

Battles for the Shenandoah Errata & Clarifications v1.3, 9/6/25

Range Effects Chart. The range for TB artillery should be 15 hexes, not 19.

Battle Book

9.48/Slopes (replace).

For maps with 25 ft elevation contours (2nd Winchester, Stephenson's Depot, Piedmont and Cool Springs), Gradual Slopes are hexsides that have one contour line. Minor Slope hexsides have two contour lines, and Steep Slope hexsides have three or more.

For the 50 ft elevation contours on the McDowell map, Minor Slopes are hexsides that have one contour line. Steep Slope hexsides have two contour lines, and Sheer Slope hexsides have three or more. There are no Gradual Slopes.

14.5 (clarification). Use of this optional rule and use of Extended Line/Column are mutually exclusive.

14.51 (replace). If the two or three battalions of a large regiment are adjacent and shocking the same enemy hex(es), or defending against shock by the same attacking unit(s), then roll only once for each UDD or Pre-Shock Cohesion Check undertaken during Steps 2, 3, 4, and 6 of the Shock procedure. If at least one is currently in good order, treat all as being in good order for determining the need for UDDs and any applicable DRMs. The results apply to all of the units.

Piedmont

- McReynold's (1/Cav) brigade color should be yellow. A replacement counter appeared in *By Swords and Bayonets*.
- The CSA set up lists Vaughn's 1 TN, but there are actually two counters, 1 TN "a" and "b". Both are to be used.

Cool Spring

CS 8.61, 3rd paragraph (replace). Open Order units Extend in exactly the same way as units forming Extended Line [see SR 8.4]. **Exception:** They may extend into any type of hex into which they could move.

CS9.81

- Addition: Open Order units do not benefit from Pike/Road/Trail Movement costs.
- Clarification: Facing changes and Refuse are not Fatigue actions for Open Order units, as no movement cost is involved.

CS9.82 (addition). Open Order units may not move adjacent to enemy units, but may Advance adjacent to enemy units [SR 12.6].

TEC. Substitute the following chart for the original.

Terrain Effects Chart (TEC)

| Terrain | Cost in MPs to enter or cross | | | | Combat Effect On | | Possible Blocking Terrain? |
|--|--------------------------------------|-----------------------------------|---------------------------------|--------------------|--------------------|--------------------|----------------------------|
| | Foot | Mounted Cavalry | Artillery | Leader | Fire ^a | Shock ^a | |
| Clear | 1 | 1 | 2 | 1 | NE | NE | No |
| Cornfield | 1 | 1 | 2 | 1 | NE | NE | Yes ^b |
| Orchard | 1 | 1 | 2 | 1 | NE | NE | No |
| Woods ^c | 2 | 3 | 4 | 2 | -1 | -1 | Yes |
| River ^d | P | P/+3 ^e | P | P/+1 ^e | NE | P | No |
| Stream | +1 | +1 | +2 | 0 | NE | NE | No |
| Marsh | 3 D | P | P | 3 | NE | NE | No |
| Up One Contour Down One Contour | 0/+1 ^f | 0/+1 ^f | 0/+1 ^f | 0 | NE | NE | Yes |
| | 0 | 0 | 0 | 0 | NE | NE/+1 ^f | Yes |
| Up Two Contours Down Two Contours | +1/+2 ^f | +1/+2 ^f | +2/+4 ^f | 0/+1 ^f | NE/-1 ^f | -1/-2 ^f | Yes |
| | 0/+1 ^f | 0/+1 ^f | 0/+4 ^f | 0 | NE | +1/-1 ^f | Yes |
| Up Three Contours ^g Down Three Contours ^g | +2/+3D ^f | +2 ^h /+4D ^f | +3 ^h /P ^f | +1/+2 ^f | -1/-2 ^f | -2/-3 ^f | Yes |
| | +1/+2D ^f | +1 ^h /+3D ^f | +2 ^h /P ^f | 0/+1 ^f | NE/-1 ^f | -1/-2 ^f | Yes |
| Gully/Ridge ⁱ | +1/+3 ^{f h} | +1 ^h /+3D ^f | +2/P ^f | 0/+2 ^f | NE | ? ⁱ | No/Yes ⁱ |
| Sloping Ground ^j | +1/+2 ^f | +1/+2 ^f | +2/+4 ^f | 0/+1 ^f | NE | -1 | Yes |
| Pike/Road ^k | 1 | 1 | 1 | ½ | OTIH | OTIH | No |
| Trail | ½ Other Terrain in Hex, Minimum 1 MP | | | | OTIH | OTIH | No |
| Railroad | 1 | 1 | 1 | ½ | OTIH | OTIH | No |
| Railroad Cut ^l | +1 | +2 | +3 | +1 | -1 | -1 | No |
| Town ^m | 3 D | 3 D | P | 2 | -2 | -2 | Yes |
| Abatis ⁿ | 2 | P | P | 2 | NE | NE | No |
| Breastworks | +1 | +2 | P | +1 | -1 ^o | -1 | No |
| Stone Wall ^p | +1 | +1 | +2 | +1 | -1 ^o | -1 | No |
| Earthworks ^p | +1 | +2 | +3 | +1 | -1 | -1 | No |
| Fort ^q | +2 | +3 ^h | P | +2 | -2 | -2 | Yes |
| Ford ^r | 2 | NA | 4 | 1 | NE/-1 ^s | NE/-2 ^s | No |
| Ford ^t | +1 | +1 | +1 | 0 | NE | -2 | No |

NE = No Effect OTIH = Other Terrain In Hex P = Prohibited D = Automatic and Immediate Disorder [SR 9.47] NA = Not Applicable

^a Combat Effects are all an adjustment to the Die Roll. They apply if the defender is in the named hex, or being shocked or fired at across that hexside directly into the target hex.

^b See BB 2W9.48.

^c See SR 7.22 for units under Attack Orders.

^d Rivers are represented as following hexsides [BB M9.48, BB P9.48] or within hexes [BB CS9.48]. When running through hexes, movement into the hex is prohibited unless otherwise noted.

^e Applies to *Piedmont* only [BB P9.48].

^f Applies to *McDowell* only [BB M9.46].

^g Hexsides with 3 or more contours.

^h Units in good order UDD for possible Disorder.

ⁱ See Ridges and Gullies in the Battle Book [BB 9.48]. Only Ridges can possibly block LOS.

^j Applies only when entering Sloping Ground from the same elevation.

^k Units under Advance Orders pay 1 MP.

^l Entering a Railroad Cut hex from a Railroad hex uses Railroad movement costs [BB 2W9.48, Railroad and the Railroad Cut].

^m Units that follow roads do not pay the town movement costs.

ⁿ See BB 2W9.48, Abatis.

^o DRM applies to small arms only. There is no artillery DRM.

^p See Stone Walls and Earthworks in the Battle Book [BB 9.48, BB 2W9.48].

^q Units that enter a Fort via a Trail do not pay the Fort movement costs [See BB 2W9.48, Forts].

^r Applies to *Cool Spring* only [BB CS9.48].

^s The left number is for Fire/Shock into the hex. The right number is for Fire/Shock out of the hex.

^t Applies to *Piedmont* only [BB P9.48].