

Hood Strikes North – Errata 5/15/23

1. Charts handout, page 4, upper left Movement summary, 3rd counter. Where it says “1D minimum 2” it should be “1D6 minimum 2”. And on 4th counter the “2D” should be “2D6”.
2. Page 33, campaign setup, 91 IN should be a “regt” not “div”.
3. In scenario 2 (*Race For Columbia*), for the purposes of calculating the movement points for a LOC, the weather is always treated as clear (not rain).
4. In scenario 4 (We Will Make the Fight), the last 3 sentences of rule 1 are modified as follows, where the added text is in bold:

In these three initiatives, when infantry units and wagons are activated as part of a March or Activate Leader action (**by an infantry leader**), *the minimum die roll is 3*. Die rolls of 1 and 2 are converted to 3. This minimum die roll does not apply to cavalry activations (**if a wagon is activated by a cavalry leader, there is no minimum die roll**).

5. HSN Basic Rules, section 2.2 on Wagon Trains, the 2nd to last bullet, its 2nd to last sentence is modified to read as follows (the added text is in bold):

Wagons may neither entrench (**and do not gain any entrenchment benefits in Union Redoubts or Forts**) nor participate in a Defender’s Cavalry Retreat Option. **Wagons may flanks refuse and do gain the intrinsic flanks refused benefits of Union Redoubts and Forts.**

6. HSN Basic Rules, section 2.2 on Wagon Trains, the last bullet is rewritten as follows with added text in bold:

Wagon trains exert Zones of Control normally. However, they may never contribute to flank bonuses **in Union attacks**. Any hexes covered solely by wagon trains’ ZOC, or hexes occupied solely by wagons, are not considered to be covered for a flank bonus computation **in Union attacks**. Wagons stacked in a hex with other units do not contribute their manpower for flanking purposes **in Union attacks. In Confederate attacks, wagons are treated like any other Union unit for all flank purposes.**

7. In scenarios 2, 3, & 4, the Combat value referenced in the LOC in the VCs should be “Combat value (not modified by entrenchments)”.
8. HSN Basic Rules clarification, section 2.2 Military Pieces, change the sentence on Cleburne to the following where the new text is in bold:

The “4/3” on Cleburne’s Confederate infantry division counter means that his Tactical value is 4 when he is attacking (either as an active attacking unit or successfully brought into an assault or grand assault) and 3 when defending. **Note: this overrides Standard Rule 7.4 that says in an assault action the tactical value of the leader initiating the assault is always used.**