

River of Death Revised Errata & Suggested New Rules, v1.1

Introduction. This errata update looks forward to a new edition of the game. Playtesting at two of Thomas Fernbacker's GBACW events and with my local group led to several "optional" rules that may not be optional in a new edition. Without these rules, game play suggests the Confederates are unlikely to win the Main Battle or Full Battle.

Much of the imbalance seems due to Granger's Reserve Corps being unrestricted in the original game, while in reality two of its three brigades sat out most of the battle in Rossville, until a restive Granger intervened on his own initiative. In addition, the original game featured no mechanic for a potential Union disaster of the type Rosecrans created when he ordered Wood's division out of line on Sept. 20th.

The Main Battle scenario in the original game omitted Confederate restrictions, as well. The Sept. 19th fighting started with a Union attack at Jay's Mill and spread southwest till it reached the southern edge of Viniard Field. In the scenario as written, however, the CSA player can try to exploit a huge gap in the Union line, despite the real-life Braxton Bragg being uniquely unable to coordinate his corps due to tensions with his subordinates and to the way the largely wooded battlefield impeded intelligence gathering.

This update addresses each of these points. In addition is a new rule on Engineering. In the actual battle, neither side constructed any significant breastworks until the morning of Sept. 20th. In the game as written, however, both sides can (and probably will) erect World War I-style breastworks stretching from one end of the battlefield to the other, despite the tougher Engineering rules the series adopted in 2019.

Also included is a development of the rules for the Confederate Command Reorganization (4.4), as well as errata for "The Rock of Chickamauga" scenario.

I would be grateful for player feedback on any of the new rules included in this update. In addition, I would like to express my gratitude to David Powell, without whose trilogy, *The Chickamauga Campaign*, devising solutions to the issues the original game posed would have been much harder. Dave's wealth of information, if wisely utilized in the development process, should make a new edition of *River of Death* worth the wait.

I also thank Thomas Fernbacker, Bob LoCicero, Dick Whitaker, John Severa, Fred Hoff, Jim Harkonen, Joe Caparula, and Stan Gildner, not only for playtesting, but for the fun we had while doing so. Apologies to anyone I've overlooked.

Text in **blue font** signifies an addition or significant change since the 2019 update.

Map (correct color version)

- On the GMx map, there should be a road in 2715, and the stream should connect to the creek at 2754/2853)
- Hex NE 3552 is incorrectly numbered as 3532.

- SE 1411 is Clear Terrain; ignore the woods.

Counters (Corrected counters appeared in C3I no. 12 for all cases listed below.)

- The Union 1/XXI Artillery units should have a red divisional color code, not green.
- The Union artillery section, 3 WI Lt 'b', belonged to the 3/XXI, not the 1 Reserve. It should have a purple band, not light blue.
- The brigade color ID on the disordered side of 4 OH a&b (2/2/Cav) should be green, not white.
- The brigade color ID for units in 2/2/Res (D. McCook) should be orange, not green.
- Union brigade leader Harker (3/1/XXI) should have an orange brigade color ID, not green.
- Use any handy markers to indicate "In Reserve".
- The CSA March AM is missing its information side (the "AM" is on the reverse, but no info on the other side.) Use this as the CSA March AM.
- Omitted is the Union March AM. Use a March Order counter, instead.
- Hood's ratings as division commander are 2, +1, 6.

Fire Table

- The '1' and '2-3' SP column under Shot and Shell were omitted, but a new Fire Table accompanies games published in 2019 or later. It is available on the GMT page for *Death Valley* via the link for "PAC 2". We recommend its use instead.
- The +1 DRM for fire from breastworks applies only to small arms, not to artillery.

Shock Adjustments Table. Apply the TEC's -1 for Defenders behind Breastworks, rather than -2.

Defender's Pre-Shock DRMs Table. We recommend use of the Table as it appears in the later PACs in the series, as follows.

- For units stacked with a Leader/Commander, the negative DRM equals the number of Leader stars (SR 11.73).
- +1 for Unit Disordered
- -1 for a unit behind Breastworks.

