TERRIBLE SWIFT SWORD ERRATA

(as of 22 Feb. '77)

The information listed below is a result of letters and comments from the players of **TSS**. It consists of a number of changes, clarifications, additions, etc., to the rules of the game, some corrections to the few typographical errors that appeared pertaining to the Order of Battle, as well as additional suggested, but optional, rules that will increase historical enjoyment of the game at some cost to playability. The designer is grateful to the number of people who have responded with their insights and comments, and he certainly welcomes further such letters.

[5.29] (ADDITION) During a friendly melee phase, one infantry unit may melee across the Marsh Creek Bridge (A4629/30). This rule is an exception to 5.27.

[6.11] (ADDITION) If an infantry unit in column is fired upon it automatically goes into **line** formation. It need not suffer a casualty to do so, but if it does it changes formation after casualties are taken.

[6.23] (ADDITION) If an artillery battery desires to either limber or unlimber (change formation) and that battery is within range and LOS of any enemy small-arms units (excluding Guards) those enemy small-arms units may fire at that battery **before** it changes formation. This fire is considered a form of Withdrawal Fire. If, in the course of such fire, a battery becomes pinned, it may **not** complete its change of formation; i.e., it may not limber or unlimber. This rule may be used whether the battery is the top unit or the bottom unit in a stack.

[8.7] (CLARIFICATION) Units in Reserve Status may not fire, either offensively or defensively.

[9.0] (CLARIFICATION) Ridges and Crests are separate entities for all purposes, especially movement. Do not confuse the two. (See the Terrain Examples on the Map). The Terrain Effects on Movement Table has specific columns for a) crossing a ridge hexside; b) crossing the crest hexside by moving **up** the crest; and c) crossing the crest hexside by moving **down** the crest. Remember, Ridge hexsides have splash contours on **both** sides of the hexside, while a Crest has splash marks on **one** side only (the downhill side). A unit sitting in a hex that is adjacent to a downhill Crest Hexside (i.e., "beneath" the crest) is considered to be on **ground** level for LOS purposes, **not** Ridge Level!

[10.22] (ADDITION) M=Smoothbore Muskets (Austrian, etc.).

[10.23] (ADDITION) Units gaining a weapon-defensive benefit (C, S, B and P combat units) do **not** gain this benefit when undergoing Retreat Fire or Withdrawal Fire (except when "covering" for Withdrawal Fire as per 11.14).

[10.31] (ADDITION) When a unit is fired on by both artillery and small-arms it takes casualties (if any) from **both** fires **before** checking for rout.

[10.82] (ADDITION) Pinned artillery is halved in Fire Strength when it fires (defensively).

[10.84] (ADDITION) Pinned units may not Retreat-Before-Melee.

[10.84] (CLARIFICATION) Pinned units may **not** fire Withdrawal or Retreat Fire. Pinned units have **no** Zones of Control. Pinned **Artillery** units may **not** use Counter-Battery Fire; they may fire only in a Defensive Fire Phase.

[11.12] (CHANGE) (Second sentence). Units may fire Withdrawal Fire **any** number of times, subject only to possible ammunition depletion.

[12.0] (CLARIFICATION) Units that are out of ammunition (Ammo Depleted) **do** have Zones of Control for the purposes of negating supply and leader effectiveness lines.

[13.81] (CLARIFICATION) A "K" result has **no** effect on Artillery units in any way.

[13.83] (CLARIFICATION) Artillery units, once captured may **not** be recaptured.

[13.84] (CLARIFICATION) Engaged units have **no** Zones of Control. Leaders that are "Engaged" (in a Melee) may not Rally other units; their Effectiveness Radius, however, remains unhampered.

[13.87] (ADDITION) If, in a Melee Combat, the result is such that **both** sides are totally eliminated (either through a K or C, etc.) ignore that result and consider it to be an **Engaged.**

[14.2] (SUBSTITUTION)

[14.21] All regiments in each infantry or cavalry brigade have a letter rating (see listing below). The regiments within each brigade all have the same rating; thus, if Kershaw's Brigade is a 'C', all regiments in Kershaw's Brigade have a Morale Rating of 'C'. The letter rating, running from 'A' through 'E' is the unit's Morale Rating.

[14.22] Units use their Morale Rating in determining the chances of Rout (see 14.1). Using the Morale/Rout Table, the Player rolls for each unit that has a chance of routing by throwing a die and cross-referencing that die roll with the unit's Morale Rating. Thus, if an R2 with a Morale Rating of 'C' takes a casualty and rolls a 3, it will not Rout.

[14.23] A unit that has suffered **more** than 50% losses (from its original strength) adds **one** to the Rout die-roll.

[14.24] Presence of a Leader in the hex still subtracts **one** from the die-roll.

[14.25] All HQ and Provost Guards are 'D' units. All artillery batteries are 'C' units.

