

ERRATA for *This Accursed Civil War*.

COUNTERS

- The last Parliamentary musketeer unit on sheet 2 is missing its “FS” on the reverse side.
- The “Aston” cavalry unit was misspelled “Ashton.” See the SFO countersheet for a new counter.

CHARTS

Note that the charts supplied with *Sweden Fights On* contain all the errata mentioned here as well as all the TACW modifiers. Thus, owners of both games can use the SFO charts and ignore this errata. Players will have to make the changes to the cross-references on the charts themselves.

ORDERS RESTRICTION CHART

- On the Receive Charge Row, under the Move column, add the 2 superscript to the “1 Hex.”
- Change note 1 to read: “Must end at least 1 hex closer to the closest enemy unit it can see. (Except: LI need not move adjacent to the front of an enemy HI.) Units may not Pass, use Retreating Fire, nor use Withdraw in Reaction Movement.”

LEADER REPLACEMENT TABLE

Change the Result in the last row to read: “Leader eliminated or does not return (if off map). Use Replacement Leader.”

TERRAIN EFFECTS CHART

- Terrain Effects Chart—The Hedge/Berm is a Hexside Feature, not an in Hex Feature. Treat such hexsides as Hedge Hexsides, and remove the Hedge/Berm row from the TEC.
- Add a note at the bottom: “Roads and Tracks have no effect on play.”

FORMATION EFFECTS ON MOVEMENT CHART

- Change “Formation Regular” to “Formation Normal.”
- Add a new row: “Morale Broken (no Formation) No Movement.”

CLOSE COMBAT TABLE

- Under the first modifier, change the reference from 10.3.10 to 11.3.2.
- Add a note to the table: “Important: The maximum final total of all Close Combat modifiers cannot be greater than +4 or less than -4.”
- Add just above Attacker is or has: “Apply any modifier below this line a maximum of one time per battle.”

CLOSE COMBAT MATRIX

To “Light Inf” and “Lt Inf”, add an asterisk and then the following note at the bottom of the table: “* See 10.6.”

UNABLE TO RETREAT TABLE

Add the following note at the bottom: “If a unit Stands, return it to Morale Shaken.”

PLAYBOOK

- The marker removal phase is missing from Sequence of Play on the back of the playbook. It should be at the end.
- Add to the Victory Point Schedule: “Captured Wagon Unit: 10 VPs”

Edgehill

- For purposes of 10.9.3, the slopes for all the battles are Steep, except for Marston Moor, where they are Gentle.
- Edgehill is 10 turns long (the Playbook is incorrect).
- Byron Cavalry is 4-6 not 4-7. The counter is correct.
- Belasyse is 20-7 not 18-7. The counter is correct.

1st Newbury

- Byron is 18-8, not a 15-8. The counter is correct.
- I, II, III Bryon counters are in fact I, II, III Byron. See the SFO countersheet for replacement counters.
- The 2 x Dragoons (1-5) for the Parliament player should be 2 x Dragoons (2-6).
- The Tumuli (Roman Era Burial Mounds) are treated like a hedge-lined road hex, but do not block LOS.

Marston Moor

- Warren 5-7 is actually the Moore 4-7 counter (Warren was the Colonel, Moore was the Lt. Col and the one present).
- The Dragoon unit on the Parliament Right (T. Fairfax’s Wing) is an English Dragoon (Red) not Scottish (Green) (It is Fairfax’s Northern Association Dragoons).
- The Slope of the hill is quite gentle and does not effect movement, the only effect is to stop grazing fire.
- The Ditches are for historical reference only and have no effect on play.
- The Allied Center Replacement Leader Hamilton was dropped from the counter mix as he was fourth in line and was never used in play testing.
- If you start the game before the historical start time of 7:00 PM, still end the game at the end of “8:20” turn (when the historical scenario ends) and use the same setup.
- The York Contingent has 4 options.
OPTION 1: All units start on the map as part of the Center Wing, with Tillier as their WC. Do not use Newcastle or Eythin.
OPTION 2: The Whitecoat units start on the map as part of the Center Wing, with Tillier as their WC. The York units enter GT 1 at 1031 as part of a new Wing, with Newcastle as their WC, and Eythin as his replacement.
OPTION 3: All the units arrive at 1031 on the turns listed as part of a new Wing, with Newcastle as their WC and Eythin as his replacement.
OPTION 4: Do not use any of the units, Newcastle, or Eythin.
- Manchester HI is 13-7 not 13-8. The counter is correct.

