

Red Badge of Courage: Errata & Clarifications

Version 8/12/19

With thanks to Allen Dickerson

Maps

- Original map: The bridges near Sudley Mill should be Type "A" fords.
- Corrected map: The two fords at N3809/3810 and N4008/4009 should be A type fords.
- All slope hexsides in RBoC are Gradual. Note that the map key indicates slope symbols mark "changes in elevation" rather than Minor or Steep Slopes.
- Treat the "tree belts" (trees along a hexside as in N4915/4816) as a woods hex if movement or LOS crosses the hexside, otherwise clear.
- Treat partially wooded hexes (other than "tree belts") as woods hexes.

1 BR Counters. Some units have "color confusion" borders on only one of the two regimental counters. This is intentional.

2 BR Counters

The Union 1 NH battery's guns should be H6, not HA.

D, Pa Lt artillery's Movement Allowance should be 8 on the front and 7 on the back. It is part of 2/IX/PT rather than 2/V/PT as printed on the counter (see the Union Master Reinforcement Schedule, Aug. 29th, 1000).

The Union 2 MD regiment, marked as being in 3/1/IX PT, should be in 1/2/IX PT. All OOB info should be changed to reflect this as well.

Ignore the "4" on the Jackson Supply Wagon.

We are short of "Brigade In Reserve" markers for the full 2BR battle set up.

RBoC Charts & Tables

Terrain Effects Chart

Change the Road row to read "1/[1/2]^{[d][e]}" for infantry, cavalry, and artillery.

Change note d to read: Units in March Order pay 1/2 MP for each Pike or Road hex. Units under Advance Orders pay 1 MP. Units under Attack Orders pay the cost of the terrain in the hex.

Add to Note "i": Mounted cavalry receives no benefit.

Add to Note "l": Exception: no effect for Artillery firing at canister ranges.

Fire Table

Adjustments to Fire die Roll

-- (change): +1 Artillery Fire at a lower level target at bombardment ranges.

-- (addition): -2 Non-Phasing Artillery Fire following a Reaction Facing Change.

Fire Notes: Apply 2019 Series Rules 10.68, 10.69, and 10.71, rather than instructions "rf", "a", and "b".

Defender's Pre-Shock DRMs: Change: -1 Unit in Breastworks

Rally. The DRM for Mounted Cavalry should be -1, not +1.

Loose Cannon Table: For Normal, change result to “Retains its Orders”, per 2019 Series Rule 6.24.

Second Disorder Table: Disregard the first entry, “Attack Orders Facing Change in Woods”.

First Bull Run Battle Book

4.19 (clarification & additions).

- The DRM listed in the second paragraph apply solely to cavalry regiments.
- Cavalry may not change to Attack orders unless within the command range of a Leader.
- Cavalry may not shock unless it Charges. It may continue shock, either as the attacker or defender.
- Routed Cavalry may roll to Recover (see 2019 Series Rule 13.5). If successful, cavalry return to the map stacked with or as close to their overall commander as possible without violating stacking limits. CSA cavalry has its choice of Beauregard or Johnston.
- Cavalry units track fatigue individually.

Note: The new restrictions on cavalry are intended to limit the havoc which experience indicates it could otherwise wreak. These were relatively new units, not Mosby's Rangers.

4.3 (addition). Early's two artillery units may be attached/reattached to any AoP brigade. They automatically attach to Early upon starting a turn within his command range.

5.26 (clarification). The instant Hampton completes a move that places him in range of his prospective commander, the regiment assumes the Orders of that brigade. It must be an AoP brigade. Until attached, Hampton may only move under March Orders. Upon being attached and adjusting facing, Hampton is finished for the turn.

5.3 (change). Do not draw Efficiency for the cavalry commands. The US always gets 2 AMs. The Confederates always get 3 AMs.

6.4 (clarifications).

- The ability of individual regiments to change orders is an addition to the series rules on changing orders. It does not replace them.
- Use the lower rating for any regiment whose battalions have different Cohesion Ratings.
- A regiment does not have to be In Command to attempt a change. The change is attempted when the unit's AM is drawn, as with any other Orders change.

10.81 (clarification). Only infantry & artillery can be "confused" about the Color of another unit.

10.82 (clarification). Such fire counts as a unit's fire for that activation.

10.83, Second Bullet. Change "non-phasing" to "phasing."

10.85 (clarification). This section applies to all Zouave units, even the white-panted 11 NY.

14.41 (change). The batteries of Schenck and Sherman may not fire until the 1000 turn. They may, starting with that turn, fire each time their AM is pulled, even if their brigade is still In Reserve.

Matthews Hill, additions and clarifications

- All Brigadiers are considered to be In Command for all purposes. Individual OOC units activate one less time than their brigades.
- Imboden's artillery activates with Bee.
- The Alburdis artillery activates with Bartow.

Matthews Hill and the Full Battle. Two-unit regiments. Replace the second and third paragraphs with the following:

If a counter from a two-counter regiment must undergo any kind of UDD, rally roll, Green commitment, or pre-shock check, and is not adjacent to other counter of the regiment, add 1 to that roll.

