FOLLOW-UP
WAR BETWEEN THE STATES
Errata and Modifications

Rather than simply produce an errata sheet on the inevitable technical errors, Mr. Hardy, the designer of *War Between the States* has provided modifications and amplifications of the original design. He also supplies further commentary on rules systems the consequences of which are less than obvious.
— *RAS*

Errata on Charts and Tables:

Table 12.12 (Supply Consumption Table)

The column labeled **1-10** should read:

1-10
0
0
1
1
1
2
2

Table 7.26 (Embarkation, etc.)

Railway repair units belong on the Siege Train line. The term Infantry includes garrison units, militia, leaders and headquarters for purposes of embarking and disembarking.

Union Deployment Charts

63 Scenario:
    4-4 in hex **B3402**, not 3428

Confederate Deployment Charts

Campaign Game:
    Dept. of Northern Virginia in hex **C2516**

62 Scenario:
    Army HQ N. Va. in hex **C2409** not 2408

63 Scenario:
    6-3 in **B0130**, not B1030
    6-3 in **C2513**, not C2512
    2-4 in **B0130**, not B1030
    Delete the supply depot 15/4528 on Map A and add a depot **15/4502** on Map B.
    Delete supply train 5/4626 from Map C.
    Change railhead marker at **A2517** to **A2616**

64 Scenario:
    Delete ironclad in C4117

Errata on Displays and Turn Record Tracks

Union Cycle Turn Record Track

The reference in the rules text to a single asterisk or two asterisks (Case 22.2) alerting the Player to roll for headquarters units is in error. Instead, the track states either Corps HQ or Army HQ to alert the Player to roll.

Militia Dmb is possible in 8/61 and 13/61, which is earlier than the text (Case 22.6) indicates.

There is no italicized number on the track for Supply Points from captured Confederate cities. Instead, the Union Player gets the same allotment as the Confederate Player per city.

Union Scenario GT Rec/Rein/Track

Scenario 62W — not 63W — ends after Game-Turn 18.

The (6i) withdrawal listed after turn 20 for the 62W scenario belongs after turn 16.

Confederate Cycle Turn Record Track

Corps and Army HQ creation chances are not indicated by an asterisk (as Case 22.2 would have you believe), instead, the words Army (or Corps) HQ are used to alert the Player.

Confederate Scenario GT Rec/Reinf Track

The scenario ending dates for 63E, 64E, 63W and 64W are all wrong as shown. They all end four turns later than shown.

Confederate Supply Cities/Seaports

Map B: add Brookhaven **2521**

Map C: add Brunswick **0849** (also a port)

Rules Errata

[3.23] *(Further Explanation)* Friendly territory is what you begin the game with. "Enemy" territory is everything else, plus whatever of your original territory the Enemy presently controls (see Hex Control). What is Friendly and what is Enemy is important when executing a Forced March. (You have a choice. You can keep track of each hex which you transit on your opponent's territory and vice-versa, or you can use your common sense when executing a forced march.)

[3.25] *(Further Explanation)* A Player may slough off brigades from a division as he moves the division. By definition the brigades would have come into existence after the Movement Command which triggered the division movement and would be incapable themselves of further movement than Game-Turn. If he wished, a Player could extract brigades from the division before issuing a Movement Command, but *ipso facto* he would then have "x" amount more units to deal with when issuing command. The same principle applies in a combat situation; you may slough brigades before initiating combat, but not after the result is known. Finally, a Player may only slough brigades during his Player-Turn.

[3.26] *(New Case)* The counter mix is an absolute limiting factor on the number and types of units and markers a Player may have in play or production at one time, except that he may devise new railhead and cut markers when needed. Forts and entrenchments *are* limited by the mix.

[3.4] *(Explanation)* The Confederate (Union) Track Sheet is simply the reverse side of the Confederate (Union) Track Sheet/Deployment Chart not a separate piece of paper.

[5.27] *(New Case)* All units except naval units require a command to move. This includes Supply Trains, Siege Trains, Rail Repair, and Leaders themselves, in addition to the normal combat units.

[5.28] *(New Case)* Movement of a force must be continuous for each force in turn. Movement begins when the Player assigns or attempts to obtain Initiative. A Player may not scurry about and determine who gets initiative and who doesn't before he actually moves anybody.

