

Dead of Winter – Revised Errata

Version 3/29/21

Charts

- Orchards cost 2 movement points for arty, not 1.
- Cedars are blocking terrain
- The counter for Gen. Crittenden gives him an Efficiency rating of "-1." The Union AM sheet shows this as "+1." The counter is correct.
- Clarification: the cumulative defensive DRM versus fire for Breastworks in Cedars should be -3, not -4.

Counters. (Note: the missing counters as well as some errata counters were included in C3i #23.)

Counters missing from the game

- Pioneer AMs
- CSA & USA March
- CSA Cav AMs

Other counter glitches

Countersheet 1:

- The brigade color for Wood (4/2/H) should be green
- Smith's battery (3/1/P) is missing the black circle background to the artillery type on the back of the counter.
- Robertson's battery (1/2/P) has an extra disorder label
- 51. AL PR Dismounted counter's strength should be 2 SP on front & back.

Countersheet 2:

- 5th KY's (3/2/RW) disordered cohesion should be 5.
- 1st OH's (3/2/RW) disordered cohesion should be 6.
- 98 Ill (2/5/C) has an extra disorder label.
- 17 Ind (2/5/C) is missing a disorder label.
- 1 OH Dismounted Cav counter's disordered side should say 7 SP and 5 MP
- 3 OH Dismounted Cav counter disordered side should say 6 SP and 5 MP
- 15 Pa (R/Cav) should not have a brigade color
- CBOT battery (1/Cav) should be assigned to the Pioneers.
- The numbers on the Random Events AM are wrong. The Battle Book is correct; anything other than an 8 or 9 is no event.

Post-game research indicates that 12th KY (1/3/C) was not present for the battle. Players may choose to omit this unit in scenarios involving 1/3/C (Walker's Union brigade).

Battle Book

4.42: As a wing commander Morton should have his own AMs and draws his own Efficiency chit. Use this for the Provost unit also.

4.41. Union Cavalry Command (additions)

-- Kennett and Stanley act as brigadiers for R/Cav and any other cavalry units whose brigadiers are not on the map. They may roll for Brigade Orders Change with an Action Profile of Normal. While under their command, units do not suffer a -1 DRM when shocking, provided the acting brigadier is stacked with a participating unit.

-- R/Cav units may be assigned or reassigned to any Union cavalry brigade at the start of a turn.

4.44 Confederate Cavalry Command: Wheeler, as "nominally the overall cavalry commander", in effect acts as both Corps and Division Leader when he's on the map. If he's not on the map, the CSA Cavalry Efficiency is reduced by one AM rather than two, even though he has only brigade leader rank.

4.45 (addition) **Leader/Commander Escorts**

The Right Wing Escort

-- Unless assigned to a brigade, the RW escort moves with McCook, at McCook's movement rate, and does not dismount or Fatigue when stacked with McCook.

-- The RW escort may attempt Rally or Recovery from Rout during any turn in which McCook does not move in the Commander Movement Phase.

-- During the Division Orders Phase of each turn the RW escort may be assigned or reassigned to any brigade in the wing. When so assigned, it tracks Fatigue separately.

Division Leader escorts (L 2 KY, 3/RW; 2 KY, 1/C; B 2 KY, 3C; Hardy, 3/H) may be assigned or reassigned to any brigade in the division. If not assigned to a brigade, they activate as separate brigades of the division, but may not be assigned Attack Orders. They track Fatigue separately, whether assigned to a brigade or not.

Optional: Omit the escorts from the game.

10.24. The Canopy of Trees rule applies only to Cedars in *Dead of Winter*. (After all, there were no leaves on the deciduous trees.)

20.4: When using Johnston, the Confederate player adds the 1x2, 1x3, and 1x4 to the Efficiency Pool only if those efficiency counters are not already called for by the individual scenario.

21.2. The Crittenden's Attack rule applies only to scenarios 1, 8 and 9.

General Set-up Notes (addition): Where a brigade is listed as setting up within [x] hexes of a given location, the brigadier sets up with his brigade unless otherwise noted.

Victory Points: Replace hex D2930 with hex D2920.

Scenario 1.0: Dawn Attack

The Shock and Awe rules are misnumbered. The introductory paragraph is listed as rule 1, so that rule No. 2, which refers to No.3 should actually refer to No. 4. (The rules are listed correctly in scenario 8.0). Disregard No. 6, as Rosecrans is not present in scenario 1.0.

Victory (addition). If no divisions on either side are combat ineffective at the end of the scenario, the Union wins.

