

## 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 1862 and 1863 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 [11.1]. To this result, two additional Forced March Movement Points are added (Union units must still subtract one from the die roll). Following the completion of the unit's movement, the die is again spun to determine 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 his Leadership Combat Bonus to Friendly attacks, but may contribute it to Friendly defending and counterattacking units.

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

[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 counterattacking Friendly units stacked with a Leader.

[12.2] (F) 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] (J) 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 #s 2901 (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.

