

Stonewall's Last Battle

Clarifications and Corrections

9.0 ENTRENCHMENTS

[correction -- for Advanced Game scenarios only]:

Ignore the "Build" side on Breastworks markers. Units may complete Breastworks in just one turn. The idea is that the entrenchment process should take less and less time as the war goes on. This change makes SLB consistent with RTG which occurs just a month later. Only the early 1862 campaigns in the series should use the two-turn Breastworks procedure. [Though it should not be considered an official rule change to SJW or HCR, players could consider inserting the two-turn breastworks procedure described in the SIV, SLB, and ONR rulebooks into their games of SJW and HCR. This would apply the two-step procedure throughout 1862. It then might even be a good idea to swap the Breastworks counters from SLB with those provided with SJW or HCR]. Note that Fort construction still takes two turns.

Thus, the first two bullets in the "BUILDING AND REMOVING ENTRENCHMENTS" section should be replaced with just a single bullet:

- If a unit entrenches, place a Breastworks marker atop the unit on its completed side.

Remove the third bullet in the "EFFECTS OF ENTRENCHMENTS" section.

Note that this rule change does NOT apply to Basic Game scenarios. There should be no entrenching in any Basic Game scenario. This is because two scenarios are just one turn in length while the other scenarios (two days in length) start at 5pm, not giving units enough time to fully complete breastworks before the final turn of the scenario.

13.2 Scenario 2: THE GREAT FLANK MARCH

MOVEMENT RESTRICTIONS: [clarification] Be sure and use Scott's *Dam* Ford and not Scott's Ford for the purposes of this rule. Scott's Dam Ford is next to US Ford; Scott's Ford is much further east, close to Fredericksburg.

VICTORY CONDITIONS: [clarification] In the third victory condition, the path from U.S. Ford to Salem Church must be traced entirely on the south side of the Rappahannock River.

13.3 Scenario 3: SEDGWICK TO THE RESCUE

MOVEMENT RESTRICTIONS: [clarification] Be sure and use Scott's *Dam* Ford and not Scott's Ford for the purposes of this rule. Scott's Dam Ford is next to US Ford; Scott's Ford is much further east, close to Fredericksburg.

VICTORY CONDITIONS: [clarification] In the third victory condition, the path from U.S. Ford to Fredericksburg must be traced entirely on the south side of the Rappahannock River.

UNION SETUP:

[correction] Hoke, Gordon, and Smith should all start the scenario with a Manpower Value of 4, not 3. (This makes their initial strengths consistent with the Salem Church scenario.)

[correction] Gibbon should be marked with the ++ symbol in the set-up. This unit may not activate or entrench until Game Turn 2 like the rest of the units from the Salem Church scenario.

19.1 Combine Flanks

[clarification] Change the third sentence in this section to read:

Thus in the Advanced Game, no Union infantry may move into a hex that is both west of the Telegraph Road and whose *last two digits* number "32" or greater until the Union establishes a contiguous path of connected road/pike hexes from the U.S. Ford (3525/3624) to the Telegraph Road.

21.2 Attachment

[correction] Remove the entire section entitled "INFANTRY REGIMENTS". Replace it with the following:

SPECIAL ATTACHMENT

Even though they are not substitutes, both players' infantry regiments/brigades and cavalry regiments *which begin the game on the map* may attach to any friendly unit of the same type as long as attachment restrictions are adhered to. For example, Buschbeck's brigade, which begins Scenario 6 on the map, may attach to any Union infantry unit. **Exception:** In Basic Game scenarios 1, 2, or 3, infantry regiments/brigades which begin the game on the map may only attach to units of the same organization, as specified in the Special Rules for these scenarios.

22.1 Scenario 5: Certain Destruction Awaits...

TURN 1 ACTIVATION RESTRICTIONS: **[clarification]** Add the following sentence to the end of this section:

Note that an assault attempt that fails *is* considered an attack.

VICTORY CONDITIONS: **[correction]** Reword the "+2 for each Union infantry corps..." condition to read as follows:

+2 for each Union infantry corps (up to 7) entirely south of the Rapidan/Rappahannock river line at the end of the game. No points are scored for a corps if even one unit of the corps is north of either the Rapidan or Rappahannock rivers.

22.2 Scenario 6: THE CHANCELLORSVILLE CAMPAIGN

CONFEDERATE HIDDEN MOVEMENT **[clarification]** Change the first sentence to read:

On Turn 2, only Confederate units in hexes numbered 35xx or less (i.e. to the west) may perform actions *or leader transfers*.

VICTORY CONDITIONS: **[correction]** Reword the "+2 for each Union infantry corps..." condition to read as follows:

+2 for each Union infantry corps (up to 7) entirely south of the Rapidan/Rappahannock river line at the end of the game. No points are scored for a corps if even one unit of the corps is north of either the Rapidan or Rappahannock rivers.

Q & A

21.4 Confederate Division Leaders

Q: When attaching two Rebel special brigades whose total manpower level is less than 9 (i.e. Gordon & Smith in Scenario 1), they cannot form a division sized unit, just a larger brigade. Is any extra artillery value permanently lost in this type of attachment if both the brigades have artillery?

A: Yes, any artillery lost in combining brigades together into brigades is lost forever. It cannot be regained when later combining to form a division sized unit.

Q: When one of the three Rebel special divisions (Anderson, Early, McLaws) is in play as the division sized unit and falls below manpower level 9 due to marching or combat, is the division forced to be detached into brigades?

A: No, the division sized unit can remain on the map.

Q: If one of the three Rebel special divisions (Anderson, Early, McLaws) has detached into brigades and the total brigade strength has fallen below 9, can the brigades only reform back into the division if they first attach enough manpower to bring them up to strength 9 or more?

A: Yes, that is correct.

by Ed Beach