Second Newbury

- Douglas’ 2-5 is a Commanded Musket unit that is indeed missing, a 2-6 Dragoon unit will fill in nicely. See the SFO countersheet for a new Douglas counter.
- The countermix is short one Royalist 4-8lb Artillery unit. Use a Scots battery in its place. See the SFO countersheet for an additional Royalist Artillery unit.
- Treat the Shaw House as a Chateau hex.
- The Royalist player should set up first at this battle.

Naseby

- I/1 and II/1 New Model Horse are 3-7s not 3-8s. The counter is correct.
- I/Fiennes is a 3-6 not a 2-6 (I incorporated a troop of the Associated horse into the counter to eliminate stacking). The counter is correct.
- Maurice 3-7 and Maurice LG 2-8 were originally for Naseby, but they were consolidated into one Maurice 3-8, based on the latest troop strength data. The two counters are now extras.
- Kings LG/Rupert’s Bluecoats setup in 1517 & 1518 not 1516 & 1517.
- Add Okey as Wing Leader for his three dragoons hiding behind the hedge. These units and Okey are treated as a separate wing.
- The hedge is hexside terrain.
- The baggage guard is stationary and independent of any Wing.
- The I/Bard and II/Bard HI units are now considered to be HI with No Pikes. The Under the Lily Banners countermix includes replacement counters for these two units.

ERRATA for Sweden Fights On

Unit Values

There are a few cases where the values for a unit in the setup listings do not match the values printed on the counter. In all cases use the counter values.

New Double-sized Units

Sweden Fights On required more double-sized Heavy Infantry units than there were double-sized slots on the countersheet. Because of this many double-sized HI units had to be used in more than one battle. However, Under the Lily Banners had extra double-sized slots available, so ULB provides extra replacement counters for those SFO HI units so players can have a separate HI counter for each battle (exception: the Bavarian Pappenheim unit still must be used in two battles). Players should use the original SFO counter for the first battle listed on each counter, and use the replacements provided with ULB for the other battles, which are indicated on each replacement counter. Note that one of the new Gamla Blåa counters no longer has integrated artillery, and the first name "Bourre" has been removed from the Zaradetzky counter for Breitenfeld.

Senior Wing Commanders

The following are the senior Wing Commanders for each battle in case the AC becomes a casualty:

Noerdlingen:

Swedes: Replace Bernhard by Kratz, Horn by Vitzhum then Schawelitzki

Imperials: Replace King Ferdinand by Gallas, Ferdinand Cardinal Infante by Leganes

Wittstock:

Swedes: Replace Baner by Torstenson
Imperials have no AC in this battle

2nd Breitenfeld:

Swedes: Replace Torstenson by Wittenberg
Imperials: Replace Leopold by Piccolomini

Jankau:

Swedes: Replace Torstenson by Wittenberg
Imperials: Replace Hatzfeld by Goetz

Friendly Map Edges for retreat purposes:

Noerdlingen:

Swedes: West or south edge
Imperials: East edge

Wittstock:

Swedes: South edge
Imperials: North edge

2nd Breitenfeld:

Swedes: West edge
Imperials: East edge

Jankau:

Swedes: South edge
Imperials: North edge

Noerdlingen Setup errata:

- Swedish: Left Inf Wing: Delete historical note "Nassau at this battle."
- Swedish: Left Cav Wing Optional units: the values for Zulow and Hillebrand should both be 4-6.
- Add the word "historical" to the list of starting orders.
- In scenario 1, units of the same Wing must enter on the same road.

Noerdlingen (Change): Treat the Retzenbach as a Marshy Stream hexside, not a river.

