

Official Errata and Addenda for Great Battles of the American Civil War Plus Official Optional Rule Additions

Before you drive yourself crazy, know this: Though both are listed as “© 1980” there are two versions of the original “Standard Rules for the Great Battles of the American Civil War” system! (Some versions of the **GBACW rules** booklets, beginning with **Cedar Mountain** (S&T 86) incorporate the rules changes from 5.2 to 15.16.)

[5.2] MOVEMENT OF ROUTED AND OUT OF COMMAND UNITS

Routed and out of command regiments may move only one hex (regardless of terrain costs). These units may not change formation and may not enter an enemy Zone of Control (hereafter ZOC, see 10.0); if already in an enemy ZOC, they may only move out of the ZOC and into a hex that is not adjacent to any enemy units. An out of command brigade commander may only move one hex (see 17.21), but his subordinate units may move normally within his Effectiveness Radius (i.e., they are still in his command).

[5.3] INDEPENDENT REGIMENTS AND BATTERIES

Independent regiments and batteries (marked “indpnt” on their counters) may move, change formations, fire, rally (see 15.54), initiate melee, and so forth, without needing friendly leaders. They are, in effect, always in command.

[8.17] *(addition)* The phrase “any other unit except ...” should actually read “any other friendly unit except...”.

[11.1] *(addition)* The last sentence should read “An uncrewed supply wagon may not be used to resupply units nor may it move (in any Phase).”

[11.23] *(new case)* To be resupplied, a unit must be able to trace a supply path to a Friendly supply wagon in its Friendly Resupply Phase. This supply path is traced from the unit to the wagon, not vice-versa. A player traces the path which may only be the length of the terrain movement costs of an imaginary infantry unit in column formation for one Movement Phase. Note that the unit does *not* move; rather this is simply the method of tracing the maximum length of the supply path. The supply path may not path through a hex in an enemy ZOC (unless it is occupied by a friendly unit) or through an enemy occupied hex.

[12.31] *(new case)* The “effective strength” of a unit may be reduced by crossing certain hexsides during the Melee Phase (see 9.56). The unit’s Current Strength is only

reduced temporarily and its strength marker is not changed.

[15.16] *(clarification)* The first sentence should read: “When an unlimbered artillery crew is routed, the crew routs but the guns remain in the original hex.”

Drive on Washington Errata from Moves 50, page 21.:

The 81st Pennsylvania Inf. Reg. Should be labeled the 87th.

The following Wilson’s Creek Addenda and Errata are found at the end of the Wilson’s Creek Exclusive rules. Note: there are changes between the magazine exclusive rules and the box set exclusive rules!

Union combat units have two different shades of blue. This does not affect play.

Confederate combat units have two different shades of color, to designate divisional differences and play. McCulloch’s units are grey, Price’s are red. (See 25.0).

However, 3 La 1 is the wrong color. The 3 La 1 does belong to

McCulloch, as listed on the counter, and should be treated as though it was grey.

The three Union batteries – Totten, Backoff and DuBois – are incorrectly listed as “indpnt” on the back. The front designation is correct.

The three divisional commanders – Lyons, McCulloch and Price – have their Divisional Integrity Radius and their Rally Ratings reversed.

(The magazine version of the rules says four Divisional commanders, which is incorrect. Their Rally Ratings are also incorrectly placed in parentheses.)

For the record: **Lyons 10 4; McCulloch 10 2; and Price 6 3;**

The die cut was incorrect on 40,000 prints of these counters, thus the backsides of some sets are horribly off centered. Others are only slightly off.

Note that McCulloch’s counter is back printed with McIntosh. *This is correct.* See (25.14)

Note: there are changes between the magazine exclusive rules and the box set exclusive rules! Errata / changes in the Wilson’s Creek box set:

[19.1] *(deleted)* “The Battle of Wilson’s Creek was one of the pivotal factors that kept Missouri in the Union.”

[19.1] *(added)* “Each hex in **Wilson’s Creek** represents 125 yards across, and each Strength Point represents 100 men or one gun.” (Moves 51 adds “The time scale is 20 minutes per turn.”)

[20.54] *(changed)* Steep Crest: A steep crest presents a greater impediment to movement than crests. The extra movement cost penalty for crossing a steep crest is added to the other terrain in the hex. The cost is incurred by crossing the steep crest *hexside*. Example: The hexside between 2741 and 2841 is a steep crest; between 2741 and 2742 is not.

[22.5] CONFEDERATE CAVALRY PANIC

(changed) A Confederate cavalry unit which fails its morale check during the Union Player-Turn (see 22.22) cannot assume mounted formation for the duration of the game (the horses have bolted). They do not bolt if alerted in the Confederate Player-Turn (22.32). The rest of the rule starting with “Place an Infantry Only marker ...” remains the same

The following Cedar Mountain Addenda and Errata was offered in Moves 57, page 32:

Map: All streams and runs follow hexsides although some actually occupy hexes rather than hexsides. The ambiguous hexsides should be read as follows:

The South Fork runs along the hexsides on the Cedar Mountain side of the ambiguous hexes, and all streams follow the nearest hexside. Hexside 3124/3125 is a stream hexside. Hexside 0712/0811 is a run hexside. Hexsides 3108/3018 and

3121/3220 are run hexsides, not lake hexsides. The only lake hexsides border hexes 3119 and 3120.

