3 errata counters for AFS. suppose to fix some misprints I guess.

3 optional counters for TTS. These give Longstreet a regular Corps instead of a Wing command.

The other counters were 2 gun point artillery detachments (sections). Dean was talking about using sections in his Antietam game so I (Bob Cloyd) figured a few to play with might be fun.

Use like detachments in CWB.

Dean's response for detachments:

"Heck, I don't even have any... I toyed with the idea a couple of years ago working on Antietam, but decided it was too much bother (i.e. came to my senses).

The easy way to play it would be to allow guys to hack off the number of gun points on the section counter from the main unit, same hex, before anybody moves, and allow the guy to use them as an independent unit.

If playing with the advanced ammo rules, the section gets the same amount as the "home unit"... when it reconsolidates, put them back together proportionally... multiply the ammo available by the number of guns in it and divide by the number of guns in the consolidated unit.

So, if you have a 2 gun section with 3 shell left and a 4 gun "home unit) with, say 5 shell rounds left... there would be 2x3 + 4x5 or 26 rounds available for the now 6-gun unit... divide the 26 by 6 and truncate and it will have 4 shell rounds. Same process for the canister."