Wittstock Setup errata:

- Imperial Right Cav Wing: the values for Standsdorf should be 4-6.
- Imperialist Arquebusiers Halle, Morzin, and Leslie do indeed begin out of command.

Wittstock (Clarification): The Winery, Farm, and Windmill are for historical reference only and have no effect on play.

2nd Breitenfeld Setup errata:

Swedish: Left Cav Wing:

- The values for Liljehök should be 3-6.
- Muskets are LI instead of Cuir.

2nd Breitenfeld: The Maul HI unit (Swedish Reserve Infantry Wing) should not have integrated artillery. The countermix for Under the Lily Banners contains a replacement counter for this unit.

Jankau (Correction): Swedish Center Inf Wing: Column headings should read Scen. 1/2 instead of Scen. 2/3.

Jankau (Clarification): Declare any break at the beginning of a turn, before Initiative is determined.

Jankau (Update): There is an updated double HI counter labeled de Hasi in the Under the Lily Banners countermix for this battle. To use this counter, remove either Holtz or Ruischenberg (player's choice) from the Imperial Center Wing and replace it with de Hasi. Move the remaining units one hex to the right to accommodate the larger unit.

Jankau (Change): The Playbook shows that the replacement leader for the Imperial Right Cavalry Wing is Franz von Mercy (-2). Further research shows that the Mercy at this battle was a brother of Franz, not the Field Marshal himself. As a replacement for that Wing, use a generic Oberst (0) counter instead of the Mercy counter.

Lion of the North Revision

Lion of the North Revision (Addition): If one of these scenarios does not end due to the Surrendering the Field rule, then the winner is whichever side has more Victory Points at the end of the last turn.

Lion of the North Revision, Unit Values (Addition): Consider the following HI units at Lützen to have integrated artillery:

Swedish: Svenska, Gula, Gamla Blåa, and Bernhard's Green Brigade

Imperials: Waldstein, Grana, Camargo, Sachsen and Mansfield (the frontline battalions)

Lion of the North Revision, Lützen, special rule for Berm/Ditch/Sunken Road (Change): The only units that artillery can fire over are Imperial LI units.

Award the Imperial player 50 points if Gustavus is eliminated.

TEC:

Add a "#" to Garden Wall hexsides

In the battle of Jankau, there are five hexes containing more than one terrain type. In these cases, costs and effects are cumulative.

	Movement HI / CAV / LI	Form Hits	Fire Combat	Close Combat
Village + Stream (hexes 2124 & 4005)	4 / 7 / 4	2	-2	-1
Woods + Stream (hexes 3909, 3617 & 3516)	4 / 7 / 5	2	-1	0

ERRATA for *Under the Lily Banners*

COUNTERS

- New counters for This Accursed Civil War (Clarification): It is correct that the morale rating for the new II/Bard unit has dropped from 7 to 6.
- New counters for Sweden Fights On (Clarification): Our Swedish correspondent tells us that Gamla Blåa should be Gamla Blå.

PLAYBOOK

Rocroi

- Spanish Setup, Left Cavalry Wing, 1st Line (Change): Change the setup for the 2-5 Musketeers unit to 2407.
- Special Rule 5 (Change): Ignore the effects of the Artillery Range Chart for preliminary bombardment.
- Special Rule 6 (Addition): A unit loses any acquired Momentum on a roll of 0-2 as well.

Freiburg

- Scenario 1, Special Rule 1 (Clarification): A unit may enter from off-map via Advancing Fire. In addition, Turenne enters with the 2nd group. Until he enters, the two LI units activate with the French Center Wing, but are free of command and Orders restrictions.

- Scenario 1, Special Rule 6, and Scenario 2, Special Rule 4 (Change): Only the French player gets VPs for capturing locations.

Alerheim

- Map (Clarification): The fortified lines are the same as entrenchments on the TEC.
- Special Rule 7: Add after parenthetical sentence: In each turn, first roll for any hexes that were fired on this turn, then roll outwards from any hex currently On Fire, starting with adjacent hexes and working outwards.

Lens

- