

Death Valley: Battles for the Shenandoah
v2.2 Errata and Clarifications as of 9/8/25
Updates are in blue font

Terrain Effects Chart. The key beneath the table and above the Notes should say that a D causes a Disorder “immediately”, rather than at the end of movement.

2nd Disorder Table (corrections & additions)

- The second entry on the table should read, **Movement/Retreat/Advance into D/dx Terrain [9.47, 12.44, & 12.6]**
- Friendly Fire. The Artillery column should read, “Abandoned”[12.36]

Player Aid Card (additions).

- Rally Table. Under DRMs, “+? Fatigue [17.31]”
- Shock Adjustments. Attacker and Defender -/+? Fatigue. [17.31]
- Defender's Pre-Shock DRMs. “+? for Fatigue. [17.31]”

Activation Charts (correction). These should say “AM in Play” instead of “AMs in Play”

1862

Counters

- 27 VA (1/1/AV), 23 VA (3/1/AV), 37 VA (3/1/AV), and 12 GA (2/2/AV) should be armed with Muskets rather than Rifles.
- F, 1 PA should be F, PA (1st Winchester).
- 1 MD b and 1 RI cavalry units are extra counters. 1 MD b (along with 1 MD a) was on the OB for 1st Winchester. It and 1 MD-a joined the Union rear guard about five miles north of Winchester during the Union retreat after 1st Winchester. They were thus not included in the scenario, but 1 MD b was never deleted from the counter mix. Similarly, 1 RI was part of Shields' division and was included in an early hypothetical Port Republic scenario where Shields shows up with his remaining two brigades in time to influence the battle. When the scenario was cut, the Union infantry was deleted from the counter mix, but not the 1 RI cavalry.

Battle Book.

4.18 (addition). A division leader whose brigade is CI may activate more than twice, if otherwise eligible to do so.

4.24 (addition). US Cavalry lacking a brigadier cannot Recover from Rout.

4.33, 2nd paragraph (insert after first sentence).

It may change orders only during the Division Orders phase, if otherwise eligible.

9.43 (replace). Units moving along Pikes, Roads and Trails ignore the movement costs for changing elevation (Minor Slopes, Steep Slopes, Gullies, Ridges, and Sloping Ground) for stone

walls, earthworks, fortifications, towns, and for crossing a stream or run, and are not subject to Disorder from terrain.

9.44 Other Terrain.

Gradual Slopes (addition). Gradual slopes are hexsides that have one contour line.

Minor Slopes (change). Minor slopes are hexsides that have two contour lines. [see SR 10.23].

14.42 (clarification). Formed skirmishers do not count as losses to the parent unit.

14.45 (addition). Skirmishers suffering a 2nd Disorder are automatically eliminated.

14.48 (addition). SR 4.15 applies when tracing Skirmisher distance from its parent unit.

14.4 Variant Skirmisher Rules contributed by John Walker (optional). *Opinions differ about whether it's worth using the Skirmishers optional rule in the battles that allow it. Few would disagree that, if the rule is used, an ACW Skirmisher should not be free-ranging, but proximate to its parent — hence the variant.*

A regiment of 7 SP or less may have only one SP detached as a Skirmisher at any given time (exception to BB 14.41).

A Skirmisher that starts an activation more than two hexes from its parent unit must, if it moves, end its move within two hexes of its parent unit if possible or (failing that) closer (in hexes) to its parent unit if possible (addition to BB 14.45).

Whenever an enemy unit will move adjacent to a Skirmisher located more than two hexes from its parent, the Skirmisher must (not may) move in Reaction in such a way as to reduce its distance in hexes from its parent. A Skirmisher which for any reason cannot reduce the distance is eliminated prior to the enemy unit's move adjacent (addition to BB 14.45, second bulleted point).