[14.25] The Morale/Rout Table

Unit Morale Rating

Die	A	B	C	D	E
1	●	●	●	●	●
2	●	●	●	●	●
3	●	●	●	●	R
4	●	●	●	R	R
5	●	**	R	R	R
6	**	R	R	R	R

●=No Effect, No Rout
R=Unit Routs
**=Roll again; if a '6' is rolled, unit routs

Unit Morale Ratings (see 14.21)

CSA

Kershaw(C), Semmes(D), Barksdale(C), Wofford(D), Garnett(C), Armistead(C), Kemper(C); Law(D), Anderson(D), Robertson(B), Benning(C); Hays(C), Hoke(C), Smith(D), Gordon(B); Steuart (D), Nicholls(C), Stonewall(A), Jones(D); Daniel(C), Iverson(D), Doles(C), Ramseur(C), O'Neal(D); Wilcox(D), Mahone(D), Wright(D), Perry(D), Posey (D); Pettigrew(D), Brockenbrough(D), Archer(E), Davis(D); 1/Perrin(B), 2/Lane(D), 3/Thomas(E), 4/Scales(C); FitzLee(B), Hampton(B), WHFLee(C), Jenkins(C), Robertson(C), Jones(C); Imboden(B).

USA

1/1/I(A), 2/1/I(C), 1/2/I(D), 2/2/I(E), 1/2/I(C), 2/3/I(D), 3/3/I(D), 1/1/II(E), 2/1/II(D), 3/1/II(C), 4/1/II(D), 1/2/II(C), 2/2/II(C), 3/2/II(D), 1/3/II (C), 2/3/II(E), 3/3/II(D); 1/1/III(D), 2/1/III(C), 3/1/III(D), 1/2/III(D), 2/2/III(E), 3/2/III(C); 1/1/V(D), 2/1/V(E), 3/1/V(C), 1/2/V(D), 2/2/V (D), 3/2/V(B), 1/3/V(C), 3/3/V(D); 1/1/VI(C), 2/1/VI(C), 3/1/VI(C), 2/2/VI(D), 3/2/VI(C), 1/3/ VI(D), 2/3/VI(D), 3/3/VI(D); 1/1/XI(D), 2/1/XI E(, 1/2/XI(D), 2/2/XI(D), 1/3/XI(E), 2/3/XI(D); 1/1/XI(D), 2/1/XII(C), 3/1/XII(D), 1/2/XII(D), 2/2/XII(C), 3/2/XII(C); 1/1/Cav(C), 2/1/Cav(C), R/1/Cav(B), 1/2/Cav(C), 3/2/Cav(C), 1/3/Cav(C), 2/3/Cav(C).

[14.3] (CLARIFICATION) A unit that is routed and suffers additional casualties while in a state of rout does **not** suffer rout again; it simply suffers the casualties.

[14.3] (CLARIFICATION) Routed units may **not** Retreat Before Melee (13.7); they have no Zone of Control and may **not** engage in Withdrawal or Retreat Fire. Although Routed units may move one hex per turn, they still need to be within the radius of a Leader, etc., in order to move as per 17.13.

[14.5] (CLARIFICATION) If the top unit in a stack is **eliminated** by fire, the bottom unit does **not** have to check for rout.

[17.13] (CLARIFICATION) Units outside a Leader's Effectiveness Radius may still fire Withdrawal and/or Retreat Fire; these units do have Zones of Control.

[17.4] (ADDITION) If, as a result of fire or Melee casualties, a Leader is alone in a hex that is surrounded by enemy units or enemy Zones of Control, and all these enemy units and ZOC's are within five hexes of the Leader, that Leader is considered **Captured.**

[17.15C] (ADDITION) If units that enter under this section are, for any reason, unable to move for failure to link up with their parent unit for any period longer than two Game-Turns, on the third turn or thereafter the Player may use a Colonel Counter to move the unit. The Colonel leads the unit; it enables it to move in any way or fire in any way. It may rally the unit, but does not add any benefit for melee or rally. As soon as the unit links up with its parent formation, the Colonel is removed.

[17.57] (ADDITION) New Leaders (i.e., leaders replacing leaders that have taken casualties, etc.) are placed on the game-map in the Final Command Phase of the turn the original leader left the game.

[21.4] [CHANGE] The second sentence—"As such, units ... in any way."—is removed. In its place substitute the following rule: A unit in a Staging Area may fire at a unit on the Game-map. A unit on the Game-Map fired on by a unit in a Staging Area may fire back at the unit that fired—but **only** at a unit that fired. This is the only instance in which a unit in a Staging Area may fire or be fired upon.

[21.56] (ADDITION) If the Confederates exit combat units amounting to at least 500 men (5 SP's) through Staging Area #6 the Union Player may not use that SA to bring in any more reinforcements (21.53). This pertains only to Area #6.

[21.6] (CHANGE) The last phrase—"...or are attacked by Confederate units."—is removed. In its place substitute the following rule: ... or satisfy either of the following requisites(¶ come within 10 hexes of a Confederate unit to which they have a Line of Sight; or ¶ come within 5 hexes of a Confederate unit, with or without a LOS. In addition, one hour **before** this division is to arrive (i.e. at 1000 hrs.) the Union Player may decide not to bring these units in through this Staging Area. He may then bring them in through Area nr. 8 at 1400 hrs. He does not have to inform the Confederate Player of his decision.

[28.22] (CORRECTION) In Line 8, Confederate Deployment, remove the phrase "excluding Gordon's Brigade" and place it in line 3 after Early's Division (II). Gordon's Brigade is in Early's