CONSOLIDATED ERRATA & ADDENDA (as of 30 June 73) for Spitfire, American Revolution, and Lee Moves North.

Spitfire

As a result of post-publication playtesting and questions or comments received from SPI customers, the following addenda has been published to clarify play of this simulation:

[6.0] MOVEMENT
Case D, Diving, last paragraph
The aircraft need not perform a dive while in the Horizontal Dive portion of the Speed Track (portions of Speed Track labeled DIVE). It may elect not to dive and move in level flight but it loses one Movement Point for each Movement Phase that it moves in level flight (that is, each Movement Phase while at dive speed that it does not lose altitude). Reset the Current Speed Marker in the Altitude Decision Segment.

American Revolution

As a result of post-publication playtesting, the following errata has been assembled to clarify and correct various errors or ambiguities in the original game components.

[4.0] LAND MOVEMENT
Case E — To further illustrate, if the British Player enters a region, thereby raising the American Militia, and the American Player places the Militia in the same Movement Area with the British forces, the British Player must leave behind sufficient forces to achieve a 1 to 1 combat action to leave that Area. If Enemy units in the area are in a Fort, their increased strength (tripled) is used to calculate the necessary 1 to 1 odds. If, however, Enemy units in a Fort are besieged or are themselves besieging, they may be ignored. There is no need to leave any units to achieve a 1 to 1 combat action.

[5.0] SEA MOVEMENT
General Rule and Case H — Units may leave a coastal area by fleet and land again in the same Movement Area. The reason for doing this would be to leave a besieged fort and land outside of the fort. Then they would not have to attack the besieging units at double their value. The British would of course have to roll the die prior to accomplishing the movement; a “1” or a “2” roll indicates that the British movement may not be accomplished.

COMBAT
Case A — last sentence A player who has fewer Strength Points in an area than his opponent may attack, under the provisions of case G. It is simply not allowed in any individual combat action for the attacker to have fewer Strength Points than the defender.

Case B — This rule implies that the same Friendly unit may attack Enemy Units in the same movement area in different conditions sequentially. This is not the case. A given Strength Point may only engage, and be engaged in a single combat in a given Combat Phase. A group of Friendly units in the same Movement Area as Enemy units in different conditions may attack a single group, or all the groups together, if, however, the groups are attacked separately, the attacking units are separately allocated to each of the attacks, and the attacks are resolved separately. In addition, units in forts must attack units which are besieging them, at least. Other groups additionally may be attacked, in the same Combat Phase, at the option of the attacker. If any of the besieging units survive the combat, the attacking units remain in the fort.

Case C — If units in a fort attack non-besieging groups of units, and the attacking units are not besieged at the end of the Combat Phase, the fort would be removed and the units no longer fortified.

[6.0] SUPPLY
The British must not only trace supply through an American vacant Area of a Controlled Region, an area where the British Player has a superiority of Strength Points, but the Coastal Area must fulfill one of these two conditions: British units in coastal areas are always in supply, unless the French Fleet is in that area and prevents British Fleet from being there. Then units trace supply as if they were inland.

MOVEMENT AND FORTIFICATIONS
Sea Movement, Case G, is actually applicable to land movement also. Thus units entering an area by land movement or sea movement or as reinforcements, may join other Friendly units in either forts, or Siege which already exist. Exception: units may not enter a Friendly Fort if it is besieged.

Major Success
Major Success is also occasionally called Major victory in the rules. The terms are identical for rule purposes.

COMBAT RESULTS TABLES
Under the 1 to 1 Probability Ratio, a die roll of “3” or the “2” De” is a misprint, it should have been a “3” De.”

VICTORY CONDITIONS
The British Victory Conditions should be amended as follows:
1775-1776 — British must control Regions worth a total of 41 Victory Points to win.
1777-1778 — British must control Regions worth a total of 51 Victory Points to win.
1779-1783 — British must control Regions worth a total of 61 Victory Points to win.

Lee Moves North

As a result of post-publication playtesting, the following errata has been assembled to clarify and correct various errors or ambiguities in the original game components.

[4.2] SEQUENCE OUTLINE
The reference in this section to Games lasting 15 Game-Turns is incorrect. Both the 1962 and 1963 scenarios each last 20 Game-Turns as noted on the Turn Record/Reinforcement Track.

[5.6] Units without Command Control may also increase their Movement Allowance by Forced Marching. Procedure: First the die is spun to determine the normal movement of the unit without Command Control as explained in [1.1]. To this result, two additional Forced March Movement Points are added. Units must still subtract one from the die roll. Following the completion of the unit’s movement, the die is again spun to determined whether or not the unit becomes disrupted as a result of the Forced March. Leaders may also increase their Movement Allowance by Forced Marching. Leaders which become disrupted as a result of Forced Marching suffer the normal disruption effects listed in the Explanation of Combat Results. The disruption does not affect their Command Control capability. A disrupted Leader may not contribute to friendly attacking, but may contribute to friendly defending and counterattacking units.

[7.0] Even faced-down Cavalry units may not move by roll.

[8.1] C. Infantry units faced-up as a result of Cavalry Probes or combat do exert a Zone of Control.

[11.4] The Leadership Combat Bonus may be added to attacking, defending or counter-attacking Friendly units stacked with a Leader.

[12.2] If This rule should be interpreted to mean that units stacked together in one hex may only attack Enemy units defending in a single hex. Units in one hex which are adjacent to more than one Enemy occupied hex may only attack Enemy units in one of the hexes to which they are adjacent.

[12.2] I] This rule has been changed to the following: All units attacking from a single hex may attack Enemy units in only one adjacent hex. All units attacking from one hex must attack the same Enemy occupied hex. It is still not necessary for all units in an attacking stack to participate in the attack, but all participating attacking units (from the same hex) must combine to attack only a single Enemy occupied hex.

[12.7] A Leader which is alone in a hex attacked by Enemy units is never eliminated but is moved to the nearest hex occupied by a Friendly unit instead of suffering any normal Combat Result.

[16.0] Disregard Supply rules concerning Movement. The Supply Effects Chart is correct. Movement is never affected by the supply condition of the unit in question.

[16.1] The USA and CSA Supply Source Hexes should be marked on the following hexes:
USA — Hex #3 2801 (Philadelphia), 2301, 1301, 1101, 0111, 0112, and 0129.
CSA — 2143 (Gordonsville), 2842.

[19.0] Contrary to what it states in the rules, the entrance hexes for both USA and CSA Reinforcements for the Antietam Scenarios are not on the Reinforcement Track, but are listed in the rules in section [19.0]. The rules omit the entrance hex for the USA 15th Game-Turn 4-5 Infantry Reinforcement. This unit appears on either Washington hex.

[21.0] The initial Confederate Forces for the Antietam Scenarios should include four Dummy counters.


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