

## Official Errata and Addenda for Great Battles of the American Civil War Plus Official Optional Rule Additions

Before you drive yourself crazy, know this: Though both are listed as “© 1980” there are two versions of the original “Standard Rules for the Great Battles of the American Civil War” system! (Some versions of the **GBACW** rules booklets, beginning with **Cedar Mountain** (S&T 86) incorporate the rules changes from 5.2 to 15.16.)

### [5.2] MOVEMENT OF ROUTED AND OUT OF COMMAND UNITS

Routed and out of command regiments may move only one hex (regardless of terrain costs). These units may not change formation and may not enter an enemy Zone of Control (hereafter ZOC, see 10.0); if already in an enemy ZOC, they may only move out of the ZOC and into a hex that is not adjacent to any enemy units. An out of command brigade commander may only move one hex (see 17.21), but his subordinate units may move normally within his Effectiveness Radius (i.e., they are still in his command).

### [5.3] INDEPENDENT REGIMENTS AND BATTERIES

Independent regiments and batteries (marked “indpnt” on their counters) may move, change formations, fire, rally (see 15.54), initiate melee, and so forth, without needing friendly leaders. They are, in effect, always in command.

### [9.7] LINE OF SIGHT (LINE OF FIRE)

(*addition*) An LOS running along a Hexside is blocked only if *both* hexes are blocking terrain.

(*deleted*) Thus, units may always fire into an adjacent hex.

[8.17] (*addition*) The phrase “any other unit except ...” should actually read “any other friendly unit except...”.

[11.1] (*addition*) The last sentence should read “An uncrewed supply wagon may not be used to resupply units nor may it move (in any Phase).”

[11.23] (*new case*) To be resupplied, a unit must be able to trace a supply path to a Friendly supply wagon in its Friendly Resupply Phase. This supply path is traced from the unit to the wagon, not vice-versa. A player traces the path which may only be the length of the terrain movement costs of an imaginary infantry unit in column formation for one Movement Phase. Note that the unit does *not* move; rather this is simply the method of tracing the maximum

length of the supply path. The supply path may not pass through a hex in an enemy ZOC (unless it is occupied by a friendly unit) or through an enemy occupied hex.

[12.31] (*new case*) The “effective strength” of a unit may be reduced by crossing certain hexsides during the Melee Phase (see 9.56). The unit’s Current Strength is only

reduced temporarily and its strength marker is not changed.

[15.16] (*clarification*) The first sentence should read: “When an unlimbered artillery crew is routed, the crew routs but the guns remain in the original hex.”

#### Pea Ridge Errata

from S&T 80, page 12.

Pea Ridge Counters: Counters for McIntosh’s Brigade are correct. Though the regiments are listed as cavalry, they were dismounted and fighting as infantry for this battle. Thus, no mounted side is available

#### Drive on Washington Errata

from Moves 50, page 21:

The 81<sup>st</sup> Pennsylvania Inf. Reg. Should be labeled the 87<sup>th</sup>.

#### Wilson’s Creek Errata

found at the end of the Wilson’s Creek Exclusive rules.

Note: there are changes between the magazine exclusive rules and the box set exclusive rules!

Union combat units have two different shades of blue. This does not affect play.

Confederate combat units have two different shades of color, to designate divisional differences and play. McCulloch’s units are grey, Price’s are red. (See 25.0).

However, 3 La 1 is the wrong color. The 3 La 1 does belong to McCulloch, as listed on the counter, and should be treated as though it was grey.

The three Union batteries – Totten, Backoff and DuBois – are incorrectly listed as “indpnt” on the

back. The front designation is correct.

The three divisional commanders – Lyons, McCulloch and Price – have their Divisional Integrity Radius and their Rally Ratings reversed.

(The magazine version of the rules says four Divisional commanders, which is incorrect. Their Rally Ratings are also incorrectly placed in parentheses.)

For the record: **Lyons 10 4; McCulloch 10 2; and Price 6 3;**

The die cut was incorrect on 40,000 prints of these counters, thus the backsides of some sets are horribly off centered. Others are only slightly off.

Note that McCulloch’s counter is back printed with McIntosh. *This is correct.* See (25.14)

#### Wilson’s Creek Errata

in the boxed edition

[19.1] (*deleted*) “The Battle of Wilson’s Creek was one of the pivotal factors that kept Missouri in the Union.”

[19.1] (*added*) “Each hex in *Wilson’s Creek* represents 125 yards across, and each Strength Point represents 100 men or one gun.” (Moves 51 adds “The time scale is 20 minutes per turn.”)

[20.54] (*changed*) Steep Crest: A steep crest presents a greater impediment to movement than crests. The extra movement cost penalty for crossing a steep crest is added to the other terrain in the hex. The cost is incurred by crossing the steep crest *hexside*. Example: The hexside between 2741 and 2841 is a steep crest; between 2741 and 2742 is not.

