata).
- Wadsworth’s orders are adopted by the rest of 1 Corps once 1 Corps HQ arrives near Wadsworth (errata).

2.2e The Iron Brigade breaks camp

- This rule only applies to scenario 7.1 (errata).

2.2g Reynold's death

- If Reynolds gets killed before 10:45 AM, do not flip his counter to Newton; instead, promote Wadsworth (army), Meredith (corps) and Cutler (division) until Howard and Doubleday show up.

2.2h Reynolds picked the ground: you get to defend it

- This rule applies during the 'recon in force'.

3.0 Confederate special rules

3.1 All my generals

3.1a Longstreet

- Longstreet's initiative roll for Pickett at 4:30 PM of the second day should use his '2' side.

3.1b Rodes and Early

- Rodes and Early flip at the very beginning of the turn, before the command phase.

3.2 Lower Confederate command

3.2c Sharpshooters in Rodes' division

- Blackford's units can trace command radius to any of Rodes' leaders, including Doles.
- Rodes' sharpshooters can trace command radius to Doles when Doles is tracing command radius to Early.

3.2d Doles detachment

- Doles and the sharpshooters must return to Rodes for orders if either Early or Rodes flukes out.
- Doles must be in command radius of Early to follow Early's attack orders.

3.3 Other confederate special rules

3.3a Supply

- Ammo re-supply is not available until the appropriate corps supply train is activated; batteries can either move to the respective entry area and wait, or move to battalion HQ and wait.

4.0 Federal special rules

4.1 Command

4.1b Active army commanders

- Substitute army commanders may move freely, i.e., they are not bolted to the ground.
- As army commander, Howard may give orders to anyone prior to Hancock's arrival.
- Hancock may give orders to 11 Corps during the period when Hancock and Howard are both army commanders.

4.2 Looking for glory

- The Union corps should be directed to natural terrain features and be able to deploy the HQ at a reasonable distance behind the new defensive line.
- Union units should not generally have to deploy within small arms range of the Confederates.
- The Union corps cannot voluntarily skedaddle, but forced skedaddles occur normally.

4.3 Other Federal special rules

4.3e The Army Reserve

- Steinwehr's division is in no-orders status while in Army Reserve and may deploy after reaching its destination, but must enter column and skedaddle if 11 Corps skedaddles.
- Steinwehr's division rejoins 11 Corps command and orders at 4:00 PM.

5.0 Optional rules

5.1 Major union variants

5.1a Reynolds' death

- Howard arrives normally; Reynolds can issue 11 Corps new orders when or before they arrive.
- Howard's orders are the same as 11 Corps, i.e., position Corps HQ and divisions.
- Reynolds returns to 1 Corps when Meade arrives; Doubleday returns to command of 3/1, Rowley goes back to 1/3/1, and Biddle becomes a spare.
- Hancock should arrive with his corps at 7 PM as corps commander.

5.2 Major Confederate variants

5.2e The five brigades

- The R/Ran brigade should enter at the same time as Ransom (leader).

5.3 Minor variants

5.3a Let the cav fight!

“There are those who find themselves deeply troubled by my decision to merely pull Buford's Cavalry after the infantry deploys on the first day. This rule allows them to stay and do their historical flank guard duties until they literally left the battle on July 2nd. However, the rule was found to be subject to great abuse in testing and that is why the final version of the rules does not include it. Feel free to give it a try if you understand what a 'screen' is and does and aren't going to push the envelope of that definition in the least.

Do not withdraw Buford's Cavalry Division and Calef's Battery as per the current Order of Arrival and Game Specific Rules. Instead, they withdraw at Noon on 2 July 63. Once the first infantry unit goes into Line Formation, apply the following:

The player must move one brigade to either flank of the infantry line and screen it. While screening, the two brigades need not be within Command Radius of the division (i.e. Buford) and Calef's guns can be used with either or both brigades. The division cannot be given any orders, it can only conduct this automatic screening function. While screening, the Cavalry can never do any action that would require a Closing Roll to conduct. As new infantry units arrive, the Cavalry Brigades shift outward to continue to be on the flank of the new, longer, infantry line.” – Dean Essig (errata)

7.0 Scenarios

- In all 2nd and 3rd day scenarios with Greene's brigade (3/2/12), the 102 NY sets up at full strength in N52.53 on July 2, and in N50.54 on July 3, unless specified otherwise in the scenario set up (errata).
- VPs for hexes are awarded based on the unit(s) that last occupied the hex, not by ZOC.
- Law cannot be used as a Reserve while off-map.

- Ramseur is ineligible to be in Reserve once Iverson's wrecked regiments join Ramseur's brigade (all scenarios from 7.5 onward).

