

## Official Errata and Addenda for *Rebel Sabres*

The following items are from the official errata published with the game and from *The Wargamer Vol. 2, #2*, under the *Moves: Errata and Clarifications* section.

### **Rebel Sabres:** *From The Wargamer, V2, #2*

#### **BRANDY STATION**

A third Union supply wagon should accompany Buford's command.

An alignment error is printed on Map C. The road turns to the left too soon at hex 5633; instead, it should go to hex 5534 and then branch left (the sequence is correct on Map B, but it is overlapped by Map C).

#### **TREVILIANS STATION**

Custer's BCE is 21/36. Merrit's BCE is 22/41.

4 Pa (2/2/c) 'a' counter: dismounted side should read SC4, not SC3 as printed. (and should also read 4 Pa a, not 4 Pa b, on the dismounted side. )

2 Mich (1/1/C) 'b' counter: dismounted side should read SC4, not SC5, as printed.

Add the Jeff Davis Legion as part of Wright's (Young's) brigade.

Ignore the 0430 and 0500 turns marked on the Turn Track. (The game starts at 0530.)

During the Night Interim phase, artillery crews may also roll for recovery, providing the guns have not been captured or eliminated. (One roll per unit.)

#### **Terrain**

There is no such terrain as "Light Woods" (there are Orchards in Gettysburg). *All* terrain labeled as "Light Woods" should be treated as "Woods." i.e., on the Terrain Effects on Movement Chart.

On the Stacking Restrictions Chart, the column labeled "Light Woods" should read "Woods." Ignore the column labeled "Woods" – cross it out. So, use the "Light Woods" column for determining all stacking in Woods hexes.

No directional references are indicated on any of the maps. For the Kelly's Ford / Brandy Station / Trevilians Station maps, north lies above the Rebel Sabres logo. For the Gettysburg map, the north edge is the one bordered by the 0201-0233 hexrow.