Terrain Effects Chart

- Plowed Field. Artillery conducting a Reaction Move into a Plowed Field rolls separately for its Reaction Move UDD and for Broken Wheels.
- Woods. Costs infantry 2, Cavalry 3, Artillery 4, and Leaders 2 MP. *Historical Note: certain parts of the woods were indeed very dense, but most of the woods were no denser than on other ACW battlefields.*
- Marsh. The cost for Artillery following trails is 2dx.
- Trail. The reference to 7.4 should be to 9.4. Also, Artillery does not roll for Broken Wheels when following a Trail, except in Marsh hexes.
- The Fire Combat modifier for Breastworks should be -1, rather than -2.
- Ignore the entries, "Leave ZOC" and "Change Facing".

Random Events Table

- Yellow Jackets (clarifications). Field hexes include any Clear/Pasture or Plowed Field hex, with or without a Trail or Road.
- Our Hero (clarification). The marker is played before the die roll.
- Thunderstorm (clarification). Apply the Fatigue penalty for each Fatigue-incurring activation beyond the first undertaken after the event, unless the brigade already conducted two or more Fatigue-incurring activations prior to the event.
- Skidaddle Time (clarification). The player who rolled the event selects one of his own cavalry brigades.

CSA Master Reinforcement Schedule

- Sept. 18th, 1400. Hindman's Division enters under March Orders.
- Sept 18th, 1600. Forrest, the 10th Confederate Cavalry, and Huwald's battery are already on the map (see initial deployment).
- Sept. 18th, 2300. Add Gist's replacement to this group.
- Sept. 19th, Cheatham's Division arrives 0500 (There is no 0400 turn).
- Sept. 20th, 0200 (change). Kershaw's division enters at 2300 via Hex SE2712, or, if enemy units are adjacent to that hex, via the closest unblocked trail or road leading off the map's eastern edge. Fatigue = 2. DD for brigades entering under March Orders is Alexander's Bridge.
- Sept. 20th, 0500, SE1132 and Note [g] (change). Longstreet enters at the end of the Sept. 19th 2300 turn via SE1138. If enemy units are adjacent to that hex, Longstreet enters via the closest unblocked trail or road leading off the east edge of the map.
- Sept. 20th, 0500, SE1138 (clarification). As the Gist counter will most likely already be in use (see the Special Rule on p. 8 of the Battle Book), use any handy marker to represent Gist until the end of the activation in which he moves within Walker's range, at which point Ector resumes command of his brigade.
- Ignore Note [a]. Instead, see the notes regarding Breckinridge's division for the Main Battle and Full Battle scenarios.
- Note [j] (change). Wheeler's Corps enters the map using the Cleburne AM during which the last of Cleburne's units move off the GMx map. It may not move again until the following turn. Wheeler uses his corps' AM starting with the turn after his units enter the GMx. Wheeler has no DD.

Union Master Reinforcement Schedule

- Sept. 18th, 1700. Palmer's Division is an exception to 9.81 in that it is assigned a Designated Destination (DD) but not required to enter under March Orders. It reaches its DD when all of its units are either on the road SW 2452-0850, or the trail 2247-0848. It is then free to do as the player wishes and, if currently under March Orders, is then placed under Advance Orders. It may not again use March Orders until the 0500 turn of the 19th.
- Sept. 19th, 1100. Post's brigade 1/1/XX does not enter with Davis's division (1/XX). See entry for Post, Sept. 20th, 1000.
- Sept. 20th, 0900. Crook enters with Long's brigade.

River of Death Specific Rules

2.1. All units entering the game onto the GMx map do so through the road hex, 2520.

3.0.

- First sentence should read, “The following segment replaces the Initiative Segment (I/A):”
- **The Bragg Segment** (clarification). This immediately follows II.B, Activation Efficiency Determination, per 5.26.

4.1 (addition). There are no AMs for the divisions of Forrest's and Wheeler's cavalry corps. Their divisions activate when the appropriate corps AM is drawn. Conduct all Brigade Orders Changes and Brigade Coordination attempts before any brigade in either of the corps' two divisions activate.

4.37 (clarification). Subtract 1 from the Efficiency chit drawn for CSA artillery brigades that activate with the Artillery AM. The result is the number of AMs they receive. Given that the highest possible Efficiency draw is 4, only 3 Arty AM markers were needed.

