

Into the Woods
Errata & Clarifications, v1.5, 9/9/25
New item in blue font

Battle Book

4.11, 1st bulleted point following the 3rd paragraph (clarification). Johnston may place any *activated* brigade under Attack Orders, and that brigade may move even if it attempted a Brigade Orders Change and rolled a “Stand” result. Johnston must use this ability before any activated brigade or leader has undertaken any actions (SR 6.21).

4.24 and 4.25 (clarification). Apply SR 4.22’s Exception when assessing whether an unbrigaded or unassigned unit is now within its potential leader’s command range.

4.25, second paragraph (correction). 15 MI activates with the Prentiss AMs, even those which activate only the Detachments.

4.32. Allow Unassigned artillery to be attached to the Reserve Corps in addition to CSA divisions.

9.44/Thickets (addition). Units under Attack Orders and in Thickets pay for Facing Changes as if they were in Woods (SR 7.22).

10.51’s optional rule (clarification). Award the +1 DRM for Pre-Shock Reaction Fire for units armed with Pistols and Shotguns even if those units are disordered (i.e., this is not a substitute for Prepared Fire).

13.3 (addition). For purposes of assessing Combat Ineffectiveness, Breckinridge’s Reserve Corps counts as a division, and Hindman’s division includes Cleburne’s brigade.

17.0 (addition). See 30.1, Union set-up note “c” for an exception to the rule.

30.1

- Efficiency (correction). The Union should have two Efficiency 1 markers for Scenario 1 and its variant, not three.
- Union set-up note “c” (corrections & clarifications)
 - See 4.25, above.
 - Friendly units do not block LOS for purposes of determining when 15 MI must UDD for return to Pittsburg Landing.
 - As an exception to BB 17.0, 15 MI assumes the Fatigue level of the 6th Division brigade to which it is attached.

30.3, Morning Action Around Shiloh Church

- **Specific rules, last bullet point.** If Veatch is killed and all his regiments routed, follow the instructions for Peabody found in the immediately preceding bullet point.

- Union Reinforcements (clarification). Marsh's and Hare's entire brigades enter when their leaders enter.

30.4, Hornet's Nest

- Confederate Set-up (correction). 9 MS starts in S6220, not S6319.
- Confederate Reinforcements (correction). 19 TN should enter via S6927 at 2 PM, not S2927.

30.5, Road to Pittsburg Landing

- Confederate Specific Rules, 2nd bulleted point (clarification). Withers can still attach two unassigned cavalry units to his division.
- Victory/Play Note (correction). Because the GA Dragoons are assigned to Withers, Wood's brigade (3/1/3) is Combat Ineffective in this scenario. Gladden's brigade starts CI, but could recover, if Withers assigns one or both of the divisional cavalry units to Gladden. Thus, rather than the Confederates starting with a lead of 4 VP, the Union starts with a lead of 3 VP.
- Union Setup (correction). The Command designation for 8 IL should be 1/1/T.
- Confederate Setup (correction). Set-up hex for Trabue, 31 AL, and 6 KY should be S2602, not N2602.

30.8, The Second Day, Confederate Setup (corrections).

- The Command designation for 7 KY should be 2/2/1, rather than 1/2/1.
- Crescent LA should set up in S4314, not N4314.

30.9, The Critical Left Flank, Confederate Objectives (correction). Stuart's HQ is in hex S5712 rather than 5745 (which doesn't exist).

Counters

- 3/3/T brigadier "Whittlsby" should say "Whittlesey" (the full surname is Whittlesey, a little too long to fit on the counter).
- Abandoned Arty marker "D" incorrectly says "E" on the back side.

Roar of Battle PAC

- (clarification) Non-brigaded/non-assigned units are exempt from the Roar of Battle rules.
- (change) 3rd starred condition should read, "At the start of an activation, any unit of the brigade is within 5 hexes of and has LOS to an enemy unit, or is within 3 hexes of an enemy unit, regardless of LOS."