

# On to Richmond II – Errata 4/15/24

## 4-page chart handout:

1. Page 1, Attackers Mods, the Game Specific Mods, the first one, for both Lee & Longstreet add “TPC” to the list of games
2. Page 4, Extended March Table, Union Army Modifiers, the +0 modifier, add “TPC” to the first list in parenthesis.

## Maps:

1. OTR North map, upper right, the box for “Amphibious movement”, the last DRM which is for Fort Monroe/Norfolk, it should be -1 and not +1.

## GTC Rulebook

1. Page 3, lower right, at the end of the paragraph about Redoubts, add the following sentence:  
All Redoubts printed on the maps in Virginia are Confederate Redoubts.
2. Page 28, the first amphibious move example, with the white arrow, the move can also be done in 6 hexes by going from N3724 to N3624 to N3525.
3. Page 28, Fort Monroe subsection, change text “land at OTR N2422 since it is only 4 more hexes” to “land at OTR N2621 since it is only 3 more hexes”.
4. Page 35, GTC Advanced Game, Placing and Completing Union Depots, under Landing Hexes change “York” to “Pamunkey”.
5. Page 52, GTC Grand Campaign scenario 11, section 10, the limitation on the CSA gunboats. OTR S3733 and OTR S3832 should instead be OTR N0734 (Drewry’s Bluff) and OTR N0833 (Wilton Farm).

## OTR Rulebook

1. Page 4, the last paragraph in the left column, about Redoubts, add the following sentence at the end:  
All Redoubts printed on the maps in Virginia are Confederate Redoubts.
2. Scenario 5, Stuart's Ride, Union Set-Up, page 15, the "11 PA Regt" should be “Cav” and not “Inf”.
3. Scenario 6, rule 11E, page 17, bullet at top left of page, delete text “throughout the scenario”.
4. Page 31, the first amphibious move example, with the white arrow, the move can also be done in 6 hexes by going from N3724 to N3624 to N3525.

## TPC Rulebook

1. Scenario 1, rule 5, second bullet, the restriction only applies to hex column 07xx.
2. Scenarios 4-7, CSA Setups, WH Lee should be listed as “Ldr” and not “Cav”. Also, in scenario 4 Setup, F Lee should be listed as “Ldr” and not “Cav”.
3. Scenario 7, Union Setup, Hancock-B should be “Ldr” and not “Inf”.
4. Page 25, scenario 9 (Five Forks), add a Special Rule 12 which should state that hex column 39xx is considered off map for both players.
5. Page 48, the first amphibious move example, with the white arrow, the move can also be done in 6 hexes by going from N3724 to N3624 to N3525.