14.5

- **1st paragraph (clarification).** Use of this optional rule and use of Extended Line/Column are mutually exclusive.
- **3rd paragraph, first sentence** (clarification). Large Regiments may be replaced by their component battalions only at the start of their brigade's activation.

14.52 (replace). If the two 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 one, but not both, is currently in good order, treat both as being in good order for determining the need for UDDs and any applicable DRMs. The results apply to both battalions.

20.1, first sentence (change). Unless otherwise specified, all units start with whatever Facing, and all brigades with whatever Orders the owning player chooses.

20.2 (clarification). Routed cavalry SP do not count for Victory Points.

21.4 (addition to second paragraph). Count each "activation-equivalent" by units under March Orders as a separate activation.

21.0 Kernstown, March 23, 1862

21.4, We Are In For It!, Victory, second paragraph (addition)

These VP are forfeited if, at the end of the game, Shields' division is Combat Ineffective, and the number of combat ineffective Union brigades is greater than the number of Confederate combat ineffective brigades.

21.5, The Race to the Wall.

- **Union setup.**

Hex K3111: Sullivan should be 2/2/V rather than 3/2/V

Hex K3311: 39 IL should be 2/2/V rather than 3/2/V.

- **Victory.** In each of the first two paragraphs, add "or were the last to pass through" after "occupy". In the third paragraph, add, "or was the last to pass through" after "occupies".
- **Confederate Setup;** second note (replace). Confederate units within Jackson's command range are in command. They may change orders in the Division Orders Segment without regard to the orders of their brigades. They may activate, even if their brigades must or choose to skip the activation.

22.0 Winchester, May 25, 1862.

- **W9.56** (clarification). A unit may exit through the Wxx01 hex row between W1901 and W3501 (inclusive) via movement. The MP cost to exit equals the MP it would cost to enter the exit hex.
- **W18.0. Fog, 5th bullet.** Delete "in addition to any other modifiers [SR10.81]".
- **22.3. Victory** (clarification). The victory level shifts awarded the Union for the turn in which a combat effective Confederate brigade exits the map are not cumulative.

23.0 Cross Keys and Port Republic.

23.3 (correction). The Confederate player need not set up first; the players may set up simultaneously.

23.4 Fremont's Caution, 2nd paragraph (addition). If forced to remove a brigade from assigned Attack orders, the Union player may select a brigade lacking a complete chain of command back to Fremont.

23.5 Port Republic.

- Treat the following six Port Republic hexes as town hexes: PR0232, 0331, 0332, 0430, 0431, and 0432.

- The Wagon Bridge does not block the Middle Ford.
- Confederate set-up (clarification). Taylor traces a chain of command to and activates with Jackson.

23.6 June 9 Campaign Scenario.

- (clarification). Draw Efficiency for Fremont and Shields (Tyler), and for Jackson. Ewell always uses Jackson's Efficiency.
- **The Port Republic Road** (clarifications)
 - **2nd bulleted point.** Apply the provisions of SR 9.72 despite units in the Port Republic Road Box not being Reinforcements. Units that cannot exit onto one map must exit onto the other.
 - **5th bulleted point.** As units in the Box are considered in command, they may be assigned orders at the start of the turn in which they exit the box. Units subordinate to a brigadier in the Box, but not themselves in the box, are out of command.
- **Maps, 2nd paragraph** (correction). Ignore the reference to BB 22.3. It was the result of an unedited copy & paste from the 1st Winchester scenario.

1864

Maps. On the 3rd Winchester south map, a trail runs into Winchester from the east and connects hexes 3WS1312 and 3WS1211. Treat 3WS1211 as a Road hex.

Counters. For the Optional Confederate Cavalry Deployment scenario at New Market, the 24 VA a and b dismounted cavalry should be 23 VA a and b.

AM Cards for 3rd Winchester and Fisher's Hill (correction). In both cases, Emory should be listed as -1/-1, not -1/0, as his replacement's Efficiency Rating is also -1.

Battle Book.