4.41 (addition)

- Longstreet may use his Efficiency Rating to raise the Efficiency of one corps or of the attached division in his Wing by one at the start of each turn, provided the selected corps commander or the attached division's leader starts the turn within Longstreet's command range.
- Polk's -1 Efficiency Rating affects each of his corps commanders/attached division leader, no matter whether they start the turn within Polk's command range or not.
- If he begins a turn outside his wing commander's range, a division leader assigned to the Wing is out of command for determining number of Activations and eligibility for Division Orders; Corps Commanders are not.
- The Confederate player no longer draws a Bragg Marker if he chooses to Reorganize, unless Longstreet *or* Polk is subsequently killed. In that case, he draws a Bragg Marker for all remaining turns.
- Wing commanders provide a +2 DRM for Brigade Orders Change if stacked with the brigadier.
- Wing commanders have no replacements. If the Wing commander is killed, a division assigned to that wing is permanently out of command.

4.42 (clarification). The second and third bulleted points represent two different options for reorganizing into wings, but the dismantled corps must be Polk's. If using the first option, continue to draw Efficiency for Polk, applying it to the division from his former corps. Apply Longstreet's (Hood's) Efficiency draw to the division transferred from Polk's corps to Longstreet's wing. Apply all usual modifiers except Hood's Efficiency rating.

4.44. (correction & addition). Confederate Reorganization is done at the beginning of the 0500 Turn of 9/20, and only if Longstreet and Polk have survived the battle to that point.

5.26

- Change A/II Phase to read II/A Phase.
- 2nd Exception to “+1”: If Bragg exceeded the 10 MP per turn limit for Commander Movement, the "+1" Bragg Effect marker is treated as "None".

6.1 (addition). **Union Confusion, Sept. 20th** (Optional but recommended). The Union Confusion Event may only occur once, during Sept 20th between 8AM - 5PM. It affects one randomly selected Union **infantry** division in the following scenarios:

- Full Battle (Sept 18 - Sept 20),
- Main Battle (Sept 19 - Sept 20), or

Immediately before the Division Orders phase (II.C) of the Sept 20th 8AM turn and continuing thru the 5PM turn,

- Determine whether any Union division has an infantry brigade under Advance or Attack orders within 4 hexes of a Confederate unit.
- If any Union division qualifies above, the Confederate player rolls 1d10. On a roll of zero, the event occurs. If the event does not occur, roll again next game turn with a -1 DRM for each game turn beyond 8AM (i.e. -1 at 9AM, -2 at 10AM, -3 at 11AM, etc.) until the event occurs.
- If the event occurs, one Union division with brigade(s) under Advance or Attack orders within 4 hexes of a Confederate unit will be affected. The Union player secretly numbers those divisions on a piece of paper in any order starting from “1”. The Confederate player then selects a number from that range. This becomes the affected division.
- The Union player then rolls 1d10 to determine the number of brigades impacted by confusion that turn. On a roll of:
 - 0-2 Select the brigade under Advance or Attack orders with the most units within 4 hexes of Confederate units (if tied, Union players choice)
 - 3-9 All brigades are affected, except those that started the turn under March Orders or In Reserve.
- No matter their distance from the nearest Confederate unit that turn, affected infantry units, must use Withdrawal Movement (SR 9.54) during all their activations that turn, moving the maximum two hexes each time they activate. They do not roll for Disorder, nor do they incur fatigue if activating more than twice (*exceptions* to SR 9.54 and 17.22). Affected artillery may use regular movement, but must if possible increase their distance from the nearest enemy unit by at least two hexes during each activation that turn. An infantry unit unable to use Withdrawal Movement, or an artillery unit unable to move at all for any cause stays in place but must UDD each time it is activated, unless already disordered.
- All the division’s affected brigades previously under Attack Orders are automatically placed under Advance Orders and may not change those orders that turn, either during the Division Orders phase (II.C) or via Brigade Orders Change.

Notes:

- 1) *Wilder's brigade is not affected by this rule.*
- 2) *Treat the Union Reserve Corps as an infantry division for purposes of this rule.*

8.4 and 8.41. Ignore (see the TEC entry for Woods, above).

9.44 (clarification). Trails negate any "D" cost listed on the TEC, but not the additional movement cost for Slopes.

9.47 (clarification). All building hexes provide a -1 for fire combat.

9.83 (clarification). Commands must attempt to reach their DDs as quickly as possible, but are not required to incur Fatigue in order to do so (i.e., the Play Note in the 2nd column of p.13 does not literally apply).

9.84

- 1st bullet (correction). "II/D phase" should be "II/C phase" (for the 1999 rulebook, the II/B phase).
- 3rd bullet (replace). All combat units in that command have reached or passed through the DD hex (or hexside, in the case of bridges/fords).

