

Battle Above the Clouds

Errata

Page 1 – Key for Combat Chart

The "R" to the left of "Unit must retreat" should be lower case (i.e. "r").

Page 1 – Ratio Chart

The entry between 1-5 and 1-3 should read "1-4" (instead it currently reads "1-7").

Page 4 – Command Radius Summary

The hex directly above the Enemy Unit should be outside the red command radius area.

Standard Basic Game Rules, Version 1.1

Page 5 – Corps and Division Leaders

Add a new note sentence to this section which reads: Note: Some leaders have two Tactical Values, separated by a slash ["/"]. (In BAC, these are Thomas [3/4] and Forrest-B [4/3]). For these leaders, the number before the slash is used in attacks, and the number after the slash is used when defending.

Battle Above the Clouds Rules

Page 46, Special Rule 2

Sheridan's modifier should be minus 4, not plus 4.

Frequently Asked Questions

Q: How can I tell Clear terrain from Rolling terrain?

A: Keep in mind that the Clear terrain is just the background (cream colored) wash that is a consistent intensity behind the entire map painting. So if you see any light green/light yellow in the hex, then you know it something other than Clear. In that case, look for the dark green speckles; if you find them then you know you've moved up from Rolling to Rough.

Q: I am playing the Historical Version of Scenario 8 solitaire. What do I do about the Hidden Confederate Reinforcements (12.2)?

A: The Historical Scenarios are provided to remove hidden information thus allowing support for solitaire play. With that in mind you should ignore the procedure in Section 12.2. Confederate reinforcements should just be placed on the main turn track.

Q: Scenario 9: Rule 7 (page 50) allows both players to "temporarily" remove command restrictions on certain leaders for six turns, after which the standard command restrictions are put back in force. Can a player remove these restrictions more than once on a leader during the course of a game?

A: No. Read the rule as follows:

"At any one point in the game, both players may remove..."