Division, but it's correct deployment is given in Line 12, as written.

[28.22] (CLARIFICATION) The CSA Player should note that the 11th Miss (4/Heth/III) and the batteries of Alexander's, Eshleman's and Poague's Artillery Battalions have not yet arrived and should not be deployed.

[28.25] (CORRECTION) Column 3, line 4—"2/1/I" should read "2/2/I".

[28.32] (CORRECTION) The following changes should be made to the initial Union deployment:

1. G, 1NY and 6F, MeLt batteries should be in 0122, not 0124.

2. Switch the 63 Penn Reg. with the 57 Penn Reg.

3. Switch the 141 Penn Reg. with the 114 Penn Reg.

[28.37] (ADDITION) The union units that are initially deployed in Reserve Status may stack over and above the normal Reserve STacking restrictions until released by (2) above.

[28.42] (ADDITION) In the Initial Confederate Deployment, Hood's Division sets up with McLaw's Division, but slightly to the south of it. (No unit should be south of the 2000 hexrow).

[29.1] (ADDITION) General Lee and the ANV HQ arrive July 1, 1400 hrs., Area 1.

[29.2] (DELETE) From the Union July 1, 1940 Hours Reinforcements, "...remainder of the III Corps Artillery."

[30.1] (ADDITION) At the end of Cavalry:

Imboden's Independent Command

62nd Va. Mounted Infantry; Virginia Partisan Rangers; 18th Va.; McClanahan's Horse Artillery.

[30.1] (CORRECTIONS)

1. The 5th Ala. Sharpshooters are part of the 5th Ala. Regiment listed under O'Neill/Rodes/II.

2. In W.H.F. Lee's Cavalry Brigade, the 9th NC regiment should read 9th **Va.**

[30.2] (CORRECTIONS)

1. The 1st and 3rd Penn. Regiments (Cavalry) should be listed under the First Brigade of the Second Division, Union Cavalry.

2. Under 2/3/I, the 140th Pa. should read the 149th Pa.

3. Under 2/1/V, the 4th Ma should read the 4th **Mich.**

4. Under 2/2/XI, the 3d Ma should read the 33d Ma.

5. Under 2/3/XI, the 76th Wisc should read the 26th Wisc.

6. Under Fitzhugh's 4th Vol. Reserve Artillery, the NY Lt, 1st Battery should read the **NJ** Lt. 1st Battery.

Game-Map (OMISSION) Warfield Ridge is the ridge that runs south from B5409 to C2333.

Counter Sheet (CORRECTIONS)

1. There is an extra Confederate Unit in the counter-mix: the 35th Va. Battalion Cavalry. It is **not used** in the game.

2. The Union 9th Mass Infantry Regiment should read, for its parent organization, 2/1/V.

3. The Union 108th NY Regiment should read 2/3/II, not 1/3/II. It is listed correctly in the OB.

Counters (CHANGE) The following units on the Confederate Counter Sheet have been mislabeled:
1) The Powhatan Artillery Battery should read Dance/II, not Cartr/II.
2) The 43rd NC Regiment of Daniel's Brigade belongs to Rodes' Division, not Early's.

Brigade Combat Effectiveness Sheet (CORRECTIONS)

There are several minor errors in the total strengths (**not** the BCE level) of a few of the units listed on the sheet. The true strengths of the units are listed below, with the mistaken strengths listedn in parentheses:

Wofford's Brigade (McLaws/1): **23** (24)
Daniel's Brigade (Rodes/II): **21** (18)
Hampton's Brigade (Stuart/Cav): **22** (23)

SUGGESTED OPTIONAL RULES

These rules stated below may be used at the option of the players for added realism.

[18.5] HORSE HOLDERS

Whenever Cavalry units dismount someone has to hold the horses! Therefore, when computing the fire strengths of dismounted cavalry units, for every unit that has a present strength of '3' or more deduct **one** strength point from its **fire** strength (not melee) **before** computing any other changes. This deduction pertains only to firepower and not to anything else (e.g., casualties, Rout check, etc.). Players should note that this rule will have its greatest effect on the opening hours of play and can be used to offset a particularly able Union commander, if that effect is so desired.

[20.6] STRAGGLERS

A small percentage of casualties taken are considered Missing In Action: these MIA's often simply wandered off during the battle and were rounded up later to reform units, etc. Therefore, in the full 3-day Battle game, in the 0300 Game-Turn, each Player may round up the stragglers. For every 2000 men lost (rounded down) in the previous **day's** fighting the player may return one strength point to active duty. The SP must be an R-weapon point. He may use these SP's to either build existing units up to strength or to resurrect departed units. No more than one strength point may be applied to any given unit. Resurrected units are placed with their parent command in the Initial Command Phase.

SUGGESTED BATTLE FATIGUE RULE

Units in a brigade may move, melee, or fire offensively only 24 turns in a given day (0400 to 0300 hrs). Each time any one unit in a given brigade fires offensively or moves (excluding changing formation or facing) it has used up one of its 24 turns. When a unit exceeds the 24 turn limit there is a chance that the entire brigade will become "Battle Fatigued." At the beginning of each turn after this point is reached, the Player rolls a die: a 1, 2, or 3 and the unit is fatigued—4, 5, or 6 has no effect.

A fatigued brigade may not fire offensively nor may it melee offensively. In addition, its Movement Allowance is halved (rounding upwards). This rule applies only to infantry units. Players may use the Combat Effectiveness Record Sheet to keep track. Players should also note that this rule is completely optional and requires a great deal of record-keeping.

SUGGESTED RULES FOR COMMUNICATING IN MULTI-COMMANDER GAMES

Several scenarios, especially the Grand Battle Game, lend themselves—to say the least—to multi-commander play.

The following rules are suggestions for communications (i.e. talk) between the players:

1) Players may only communicate if the leader they represent is within two hexes of the leader with whom they wish to communicate.

2) If Players' leaders are more than two hexes away they may communicate by note: the note may be no more than one sentence long. [use common sense here]. Notes may be addressed to specific leaders; they arrive at the leader a given number of Game-Turns after they are written. For each 10 mounted cavalry Movement Points that the sending leader is distant from the receiving leader, one Game-Turn is consumed before the message may arrive. Off-map leaders consume two Game-Turns in addition to the distance traced to the edge of the Game-Map, e.g., Buford wishes to send a message to Meade, who is off the map (Area 8). Buford is 24 cavalry MP's from the edge of the game-map and it is 1300 hrs. It is thus 3 Game-Turns to the edge of the map and two additional to reach Meade off-map. Thus, Meade will get his message at 1440 hrs.

3) An On-board commander may not be more than 10 cavalry Movement Points from at least one of his officers. If a commander is more than 10 cavalry MP's from at least one of his officers, the unit of that commander may neither move, melee nor fire offensively that turn. Lee and Meade are not affected by this rule.