

**Each Entry has the Date of LAST Revision:**

## **Line of Battle Series v1.0 (19 Aug 11)**

- 1) When optional 12.3 is in play, Mounted cavalry is eligible to fire Pistols (no matter their actual armament) **both** when attacking and defending provided such fire is within or part of a Charge (including the Opening Volley associated with that Charge and any Morale Check Odds Determination that is made for that Charge).
- 2) The Additive Morale Effects Chart on the back cover has one cell in error. The cross-index between Current State of DG and Town Hex should be DG, not R, so it correctly conforms to the text in 1.7g.
- 3) On the Morale Table, apply either the Rear Facing **OR** Inadequate Frontage modifier to a given check, never both.
- 4) 6.3e: If a retreating stack is destroyed applying 6.3e when entering a hex, do not apply 6.3d to the units in that hex.
- 5) In the case of a stack starting its move adjacent to its intended Charge target hex, Facing change is not precluded by 3.3d part 2 (nor its copy in 7.2e part 2). The stack can change Facing before declaring a Charge, but at that point it will be locked in and be unable to change Facing again in its move.
- 6) In the case of a retreat that **ends** in an artillery unit's hex, artillery need not apply 6.3d option 3 (pass through) as noted in 6.3f, but rather 6.3d option 2. The phrase in 6.3f was designed to handle units that retreat all the way through an artillery unit's hex.
- 7) In both the friendly (4.1c) and enemy (4.1d) cases artillery can fire shell through Open Order units, even if they are adjacent to the target hex. Just so it is clear, 9.5e part 3 supercedes 4.1d. Artillery can fire shell through Open Order Capable units, even enemy ones.
- 8) In the event of a Morale Check made by artillery on top of a stack (in other words, from an artillery shot at range 9 or less), execute the retreat result (limber, roll for Gun Loss, if applicable) with only the artillery in the hex. Ignore any step losses or Morale States in that Morale Table result. Such a Morale Result has no effect on any infantry or cavalry in the target hex and does not place any Cowardly Legs marker.
- 9) Any Opening Volley being executed by "other units" as per 9.5e part 2 is automatically executed as if it were at range 3, even if the real range is 1 or 2.
- 10) The Inadequate Frontage modifier only applies to shots containing Small Arms fires.
- 11) Change the roll of 2 result on the #5 column of the Acceptance Table to D6 (so column 5 isn't the same as column 6).

# Line of Battle Series v2.0 (25 Apr 18)

1) Add to 6.3f, other units that retreat through an Unlimbered Artillery Battery hex are not adversely affected by the retreat through it or any extension of the retreat required so they do not end up stacked in an Unlimbered hex. This does not exempt them from any adverse affects that occur because they retreat into or through other unit types than Unlimbered Artillery.

2) Artillery should be included in the exceptions for Attack Recovery Dead units (10.8c) along with Open Order and Sharpshooter units.

3) The paragraph reading "Units only *fire through* their three frontal **hexsides**. This gives them a fire fan extending only 120 degrees of their 180 degree front" in 3.3 should read: "Units with both Front and Rear Facing only *fire through* their three frontal **hexsides**. This gives them a fire fan extending only 120 degrees of their 180 degree front. Units with all-around Frontal Facing (Open Order Capable units) can fire in any direction."

4) The Charge example incorrectly uses the old rule regarding the need to face correctly **before** entering the hex adjacent to the enemy. In v2.0, you can change facing right before starting the Charge.

5) The Army Commander can attempt to stop any of his sub-Command's Skeddaddles and 10.9b is amended to include him as well as the Command's senior leader.

6) When dealing with Zero leaders, move them by brigade and only roll for each as that brigade begins to move. Do not move (or roll for) the next brigade (Zero or not) until the current Zero is finished.

7) Remove the 'Army' requirement from 10.4c. It should read: Orders are required to establish a Reserve.

8) Add 'Establish a Reserve' to the list of permissible actions for Initiative.

9) Revised 10.9b: A Skedaddle ends in the first Command Phase after all of the Command's units (**which were in Command Radius when the Skedaddle began**)....