[6.13] *(New Case)* A unit does *not* have the right to always move at least one hex. If it hasn't the necessary Movement Points, it can't move. For example, an infantry division has a printed Movement Allowance of three MP. It costs four Movement Points for it to cross a river into a forest hex. An infantry division cannot cross a river into a forest hex *unless* the Player force marches it. By the same reasoning, a garrison unit can *never* cross a river and enter a forest, since even a Forced March will not give it sufficient Movement Points to do so.

[6.24] *(New Case)* A unit may leave an Enemy Unit Zone of Control (Case 6.22) at the start of its

Movement and may move directly to an adjacent Enemy Unit Controlled hex where it must stop moving (Case 6.21). [When you start in a zone, you may leave; when you enter a zone, you must stop.]

[6.33] *(Designer's Note)* All things being equal, a unit will experience fewer losses force marching through its own country than it will experience marching through non-Friendly territory. For simplicity's sake, the test in the game is merely where does the march end, in my territory or not in my territory. This test throws the Players on the mercy of Case 3.23 (Friendly Territory, Hex Control) since it is the application of these definitions which determines who owns what at a given point in the game. It is left to the Players how rigorously they wish to apply the definition of hex control to the end of a Forced March.

[6.43] *(New Case)* A Player need not keep a force together. Once he has given Movement Command to the force, he may move the units making up the force in separate directions. Naturally, if they diverge far enough from each other, they will not be together on the next turn, but that's the Player's choice. In effect, when a Player gives or rolls for Movement Command for a force, he "energizes" all the units in the force, and he may then move them together or separately or whatever.

[6.57] *(New Case)* Supply Trains, Siege Trains, and Railway Repair units may move by Rail. Each has a weight of 1 Combat Strength Point for purposes of Rail Movement. An "empty" Headquarters unit (one having zero combat units attached to it) may move by rail (and water) as leaders do (see Case 10.31). Supply Points may be moved by rail. Each Supply Point weighs one Combat Strength Point.

[6.58] *(New Case)* Units may entrain and detrain in an Enemy Zone of Control with no special restriction or cost. Just apply Case 6.2. An entrained unit itself has no Zone of Control. If attacked, an entrained unit automatically detrains, and its strength is halved. An entrained unit may not attack.

[7.24] **Amphibious Assault** *(revision)* Infantry divisions or brigades may amphibiously assault an Enemy occupied hex from water in the same hex or contiguous hexside. The Attacker's strength is halved. A Leader must be present and he must roll successfully for Combat Initiative. If the defenders vacate the hex (presumably because they are forced to) or if they retreat into a fortification in the hex, the attacking units may land in the hex. If the defender does not vacate the hex or retreat into the fort then any attacking losses are tripled, and the survivors remain aboard their transports. Units which execute an Amphibious Assault must be in position at the start of the Player's Movement Phase. Combat Supply is not required for Amphibious Assault. [Note: Amphibiously assaulting a city or rough hex is a grim task. The defender is not required to retreat, and unless the attack exterminates him, losses could be heavy for no gain.]

[7.16] *(New Case)* Friendly River or Naval Transport may not enter a hex or hexside containing Enemy River, Naval, or Ironclad flotillas even in conjunction with Friendly warships which would fight the Enemy warships.

[7.27] Naval and river transport may not embark from or disembark units or supply into a besieged fort/fortress.

[7.5] **MAP ANOMALIES** *(New Major Case)*

[7.51] The Tennessee River has two heads of navigation — one near Decatur, Ala., and the other a few hexes upstream of Chattanooga. Ships may ccross the downstream head only during

Game-Turns of the fourth Cycle of any year (roughly April), high water permitting them to cross the shoals, after which they can operate in the river between the two heads.

[7.52] Several bayous in the Mississippi delta are blocked at their outlet to the sea by heads of navigation (in this case sandbars). These may not be crossed, though the upstream portion may be accessed from the main channel of the Mississippi.

[7.53] Naval Flotillas and Transports may not enter Lake Ponchartrain (hex B2728).

[7.54] Units in Galveston may march around the head of Galveston bay by spending one Game-Turn off the map and reentering at hex **B0129**.

[8.0] *(Note to General Rule)* Unlike *Movement*, a Player may scurry about and find out which leaders (and by derivation which units) can *attack* before he begins to resolve any given combat.

