



## LONGSTREET ATTACKS ERRATA AND FAQ – 7-28-18

### ERRATA

Q. The list of column shifts on page 11 of the rules says "Firer in Skirmish Order = shift two columns to the left if the firing unit is in Skirmish Order." The separate Combat Results Table chart appears to show only one column shift to the left for Skirmish Order (Firing). I'm thinking it should probably just be one column shift, so I will treat the CRT as correct unless directed otherwise.

A. The CRT is correct

Q. Does the Assault on Emmitsburg Road scenario start at 5:00PM or 5:40PM? The Turn Record Track lists the scenario beginning at 5:00PM, and lasting until 8:20PM. That is 11 turns. The Scenario in the rulebook says it is 9 turns, and starts at 5:40PM and lasts until 8:20PM. I assume the scenario book is correct, and the Turn Record Track is misprinted?

A. Assault on Emmitsburg Road begins at 5:40PM. The scenario as written in the book is correct.

Q. What Division Activation Chits are used for the Assault on Emmitsburg Road scenario? In the prior scenario I played, The Round Tops, it tells you what Division Activation Chits are used under the Setup for each side. I can't find them listed in setup. In fact at the beginning of the scenario it says "The relevant Division Activation Chits are also available (per the normal rules and as detailed in the Scenario Setup and Reinforcement Schedule)". There are Division Activation Chits listed within the Reinforcement Schedule, but not under either Union or Confederate Setup.

A. The Division & CIC Activation Chits in the cup at start for the Assault on Emmitsburg Road scenario are: **Union:** Birney, Humphreys and Sickles. **Confederates:** McLaws and Longstreet. Note that Gibbons and Hays are "Frozen" as described in the scenario section.

Q. What are the correct results when rolling to use the Sickles CIC chit in the Assault on Emmitsburg Road scenario? Under CIC Chits, it says "Sickles: 1 - 2 = the CIC chit is successful this turn; 4 - 6 = the CIC Chit is discarded with no effect this turn." What happens on a 3?

A. A roll of "3" is no effect. It should read "Sickles: 1 - 2 = the CIC chit is successful this turn; 3 - 6 = the CIC Chit is discarded with no effect this turn."

Q. Can the Artillery advance after combat? I think not. Am I correct?

A. Artillery can never Advance After Combat! This stipulation is actually missing from the rulebook.

Q. There are some CC terrain modifiers on the Combat Chart that are not in the list in the rule book. I assume the Chart always has precedence?

A. Correct – use the modifiers listed on the chart.

Q. Also, Converging Fire and Flanking Fire are the same, yes?

A. Correct

Q. The instructions for the 'Good Ground' chit on the Union play aid say "You may play this chit upon it being drawn" (my underline). No other restrictions on its play (during the turn it is drawn) are specified on the play aid or (I believe) in the rules booklet. The term "may" (as opposed to "must") suggests that the Union player can hold the chit until the Rebel player announces a close combat on a given hex and play it on the hex after the close combat is announced. Is this reading correct?

*A. Just poor wording. The "may" is there because you can also play it as a Common Event to speed up reinforcements or release of units. If used as Good Ground it must be played at the moment it is drawn.*

**Q. In the Hammerin' Sickles scenario setup on Page 30 top left, there is no "13 PA" in Nevin's Brigade.**

*A. It should read "139 PA", not 13 PA.*

**Q. In the Hammerin' Sickles scenario, the Thomas Union artillery is set up in a Woods hex. Isn't that illegal?**

*A. Correct – it should set up in hex 2507.*

**Q. I was curious as to where Dow's 6th Maine battery is? Was that an oversight or is there a reason for that?**

*A. Dow didn't make the cut into the countersheet as he did not appear on most of the maps I worked with. I suspect that the battery showed up fairly late in the action. In any case, it was an oversight on my part. What you can do is allow the Union player a free Rebuild action with any one Battleworn Smoothbore ("S") battery. Just flip it back to Fresh for free and that could represent the arrival of Dow's battery.*

**Q. I think hex #2202 in scenarios 21.3 and 21.4 starts both games overstacked. The Cushing Arty unit is 6 SP/4.5 stacking points; the 106 PA infantry regiment is 6 SP/stacking points. That makes 10.5 stacking points in the hex at set up. Should one of these units be in a different set up hex?**

*A. Ah – good pick up! We made some late adjustments to the stacking rules and this particular hex was not fixed. Just keep the hex overstacked at the start and it can remain that way until someone moves out. Thereafter normal stacking rules apply.*

