

**3DoG, 3rd Edition Errata & Clarifications**  
**version 8/20/19**  
**With thanks to Dick Whitaker and Jim Dauphinais**

**Battle Book**

**4.13 (clarification).** Each Union cavalry division draws its own Efficiency chit.

**4.34 2<sup>nd</sup> sentence (change).** He is treated as if he were a Corps Commander, complete with Efficiency DRM, except that he may directly control any/all batteries in his range. This decision for direct control is made during the II.A section of the Orders Segment.

**4.35 (clarification).** Pendleton/Alexander are treated exactly the same way Hunt is.

**4.36 2<sup>nd</sup> bullet (change).**

- The maximum number of Artillery AMs available for a single turn is '3'. Treat a drawn Efficiency marker of 4 as a 3. An out-of-command unit would have 2 AMs.

**4.37 (addition).** Union Artillery Leaders and subordination.

The Corps artillery may attach:

- Individual batteries to brigades of that corps. Apply Series Rule 4.32, which limits such assignments to one battery per brigade. If this option is chosen and all batteries are assigned to brigades, the corps artillery leader has no function.
- Part or all of the Arty brigade to one Division of that corps. In this case the corps artillery leader would function as a brigadier, and his brigade activates as one of the division's brigades.

Corps artillery not attached to a division or brigade activates with the Artillery AM.

The Reserve Artillery activates only with the Artillery AM, except for individual batteries assigned to brigades. Reserve artillery brigades cannot be attached to divisions.

**4.38 (addition).** Confederate Artillery Leaders and subordination.

The six artillery battalions of the I, II, and III Reserve may attach themselves to a division (in their Corps) as an individual brigade, or they may be activated as part of the artillery AM once Pendleton has entered (3DoG 10.92). Their batteries may not be attached to infantry brigades.

**Note:** As Pendleton has a -2 Efficiency rating, any artillery within his Command Radius and not assigned to a division would activate only once per turn, as the Artillery Efficiency AM cannot exceed "3", per 3DoG rule 4.36. If the CSA player drew a "3" (or "4") Efficiency AM for Pendleton, any battery or artillery battalion not assigned to a division but *not* within Pendleton's command radius could activate *twice*, according to the

series rule 5.36 governing OOC units.

**9.86 and 10.23** For LOS purposes treat Town hexes like Woods unless fire is directed straight down a street or trail.

**10.9 Artillery Barrage. Replace this section with the following.**

**10.91** Artillery Barrage is a method of combining the fire of batteries in different hexes, whereas such combination is normally limited to guns within the same hex [SR 10.63]

**10.92** A player may declare an Artillery Barrage any time he draws an Artillery AM and his artillery commander (Pendleton/Alexander or Hunt) is on the map. All batteries within the Artillery Commander's Range are eligible to use Barrage. Batteries need not be adjacent to each other if within range, but apply the "exception" in SR 4.22 for batteries outside that range..

**10.93** When undertaking a Barrage, the batteries may:

- combine fire as the player wishes (against any target),
- fire only at Shot/Shell Range (+4 hexes),
- have a +3 DRM to the fire roll, and
- not move in that Activation.

**10.94** The usual ammo depletion die rolls for Rapid Fire apply to guns firing Barrage (if an adjusted 0, 5, or 10 is rolled, the guns are out of ammo). If firing a section, the ammo depletion affects that section only. In addition,

- for the Union, any modified die roll of 11+ causes ammo depletion (Out of Ammo).
- for the Confederates, any modified die roll of 11+ will cause removal of the battery/section. The battery is placed off board (use a CSA rout box to hold the unit) with a "No Ammo" marker. It must remain there until fully supplied. During subsequent Recovery Phases it rolls for Resupply. If it rolls a 0-2, it goes from No Ammo to Low Ammo. If at Low Ammo, it is fully supplied and may be returned to the map immediately. There is no penalty for failure, but the section/battery remains in the Rout box until fully supplied. A returning battery is placed within command range of its artillery leader. A returning section stacks with the rest of its battery, or within command range of its leader if the remainder of the battery is eliminated. *Exception:* If the rest of the battery is abandoned, the section remains in the Rout Box until the Recovery phase following the abandoned guns' rally or elimination.

**10.95 (Optional)** The Union can only use Artillery Barrage if the Confederates have used it. After the Confederates have used Artillery Barrage, there is no limit on Union use.

**14.4 (clarification).** No Division Leader may influence UDDs for Sharpshooter units.

## **The Scenarios**

### **1.0 The First Day: July 1**

#### **1.5. Initial Deployment**

##### **Initial Confederate Deployment**

- Change "... after that, he rolls" to "... after that, he draws chits".
- Even though Davis' Brigade starts on map at 0700, it only receives two March activation-equivalents for 0700.

**Initial Union Deployment.** The note pertaining to the 3 WV Cavalry for the July 1<sup>st</sup> scenario deployment applies to all scenarios.

**3.0 Little Round Top: July 2.** Change the arrival of the Union 6 ME (4/Vol) Battery to 1800 with 1 AM and the arrival of the Union 2/1/XII (minus 1 MD ES) to 1900 with 2 AM.

**4.0 The Second Day: July 2.** Pendleton starts with Lee in B3531.

#### **Confederate Reinforcement Card**

Delete the 0700 entry. Also, delete the 0800 entry for Pegram's artillery battalion.

**1200.** Lewis A and B come in with Garnett's Artillery instead of Pittsylvania.

**1800.**

- Lee's battery comes in at 1800 instead of Lynchburg Batteries (Latimer).
- Milledge comes in at 1800 instead of the Ga. Regulars (Nelson).

**Player Aid Card, Rally Chart** The Rally drm for Mounted Cavalry should be -1 not +1. [13.42]

**2nd Disorder Table.** Use the 2019 version found on the GMT web page for 3DoG.

#### **Range Effects Chart**

- The entry for "B" type [breechloading carbine] should show a maximum range of 4, with a DRM of -1 at 3 hexes and -2 at 4 hexes.
- Use the entry, "ER" for all units marked with "E" weapons.

**Terrain Effects Chart** The entry for Leaders should show an entry of ½ MP for Pikes and Roads.

**Map** Hex B7010/C1005 (along the map seam) is woods as shown in B7010. C1005,

which lays UNDER B7010, shows it incorrectly as rough woods.

### **3DoG 2004 Counter Errata**

#### **Countersheet #1**

The Efficiency Rating for Alexander on the BACK of the Pendleton Corps Commander counter should be "0" not "-2". A corrected counter was provided in C3i #17.

The FRONT of the "McClaws" Division Leader counter should be labeled "McLaws" not "McClaws". A corrected counter was provided in C3i #17.

#### **Countersheet #4**

The Movement Allowance on the BACK of the 10 NY and 33 NY Infantry counters should be "5" not "6".

The Movement Allowance on the BACK of the forty seven USA artillery counters and one hundred and sixteen CSA artillery counters on this countersheet should have been identical to the Movement Allowance found on the FRONT of these counters

The Movement Allowances on all of the horse artillery counters (Movement Allowance=10) on this countersheet should have been printed in yellow.