If the two units of a regiment are adjacent and shocking the same enemy hex(es), or targeted for shock by the same attacking unit(s), then only roll once for each UDD or cohesion check undertaken during Steps 1-6 of the Shock procedure. If one, but not both, is Disordered, then treat both as being in good order for determining the need for UDDs and any applicable DRMs. All DRMs remain in effect for the specific half of the regiment rolling a shock-related UDD. The results apply to both units.

If only one unit of the regiment is involved in the particular shock action, UDD results apply only to it.

Second Battle of Bull Run

Union Reinforcements (changes)

August 29th, 0700: Beardsley's Cavalry Brigade enters under Advance Orders (brigades at Fatigue Level 4 cannot have March Orders).

August 29th, 1300: Bayard's Cavalry Brigade should enter at 1100 rather than 1300.

Confederate Reinforcements (addition). S1004 is the entry hex for Longstreet's Wing in "Jackson Found" and the "Full Battle". It is also a VP hex for both sides in the Full Battle. The following rules grant the Union's right to occupy that hex, yet prevent it from easily blocking Longstreet's entry.

- As an exception to 2019 Series Rule 9.72, Union units may enter S1004 at any time.

-- CSA reinforcements for August 29th 1000, 1100, 1200 and August 30th 0200 Night may enter anywhere from hex N1025 to hex S1022 (inclusive). If not entering via S1004, delay their entry by one turn. Apply the AM restrictions for the 1100 and 1200 groups to their new turns of entry.

-- Except for S1004, no Union unit may enter (i.e., move, advance, or retreat) into a west map edge hex from N1025 to S1022 (inclusive) until all Confederate reinforcements scheduled to enter via S1004 have entered via that hex or via any in the extended span.

Battle Book

4.11 (clarification). Pope's rating of 0/1* means he can use 1 point to assist commanders of his army (like McDowell). When the Union is rolling for Initiative, if he's going to start with an Army V command, he uses the '1'; Potomac uses the 0.

5.23. Jackson has an Efficiency Rating of '2'. He may give 1 AM to two in range divisions, or 2 AM to one in range division (see 2014 or 2019 series rule 5.23).

14.52. Hatch has his own counter as division commander; he is not represented on the reverse of King's counter.

14.6. Alas, we forgot to make the Sharpshooter icon green.

14.71 (clarification). Reno's +1 Activation rating as division leader is also his Corps Efficiency Rating. The "0" on his counter is his brigade coordination rating. Reno may apply both his Corps Efficiency Rating and his activation rating, but only his own division can benefit from his +1 Activation rating.

Scenarios

Brawner's Farm.

-- Apply Battle Book rule 6.36 to the CSA brigades that start in Reserve.

-- Patrick's Brigade is Union. See the Union Master Reinforcement schedule.

Jackson Found!

Victory (clarification). The Unfinished RR cut includes all railroad hexes from N4012 to N1420, inclusive.

Confederate Deployment.

-- Remove Robertson's Cavalry Brigade from the initial deployment. (This brigade enters at 1000 as listed on the Confederate reinforcement schedule.)

-- Pelham's Horse Art is the "1 Stuart HA" counter.

-- Jackson's Train starts at hex N3809

Union Deployment. Schenck deploys stacked with any unit of his division (1/I VA)

Bloody Afternoon

Victory (clarification). The Unfinished RR cut includes all railroad hexes from N4012 to N1420, inclusive.

Union Deployment. N4316: 99th PA is part of Poe's brigade 3/I III PT, not 1/1/III, but isn't in the scenario in any case.

Confederate Deployment

- N3518: 2 VA sets up with Baylor, not with 49 GA.
- N3315: The 3 regiments in this hex are legal under the 2019 series rules.
- w/i 1 hex of N2024: delete "(less 2 VA)"; add: 2 VA (-1 SP)

Plains of Manassas, Confederate Deployment. N2124: Baylor regiment reference to 3VA should be 33VA.

Pursuing Jackson, Confederate Deployment. N2124: Baylor regiment reference to 3VA should be 33VA.

Longstreet's Attack

Confederate Deployment

- N1838 (Bath Battery): should be N1828 (hexes on the maps don't go 38 rows deep)
- w/i 1 hex of N2904: Forno's Brigade should list "5 LA (- 1 SP)", not 3 LA.

Union Deployment

- N3325: Ignore the "N302" at the end of the entry; it appears to have been intended as the hex location for the next entry.
- w/i 1 hex of N4222: 4 NJ should be 5 NJ

Full Battle/2BR

Union Deployment

- N3032: The 4 batteries listed do not start here. They deploy with their brigades, as indicated in the entries further down the list.
- Milroy's Brigade is the Ind/3/I VA, not "Ind/1/I VA".

Confederate Deployment. Pelham's Horse Art is the "1 Stuart HA" counter.

Chinn Ridge, Union Deployment. S4103: 1, 1 NY battery's other counter is an H6 section, rather than an H12.