#### [22.5] CONFEDERATE CAVALRY PANIC

(*changed*) A Confederate cavalry unit which fails its morale check during the Union Player-Turn (see 22.22) cannot assume mounted formation for the duration of the game (the horses have bolted). They

do not bolt if alerted in the Confederate Player-Turn (22.32). The rest of the rule starting with "Place an Infantry Only marker ..." remains the same.

**Cedar Mountain Errata**  
*offered in Moves 57, page 32:*

**Map:** All streams and runs follow hexsides although some actually occupy hexes rather than hexsides. The ambiguous hexsides should be read as follows:

The South Fork runs along the hexsides on the Cedar Mountain side of the ambiguous hexes, and all streams follow the nearest hexside. Hexside 3124/3125 is a stream hexside. Hexside 0712/0811 is a run hexside. Hexsides 3108/3018 and 3121/3220 are run hexsides, not lake hexsides. The only lake hexsides border hexes 3119 and 3120.

[21.32] (change) The second sentence should read: "Units which occupy crest hexes are always considered to be occupying the lower of the two elevations."

[27.1] (addition) For competitive play, the players should consider a Draw to be a slight Union Victory.

**Gleam of Bayonets Errata**  
*from S&T 98*

Hoffman's Brigade (Hooker's Division) should have 15 boxes, not 19. Hoffman's BCE level remains the same.

The six Rifle Pit markers were left out of the counter mix. Blank counters should be used for the rifle pits.

The General Doubleday counter should be set up in hex B3019, not B3010.

The General Lee counter should be set up in hex A3110, not A3310.

The set up hex for the 5th Virginia Cavalry is B2411.

The set up hex for the 14th North Carolina Infantry is A3831, not B3831.

**GBACW Rules Addenda**  
*The following was offered as a standard rule addition by GBACW designer/developer Eric Lee Smith in Moves 57, page 31:*

**[9.9] ADVANCE AFTER FIRE COMBAT**

A unit which causes an adjacent enemy unit to rout during the friendly Offensive Fire Phase may advance into that hex in the friendly Melee Phase if the hex is vacant. This rule and 12.85 explain the only methods of entering a vacant hex in the friendly Melee Phase.

[9.91] A unit may never advance after defensive fire.

[9.92] More than one friendly unit may advance into the same hex provided all units fired at the enemy unit which retreated from that hex.

[9.93] Batteries and supply wagons may never advance after fire combat.

**Optional Rules**

*In Moves 59, page 17, Eric Lee Smith suggested that many of the Exclusive rules from the GBACW system could be incorporated into the other games as optional rules. These are his suggestions. The following rules should be considered optional additions and not addenda.*

The games in the series are abbreviated as follows: Wilson's Creek (WC); Pea Ridge (PR); Drive on Washington (DOW); Cedar Mountain (CM); The Battle of Corinth (BC); Jackson at the Crossroads (JC).

**Rules adapted from Cedar Mountain:**

**[21.1] LIMITATIONS ON DISMOUNTED CAVALRY**

Suitable for WC, CM and DOW, not for PR or JC.

This rule represents the fact that cavalry were not trained to fight as infantry. The reduction in morale rating (to 2) should definitely be included.

**[22.0] ARTILLERY OVERSHOOT**  
Suitable for WC, CM, DOW and PR, not for BC or JC.

This rule shows the effects of artillery fire scattering over great distances, simulating the sometimes gross inaccuracy of such fire.

**Rules adapted from The Battle of Corinth:**

**[22.0] MELEE INITIATION**

Suitable for WC, CM, BC and DOW, but not for JC or PR. (See Rule 27.0 in PR exclusive rules.)

This rule reinforces the importance of leadership, since the units that fail morale checks when not stacked with leaders may refuse to attack or retreat when so required. Modifications will have to be made to the modifiers of Cases 22.1 and 22.2; ignore those modifiers which refer specifically to *Corinth* and use the others. Note that use of this rule may alter play balance in some games (especially CM). However, it is likely to improve the play balance in DOW.

**[24.0] BATTERIES AND RAPID FIRE**

Suitable for PR, WC, BC and DOW, but not for JC or CM.

This rule simulates the deadly affect of canister ammunition at close range; smoothbore artillery units were often double shotted and could increase their firepower through rapid-fire. The defender will be greatly helped by this rule, so it will tend to alter the balance of PR more toward the Union, which is good. Its use in WC, however, will swing the balance even more towards the Confederates, thus greatly imbalancing the game. It should be noted that the batteries at *Wilson's Creek* were probably not capable of rapid-fire since the men were still green having been so newly organized. DOW will be little altered since there is so little artillery present.