14.2. The Errata counters mentioned above include dismounted counters for Wheeler's Cavalry Corps and for Morgan's Detachment. Thus, this rule applies only to Leader Escorts.

14.42 (clarifications).

- If Wilder's brigade is Combat Ineffective, it can activate only twice (SR 13.23)
- Wilder's brigade may change orders during the Division Orders Phase (II.C).

14.43. Use the method described in the example, since the method described in the body of the rule might reveal information about the number of 4/XIV AMs available, and by extension, the number of AMs available to other XIV divisions, as well.

14.6, changes & additions for HQ Escorts

Army Commander Escorts

- During the Division Orders Phase of each turn escorts may be assigned or reassigned to any brigade. When assigned, the escort does not have to remain stacked with the AC, and tracks Fatigue separately.
- If unassigned, the escort remains stacked and moves with the AC. It does not Fatigue. It may attempt Rally or Recovery from Rout in the Commander Movement Phase of any turn in which its AC does not move.

Forrest's Escort

- During the Division Orders Phase of each turn, Forrest's escort may be assigned or reassigned to any brigade in Forrest's corps. If assigned, the escort does not have to remain stacked with Forrest. It tracks Fatigue separately.

- If unassigned, the escort remains stacked and moves with Forrest, may not dismount, does not Fatigue, and may attempt Rally or Recovery from Rout during any turn in which Forrest does not move in the Commander Movement Phase.

14.7 (addition). Rosecrans' Wagon Train moves 5 MPs per turn during the Commander Movement Phase using artillery movement costs. It may not move adjacent to enemy units. It does not disorder due to terrain but may not move off roads/trails. Its escorts, 1st Ohio Sharpshooters and 10th Ohio, also move at that time, without regard to their movement allowance but such that they remain within 2 hexes of the Wagon Train, if possible. The escorts are always under Advance Orders. Treat the Wagon Train as an Artillery Battery for Stacking purposes.

The Wagon Train may not retreat before Shock. It is automatically captured if shocked by itself, or if its escorts are forced to retreat as a result of shock. *If the Wagon Train is captured, its escort units may be assigned to the nearest Union brigade during the Division Orders Phase (II.C) of the following turn.*

14.8. The Confederate Pioneers always have an activation level of '3', regardless what their assigned division has. If no Confederate division has 3 AMs on a given turn (a possibility considering the Bragg effect), use any suitable marker(s) to make up the difference. The Pioneers do not Fatigue.

15.2 (addition). *No Breastworks may be constructed before Sept. 20th, 0600. During the Engineering phase (II.F) of that and all subsequent turns, before any build markers are placed, the phasing player rolls for each brigade he wishes to begin breastwork construction. Upon a roll of 6 or higher one or more regiments in the brigade may start construction. Modify the roll as follows:*

- *The Brigadier is stacked with his Corps or Army Commander, +2*
- *The Brigadier is stacked with his Division leader, +1*
- *The Brigadier is Cautious, +1*
- *The Brigadier is Aggressive, -1*

If the roll is successful, a breastwork construction marker may be placed on each eligible regiment in the brigade as desired, one per hex. If unsuccessful, the player may try again the following turn.

15.3 and 15.4 Bridge Destruction/Repair (clarification). The first Destruction/Repair attempt takes place in the Recovery Phase of the Turn in which the unit fulfills the requirements specified in 15.3 or 15.4, respectively. If that attempt fails, the unit can try again each time its AM is drawn in subsequent turns, as the 2nd bullet of 15.37 states.

19.0. Rules applicable to multiple scenarios

- *If Bragg is killed in any scenario in which he appears, no more Bragg Markers are drawn, but the US player earns 15 VP.*
- Cavalry cannot be used to meet the control requirements for VP hexes in any scenario.

- **Rossville Garrison** (optional but recommended). In the Main and Full Battle scenarios, Granger, Steedman, McCook's brigade, and Mitchell's brigade, along with their attached artillery, must use all their MP to move within 3 hexes of Rossville starting with the 0700 turn of Sept. 19th. They need not activate more than twice per turn while fulfilling this requirement. Once within 3 hexes of Rossville, they cannot exit that perimeter unless no complete enemy brigade is in or adjacent to a hex of the road leading from Ringgold Bridge to Rossville, **or until Sept. 20th**, as permitted by the following table:
 - 0900: a DR of 0-1
 - 1000: a DR of 0-7
 - Automatic with the 1100 turn of Sept. 20th.
 When the Reserve Corps regains its freedom of action, roll a die. If odd, McCook's brigade cannot leave the Rossville perimeter until the following turn.

