

ERRATA: The American Civil War

New Cavalry Rules

1) Players may build a maximum of 2 new cavalry units (including elite cavalry) during any single production phase. This reflects the long lead times required to outfit and train new cavalry units. It also reflects the limited supply of good saddle horses available at any given time.

2) When cavalry units (including elite cavalry units) score a "hit" in a fire attack, the target unit is eliminated 33% of the time ("1" or "2"), and forced to retreat 66% of the time ("3", "4", "5", or "6").

Page 12 (Standard Rules): Emacipation of the Slaves

Under the "North" section, item (2), the rules state that when the Intervention rating goes to "12" it will be "impossible" for the South to get aid from Europe. With a rating of "12" it will be difficult, but not impossible, as Europe will still intervene on a roll of 12 (die roll \geq rating).

Page 14 (Standard Rules): Tactical Battles (first paragraph)

INCORRECT: "Battle may be fought in any order that the moving player decides."

SHOULD READ: " Battle may be fought in any order that the *non-moving* (*defending*) player decides."

Page 23 (Standard Rules): Infantry Phase (Turn 2) Graphic

The Union right flank shows three infantry, but it should only be two.

Page 29 (Scenarios and Notes) Balanced Scenario

There should be a special Victory Condition listed for the Balanced Scenario:

"Victory Condition: Either player wins as soon as he occupies eight enemy cities."

Reference Charts

The manual (p.13) is correct in regards to intervention rolls, *i.e.* the die roll can be equal to the rating and still succeed.