[8.12] *(Addition)* A unit can attack once during its Movement Phase (Attack from March or Amphibiously Assault), and it can attack once during its Combat Phase.

[8.16] Allocation of Losses *(New Case)* Strength Point losses due to battle must be allocated as evenly as possible between the units participating in the action. This rule is to be applied with common sense and reason. It is meant simply to prevent a Player from distributing all his losses among his cheap formations, and sparing his valuable formations. A force composed of a 4-4, 7-3, 3-2 and two (5)-1s is required to lose 6 points. The Player must lose a cavalry point, an infantry point, a militia point, and a garrison point. This distributes four of the six points to be lost evenly. (Remember that the two garrison counters are treated as one unit). He may now take the remaining two point loss from among the four participating units. (Presumably he would choose to lose another militia and garrison point.) When naval and ground units are part of the same force, the rule of even distribution is applied as follows: A force of three Naval Flotillas supports three defending 10-3 infantry divisions (total defending strength 90). The loss required is 10% or 9 points. Half of this loss rounded up (five points) must be distributed among the infantry divisions, the remaining loss (four points) is applied to destroying the naval presence and is accounted for by destroying *one* Naval Flotilla (which is a twenty point shot). (It would be unfair to kill all the naval units.)

[8.17] *(New Case)* The Defending Player may, at his option, withhold a supply train and/or supply depot from being counted as part of a defending force. (Presuming, or course, the presence of other combat units in the hex.) The withheld train or depot does not count as part of the defending force, and any losses are not distributed against these units, except if the other units are totally wiped out, in which case the train or depot automatically dies also. If the defending units are required to retreat, a Supply Train may retreat, but a Depot is destroyed.

[8.23] *(New Case)* A unit may be attacked several times during the same Combat Phase, though naturally this would require several different attacking units. A unit can retreat from one Enemy controlled hex to another, thus it could be the object of an attack in Hex A retreat to Hex B where it could be attacked again (but by different units) and so on. [Note: Case 8.21 means exactly what it says. For example units on hexes A1416, A1516, and A1616 *cannot* combine in a *single* attack against hex A1517, since hex A1416 is not adjacent to hex A1616.]

[9.3] EFFECT OF ZONES OF CONTROL ON COMBAT *(New Major Case)*

[9.31] A unit is not required to attack simply

because it lies in an Enemy Controlled hex. Attacking is voluntary.

[9.32] A unit may not retreat into an Enemy occupied hex. A unit may retreat into an Enemy controlled hex, except it may not cross a river into an Enemy controlled hex.

[9.4] EFFECT ON SUPPLY BROADCAST *(New Major Case)*

Supply may not be broadcast by rail or ground path through an Enemy controlled hex unless the hex is occupied by a Friendly ground combat unit.

[9.5] NAVAL ZONE OF CONTROL *(New Major Case)*

Ironclads, Naval and River Flotillas ("warships") control the water portion of the hex or hexside they occupy. Naval and River Transports are ciphers and control nothing. The Friendly Player may not trace supply, broadcast supply, or ferry Ground units through or across a hex or hexside containing an Enemy "warship." In other words, an Enemy warship owns the water it sits in, and the Friendly Player may not use this water. Transports may not embark or disembark or ferry in the same hex/hexside as Enemy warship(s), regardless of the presence of Friendly warship(s). [Note that Friendly and Enemy ships may coexist in the same water temporarily until occupation is settled during the Combat Phase.]

[10.0] *(Correction)* The game I designed gave General Burnside a Command Span of *one*. As printed the counter mix gives him a Command Span of *two*. It is up to the Players to decide what to do with this information, but it explains why the examples mentioning Burnside are at variance with the counter mix.

[10.1] *(Further Exposition)* The Span of Command for each and every Leader is defined by the Player at the beginning of the Movement Phase prior to any Initiative being distributed or rolled for. This Command Span holds for the duration of the Movement Phase. Then, at the beginning of the Combat Phase, the Player may make another statement of Command Span, redefining who belongs to whom. Thus a leader might move his Corps and extra units A, B and C, during the Movement Phase, yet attack with his Corps and extra units X, Y, and Z during the Combat Phase.

