

American Civil War SPI Derived Errata and Clarifications by Donald Johnson 07/04/2020

Map Corrections:

1. Hex 2607 Cincinnati should have a city dot.
2. Add a bridge to navigable river hexside 2015/2115 near Nashville.
3. Hex 4618 Morehead City, NC is the correct spelling.
4. Hex 0828 Natchez, Mississippi should have a port symbol, as it meets the definition of a port in [5.9].

[4.2] Sequence of Play Item C: Leaders should be promoted as soon as lost enemy strength points are accrued, so that leaders are promoted ASAP.

[5.1] Play Hints for Movement of Units: It is suggested to move units separately by type and to move leaders last when feasible. One way to keep track of which units have moved and which still can move is to tilt a unit in a hex one hexside when it moves and one hexside further when it attacks and then tilt the unit back on the following turn and when on a river hexside to tilt from pointing to the SW most portion of the river hexside to the NE most portion and back again.

[5.51] Terrain Effects Chart: (1) The meaning of a supply symbol on the map is different for each side. A black supply symbol indicates a CSA supply city, per the TEC for a city in the combat effect section. A blue supply symbol (missing from the TEC but on hexes 1601, 1801, and 5101) indicates that the hex is a USA supply source per [10.1]; it does not indicate a USA supply city (as such does not exist).

(2) The explanation of a River Railhead/Ferry Hexside is slightly confusing. A ferry is 2 dots on both sides of a navigable/tidal river, for example, hex 0828 Natchez has a ferry. Either side can use a ferry hexside if they own both hexes, the Union has riverine units which also allow them to cross rivers. A railhead is 1 dot on 1 side of a river, whether this is by itself or a part of a ferry (with 2 dots).

(3) A port symbol does not mean that a port city has two intrinsic defense points. Every city has one intrinsic defense strength point, per [13.0].

[7.1] Play Hints: Players may create units by using the leftover cardboard or use coins. One may use a spare leader counter under a fort to indicate a strength point and always put real leaders on top of a stack. The Union may reuse the 2 garrison units once they are both destroyed (usually by attrition) as normal army strength points.

[10.21] The 1861 South City Supply total is 59, not 60.

[10.54] The USMRR spends MPs on rail, sea, and river movement and also can spend 5 MPs to repair a Southern railroad hex. At most 3 railroad hexes may be repaired in a turn along a specific rail line from one end (leap frogging by another USMRR is not allowed) but both ends of a rail line may be repaired by using 2 USMRR units.

[11.0] Command Control and Leadership: Only Army Ground Forces units are subject to Command Control. Permanent Garrison units, Leaders, USMRR units, Naval units, and Riverine units are not subject to Command Control. Permanent Garrison units are, in effect, always considered inactive and the others are always considered active.

[11.11] **Important** The Command Control Table on the map is correct, but the one in the rules has a typo: For command control level 5, if the die roll is 4, the results should be 2, 4, 5, 7, 8, 9 per the map table; that is, the final 0 should be a 9. Without this correction, when the USA command level is 5, a stack on a hex ending in 0 will move only 1/6 of the time, instead of 1/3 and a stack on a hex ending in 9 will move 1/2 the time, instead of 1/3; that is, a hex ending in 0 is not the absolute worst to be on. Correct the table in the rules.

Note: It may seem that a reasonable variant is to randomly pick from a set of chits numbered 0 to 9 according to the command level, but the table has some important properties: for example, one is that for the Union in 1861 either 1 or 2 of the 3 main reinforcement hexes will always be activated, never 0 or all 3.

[11.3] Leaders: When a leader's Leadership Rating is equal to or greater than the turn's Command Control Level (that is, the net level is zero or less) then that leader activates all army units stacked with and adjacent to the leader. (This was confirmed by the designer, JFD. Also, as the Confederate Command Control Level is at most 3, if a 0 net was not possible, then there is no reason for CSA leaders to be able to have a leadership rating of 3.)

[11.31] (1) The rules "A player may create a leader after any combat (Double Match or normal) which results in at least a one strength point loss to the enemy. The newly created leader must be placed on top of or adjacent to any Friendly unit that participated in the combat." implies that the specified Friendly unit that participated in the combat survived the combat since creating a leader is done after losses are taken.

(2) The rules envision that a leader is always stacked with a combat unit. Setup requires this per [19.1] Setup item 2: "The Southern Player deploys Leader D with a 2 rating with any Southern unit in Virginia. If the Southern Player leaves Virginia vacant he places the leader with any out-of-state unit." Both Movement and Combat that eliminates all defending combat units require it per [11.33]: "If all the Friendly Strength in a hex with the leader is eliminated by Enemy action (with the leader surviving) the leader is simply displaced by the Friendly Player to the nearest Friendly occupied hex. A leader must always end its Movement Phase stacked with some Friendly combat unit(s)." The only possible way for a leader to not be stacked with a combat unit is when it is created and for consistency, this erratum states that it must be stacked with a combat unit when created, this combat unit may either be a surviving defending unit or adjacent to a surviving defending unit.

[11.32] The rule "After a leader has been killed. the Friendly Player may begin the process of creating and promoting a new leader beginning with some battle subsequent to the one which killed the old leader." means that the reuse of that specific lettered set of leader counters for the leader that was killed may happen no earlier than the next battle. This means that the combat losses for this battle may be used either (1) to add to the experience of a leader that was not killed (but otherwise qualifies) or (2) for the creation of a new leader from a different lettered set of leader counters.

[11.34] By being on a riverine unit, Farragut may be placed on a hex adjacent to a river with the riverine unit pointing to a river hexside. He acts like a leader in the hex he is placed on the map even though he is on the river.

[15.6] Addition: Militia may not be placed on Wheeling, Chattanooga, or Knoxville as they are in the Union sympathetic area. Delaware, New Jersey, Iowa, and Kansas have no cities on the map, thus these Union states have nowhere to enter militia, thus they have no militia.

[16.6] Turn Record Reinforcement Track: On turn 1 the US has sufficient sea lift to supply the initial setup forces in Fort Pickens and Fort Monroe; and if [19.2] Optional Garrisons is used, this also includes any forces in Fort Sumter and Norfolk. (Rationale: Otherwise, the CSA may setup or move next to these forces on turn 1; as they cannot trace supply if sea lift is 0, they will also not be able to forage on their turn (as they will be in an enemy ZOC) and will be eliminated. Since neither Fort Pickens nor Fort Monroe were taken in history, this possible result is extremely ahistorical.)

[17.2] All references to a fortified unit after the first two sentences implicitly include an active city hex with an intrinsic defensive strength point.

[17.3] A riverine unit interdicts navigable/tidal rivers including ferries and bridges within 15 hexsides of its location, but this is curtailed by a fortified army unit or an active city hex with an intrinsic defensive strength point.

[19.1] Setting Up: Item 2: Lee (with a Leadership Rating of 2) is CSA Leader D (as Leader A is Union).

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