**Additional Suggested Rules:**  
*(Suggested by Russ Gifford)*  
*Observe all of Eric Lee Smith's suggestions, and these.*

**Rules adapted from Pea Ridge:**

**[24.0] BRIGADE COMBAT EFFECTIVENESS**

*Should be standard, including 24.3 (see next)*

**[24.3] BRIGADE RETREAT**

A retreat of a BCE'd regiment in Effectiveness Radius of its leader causes a brigade retreat. *Puts teeth into the BCE rule.*

**[25.0] BRIGADE DETACHMENT**

Lowers morale of detached Brigades by 1. *This should be standard. Would help balance CM.*

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## Official Errata and Addenda for Terrible Swift Sword, 2<sup>nd</sup> Edition

The following items are from the official errata published with the game and from S&T #112, compiled by George D. Leutsch and Craig Broslus.

### TSS 2nd Edition:

From S & T #112

#### A. COUNTER CORRECTIONS.

1. The Fronts of the artillery crew markers should not have infantry silhouettes. Treat these as full-strength artillery crews for all purposes.

2. Skirmisher counters are not distinguished by any special marking. Players should mark one side of each skirmisher unit to identify it for skirmish formation. An easy way to do so is marking three dots (...) at the top of the counter.

3. Several unit counters were printed with incorrect information; additionally, several Union batteries have been updated to new information uncovered since publication of the game. The following lists the counter as printed then the correction.

#### CSA:

\* 24 Ga (Gordon's Bde) should read 26 GA on front of counter

\* 35 Va Bn (II Corps) should have a morale of 4 on its mounted side

#### USA:

\* 80 NY (1/3/I) should be an "A" weapon type

\* Ward (2/1/II) should be 2/1/III

\* 13 Pa Res (1/3/V) should be a "B" weapon type

\* D 5 US (V arty) should have a strength of six (PA 6)

\* Supply (2/V) should have a morale of three

\* Shaler (1/2/VI) should be 1/3/VI)

\* D 2 US (VI arty) should have a strength of six (N 6)

\* 154 NY (1/2/XI) should be an "R" weapon type

\* Supply (XII) should have an R2 provost guard [Back is incorrectly marked as well]

\* 1 NH (3 Vol) should have a strength of four (TB 4)

\* 6 Me (4 Vol) should have a strength of four (N 4)

\* E 4 US (1/Cav arty) should have a strength of four (TB 4)

\* E, G 1 US (2/Cav arty) should be a TB weapons type (TB 4)

\* 3 Pa arty (1/2/Cav) should have a morale of 5

\* 1 Pa (1/2/Cav) is not used in the game

\* 4 Pa (3/2/Cav) is not used in the game

#### B. MAP CORRECTIONS.

The following table identifies map corrections using the format - Map, hex number, change.

##### MAP A

1514 marsh

##### MAP B

5308 Trail extends into hex from hex B5408

3725 Level 3 [TSR errata shows as level 2, take a pick]

3825 Level 3 [TSR errata shows as level 2, take a pick]

3926 Level 3 [TSR errata shows as level 2, take a pick]

2622 Historical site, not town

2816 Historical site, not town (maybe the author meant 2817)

##### MAP C

0922 Level 2

1021 Level 2

1122 Level 2

1123 Level 2

1222 Level 2

1223 Level 2

1323 Level 2

1324 Level 2

1423 Level 2

1424 Level 2

1524 Level 2

1525 Level 2

1624 [level 2]

Any hexside shared by a Level 2 hex and a Level 4 hex is a steep crest hexside.

The Turn Record Chart on Map C is missing the game turn 1620.

The night turns boxes 0320, 0340, 0420, and 0440 should be eliminated. These boxes were printed in error; all night turns are hourly.

#### C. BCE ROSTER SHEETS

Compiling roster sheets is nothing more than nose counting and should be quite simple, which it was. However, nothing could be more boring and thankless in game design, and after a while, come the inevitable mistakes. The brigade

leader is listed for each Army with the change required to correct the roster.

##### CSA Leader

Corse  
change boxes

M. Ransom  
change boxes

Daniel  
be C

Pettigrew 15/26 is incorrect, change to 14/26, change boxes, change VP to 14+14

##### USA Leader

Stannard  
change boxes

Brewster  
change boxes

Wheaton  
should be C

Candy  
change boxes

McIntosh 5/13 is incorrect, change to 5/9, change boxes, change VP to 10+13

I. Gregg 5/12 is incorrect, change to 5/9, change boxes, change VP to 10+13

#### D. RULES

[8.13] (*clarification*) For example, if the stacking limit is three units plus two batteries for 8 SP's, the hex can contain two 1 SP infantry units, one wagon, and two batteries. Batteries count against SP's but not against the number of units in a hex.

