

THE WILDERNESS CAMPAIGN

Game Errata

Moves Issue #15

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.

This errata follows the sequence of *The Wilderness Campaign* Rules folder.

GAME INVENTORY

(Omission): The separate Turn Record Reinforcement Track should be included in the Game Inventory Listing.

SEQUENCE OF PLAY

(2c) (Clarification) The phrase 'successful or not' should be deleted from this case.

REINFORCEMENTS

(A) (Clarification): Reinforcement Strength Points may never be used to increase the strength of a fortification.

SEA MOVEMENT

(D) (Clarification): A revealed Confederate dummy unit does prevent Union Sea Movement during the Movement Phase in which it is revealed.

(E) (Omission): Sea movement is exempt from the Command Control rules.

RAIL MOVEMENT

Procedure (Clarification): A unit moving by rail expends only one Movement Point for each eight rail hexes it enters. Units moving by rail do not pay the normal Terrain entry costs specified by the Terrain Effects Chart.

(B) (Clarification): If an entrained unit is attacked it is automatically considered detained (without the

expenditure of any Movement Points). In such a case the unit is detained even though it is adjacent to an Enemy unit.

ZONES OF CONTROL

(A) (Clarification): If by means of a hasty attack or a cavalry probe a face-down infantry unit is revealed, the revealed unit retains its Zone of Control until the end of the current Movement Phase. If, by the same procedure, a face-down cavalry unit is revealed, the cavalry unit immediately loses its Zone of Control. Face-up cavalry units never have a Zone of Control. If a dummy unit is revealed by a hasty attack or a cavalry probe it is immediately removed from the map.

(E) (Clarification): Cavalry units (whether face-up or face-down) must always pay the additional Movement Point cost to enter an Enemy Zone of Control. Face-up cavalry units (only) may additionally launch a probe against an adjacent Enemy unit if they so desire.

STACKING

(B) (Correction): Face-down Union cavalry units must pay the normal Stacking and Unstacking Movement costs that Union infantry units are required to pay.

(F) (Correction): This case is clarified in Combat case G (not K).

UNIT SUBSTITUTION

(H) (Omission): Fortification Strength Points may not be altered by means of Unit Substitution.

COMMAND CONTROL

General Rule (Clarification):

Leader counters always operate in a face-up mode.

(F) (Omission): Sea Movement from port hex to port hex is exempt from Command Control requirements,

COMBAT

(N) (Omission): Whenever a dummy unit is revealed during the Combat Phase the Attacking unit(s) have the option to advance into the hex if it was occupied solely by dummy units. Units whose attack revealed a dummy unit may not be used to attack any other Enemy units during the same Combat Phase.

(U) (Clarification): In a hasty attack an attacking unit can never lose more Combat Strength Points than it allocated to the attack.

SUPPLY

Procedure (Clarification): A supply line can consist of both a portion traced overland and a portion traced along a rail line. Overland, a supply line may not be traced through an Enemy Zone of Control unoccupied by a Friendly unit. That portion of a supply line traced along a rail line may be traced through an Enemy Zone of Control but may not be traced through a hex in which a revealed Enemy unit capable of cutting the supply line is located. Supply lines may never be traced through a Mountain hex. In determining the supply state of a unit, a supply line traced along a rail line may be of any distance back to a Friendly controlled Supply Source. Calculations for the length of a supply line are measured only along the overland distance to the Supply Source or

the overland distance to a rail line leading back to the Supply Source.

(D) (Correction): An Enemy unit adjacent to a rail line will force Friendly units moving by rail to detrain before they reach a hex adjacent to the Enemy unit. Units may not detrain in an Enemy controlled hex.

CAVALRY

(D) (Correction): The owning Player may retreat his own Cavalry units when attacked by Enemy infantry units.

(L) (*Omission*): Cavalry Combat is subject to all normal Terrain Effects. Additions to the die roll (for Terrain effects) should be made when using the Cavalry Combat Results Chart (exception: a die-roll greater than six is treated as six [6]).

(M) (*Omission*): Face-down cavalry may entrench by expending one additional Movement Point. Face-up cavalry may not entrench.

VICTORY CONDITIONS

(A) (*Omission*): Fortification Strength Points eliminated through combat are counted in computing the Combat Strength Point losses.

(*Omission*): Confederate units which cannot trace a supply line to an "off the map" supply source (either hex A, B, or C) at the end of the game are considered eliminated for the calculation of Victory Points.

TERRAIN EFFECTS CHART

(*Clarification*): The Terrain Effects Chart should be amended to note that Leader units do not pay Zone of Control or Entrenching Movement costs.

SCENARIOS

(Correction): In Game 1.0 the Union IX Corps begins at *Warrenton Junction* (correctly spelled on the mapsheet).

(*Clarification*) Units may be entrenched in their Initial Placement in all scenarios. Units may never be entrained in their Initial Placement.

SUMMARY OF EFFECTS ON COMBAT STRENGTH

(*Omission*): Add "In a Sustained Attack the Attacker's losses are doubled (plus one extra Combat Strength Point is lost) and the Defender's losses are doubled also." Note: A sustained attack may be made against entrenched units. In such a case the Attacker raises his die roll by one and quadruples his losses. The Defender's losses are doubled.

EXPLANATION OF COMBAT RESULTS

(*Clarification*): Whenever a unit or stack of units have their Combat Strength(s) halved fractions are retained. When halving a stack, halve the combined strength of the entire stack rather than halving each unit individually.

THE MAP

(Correction): The town of Manassas is spelled with a single "n." The town of *Charlottesville* is incorrectly designated *Charlottesburg* on the mapsheet.

Note: In a revised edition of *The Wilderness Campaign*, the map has been changed so that all connecting rail lines have been depicted. Players using this revised map should ignore Rail Movement case (E) in the original rules folder.