The Confederate Cavalry's efficiency is "3", not "-3".

Union Reinforcements: 79th IL (2/2/RW) enters via Hex C1901 at 0700 under the orders of the player's choice.

See also the changes to Scenarios 8.0 and 9.0 dealing with Command Range issues during 0600, which is a Dawn turn.

Scenario 2.0: Hardee At High Tide

Set-up clarifications

- 3/1/C does not arrive as a reinforcement in this scenario, which ends prior to the brigade's arrival.
- Semple's battery (4/2/H) spends the 31st attached to Hanson's brigade of Breckenridge.
- "3/Cav: 3 CS (7)" refers to all of 3/Cav + Wharton. 3 CS sets up with 7 SP.

Scenario 3.0: Doomed Assault

Set-up corrections

- 8 KY (3/3/LW) should be included with 51 OH in hex B2325 (as in scenario 6.0)
- 9th MS SS should set up with 2/2/P (and in Scenario 6.0 as well).

Union Special Command Rule (clarifications):

- Since there are only 11 US batteries in the scenario, that's the maximum which can be attached to 2/LW.
- Batteries attached to 2/LW activate as a separate brigade of Palmer's division, just as his other brigades do.
- If Palmer attempts to coordinate his brigades' activation and succeeds, he can select the Artillery Brigade as one of the coordinated brigades (5.34).
- The artillery brigade has no leader. Batteries which are out of Palmer's command range activate one less time than Palmer does.
- Batteries are not required to attach to 2/LW. They can retain their original brigade assignment. Reassignments to 2/LW are made at the start of any turn and remain part of 2/LW for the rest of the game.

Subordinating Beatty to Palmer: the Union set-up instructions say, "The following

units are all considered attached to 2/LW". In the list are 5 batteries and all of 3/LW (Beatty, replacing Van Cleve).

-- Palmer commands all of 3/LW in addition to 2/LW.

-- If Beatty is within Palmer's command range, he can extend it to any 3/LW brigade within his range, but outside Palmer's.

-- Beatty can assist any 3/LW unit with rally (but not batteries attached to 2/LW).

-- Beatty's -1 activation modifier counts for nothing. If a 3/LW brigade is out of command (as described above), it activates one less time than Palmer does.

Victory (addition). If 1/H is still combat effective, and at least one Union division east of Stone's River is combat effective, the Union wins.

Victory (clarification). For a combat effective Union division to count for victory, all the division's infantry units must be on the east bank unless routed, eliminated, or collapsed. Wagner's brigade (2/1//LW) is not a division and does not affect victory determination.

Revised current strengths for 3/LW, including 8 KY

79 IN (5) - 2 losses

9 KY - no losses

11 KY (5) - 1 loss

19 OH (3) - 2 losses

44 IN (4) - 2 losses

86 IN (3) - 4 losses

13 OH (2) - 3 losses

59 OH (4) - 2 losses

35 IN full strength

8 KY full strength

21 KY full strength

51 OH full strength

99 OH full strength

Missing parts of the set ups. (They basically correspond to those on map B for Scenario 6.0.)

Left Wing

B1723 - Crittenden

B1324 - Negley/2/C (attached to Left Wing)

within one hex of B1125 - 2/2/C 69 OH (5), 19 IL (6), 18 OH (6), 11 MI (6), M,1 OH Bty (3)

within one hex of B1323 - 3/2/C 21 OH (9), 78 PA (7), 37 IN (6), 74 OH (5), B KY Bty (2), G 1 OH Bty (2)

1/LW (only 2/1/LW is in play; consider it out of command)

B1030 - B: Wagner/2/1/LW, 15 IN (5), 10 IN Bty

B1029 - 97 OH (8), 57 IN (5)

B1129 - 40 IN (6), 26 PA Bty/1/3/LW

B1424 - Palmer/2/LW

B1428 - B: Cruft/1/2/LW, 90 OH (3), 2 KY (4)

B1427 - B: 31 IN (3), 1 KY (5)

B1328 - B: Hazen/2/2/LW, 110 IL (6), 6 KY (4)

B1229 - B: 9 IN (5) 41, OH (5)

B2020 - Gross/3/2/LW, 24 OH (4)

B1820 - 84 IL (4)

B2219 - 23 KY (5)

B2018 - 36 IN (6)

B1818 - 6 OH (2)

Scenario 5.0: The Eerie Silence

B1148 should list Wright's battery (3/1/H), not Waters' battery.

In the list of Confederate breastworks, the map prefixes starting with "AB1141" are incorrect. That one and all following should be changed to "B".