## **FAQ / CLARIFICATIONS**

**Q. Is Rocky terrain a single left shift during Fire Combat, two left shifts, or is it none? I'm talking about the Rocky terrain on top of, and west and south of Little Round Top. In the TEF for movement, Rocky is under Rocky/Devil's Den. No problems there. But looking on the Fire Combat Shifts chart on the player aid, I can't find Rocky listed, only Rocky Woods and Devil's Den. Yet, looking at the Close Combat Shifts, Rocky is listed on its own as a single column shift to the left.**

*A. Rocky terrain does not affect Fire Combat - only Close Combat (the theory being that the rough ground does not offer protection from projectiles, but does make it tougher for units to keep their cohesion when entering and moving through such terrain).*

**Q. Do slopes that appear to be even more than "steep" add additional movement point costs? Or would it always just be the +2 for a "Steep Slope" as listed on the Terrain Effects Chart?**

*A. There are only regular Slopes and Steep Slopes. A Steep Slope is anything that requires a jump of two or more elevations. That was done for simplicity.*

**Q. Regardless of movement cost, a unit can always move at least one hex (as long as the terrain is passable/legal for that unit), correct?**

*A. There is a minimum movement of one hex, except for the artillery restrictions.*

**Q. If a unit is being attacked in Close Combat by two units in two different hexes (so an Assaulting Hex and a Flanking Hex), does that defending unit get to conduct defensive fire against just the Assaulting Hex, or both? Or choose one? The rulebook section covering Defensive Fire (pg 13), doesn't seem to spell it out exactly. It does say "All such defensive fire is issued normally and, in any order, chosen by the defending player." Which implies the defender gets to issue defensive fire on every attacker. That's how I'm leaning right now.**

*A. Each defender gets one Defensive Fire "shot". There is also Supporting Defensive Fire for adjacent units. So if there are multiple attackers against one defender, the defending unit can choose which attacker to fire at. If there are multiple defenders, each can fire at a different attacker or at the same attacker - your choice. But only one shot per defender.*

**Q. Do the four sharpshooter units in Ward's Brigade, if making up 50%+ of the strength points, get three shifts to the right when firing (1 for the sharpshooter emblem and 2 for the Sharpe's Rifles)?**

*A. Indeed they do ... the modifiers are cumulative.*

**Q. I have a question about the effects of defensive fire in close combat. Rule 14.0 says that a Close Combat Cohesion Test is always performed in Close Combat regardless of the CRT result. I read 14.3a as saying that the same rules apply to Defensive Fire in Close Combat as to "offensive" Close Combat fire. Consequently, if, say, single unit A initiates a close combat against single unit B, B would have the opportunity to first perform defensive fire against A, and this defensive fire would include a Close Combat Cohesion Test on unit A. Assuming that unit A is significantly stronger than B (in terms of SP and CR), this CCCT on A would almost always be resolved in the 'Close Fight' section of the CCCT table (because a 'no result' would likely be obtained for the defensive fire on the CRT due to the relative strengths of A and B). This section says that there is a 50% chance that unit A will retreat (white die roll = 4, 5, 6). I take it that if A retreats as a result of defensive fire then A's attack on B is cancelled, so to speak. Have I understood the rules correctly? I'm not an expert, and I don't mean to say that this is "wrong", but in the case where B is significantly weaker than A and A initiates close combat against B it seems a bit unintuitive that there is a 50% chance that B can drive off A before A has a chance to engage with B. Mainly, I just want to check that I'm understanding the rules correctly on this point because I suspect this kind of situation is going to occur often.**

*A. The defensive fire is fire combat and is resolved as fire combat. There is no requirement for a cohesion test. If it misses it just misses. When the attacker does close combat then there must be a roll on cohesion table even when he misses. That is what the "Close Fight" table is for. This is to show a close range fight where the attacker can win or lose and end up retreating - something that is not possible with fire combat.*

**Q. What is the range used to evaluate that defensive fire: 1, or the distance from the source of the defensive fire to the hex the attackers originated from? I suspect the range is always 1 (because this is the distance between the attacking hex and defending hex of the close combat).**

*A. The range is always "1" for Defensive Fire.*

**Q. Not sure about flowing vs. dry streams distinction--are virtually all of the small streams on the map--especially Plum Run running down the middle of the map through Trostle Thicket and Devil's Den area, and its various tributary branches--dry streams?**

*A. Dry Streams run through the hex and Flowing Streams run along the hexsides. The stream distinction is a Rick Barber trademark and something that we didn't even realize until later on! But yes - most of the streams are Dry Streams.*