Scenarios (general).

All hexes listed in a setup must contain a unit. Leaders set up stacked with any unit of their command, unless otherwise specified.

Order of set-up: Both sides may set up simultaneously, and then adjust facings and "withins" afterwards. Alternatively, put all division AMs for units on the map in a cup and set-up randomly.

Main Battle Scenario

Special Rules (addition)

CSA Restrictions (optional but recommended). These restrictions end at the start of the 1200 turn, Sept. 19th. ***Historical note:** Bragg put his offensive plans on hold and sent Forrest's cavalry to investigate a reported threat to the CSA right.*

1. **Efficiency.** Hood's and Buckner's divisions each have 1 AM for the 0700 and 0800 turns. This restriction ends if an enemy unit moves adjacent to or fires small-arms or canister at any unit of these divisions. Immediately place 2 AM for each division in the pool of unplayed AMs.
2. **Orders.** No brigade of the divisions listed below can be placed under Attack Orders unless:
 - An enemy unit moves adjacent to or fires small-arms or canister at any unit of the division or any unit of a supporting command (see below), or
 - The CSA player rolls a "9" for the division during the turn's Division Orders Phase [3.0/II/C].

Restricted divisions / Supporting commands:

Liddell / Law's and Ector's (Gist's) divisions, Davidson's brigade.

Armstrong / Ector's division and Davidson's brigade.
 Law / Liddell's, Cheatham's, and Johnson's divisions.
 Johnson / Law's and Stewart's divisions.
 Stewart / Johnson's and Preston's divisions.
 Preston / Stewart's division.
 Cheatham / Any unit in any command listed in this rule.

Victory (addition). At the end of the Sept. 19th 1100 turn, award the Union player 5 VP for each Confederate *brigade* that is currently Combat Ineffective.

Union Deployment

- Ignore the set-up entry for SW1843, 1944. All three 2/XIV batteries set up with the division's brigades.
- E. King's / Turchin's brigades and the 19 & 21 IN batteries set up in SW0837-0843-0546- 0447.
- Granger sets up in SW0939, not SW0938 as stated later. But see note "f".
- Ignore note "g". There is no special rule on Whitaker's brigade. In addition, treat 2/2/Res as attached to Steedman's division.
- Ignore note "h" (except for its interesting historical content). Follow the Rossville Garrison rule (see 19.0, above).
- Union notes section, Note B: Kelly House is actually in hex NW3245.
- Baird's and Brannan's brigades are at Fatigue Level OK, not 1. ***Historical & Play note:*** *They arrived in their set-up locations "about dawn", which would have been 6 AM (sunrise was at 6:27 AM). The scenario begins at 7 AM. If we apply SR 6.3, Reserve, to their 0600 turns, they would have reduced their Fatigue from 1 to OK.*

CSA Deployment (corrections and clarifications)

- The setup for Cheatham's division should actually be SE0427-SW3332-SW3347, as SW3247 is not a road hex.
- Note "b" is strictly historical and does not restrict Hindman's division in any way.
- Because of the way the maps overlay each other,
 - Clayton's brigade (SE0116-0119 should be SW3916-3919)
 - Gracie's brigade (SE0120-0123 should be SW3920-3923)
 - McNair's brigade (SE0111-0114 should be SW3911-3914).
- William's artillery reserve (4 batteries) sets up in 1 hex (SE0419). Correct the stacking violation during their first activation.
- Hill's Corps -- Helm's brigade should have Cobb's battery. Assign Mebane's and Slocum's batteries to the other brigades of Breckinridge's division.
- Ignore note "h".
- Note "i" (clarification). An entire Union brigade must be within 3 hexes of the Glass Mill Ford to restrict Breckinridge's division from moving out of the GMx *east* of hex row SW27xx. Breckinridge division is always free to leave the GMx map *west* of SW28xx, as evidenced by the set-up for Helm's brigade.
- Scott's brigade (Sc/Pg/FCv) sets up dismounted.
- Pegram, Davidson, et. al. set up within 1 hex of NE1347.

- General Walker starts in SE1803. Note “j” is incorrect in one particular: Gist’s division *does* have a leader; see the Special Rule for the scenario.
- Gist’s replacement sets up in SE2001.
- According to the Reinforcement Schedule, the CSA Pioneers unit arrives at 0600 on 19 September with Bragg. For the Main Battle scenario, which begins on the 0700 turn of 19 September, stack the Pioneers with Bragg and resolve the stacking violation when the Pioneers activate.
- All "tactical" orders should be "attack" orders.