4.21 (clarification). Breckinridge's corps consists of Gordon's and Wharton's divisions at 2nd Kernstown and 3rd Winchester.

4.33 (insert a new 3d paragraph). Union artillery assigned to a division and without an artillery leader traces command directly to the Division Leader and may change orders only during the Division Orders phase, if otherwise eligible.

6.4 (clarification). Eligible units within command range of their brigadier may attempt to change to or from Open Orders even if the brigadier rolled a "Stand" result. A unit's successful roll overrides the brigade's "Stand" result for that unit.

8.61 (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.

8.64 (addition). Extended Open Order units that retract are disordered/ammo depleted if any part had been disordered/ammo depleted prior to retraction.

9.43 (replace). Units moving along Pikes, Roads and Trails ignore the movement costs for changing elevation (Minor Slopes, Steep Slopes, Gullies, Ridges, and Sloping Ground), for stone walls, earthworks, fortifications, towns, and for crossing a stream or run, and are not subject to Disorder from terrain.

9.44 Other Terrain.

Gradual Slopes (addition). Gradual slopes are hexsides that have one contour line.

Minor Slopes (change). Minor slopes are hexsides that have two contour lines. [see SR 10.23].

9.81

- 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.

12.38, 2nd sentence (replace). Each part of a unit in Extended Open Order Disorders and rallies independently. For rally, use the parent counter's Disordered Cohesion Rating.

17.27, 2nd sentence (replace). They incur Fatigue for Shock and Night turns in the same manner as any other unit.

20.2 (clarification). Routed cavalry SP do not count for Victory Points.

21.2 New Market Specific Rules.

NM14.5, 3rd paragraph, first sentence (clarification). Large Regiments may be replaced by their component battalions only at the start of their brigade's activation.

NM14.51 (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 the battalions.

NM14.52 (replace). In the case of a unit with two battalions, sister battalions that end movement, retreat, or shock in the same hex must immediately recombine into the parent regiment. If recombining after movement or retreat, the stationary battalion's position in the stack becomes the recombined regiment's position [Exception to SR 8.23]. If advancing after shock, the first battalion to advance determines the recombined regiment's position in the stack. In the case of a unit with three battalions, any two may stack following movement, retreat, or

advance; when three battalions end movement, retreat, or shock in the same hex, then the regiment must immediately recombine.

21.3 New Market Historical Scenario.

- **Replacement Leaders.**
 - (correction). Moor retains command of the division until the start of the activation in which Sullivan enters the map (whether this is a March or a Sullivan AM). At that time flip the Sullivan replacement counter over; it is henceforth used for Sullivan. If Moor is killed before Sullivan arrives, Thoburn replaces Moor as division leader. Simply move the Sullivan replacement counter to Thoburn's hex and flip Thoburn to his replacement side. If Moor is killed before Thoburn arrives, or if both Moor and Thoburn are killed before Sullivan arrives, then there is no division leader for the Union until Sullivan arrives.
 - (clarification). Moor as acting division leader cannot provide himself with a +1 DRM when attempting to change his brigade's orders.
- **Victory.**
 - (clarification). Count only VMI Cadet infantry SPs eliminated for purposes of this rule.
 - (Clarification). Consider the Union to have last occupied Bushong Hill at the start of the game.
- **Union Reinforcements, last note.** Command of the division reverts to Sullivan at the start of the AM with which he enters the map.
- **Confederate Reinforcements.**
 - (clarification) CSA 1100 reinforcements pay the movement cost for their entry hexes.
 - Unless using the Optional Confederate Cavalry Deployment, consider Imboden always in command.
 - **Notes** (addition). As the VMI Cadets may be assigned and reassigned to either brigade, track this unit's Fatigue separately.

22.0 2nd Kernstown.