**Q. Per 13.7, Opportunity fire is only when a unit moves out of a hex adjacent to an enemy unit, and defensive fire, 14.3, is only against an enemy engaged in close combat, right? I want to be sure that engagement, simply moving adjacent to an enemy unit, doesn't itself cause any kind of fire combat?**

*A. Correct - there is only Opportunity Fire when a unit is disengaging (moving out of an adjacent hex).*

**Q. Do units exert a Zone of Control? I don't see it in the rules so I say no, correct?**

*A. Correct - there are no ZOCs in the game.*

**Q. Does a road negate terrain for close combat (i.e., negate a slope)?**

*A. Roads only affect movement, not combat shifts.*

**Q. When you are engaging in close combat from multiple hexes (assaulting hex and flanking hex), how do the non-odds column shift modifiers come into play? Do you just apply all of them that are appropriate? Or do you only look at the flanking hex SPs and use no column shift modifiers from that hex? I'm looking at engaging in close combat with a unit at the top of Little Round Top. I have two units attacking from two different hexes. The assaulting hex is below the defending hex with a slope between them. The flanking hex is below the defending hex with a steep slope between them. How do I calculate this close combat?**

*A. All modifiers, other than the odds, apply only to the announced Assaulting Hex. Now remember that you do not have to announce which hex is which until after the Defensive Fire.... the defender needs to guess which of the attacking hexes will be the lead. So you could change your mind along the way depending on the fire result.*

**Q. If I give an Attack order can a unit fire, move and then engage in close combat if eligible?**

*A. Yes*

**Q. Are you able to put a Division chit back in the draw cup and just not activate a brigade? For example, if you only have one brigade from a division on the map and you pull the division chit could you throw it back in the cup for a future draw that turn OR do you need to activate the brigade and discard the division chit for the remainder of the turn?**

*A. If a Division Activation chit is drawn, you must roll the die and then apply that activation result to some Brigade in that Division. If the chit pops out too early for the Brigade you really want to activate, you'll need to burn another one first (if available). If you only have one un-activated Brigade left in the Division, then it has to be the one activated.*

**Q. A Rebel unit, in an end phase final chit play, used a Rebel Yell to close assault a Union artillery unit. The attacking hex had 2 BW units, one shaken. The defensive fire, with a flank unit, caused the shaken unit to have a break test, and it broke. The remaining unit close assaulted the artillery unit and got a BD, and since the Reb was already BW, it took a break test and broke. So, now there is an empty hex out of which the Confederates had initiated the CC. I think the flank unit can advance into the empty hex, correct?**

*A. The Defensive Support Fire unit cannot advance into that hex – only the attacked hex can advance (except if it is Artillery, as in this case).*

**Q. Command Momentum chit: When you play the same Division Activation Chit a second time, can it be for the same brigade, i.e., the one you just activated, or must it be for a different (not yet activated) brigade?**

*A. Normal activation rules still apply, so it must be a different brigade.*

**Q. Apologies if I have missed it in the rules somewhere or in a post here, but I can only find the Lead Defensive Unit specifically defined in the section on Fire Combat, where if there's a choice it is always the biggest unit. I assume it's the same in Close Combat, where the lead unit is mentioned but not defined as far as I can see? If so, this gives the Attacker a slight advantage, as they get to pick which Cohesion rating to use when calculating CC shifts, whereas the Defender can't elect to use the better Cohesion of a smaller unit that's also in the hex. I'd be interested in the logic of this - is it the idea of the keener attackers pressing further ahead, and/or that a defensive chain is only as strong as it's weakest link, and/or was it just needed for play balance?**

*A. The Lead Unit for Close Combat is determined using the same procedure as Fire Combat. Don't forget - Close Combat often just represents very-short-range firefighting. The attacking player gets to pick his Assault Hex, from which his attack is launched. And yes, the best CR unit in that hex is considered to lead the attack and essentially inspire/guide/cajole the other attacking units. Note that most results in Close Combat do only affect the defender.... however, when things go wrong for the attackers, the largest SP attacking unit is also the one that takes the damage.*

**Q. Where do the Gibbs and Barnes artillery units set up in the Hammerin' Sickles scenario?**

*A. These units are mentioned in the "Union Artillery" section of the scenario rules. They are technically conditional reinforcements which will enter the game only when released by the Union player.*

**Q. If a unit, using a Rebel Yell, moves next to a unit that already has another Rebel unit adjacent to it. Can that Rebel act as a Flank Hex for the Close Assault?**

*A. There is no Flank support when using a Rebel Yell – the attacking unit is on its own.*