Victory.

Union Automatic Victory (clarification). Destroyed bridges do not count for Union Automatic Victory. Reed's bridge, one of the 4 listed bridges, starts the game destroyed. Thus, the Union must control the other three.

Corrections to VP hexes:

- SW1102 (Brotherton Crossroads) should be NW3154 due to map overlay.
- NW3126 (Cloud Church) should be NW3226.
- SW2102 should be NW2154 due to map overlay.

Full Battle: Sept 18th Scenario

1st Turn (1400) Activation Markers (clarification). Crook's Cavalry AM are the ones available at start.

Special Rules

States Rights Gist (addition) Use the special rule from the Main Battle scenario.

Confederate DDs (clarifications, with many thanks to Jim Dauphinais)

Most of the Confederate September 18th DD are composed of two parts. The first part defines the DD. The 2nd part represents a general order for the 18th applying *after* the Command reaches its DD. The DDs for Hindman, Forrest, and Ector/Wilson have one part each. If a command fulfills its objective, and the Pre-Bragg marker for the parent Corps provides AMs, the Command is free of restrictions. Any unit of the Command entering the objective hex of the general order fulfills that order, provided it and all other units of the brigade are within their brigadier's command range at the end of that activation. If entering the objective hex would violate stacking restrictions, moving adjacent to it suffices.

DDs and/or General Orders

Johnson's Division: DD is crossing Reed's Bridge (which it must fight its way across if necessary). After getting across Reed's Bridge, draw a pre-Bragg marker (if not already drawn for its parent Corps) and attempt to move to Viniard Farm (SW3114).

Liddell's Division: DD is crossing Alexander's Bridge, but if it must fight to do so, it may cross elsewhere. Draw a pre-Bragg marker once across the Creek (if not already drawn for its parent Corps) and then move to Viniard Farm.

Stewart's Division: DD is Thedford Ford. Draw a Pre-Bragg marker (if not already drawn for its parent Corps) and then move toward L&G's Mill. (SW2530)

Preston's Division: DD is Dalton Ford. Draw a Pre-Bragg marker (if not already drawn for its parent Corps) and then move toward L&G's Mill.

Hindman's Division: DD is within 5 hexes of the eastern side of the bridge at L&G Mill. Draw a Pre-Bragg marker once there (if not already drawn for its parent Corps). No general order.

Scott's Cavalry Brigade: DD is Ringgold Bridge. After crossing, start down the road to the west until within LOS of the enemy. Then it reverts to the general order for Forrest's Corps.

Forrest's Cavalry Corps [has no DD \(but see the entries for Scott's Cavalry Brigade, above, and Pegram's force, below\)](#). Draw a Pre-Bragg marker on the turn after Pegram's or Scott's force reaches its DD. Then, support Johnson's Division, [as follows](#):

- [Until Johnson's general order is fulfilled, or until Bragg enters the map, Forrest must, if possible, end each turn within Hood's command range.](#)
- [Brigades in Forrest's corps may be placed under Attack Orders only during the Division Orders Phase and only if Johnson is both in command at that time and places or keeps one or more of his brigades under Attack Orders.](#)
- [If none of Johnson's brigades are under Attack Orders when a Forrest AM is drawn, all of Forrest's brigades currently under Attack Orders must switch to Advance Orders.](#)

Breckenridge's Division: DD is Glass Mill Ford. Then draw a Pre-Bragg marker (if not already drawn for its parent Corps).

Ector and Wilson's Brigades: DD is crossing Alexander's Bridge. If the bridge is destroyed or crossing would entail combat, may cross elsewhere. Then draw a pre-Bragg marker (if not already drawn for their parent Corps). No general order.

Pegram's Force: DD is either Reed's Bridge or arrival within one hex of Forrest (or Forrest moving within one hex of Pegram). Pegram then reverts to the general order for Forrest's Corps.

Note: Neither Breckenridge's Division (CSA) nor Palmer's Division (USA) is required to cross Glass Mill Ford. However, they may do so if desired.