10) In determining if a shot qualifies as Flank/Rear on the target, refer only to the hex grid location of the involved units, not to the vagaries of the way their LOS is situated.

11) In the list of possible Mounted Charge targets in 7.4, item b) pertains only to Open Order units which are currently Open Order Capable.

12) Replace "Any Leaders or HQs that happen..." in 5.6c with "Any HQs that happen..." and add "For Leaders abandoned in such a hex, see 9.1d." to 5.6c.

13) Any "Removal" of a leader or unit in the Order of Arrival is done as the very first thing in that game turn, before that leader or unit can execute any function whatsoever.

14) Just so it is clear, if the attacker is destroyed in the Charge Sequence before the defender's Morale Check, the Morale Check itself does not occur.

15) In 10.9, Only enemy units in Line or Mounted Formation can initiate a Skedaddle. Change the first sentence, 3<sup>rd</sup> para to: "A Skedaddle also occurs when enemy combat units (Line or Mounted Formations only) enter an HQ's hex..."

16) In 3.5, second bullet point, "Open Order" s/b "Open Order Capable"

1) There are two 82 Penn-a (3/3/6) regiments. One of them should be 82 Penn-b.

## LoB-01 None but Heroes (27 Apr 12)

2) The 23 Ga Regiment (Rain/Hill) should have a strength of 5, not 2, making it a R5A. Set them up with any unit of their brigade strength of 3 for scenario 5.4. In other scenarios—where they do not set up at all—the unit has been destroyed in the morning fighting and is dead.

3) The 14 NC Regiment (Adrsn/Hill) should have a strength of 9, not 6, making it a M9A. Also, in the set up for scenario 5.4, the 14 NC should have a strength of 5, not 2, remaining.

4) Ignore the Palmetto Lgn set up in hex B25.28 in scenario 4.4. The unit is also listed, correctly, as setting up in B25.26.

5) The 1 Minn (1/2/2) should be R9A, not M9A.

6) Delete the 18 Maine in 1/1/5. Ignore the 18 Maine in all set ups.

7) In scenario 4.2, the hill referred to for off-map Union artillery fires is A23.11, not A27.11. Note that the off-map batteries cannot obtain a Rear Facing Target shift.

8) In the Sunken Road scenario, Pierson (arty leader) should set up with his HQ in B23.33.

# LoB-02 Last Chance for Victory (18 Jun 19)

## Rules:

1) Reynolds' First Order to Wadsworth can be acted upon immediately by Cutler and Meredith. In the case of Meredith, the Iron Brigade must pass its release roll before it can move if it has not already done so. When the I Corps HQ arrives at its assigned location near Wadsworth's Division, Wadsworth's orders are adopted by the I Corps as a whole.

2) No order issued by Lee on July 1<sup>st</sup> are valid after midnight on that day.

3) **Buford Literal Withdrawal (Optional):** *There are those who find themselves deeply troubled by my decision to merely pull Buford's Cavalry after the infantry deploys on the first day. This rule allows them to stay and do their historical flank guard duties until they literally left the battle on July 2<sup>nd</sup>. However, the rule was found to be subject to great abuse in testing and that is why it was not included. Feel free to give it a try.*

Do not withdraw Buford's Cavalry Division and Calef's Battery as per the current Order of Arrival and Game Specific Rules. Instead, they withdraw at Noon on 2 July 63. Once the first infantry unit goes into Line Formation, apply the following:

The player must move one brigade to either flank of the infantry line and screen it. While screening, the two brigades need not be within Command Radius of the division (i.e. Buford) and Calef's guns can be used with either or both brigades. The division cannot be given any orders, it can only conduct this automatic screening function. While screening, the Cavalry can never do any action that would require a Closing Roll to conduct. As new infantry units arrive, the Cavalry Brigades shift outward to continue to be on the flank of the new, longer, infantry line.

## Map:

1) S15.31 and S16.31 should not have woods in them. Also, delete all the Woods Hexsides on the hexsides making up those two hexes. See *LCV Stoney Hill Map Cut Out PDF*.

