

S&T 63 Veracruz Game Errata from S&T 64 (updated by Donald Johnson 5/30/2020)

[9.33] (correction) The last line of the example should read "... Level for the battle is +1". (Incorrect in both magazine and boxed versions)

[12.31] (correction) No Assault may be conducted at less than a 1-2 ratio. (Correct in boxed version.)

[12.65] (addition) Naval units may move around San Juan de Ulua despite the fact that there is no sea hex present. (Text included in boxed version.)

[13.12] (correction) Reference to section should read 13.13, not 16.13. (Correct in boxed version.)

Additional errata and clarifications by Donald Johnson

[3.21] (clarification) The rank of a leader has no direct effect on the game, but is a neat way to show that Santa Anna was the Mexican generalissimo. In combat, all leader ratings in a stack are averaged, per rule 9.32.

[4.0] (correction) Item B.2. US units land at a controlled port hex, not a fort. See the VeraQuiz article item 7 in Move 36.

[8.37] (correction) The effects of supply are taken into effect as part of the process of determining the Battle Morale by subtracting 2 from the die roll, see 11.54.

[8.48] (clarification) For purposes of this rule, there are three types of combat units: (1) an artillery unit is neither regular nor volunteer, (2) a volunteer unit is any non-artillery combat unit that has a state designation or a V in its name and (3) a regular unit is any non-artillery combat unit that is not a volunteer unit. The intent of the wording of this rule is that in any combat where both regular units and volunteer units take part, it is required that all non-artillery losses alternate between a regular unit and a volunteer unit with a regular unit taking the first loss. This rule is to prevent all losses being taken from volunteer units unless only volunteers (and artillery) are used in a combat.

[11.4] (typo) A Mexican supply hex is 0351, not 0531. See the VeraQuiz article item 7 in Move 36.

[12.14] and [12.15] (correction) Ignore the mention of San Juan de Ulua in these rules, as combat units cannot occupy it, see [12.61].

[12.31] (clarification) As stacks are hidden, use the overwhelming attack procedure to see if the minimum assault odds of 1-2 are achieved in an assault; that is, the assaulting units are revealed and the defender declares whether minimum odds of 1-2 were achieved or not; if not, the process stops right there, if they were achieved, the defender reveals his units and must be asked to surrender, etc. An assault of greater than 5-1 is treated as a 5-1.

[12.34] (correction) Assault Table A result of S (successful assault) also means all the assaulting units must advance into the assaulted hex. There is never any change to Basic National Morale as a result of using the Assault Table.

[12.66] (addition) The effect of San Juan de Ulua when Mexican owned is that US units may not land reinforcements next to it, this also means Veracruz cannot be used as a port while San Juan de Ulua is Mexican owned. (See rule 19.21 and the fact that otherwise there is no effect after turn 1, so why give it 15 fortification points. I asked the designer, Rich Berg on Consimworld "It would be great if the designer could confirm this, else there is no effect that I can find." and he replied "It would be great if the designer could remember anything about this game, other than it had rules for Il Vomito" RHB.) The rules are clear about what happens to San Juan de Ulua if the units in Veracruz surrender, then SJDU also surrenders (12.64). It is also clear that SJDU may not be assaulted (12.61). When Veracruz is taken without the units in Veracruz surrendering, then SJDU remains under Mexican control and since it cannot be assaulted, it may only be besieged.

[15.2} (clarification) The division/army combat bonus is in effect if at least 75% of the strength in a combat are in one or more divisions/armies.

[19.11] (clarification) Rule 19.11 contradicts the Mexican reinforcement rules on the map. Rule 19.11 says that reinforcements that cannot enter are delayed, while the map text says they are destroyed. Rule 19.11 is correct, they are just delayed.

[19.2] (omission in boxed version) The US has 3 additional supply units and 1 pack animal that land with the invasion force on turn 1. (See magazine rules 11.21.)

[19.31] (clarification) The Tenn MR unit (1-10) has a state designation and is therefore a volunteer unit, but does not have a V on its counter. The 2nd Dragoon unit (1-10) arrives after turn 14 and is therefore a volunteer unit, but does not have a V on its counter.

[19.32] (clarification) Patterson is also withdrawn on turn 13. (See Withdrawal rules on map.)

[21.0] (clarification) Setup: In addition, the Mexican player places the fortress markers on the Fortress Siege Level Track as follows: San Juan de Ulua: 15, Veracruz: 10, and Perote: 5; see [12.12] and the map. Both the Mexican and USA National Morale Levels start at 0, see [10.11]. Place a turn marker on both the US and Mexican turn tracks. Place the combat units, leaders and armies/divisions on the appropriate turn.