The Restrictions (Sept. 18th start)

2nd paragraph

(clarification). The "Bragg" markers referred to here are actually the six "Pre-Bragg" markers. They are used for all turns up to and including Sept. 19th, 0600. Use the "Bragg" markers (Rule 5.2) starting with the 0700 turn. In all cases a Pre-Bragg marker is not drawn until the turn after a unit in the Command in question has crossed the Chickamauga, or, in the case of Hindman, come within 5 hexes of the eastern side of the bridge at L&G Mill.

(addition). Commands that have reach their DD, been placed under Advance Orders, and are subject to a Pre-Bragg marker may not be assigned March Orders during the Division Orders Segment. This restriction ends the turn after Bragg enters (0700, Sept. 19).

3rd paragraph (addition). If a Brigade must go into Advance/Attack Orders before reaching its September 18th DD, normal AMs are available (i.e., they are unaffected by a Pre-Bragg marker) until across the Chickamauga (or within 5 hexes of the eastern side of the bridge at L&G Mill in the case of Hindman).

4th paragraph (change). A division whose parent Corps received a Pre-Bragg marker receives a minimum of 1 AM per turn (or the March Order AM) until all units of the affected Command reach their DD. However, if 0 AM would have been received that turn for a command still en route to its DD, no unit in it may use Phasing Fire or initiate Shock unless fired upon or shocked first.

5th paragraph (clarification). As there are six pre-Bragg markers, just enough for the six Confederate corps, keep a side record of "-2" or "Camp" pre-Bragg markers raised to -1 or -2 status. The change in status happens each time the command is attacked or fired at, and takes effect at the start of the next turn. Thus, it is possible that all "-2" or "Camp" markers will become "-1" markers.

Sept. 18th Exceptions to 9.83 and 9.84

Commands under September 18th DDs under March Orders and using roads *may* remain in place only if:

- they would have to move through any friendly units on the road that are also under March Orders, or
- the only way they can move closer to their DD is by moving off-road.

They *must* remain in place if stacking restrictions would prevent them from moving any closer to their DD.

Commanders may not overrule the September 18th DDs (i.e., do not apply 9.84's first bulleted point) until the start of the September 19th 0700 turn. **Exception:** Apply note "i" for the Sept. 19th scenario's CSA Deployment (p.11) to Breckinridge's division. See also this note's clarification under "CSA Deployment" for the Main Battle (above).

If unable to move closer to its DD due to enemy units, the Command must change orders normally and attempt to fight its way to its September 18th DD, unless specifically allowed to do otherwise (i.e., do not apply 9.84's second bulleted point).

Victory. VP hexes (corrections)

- SW1102 (Brotherton Crossroads) should be NW3154 due to map overlay.
- NW3126 (Cloud Church) should be NW3216.
- SW2102 should be NW2154 due to map overlay.

Deployment (corrections)

- The Union artillery deployed "w/i 1 hex of NE 2735" is the 'b' section of the 18th Indiana Light, not the 'a'.
- Interpret Union Deployment Note “a” and Note “a” on the Union Master Reinforcement Schedule such that Steedman remains division leader for the entire battle, with McCook’s 2/2/Res brigade attached to the division.
- Union Deployment note “d”: replace “These units” with “This brigade”.
- Preston's Division and Williams Reserve Artillery deploy on the SW map (3235 etc), not the SE. 3154 should be 3254.

The Rock of Chickamauga

Special Rules

- **Movement Restrictions** (correction). No unit may move *east* of the trail 2939-2853.
- **Small-Arms Ammunition**. The series soon added a rule on small-arms ammo depletion, but the rule included in the scenario seems nicely balanced, given that units cannot resupply. To simplify play, use the natural DR, not the adjusted DR, to determine depletion. Either way, there’s only a 20% chance of depletion.

Union Command, note “b” (clarification). Steedman’s division does not lose one AM for Granger’s absence.

Confederate Command (clarification). Longstreet was Wing Commander at this time. The corps commanders for the listed divisions were Hood and Buckner. Hindman’s division was assigned to Longstreet as a result of the overnight reorganization. None of these divisions are affected by their corps commanders’ or Longstreet’ Efficiency ratings. Draw Efficiency for Hood and Buckner. Hood’s Efficiency draw applies to Hindman’s division (4.42, above), as well as to Kershaw and Johnson.

CSA Deployment (corrections)

- 11 MS should be 13 MS.
- Ignore the “0308-9” entry at the end of Humphrey’s section of the set-up.

US Deployment. Bridge’s battery retreated with Negley’s division prior to the start of this scenario. Players may omit this unit from the game, if desired.