

River of Death Revised Errata **Version 8/3/19**

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
- We left out 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 *Death Valley* (2019) and is available on the GMT page for that game under "Living Rules". Use that instead.

Adjustments: The +1 adjustment 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. Add a -1 for a unit in a Breastworks.

Terrain Effects Chart

The Fire Combat modifier for Breastworks should be -1, rather than -2.

Ignore the entry, "Leave ZOC".

CSA Master Reinforcement

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. 19th, Cheatham's Division arrives 0500 (There is no 0400 turn).

Union Master Reinforcement

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 placed under Advance Orders and is free to do as the player wishes, but 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 Sept. 20th, 1000, for Post's entry.

River of Death Specific Rules

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

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.

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".

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).

14.6, changes & additions for HQ Escorts

Army Commander Escorts

- a) 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.
- b) If unassigned, the escort remains stacked and moves with the AC. It does not Fatigue. It may attempt Rally or Recovery from Rout during any turn in which its AC does not move in the Commander Movement Phase.

Forrest's Escort

- a) 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.
- b) 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 and 10th Ohio regiments, 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.

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.

15.0 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.

Scenarios (general).

All hexes listed in a setup must contain a unit.

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

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".

Union notes section, Note B: Kelly House is actually in hex NW3245.

CSA Deployment

The setup for Cheatham's division, SW3247 (which is not a road hex) should actually be SW3347.

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 Slocom's batteries to the other brigades of Breckinridge's division.

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.

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

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 NW3216.

SW2102 should be NW2154 due to map overlay.

Addition: Cavalry cannot be used to meet the control requirements for VP hexes.

Full Battle: Sept 18th Scenario

The Union artillery deployed "w/i 1 hex of NE 2735" is the 'b' section of the 18th Indiana Light, not the 'a'.

Crook's Cavalry AM are the ones available at start.

Preston's Division and Williams Reserve Artillery deploy on the SW map (3235 etc), not the SE. 3154 should be 3254.

Special Rules (with many thanks to Jim Dauphinais).

Confederate DDs (clarifications)

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. If blocked either fight across it or cross elsewhere. Draw a pre-Bragg marker once across (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 Ringold Bridge. After crossing draw a Pre-Bragg marker (if not already drawn for its parent Corps) and 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: There isn't a DD. Draw a Pre-Bragg marker when Pegram's or Scott's force meets its DD and then support Johnson's Division.

Breckenridge's Division: DD is Glass Mill Ford. Then draw a Pre-Bragg marker (if not already drawn for its parent Corps) and cover the CSA left (i.e., prevent a Union crossing of the Chickamauga at the ford).

Ector and Wilson's Brigades: DD is Alexander's Bridge. If blocked or destroyed, 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. Draw a Pre-Bragg marker for Forrest. 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 actually cross Glass Mill Ford. However, they may do so if they so choose. (Both were sent to defend the crossing.)

The Restrictions

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 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). Replace a "-2" or "Camp" pre-Bragg marker with one a step higher at the start of the next turn.

Sept. 18th Exceptions to 9.83 and 9.84

Commands under September 18th DDs using March Orders but blocked by friendly units remain in place until the road becomes unblocked.

Commanders may not overrule the September 18th DDs (i.e., do not apply 9.84's first bulleted point).

If blocked by enemy units, the Command must change orders normally and attempt to fight its way to its September 18th DD (i.e., do not apply 9.84's second bulleted point).

Victory

Corrections to VP hexes:

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