A leader may be placed in Command of an HQ only during the Strategic Turn (Leader Pick Segment of the Production Phase). Thereafter he, and only he, can command the HQ (until he is replaced). He commands by sitting on top of it. If he wanders away, the HQ has no commander, even if some other leader is present (until the Strategic Turn). A commanderless HQ may only move with direct Movement Command. A commanderless HQ (and the units included in its cover) cannot attack. For all practical purposes, if an HQ is without a Commander, the units covered by the HQ should be removed from the HQ display and placed on the map; then some other commander could control them "naked."

[10.14] *(New Case)* If an Army Commander fails to receive Initiative, the Player may attempt to provide initiative to his Corps Commanders. Naturally, it is more efficient to attempt to activate your army commander first. If he fails to move or fight, you can always poll your individual Corps. Go back to the example of Meade in command of the Army of the Potomac with his melange of adjacent corps and commanders. Assuming he received initiative to move (and from the sound of it he would make a good recipient of a direct command), both he and those four corps /leaders, etc., would all be "energized" to move. Now assume it was time to fight. If Meade rolls lucky, the whole mob can attack. (Not

necessarily together in a single combat since that would require them all to be together on two adjacent hexes.) If Meade isn't lucky, the Union Player can poll each Corps Commander. Those which get initiative can attack, but in this case units under different commanders could not combine.

[10.15] *(New Case)* A Corps Commander may not extend command to another leader.

[10.2] *(Addition)* A cavalry Leader can command an Army Corps or Field Army with no particular advantage or disadvantage. (But why waste him?)

[10.34] *(New Case)* If a leader and his headquarters find themselves alone in hex as a result of combat (the boys underneath having been zapped), they have the right to retreat one hex. This may or may not keep them from being stepped on by their opponent when he next moves.

[11.0] *(Exposition)* As it stands, a fort offers no shelter to Friendly naval units. Hostile naval units can enter a hex containing a Friendly fort and Friendly naval units and beat up the Friendly ships with no worry about the fort until they wish to leave. That's fine with me as it's my interpretation that this is pretty much what happened in the war. In fact, forts appear to have little deterrent value in general versus "damn the torpedoes" admirals, which again is my personal opinion. All this prejudice can be countered by changing the wording of Case 11.23 to make an attack against a fort mandatory rather than voluntary by any naval units which start in or enter a hex/hexside containing a fort. This change would provide a form of shelter to Friendly units in the shadow of Friendly forts, since Enemy fleets would have to attack the fort first in the Movement Phase, attack the ships in the Combat Phase, and attack the fort again in the next Movement Phase. It would also make forts harder to get past without loss, since the ships would have to attack the fort and then also endure a transit attack.

[11.11] *(Change)* A Friendly naval unit(s) entering a hex/hexside containing an Enemy naval(s) must stop; in the subsequent Combat Phase, all the Friendly naval unit(s) must attack all the Enemy Naval units in one combat using the Naval Combat Results Table, with the total attacker's Combat Strength expressed as a ratio to total defender's Strength, with any fraction dropped in favor of the Defender.

[11.13] *(New Case)* Naval and River Transport have zero Combat Strength. If alone and attacked by Ironclads, naval, or river flotillas, they automatically die. If in company with Friendly warships, their survival depends on the warships' survival.

[12.0] *(Further Exposition)* Supply Points are neutral. They belong to and may be used by the Player who owns them. Obviously a Player owns Supply if it is on track in his General Supply Pool, on charge with a depot or Army HQ, or in a Supply Train. However, if it is left littered around the map either deliberately or because a supply train or depot got killed, Supply belongs to the last man to sit on it. At the conclusion of his Combat Phase a Player may voluntarily destroy Supply Points in his possession. At other times, he may only consume them.

[12.13] *(Further Exposition)* The key to this table means exactly what it says. The number read is the number of Combat Strength Points which must be lost due to attrition. That's the number, the real whole number as expressed in the base 10 arabic numeral system, not — repeat — not a percentage of the force.

[12.14] *(New Case)* Naval units, HQs, leaders, siege trains, and railway repair do not require Sup-

ply for either maintenance or combat. (Combat units on an HQ roster do require Supply.) If a ground unit has a Combat Strength (parenthesized or not), it requires Supply. If a unit floats or doesn't have a Combat Strength, it doesn't require Supply. Combat units on board ships *do* require Supply.