[8.22] (*correction, second sentence*) Change two hexes to three hexes.

[9.25] (*additions*) Units that carry these weapons types do not receive a shift left on the Fire CRT when routed.

[9.47] (*new case*) No unit may fire less than 1 SP at any target regardless of its fire strength multiplier. Example: A C1 regiment

has enemy units in each of its three frontal hexes. It may fire into only one of those hexes; it can not fire a one-third SP into each hex to obtain three 1-3 attacks.

[9.51] *(addition)* This column shift benefit to the target unit does not apply to mounted cavalry.

[9.85] *(clarification)* The final fire strength of pinned unit firing withdrawal or retreat is also halved.

[9.85] *(addition)* An unpinned unit may move through a hex containing a pinned unit without a penalty; however, if the moving unit ends its movement stacked with a pinned unit both units are considered pinned.

[11.25] *(clarification)* Units which are pinned, routed, or engaged may not resupply other units or be resupplied.

[13.42] *(addition)* In the case of a P/R combat result if two units occupy the same hex and the top unit routs, the second unit must check morale. If it passes, it is pinned; if it fails, it is routed. With a #\* combat result and two units occupy the hex and the first unit is routed or eliminated, the second unit must check morale. If it passes, it must then check to see if it is pinned.

[14.3] *(addition)* Unlimbered artillery remains in place when a friendly infantry or cavalry unit retreats through its hex. The crew checks morale and if the check is failed, the crew routs and the guns are abandoned. A limbered gun is displaced on hex like infantry and performs a morale check.

[15.17] *(clarification)* The act of recrewing an abandoned gun is a function of moving to the guns and as such not a formation change causing withdrawal fire. However, should the moving crew leave an enemy zone of control to get to its guns, its movement cause withdrawal fire.

[15.18] *(addition)* If a unit begins its melee phase adjacent to an enemy abandoned gun it may automatically move into and occupy the hex containing the abandoned guns.

[16.34] *(addition)* If the mounted cavalry unit being fired upon is 7 SP's or more (i.e. it is a dense target) the maximum number of column shifts allowed on the CRT is three instead of two.

[18.12] *(addition)* BCE'd units may advance after fire combat (see 9.9) only if they can do so without coming adjacent to a formed enemy combat unit.

[20.4] *(new case)* **RESTRICTIONS ON BREASTWORK BUILDING**  
No unit may build more than one breastwork each night. (This rule is designed to further restrict the number of breastworks that can be built throughout the game).

[21.1] *(change, last sentence)* All night turns are hourly in duration. (The Turn Record Chart is incorrect).

[22.54] *(change)* The last sentence should read, "It cost three game turns to move between any adjacent staging areas with the exception of 3 to 5 and 4 to 5, which cost two game turns; and 2 to 3 and 10 to 11, which cost six game turns."

[23.12] *(addition)* Use In Column markers to mark cavalry skirmish units that are not in skirmish formation.]

#### E. SCENARIO ERRATA

[34.13] **McPerson's Ridge Initial Deployment**  
5 A1 Bn should start in A1327

[34.17] Victory Conditions should read "through A3808"

[34.23] **Little Round Top Initial Deployment** (also used for 34.46 Whole Line Ablaze)

1+2 Co (Eshlman arty) should start in C0544

4 NY (III arty) should start in C1427

Daniel (Rodes) should start in B2731

1 US SS and 2 US SS (indp) should start within one hex of Sickles (III)

Stuart (Cav) should start in B2632

Ga Reg (Nelson arty) should start in B2025

Williams (Johnson) should start in B3303

B, 1 Pa (I arty) should start in the scenario with two guns destroyed

[34.47] **High Water Mark Initial Deployment**

Orange (Rodes arty) should start in B2532

Jeff Davis (Rodes arty) should start in B2532

Imboden's Bde (Cav) should be deleted from the initial setup. It is an optional reinforcement.

Fisher (3/3/V) should start in C1923

3 Mass (V arty) should start in C2118

13 NY (XI arty) should start in B3820

I, 1NY (XI arty) should start in B4518

[34.47E] (change) The last sentence should read ... "Union conditional reinforcement due at 1400 at Staging Area 9 or 10 only and reinforcements due at 1600 do not appear."

#### [35.14] Confederate Arrival Schedule

The arrival times of the Confederate Second and Third Corps supply trains are reversed.

Imboden's brigade is an optional unit, not an optional withdrawal.

[35.21C] (change) The artillery unit listed should read E,G 1 US (2 Cav) not F, G 1 US(2 Cav)

[35.24] (addition) The 3 Pa artillery (1/2/Cav) enters the game map on July 2 at 2000 via Staging Area 10.

## 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.