

# LoB-03 To Take Washington (2 July 19)

## Counters:

- 1) Thomas Lgn in Smth/Brk should have a NC silhouette not VA.
- 2) Smith (Smth/Brk), Cook (Cook/Rodes), Jackson (Jkn/Cav) should be Colonels, not Brigadier Generals.
- 3) Early's counter should have RIP on its back.

**Map:** The "fence" features vic of Monocacy Map B 29.15 to 31.13 is a Sunken Road. It is protective terrain for units within it.

## Rules:

- 1) In 4.0a, the "Level B" s/b Level II.
- 2) The ref "4.0d" in 2.1e s/b to 4.0b.
- 3) A forced or voluntary Skedaddle by Wallace (8 Corps HQ) results in an immediate Confederate Victory at Monocacy. In a Linked Game, determine the time and Commitment Points at that moment and continue to Ft. Stevens.

## General Scenario:

- 1) The 50 VA was removed from the game and should be ignored in the set ups for 6.8 (B10.33), 6.10 (8pm reinforcement), and 6.11 (6pm reinforcement).
- 2) The Confederate Cav Div Artillery Batteries can be assigned by the Confederate Player at the start of any scenario as "working with" any desired Cav Bde. Once assigned the assignment cannot be changed. These batteries do not count for Commitment.

**Scenario 6.1:** The 11 July 3:30pm reinforcement list is missing the 139 Penn (1/2/6). It should match the Ft Stevens OOA at the back of the rules.

**Scenario 6.4:** Ignore units claiming to set up on Map A, they (and it) are not in play. **Exemption:** Tyler sets up on Map A but should shift over to his 1 Sep Bde and stack with any of his other units on Map B.

## Scenario 6.7:

- 1) The entry for 122 Ohio s/b 122-a Ohio.
- 2) The victory conditions refer to both the Covered Bridge and the Railroad Bridge. Ignore the Railroad Bridge entirely and the Covered Bridge is captured (even if on fire) if the Confederates occupy the **eastern** exit (only) of the bridge.

## Scenario 6.8:

- 1) Reference to King's and Nelson's "Batteries" s/b King's and Nelson's s/b Battalions.
- 3) Reference to "Johnson" should be "Johnston."
- 4) Both Maps A and B are in play.
- 5) The 12 & 61 Ala in A30.07 s/b A30.27.

**Initial Conditions**, choose one before play:

- 1) **Historical Game.** Ramseur is fully committed as a division, because of Lilley's and Johnston's attacks. They have both completed Attack Recovery. Johnston has new Attack orders, but Lilley & Lewis have no orders. Commitment stays at 14 and the VC only has III and IV as possible outcomes.
- 2) **Looser, More Fun, Game.** Ramseur is not fully Committed, but instead only Lilley and Johnston are committed brigades. Both have completed Attack Recovery. Orders remain the same (Johnston has Attack orders, Lilley & Lewis have no orders), but Commitment is now 13 giving a larger VC range of II to IV.

**Scenario 6.9:** The 12 & 61 Ala in A30.07 s/b A30.27.

**Scenario 6.10:** The Union reinforcements at 3:30pm should be in play. Before play, the Union player gets to move them for TWO turns before the game start at 4pm. No other game functions occur in that time at all.

**Scenario 6.11:** In scenario 6.11, the Union set up and Reinforcements referral s/b to 6.10 not 6.8.