7.1 and 7.2 – The Battle of Gettysburg – traditional or regular start

- Place the 1st day map on top of the 2nd/3rd day map to play the entire campaign on two maps.
- To play the two-map mini-campaign, set up forces on the 1st day map and use the 2nd and 3rd day schedule for all reinforcements.
- Buford should use Union order #1 from scenario 7.1 for both 7.1 and 7.2 (errata).
- Union order #1 sets a westward limit on where 1/Cav can operate.
- Union order #2 allows Calef's battery HQ to be posted following normal posting procedures.
- Union order #5 should specify hex S9.28 rather than N9.28 (errata).
- Early is a separate Command until his initial orders are ended, and is exempt from corps command radius while following his initial entry attack order.
- Early reverts to 2 Corps Command if he flukes out.
- Early can continue with his initial attack order if he recovers before Ewell accepts a new order.
- When Early enters play Doles and Blackford fall under Early's attack order.
- Poague is not restricted by Pender's orders, but is restricted by the rest of the 1st day orders.
- In scenario 7.2 the Iron Brigade has already passed its release roll (errata).
- No orders issued by Lee on July 1st are valid after midnight on July 1st (errata).

7.3 The second battle of McPherson's Ridge

- Maurin's battery should enter at 3:30 (errata).
- Daniel's brigade falls under Heth's attack order and command radius (errata).
- No orders should be issued in this scenario.

7.4 Try, try again

- Use the scenario setup if there is a conflict with the Union Order of Arrival for map A and B play, e.g., Heckman battery and Wheeler battery (11 Corps).
- Confederate order #5 means Early is to drive the Union out of Gettysburg and secure the town.
- The 1/11 division (Union order #2) can move and deploy within command radius.

7.5 Flying Dutchmen

- If using Map B, start the scenario at 2:15 so Gordon and Hays can enter normally; everything else starts at 2:30 (errata).

7.7 The deciding day: July 2nd 1863

- Gordon's brigade can be put into Reserve while off-map during the second day.
- Meade cannot make a command roll for orders to 2 Corps, or other similarly restricted artillery battalions, until 0500 on July 2.

7.8 The proposed attack

- Confederate units should be facing NE.
- Confederate 1st Corps units under order #3 may advance up Emmitsburg Road with their left flank on the road.

- 5 NC & 23 NC are listed on 2nd/3rd day set-up as stacked in a town hex: they can be set up in column and unstacked on the first move without penalty, or set up disorganized in line.
- Longstreet's Corps (except Pickett) has an attack order.

7.9 The best three hours of fighting anywhere

- Lane's artillery battalion HQ is off map to the north.
- Union 5 Corps brigades Tilton (1/1/5) and Sweitzer (2/1/5) follow their entry orders; the division commander should catch up and put them back in command radius.

7.11 Dogs of war

- Lane's battery HQ is further north off the map.
- Patterson's batteries are posted to S5.24.

7.13 Col. Colvill, advance and take those colors!

- Do not set up the 21st Mississippi, which starts outside the play area (S11.37, errata).
- Extend the play area a couple of hexes east of the Taneytown Road to include the set up locations of the Union 1st Corps units east of the road (errata). They are in 'no orders' status.
- Add Huger (Alxdr Arty Bn) to S8.29" (errata).

7.15 It's not easy being Greene...

- Place the 102 NY at full strength in either of the two hexes occupied by Greene's brigade.

7.21 Pickett's charge

- There are no supply wagons in this scenario.

Order of Arrival – Both

- Follow the 2nd/3rd day Order of Arrival for second day scenarios when using the 1st day map.
- If in doubt, calibrate arrival times and locations from the 'Main (all 4 maps)' Order of Arrival; entering times are earlier on the Main schedule since units enter the game area farther away.

Rebel Order of Arrival

- Order# 8 for Rodes is a move order with permission to clear Oak Hill if needed.
- Order #10 for Doles and Blackford is a move order, and they assume no-orders status when they reach their destination.
- Order #14 means Early is to drive the Union out of Gettysburg and secure the town.
- The 4 PM July 1 note in the main reinforcement schedule to flip Early and Rodes also refers to rule 1.0a, which is in error; it should refer to LCV 2.2h (errata).
- Anderson/Hill cannot receive orders prior to 4PM July 1.
- Longstreet's initiative order for Pickett (order #30) is a move order.
- 17th Cavalry and Tanner's battery do not re-enter with Gordon at 1630 July 2.
- Pickett should join his corps unless ordered to do something else.

Union Order of Arrival

- Order #1 for 1st Day and Map A & B only is a move order allowing counter attacks east of Willoughby Run; assign the HQ a hex with the order at 9:30 (errata).
- On the 1st Day schedule, the 2/1/1 Bde entry for 9:45 should be 2/1/1 Bde minus 7 Ind (errata).
- On the 1st Day schedule, the 2/1/1 entry for 11:45 should be the 2/3/1 (errata).
- Order #1 in Main schedule should require units in 1/1 to move to S9.28 rather than N.9.28 (errata).