2) "Steven's" Run (near Gettysburg itself) *should be* Stevens Run (no apostrophe). Likewise, "Steven's" Knoll s/b Stevens' Knoll (moved apostrophe).

3) Carlisle Street is partly missing on the 2<sup>nd</sup>/3<sup>rd</sup> Day map (but is correct on the main maps and the 1<sup>st</sup> Day's map).

## Counters:

No known errata.

## Orders of Arrival:

1) The references to "1.0a" in the Confederate Orders of Arrival (regarding Early and Rodes) should refer to 2.2h instead.

2) "N9.28" in Union Orders #1 for 1/1's road march should be S9.28.

3) The entry of Union Reinforcements and their normal approach to the field does not trigger the end of the Recon in Force (2.1c) because of the xx.22 limitation.

## Union "Day 1 Map" OOA:

1) 9:45 am, July 1st: 2/1/1 Bde s/b 2/1/1 Bde (minus 7 Ind)

2) 11:45 am, July 1st: 2/1/1 Bde s/b 2/3/1 Bde

3) For Orders #1 on the Union 1<sup>st</sup> Day OOA, treat them as a Move Order to the designated defense area. The "Attack" portion of this order is merely the ability to attempt to evict any Confederate units from that area as is normally the case in *LoB* 10.8a, even though the Union troops must move forward to get to it.

## Scenarios:

### All:

1) In all scenarios for the 2<sup>nd</sup> and 3<sup>rd</sup> Days in which Greene's Brigade (3/2/12) is in play, set up the 102 NY in with the other units in hex N52.53 (only apply this if the unit is not in the set up). The unit took 29 men as losses in the battle and had the night of the 2<sup>nd</sup> for recovery, so it sets up full strength in all scenarios.

### Scenario 7.2:

1) The Iron Brigade has already passed its release roll at start.

2) Union Order #1 (Buford's) lists outdated information in scenario 7.2. Use the Union Order #1 from scenario 7.1 for them instead.

### Scenario 7.3:

1) The Maurin Battery should arrive at 3:30 p.m. (the last turn) not 3:45 p.m. as shown (after the scenario ends).

2) Daniels' Bde (Rodes) should fall under Heth's command and orders.

### **Scenario 7.5:**

1) If using **all of Map B**, start the scenario at 2:15 p.m., instead, to allow Gordon and Hays to enter normally. Reese/Carter (N5.39), Page/Carter (N13.36) and Fry/Carter (N13.35) Batteries are out of the play area. They **cannot** be posted elsewhere but can fire for the scenario. When using **the 1<sup>st</sup> Day map**, Reese starts counting range at N9.41 with 3 hexes already expended.

2) Be sure to use the separate version of scenario 7.5 on the GamersArchive web page when using the 1<sup>st</sup> Day's map (the adjustments above are not needed when using the 1<sup>st</sup> Day's map and this version of the scenario).

3) Also for 7.5, Schimmelfenning is in command of **both** his Brigade and the 3/11 Division. There is no Repl leader. This special rule does not apply to any other scenario.

### **Scenario 7.13:**

1) Do not set up the 21 Miss (S11.37) as it is outside the play area. Also, extend the play area the couple of hexes east of the Taneytown Road to include the set up locations of the 1<sup>st</sup> Corps units east of it in the set up.

2) Add Huger (Alxdr Arty Bn) to S8.29.

# LoB-03 To Take Washington (3 June 19)

## Counters:

- 1) Thomas Lgn in Smth/Brk should have a NC silhouette not VA.
- 2) Smith (Smth/Brk), Cook (Cook/Rodes), Jackson (Jkn/Cav) should be Colonels, not Brigadier Generals.
- 3) Early's counter should have RIP on its back.

## Map:

- 1) The "fence" features vic of Monocacy Map B 29.15 to 31.13 is a Sunken Road. It is protective terrain for units within it.