[13.0] *(Further Exposition)* Cases 13.24 and 13.36 should be read in succession. For example: A large Union force with two Siege trains jumps on the Fortress of Vicksburg (garrison of about thirty points). Within a couple of Strategic Turns, the big guns succeed in peeling away first the fortress and then the Fort marker. This leaves the thirty rebs sitting under a whole passel of Yanks, a physical juxtaposition which can never happen in normal Combat and Movement, but which is permitted because the Rebs originally started out in a fortress. The Rebs can stay underneath the Yanks until the Yanks attack them and force a retreat, at which point Case 13.36 is applied.

[13.15] *(New Case)* An empty Enemy fort (one that is not garrisoned) has no effect on Friendly Movement or Combat. A Friendly force may simply walk into an enemy fort and either remove it from the map or replace it with a Friendly fort. (This presumes there are no Enemy units *on top* of the fort either.)

[13.38] *(New Case)* Forts may not be attacked from the March nor may they be Amphibiously Assaulted. (That's the fort and its garrison. Any clowns sitting around on top can be jumped all over.) A Fort *(sic)* can be stormed during the Combat Phase of the Game-Turn and/or attacked by Siege Combat during the Strategic Turn. They also can be shot up by Naval units during the Movement Phase.

[13.4] DESTRUCTION/CAPTURE OF FORTS *(New Major Case)*

During his Fortification Segment, a Player may voluntarily destroy (remove from the map) any of the forts/fortresses he owns which are not besieged. He may not destroy besieged forts. A fort is captured by the mechanism in Case 13.15, or a fort is considered captured whenever its erstwhile position is finally taken at the conclusion of a Siege.

[15.13] *(New Case)* Cases 15.1, 15.11 and Case 10.2 are literally true. They mean exactly what they say. Note, however, that a non-Cavalry general may command cavalry units directly at no loss in effectiveness, etc. For example, R.E. Lee could sit on top of five cavalry units and command them all.

[16.16] *(New Case)* A Player may switch units from the HQ roster to map at any time he wishes at no "cost" since, for all purposes, the units are present on the map. Units can be assigned to a corps or assigned out of an HQ at will. For example, a Player has a corps (with three weak divisions on roster) stack in a hex with three strong divisions. He could, at his pleasure, switch the three strong divisions onto the roster and put the weak divisions on the map. By switching units around in such a fashion, a Player of course alters the on-map organization of his army. Care must be taken that such alterations do not conflict with the rules and permit a unit to act illegally. For example, the Player is moving a weak corps and strolls into a hex containing strong divisions. He could not switch units in the corps and continue moving the corps, since this would violate various movement and command span rules.

[16.2] *(Explanation)* The term "infantry" used in the subcases here refers generically to any non-cavalry ground combat unit, including militia, garrison, supply trains, and siege trains. Such units can be placed under an HQ roster if the

Player desires; however, Case 16.12 applies with all its rigor. If, for example, a Corps HQ has rostered militia, it has to move at militia speed.

[17.11] *(Addition)* The sole test is whether the boat is empty during the Strategic Turn. It matters not what it did on prior or subsequent Game-Turns.

[17.55] *(Addition)* The Player does not get his Combat Strength Points back when he eliminates a depot.

[19.44] *(Explanation)* Grant's subordination to Halleck means he may not roll for his own initiative, either for Movement or Combat.

[19.74] *(Addition)* The Union Movement restriction holds true so long as R.E. Lee remains above the xx12 hexrow.

[21.2] *(Correction)* The Union Player receives the same number of Supply Points per Southern city as the Confederate Player would receive. The reference to an italicized number is incorrect.

[21.31] *(Addition)* Besieged Confederate Major cities do not function for Confederate Production.

[21.4] *(Correction/Addition)* Militia Conversion should read (21.5). Militia and Garrison units may not be both converted to infantry divisions and these divisions augmented to a stronger division in the same event.

[21.61] *(Addition)* To allow deployment, the Union Department must be unbesieged.

[21.7] *(Addition)* Uncompleted Ironclads are destroyed if the base or city in which they are being constructed is captured by Union ground troops.

[21.83] *(New Case)* A given base functions for a Player as an aid to embarkation/debarkation of units and, for the Confederate Player, as an ironclad construction site. They have no other real purposes.