[21.32] (change) The second sentence should read: "Units which occupy crest hexes are always considered to be occupying the lower of the two elevations."

[27.1] (addition) For competitive play, the players should consider a Draw to be a slight Union Victory.

Special Clarification Note from S&T 80, page 12.

Pea Ridge Counters: Counters for McIntosh's Brigade are correct. Though the regiments are listed as cavalry, they were dismounted and fighting as infantry for this battle. *Thus, no mounted side is available.*

Suggested Optional Rules

The following GBACW Standard Rules Addenda was offered as an optional rule by GBACW designer/developer Eric Lee Smith in Moves 57, page 31:

[9.9] ADVANCE AFTER FIRE COMBAT

A unit which causes an adjacent enemy unit to rout during the friendly Offensive Fire Phase may advance into that hex in the friendly Melee Phase if the hex is vacant. This rule and 12.85 explain the only methods of entering a vacant hex in the friendly Melee Phase.

[9.91] A unit may never advance after defensive fire.

[9.92] More than one friendly unit may advance into the same hex provided all units fired at the enemy unit which retreated from that hex.

[9.93] Batteries and supply wagons may never advance after fire combat.

Smith offered the following optional rules consideration in Moves 59, page 17. These are incorporated from already published Exclusive rules in the GBACW system. These rules should be considered optional additions and not addenda.

The games in the series are abbreviated as follows: Wilson's Creek (WC); Pea Ridge (PR); Drive on Washington (DOW); Cedar Mountain (CM); The Battle of Corinth (BC); Jackson at the Crossroads (JC).

Rules adapted from Cedar Mountain:

[21.1] LIMITATIONS ON DISMOUNTED CAVALRY

Suitable for WC, CM and DOW, not for PR or JC.

This rule represents the fact that cavalry were not trained to fight as infantry. The reduction in morale rating (to 2) should definitely be included.

[22.0] ARTILLERY OVERSHOOT

Suitable for WC, CM, DOW and PR, not for BC or JC.

This rule shows the effects of artillery fire scattering over great distances, simulating the sometimes gross inaccuracy of such fire.

Rules adapted from Corinth:

[22.0] MELEE INITIATION

Suitable for WC, CM, BC and DOW, but not for JC or PR. (See Rule 27.0 in PR exclusive rules.)

This rule reinforces the importance of leadership, since the units that fail morale checks when not stacked with leaders may refuse to attack or retreat when so required. Modifications will have to be made to the modifiers of Cases 22.1 and 22.2; ignore those modifiers which refer specifically to *Corinth* and use the others. Note that use of this rule may alter play balance in some games (especially CM). However, it is likely to improve the play balance in DOW.

[24.0] BATTERIES AND RAPID FIRE

Suitable for PR, WC, BC and DOW, but not for JC or CM.

This rule simulates the deadly affect of canister ammunition at close range; smoothbore artillery units were often double shotted and could increase their firepower through rapid-fire. The defender will be greatly helped by this rule, so it will tend to alter the balance of PR more toward the Union, which is good. Its use in WC, however, will swing the balance even more towards the Confederates, thus greatly imbalancing the game. It should be noted that the batteries at *Wilson's Creek* were probably not capable of rapid-fire since the men were still green having been so newly organized. DOW will be little altered since there is so little artillery present.

Rules adapted from Jackson at the Crossroads:

[21.5] ARTILLERY OPPORTUNITY FIRE

Optional in DOW, PR, WC, BC, and CM.

The rule adds greater realism to the games by allowing the defender to fire upon attacking units once per turn as they move in to attack. *However, this rule is a major change to the whole game system and greatly aids the defender. It will tend to unbalance WC drastically while altering the balance of the other games to a lesser degree. Players should experiment with this rule and use it if they like it; personally, I don't. (Eric Lee Smith)*

Other Exclusive Rules to consider:

The above items were written by GBACW system designer/developer Eric Lee Smith. He also seems to argue in Moves 57, page 31, that the [24.3] BCE Retreat and Rally on a die roll from *Pea Ridge* is a consideration, and it does reappear in *Corinth*.

I would suggest the [25.0] detachment rule from *Pea Ridge* that lowers morale of detached Brigades by 1 deserves consideration.

If it is not clear in the rules, errata should show that only unlimbered crewed artillery exert a ZOC. [10.0]

Also, I would strongly argue inclusion of the following from *TSS 2nd Edition*:

[9.84] Whenever any fire causes a P/R result to an artillery battery, treat the result as an automatic Pin result. If any fire causes an R result to an artillery battery, treat the result as P instead.

Errata/Addenda Compiled by:
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Also available:

Great Battles of the American Civil War **Rapid Access Chart** for quick rules answers. (pdf file – requires free Adobe Acrobat Reader).

Player aids in Excel spreadsheets for *Pea Ridge*, *Cedar Mountain* and *Drive on Washington* that track casualties, automatically tallies Victory Points, and shows BCE results. Each also includes an LOS calculator and the CRT.

Comments are welcome!