

## **The Day Was Ours errata-12/11/2021**

Map-The blue star representing a victory point location should not be in 3529 but instead in 2927. The rules do have the hexes correctly identified.

Counters-Shenck should have an Attack Coordination rating of 2. (He is rarely ever allowed to attack because of the rules restricting his use but if it happens, he uses a 2 rating, not the printed 1.

Turn Record Track-At 11:00 am one Union Superior Artillery chit is added to the cup. The second Union Superior Artillery chit is added to the cup at 1:00m pm. This is correct in the reinforcement list in the Exclusive Rules.

Confederate Unique Event Descriptions

Rebel Yell- the 4<sup>th</sup> line Disengagement Fire should be Opportunity Fire.

Exclusive Rules 9.1a point 3 should read is any woods terrain or any unit. (Delete the "or" before terrain)

Exclusive Rules- 16.0- Units are set up in the order as printed for each scenario. Example in first scenario you set up Schenk, then Sherman then Evans etc.

Exclusive Rules-16.0-Control of a victory point location is achieved by passing a friendly unit through the hex. Scenarios define control at the start of a scenario. Any objectives not mentioned are controlled by neither side.

Exclusive Rules Clarification-When units are shown as setting up or entering as reinforcements they are often included in a box and often above that box is a label saying some brigades name. That is just an indication of which brigade the units are predominately from to aid looking for them. It does not mean that all the units are from that brigade. So, an artillery unit in the same box as Jackson's brigade is not part of Jackson. Artillery is independent in this system and enters the game, moves, and fires in the artillery phase. The unit however is entering on the same turn and in the same location as Jackson's brigade. The troops of the brigade could be delayed by event chits, this has no effect on the artillery units which will enter at the time indicated as they are not part of the brigade.

Exclusive Rules-set ups and reinforcement s visual displays. Reynolds artillery unit is shown as a 6-5. He should be shown as a 6-4 like the final counters.

Exclusive Rules-Special Scenario Rules for full day scenario, number 12, The Lull. -d. Should say Union units may **not** move south of Young's Branch.