[22.14] *(New Case)* So long as departments meet the criteria set down in Cases 22.12 and 22.13 for their respective deployments, they may function to provide Supply and to serve as a deployment site for units (see also Case 21.6 for additional deployment restrictions). If they fail to meet the criteria, or if they are besieged, they do not function. Departments cannot be destroyed, rather they are simply neutralized by Enemy occupation or restricting presence. A neutralized (non-functioning) department merely sits on the map doing no one any good or any harm until such time as the Owning Player relocates it to a site where it will function. Note that Union Departments are more sensitive to Confederate presence than Confederate Departments are to Union presence. Confederate Departments provide Supply so long as they are unbesieged or unoccupied.

[22.22] *(Revision)* The Cycle Turn Record Track states when a Player may attempt to deploy Headquarters. To deploy, a Player rolls the die. If he rolls a one, he rolls a second time and deploys the same number of HQs as the second die roll. If he first rolls a two through six, he fails to deploy any HQs.

[22.22] *(Player's Note)* Headquarters are a tremendous benefit to moving and fighting. Their random introduction into play is meant to simulate the historical empirical evolution of the command structure on both sides. It is *meant* to be unfair and exasperating.

[22.5] *(New Case)* Dead leaders and leaders replaced by paroled leaders are dumped back in the Leader Pool.

[22.51] Promotion/Demotion of Leaders *(Correction)* This case should be labeled 22.52.

[22.52] *(Addition)* Obviously, method number four will be the most common way in which

Players replace inept commanders. Methods one and two are only safe when the Player has a big political point bulge. Inept leaders usually have a low initiative (that's why they are poor), so it isn't always convenient to arrange for a bad leader to walk away from his command.

[22.6] *(Revision)* During any cycle marked with an MD, a Player's Militia force is exposed to demobilization. On a cycle so marked, the Player rolls a die. If he rolls a 1 or a 2, he must immediately eliminate 50% of the militia on the map, losing any fraction as a full point. The Player may choose where to eliminate points.

[23.3] *(Revision to Example)* Assume the Union Player has 40 Personnel Points available on 0/2/64, because it is the third month of the 2nd Draft Call. He may use up to forty Points in producing some combination of units. Unlike Supply Points, which may be "stored" in the General Supply Pool, unexpended Personnel Points are lost; they are not carried over to the following cycles.

[23.4] MANPOWER PROGRESSION *(New Case)*

Once a Player resorts to the draft (presumably because he needs that big shot of people offered in the first Draft Call), he may no longer resort to Volunteer Calls.

[22.23] *(New Case)* The fact that there is no notation for Union Blockade in S/61 means that the Union Player may not exercise ship blockade during the summer Cycles of 1861.

[25.3] *(Explanation)* For some reason, Players are awarding themselves one point each time they capture an opponent's fort. This is wrong. A Player receives one point for capturing one fort (presumably he will take it when he captures his first fort), and that's all regardless of how many forts he takes.

[25.44] *(Addition)* Either Player may sail up and down Kentucky rivers without violating Kentucky neutrality. This includes ground troops aboard transport. Violation occurs only when Players put ground troops on *terra firma* inside Kentucky.

[26.4] *(Correction)* Lee must stay on Map C, not Map A.

DESIGNER'S NOTES

Secrecy

The rules do not address the problem of Player Intelligence (i.e., how much information a Player is allowed to have about his opponent's dispositions). Obviously, a Player derives certain information from observing the map. But does he have the right to examine the composition of his opponent's unit stacks? May he observe his opponent's HQ and Supply Displays? May he examine his opponent's Production Spiral? The answers to these questions are left to the Players themselves to decide. I believe it a better simulation if the Players remain in relative ignorance of one another's force deployment. Whether it makes for a better game is a matter of personal preference.

Winter/Summer

The general effects of the seasons are contained on the Blockade Table and built into the Confederate Supply per city per cycle. The time of the year has no direct effect on Combat. Winter means Supply Trains have to remain on roads and units can only cross rivers by road or ferry, and that's about it. I realize this isn't much for the devotees of Pluvius, but it's all I wanted. You can get into such things as ice on the northern rivers, lack of forage for cavalry in the early spring, fever in the coastal swamps in summer, etc., but not me.