2K4.21 (addition). For the Confederates, Ramseur and Rodes trace command to Early, and Gordon and Wharton trace command to Breckinridge (but see also 1864 BB 4.21)

22.5, Attack the Enemy at Once, Confederate Setup, last note (clarification). Gillespie's brigade cannot move north of the Kxx22 hex row until the 1100 turn.

23.0 3rd Winchester.

23.5 Sheridan's Attack.

- Victory (clarification). Apply Victory Level shifts after calculating the Level of Victory.
- Union Setup: Penrose should be Campbell [R].

23.6 Return to Rutherford's Farm, Victory (correction). The award for Fort Jackson is for control of 3WN0233. The other three Fort Jackson hexes are on the south map and not in play.

23.7 3rd Winchester Full Battle, Union Reinforcements: Penrose should be Campbell [R].

24.4 Fisher's Hill Historical Scenario.

- The Union Efficiency sheet lists Hayes with an Activation Rating of “0”. It should list him with a “1”; his counter is correct (note that this error has no significance, as all Union corps have Efficiency “4” for this battle. Hayes can only have less if he starts the 1700 turn or a later turn out of command).
- **Surprise.**
 - (clarification). Each AWW brigade leader rather than units are eligible for a Brigade Orders Change without a die roll, during both the Initial Attack and the 1600 turn.
 - (addition). AWW brigades accrue Fatigue normally for Shock.
 - (addition). Crook may move at the end of the Initial Attack’s four AMs, as if he were using Commander Movement (SR 9.32)
 - (clarification). Despite the Initial Attack, all AWW units are considered in command for the first turn of the game (BB 20.1)
- **Efficiency** (addition). *Note: Sheridan may not raise Averell's drawn Efficiency (this reflects Averell's belief that the terrain was too broken for cavalry operations).*
- **Union Setup** (addition). Beattie’s Sharpshooters set up stacked with or adjacent to the 2/VI leader to whom they are tracing command.
- **Confederate Setup** (corrections & clarifications)
 - 8 VA [3] is listed twice. It should set up in F1010, rather than within two hexes of F2210.
 - Within 2 hexes of F1508: 12 GA bn should be 16 GA bn.
 - Within 2 hexes of F2518: 3 NC bn [2] should be 2 NC bn [2]
 - Smith’s brigade begins the 1600 turn in Reserve.

25.0 Cedar Creek.

CC6.3, Reserve. The provisions of this section supersede SR 6.34.

CC18.0 Fog (clarification to first bullet). All Command Ranges are halved, [rounding up](#).

25.5 Getty’s Stand (corrections & additions)

- Union Set-up/within 2 hexes of CCN3224. 77 NY [1] sets up with Bidwell (3/2/VI), not 72 NY.
- CSA artillery units lacking an artillery leader may be attached to a division. Otherwise, they are considered out of command for the 0900 turn.

Addendum: The Replacement counters shown below were included in *Battles for the Shenandoah: A Death Valley Expansion*.

27 VA	27 VA	23 VA	23 VA	23 VA	23 VA	37 VA	37 VA	37 VA	37 VA											
M	M	M	M	M	M	M	M	M	M											
4	8	6	3	8	6	4	7	6	8	7	6	4	7	6	4	7	6			
23 VA	23 VA	12 GA	12 GA	12 GA																
R	R	M	M	M																
3	6	5	3	6	5	8	7	6	4	7	6	4	7	6						
37 VA	37 VA	37 VA	37 VA	23 VA	23 VA	23 VA	23 VA	23 VA	27 VA	27 VA										
M	M	M	M	M	M	M	M	M	M	M										
4	6	5	4	6	5	8	6	5	5	6	5	4	6	5	3	7	5	4	7	5
					12 GA	12 GA	12 GA	23 VA	23 VA	23 VA	23 VA	23 VA	23 VA	23 VA	23 VA	23 VA	23 VA			
					M	M	M	M	M	M	M	M	M	M	M	M	M			
					4	6	5	4	6	5	8	6	5	3	5	4	3	5	4	