## Rules:

- 1) In 4.0a, the "Level B" s/b Level II.
- 2) The ref "4.0d" in 2.1e s/b to 4.0b.
- 3) A forced or voluntary Skedaddle by Wallace (8 Corps HQ) results in an immediate Confederate Victory at Monocacy. In a Linked Game, determine the time and Commitment Points at that moment and continue to Ft. Stevens.

## General Scenario:

- 1) The 50 VA was removed from the game and should be ignored in the set ups for 6.8 (B10.33), 6.10 (8pm reinforcement), and 6.11 (6pm reinforcement).
- 2) The Confederate Cav Div Artillery Batteries can be assigned by the Confederate Player at the start of any scenario as "working with" any desired Cav Bde. Once assigned the assignment cannot be changed. These batteries do not count for Commitment.

## Scenario 6.1:

- 1) The 11 July 3:30pm reinforcement list is missing the 139 Penn (1/2/6). It should match the Ft Stevens OOA at the back of the rules.

## Scenario 6.4:

- 1) Ignore units claiming to set up on Map A, they (and it) are not in play. **Exeption:** Tyler sets up on Map A but should shift over to his 1 Sep Bde and stack with any of his other units on Map B.

## Scenario 6.7:

- 1) The entry for 122 Ohio s/b 122-a Ohio.

## Scenario 6.8:

- 1) Reference to King's and Nelson's "Batteries" s/b King's and Nelson's s/b Battalions.
- 3) Reference to "Johnson" should be "Johnston."
- 4) Both Maps A and B are in play.
- 5) The 12 & 61 Ala in A30.07 s/b A30.27.

## Initial Conditions, choose one before play:

1) **Historical Game.** Ramseur is fully committed as a division, because Lilley attacked that morning and Johnston attacked before the Covered Bridge burned. They have both completed Attack Recovery. Johnston has new Attack orders, but Lilley & Lewis have no orders. Commitment stays at 14 and the VC only has III and IV as possible outcomes.

2) **Looser, More Fun, Game.** Ramseur is not fully Committed, but instead only Lilley and Johnston are committed brigades. Both have completed Attack Recovery. Orders remain the same (Johnston has Attack orders, Lilley & Lewis have no orders), but Commitment is now 13 giving a larger VC range of II to IV.

## Scenario 6.9:

The 12 & 61 Ala in A30.07 s/b A30.27.

## Scenario 6.10:

The Union reinforcements at 3:30pm should be in play. Before play, the Union player gets to move them for TWO turns before the game start at 4pm. No other game functions occur in that time at all.

## Scenario 6.11:

- 1) In scenario 6.11, the Union set up and Reinforcements referral s/b to 6.10 not 6.8.



# Line Of Battle Series v2.0

## Clarifications (13 Jan 15)

*Compiled by Jim Dauphinais from answers to questions on CSW*

- 1) Army HQ Skeddadle: When the Army HQ is Skeddadled, the Army Commander cannot issue any orders until it gets its Army HQ out of Skeddadle via Initiative.
- 2) Road Columns: Road Columns (if this optional rule is being used) are not necessary off- road except when a Road Column has moved off a road and has not yet spent the MPs to compress the column.
- 3) Open Order Capable Withdrawal and Fire Activities: A unit conducting a Fire Activity that caused an Open Order Capable unit to withdraw (by triggering an Opening Volley) immediately ends its turn (i.e., its fire has no effect other than to cause the Open Order Capable unit to withdraw).
- 4) LOS Elevation: The assumption that the end points are at the highest elevation in their respective hexes means the LOS must be drawn from somewhere at that elevation level within those hexes (e.g., from somewhere along the Crest Line if the Crest Line is the highest elevation in the hex).
- 5) For 4.2e, use a hex center to hex center line approach to determine the hexside effects to avoid getting into concerns generated merely by the non-center end points of the real LOS.

## **LoB-02 Last Chance for Victory Clarifications (11 Feb 14)**

*Compiled by Jim Dauphinais from answers to questions on CSW*

- 1) Both Hancock and Howard can issue orders to 11<sup>th</sup> Corps when they are both Acting Army Commanders.
- 2) The flipping of Rodes and Early to their "bad" sides happens at the very beginning of the turn, before its Command Phase.