B1034 should also have a breastwork.

Scenario 6.0: Doomed Assault, or Something Better?

6 WI Bty (1/1/RW, A3318) should be 5 WI Bty

21 OH (1/3/C, A3627) should be 31 OH

7 OH (2/1/LW, B1029) should be 97 OH

67 IN (2/1/LW, B1029) should be 57 IN

5 IN (3/3/LW, B2524) should be 35 IN

6 MS (5/1/H, B1242) should be 8 MS.

8 WI Bty (3/1/RW, A3619) has a reduced strength of 3 guns, not 5.

12 KY (1/3/C) is not in play.

Ignore the reduced strength for 79 PA (3/1/C, A4029).

42 IN and 3 OH (2/1/C) should set up in hex A4331.

8 KY (3/3/LW) should set up stacked with 51 OH in B2325.

For 2/2/P, apply the current strengths listed in Scenario 3.0. Those current strengths are:

44 MS (6)

41 MS (3)

7 MS (7)

9 MS (6)

10 MS (5)

Revised current strengths for 3/LW (including 8 KY)

79 IN (5) - 2 losses

9 KY - no losses

11 KY (5) - 1 loss

19 OH (3) - 2 losses

44 IN (4) - 2 losses

86 IN (3) - 4 losses

13 OH (2) - 3 losses

59 OH (4) - 2 losses

35 IN full strength

8 KY full strength

21 KY full strength

51 OH full strength

99 OH full strength

Scenario 7.0: The Day Before

4/2/P is supposed to deploy within 1 hex of D1704, not C1704.

5/1/H should set up in B4641, minus Lumsden battery (4/1/H and Lumsden are already listed as setting up within 2 hexes of B2539).

Scenarios 8.0: Day of Battle, and 9.0: Welcoming The New Year

Set-up corrections

89 IL (1/2/RW, C2916) should be 89 IL.

8 KY Bty (3/2/C, B1141) should be B KY Bty.

Moses Bty (1/2/H, B3843) should be 2/1/H.

Additions

-- March orders are not allowed during the 0600 turn.

-- Crittenden may not use the March AM to fulfill the requirements of Rule 21.2.

-- For the 0600 turn, Wheeler's Efficiency should be 3. Morton's and the Union Cavalry's should be 1, same as the other troops.

-- All CSA divisions are considered in command for 0600, Dec. 31st, except Breckinridge (1/H).

-- Crittenden is considered in command for 0600, Dec. 31st, and can benefit from Rosecrans' +1 Initiative Rating. See also the errata for Scenario 10.0 (below).

***Note:** The last two changes are a consequence of 1) the rule on command ranges during Dawn turns, which first appeared in the 2014 version of Series Rule 16.11, and 2) player experience that Breckinridge tends to be too successful versus Crittenden before the latter has complied with Battle Book 21.2.*

Scenario 9.0: Welcoming the New Year

January 2nd CSA reinforcements: 0200, C1019, 3 AL Cav (2) should be ignored, as this unit was excluded from the Withdrawal list for this brigade (see entry for Jan. 1, 0600).

Scenario 10.0: Meeting Engagement

Rosecrans arrives at 1500, December 29, at hex A1025. This is a fixed arrival, not variable.

Increased efficiency of Crittenden: Prior to Rosecrans' arrival, Crittenden should be considered "in command" with regard to Rosecrans, and his Corps Efficiency may be adjusted by Rosecrans' Initiative rating, as per 2019 Series Rule 5.22, even though Rosecrans is not actually present. This condition ends when Rosecrans enters play at 1500 hours. ***Design note:** Rosecrans traveled with Thomas' XIV Corps, but as the army neared Murfreesboro, he was in regular contact with Crittenden. This rule reflects that condition. Once Rosecrans enters play, of course, the Union player can decide how best to use his Army commander's talents.*

The 3/Cav union reinforcement should actually be the 3/Cav Rebel reinforcement, but they may only enter at C1019 and must use March Orders.

Hidden Deployment/Variable Arrival (additions & clarifications)

- Hidden units may move as their AMs are drawn, keeping them hidden unless they enter a hex to which the USA has LOS. The CSA player tracks their movement on paper.
- Hidden CSA units stay hidden until within enemy LOS. Apply the scenario's Visibility rule (see the section, **Game Length/Playing Time**).
- Any CSA division which enters using Variable Arrival does so via D4821.
- If rolling a zero when determining hour of entry for a division arriving December 29, the division arrives at noon (start of scenario).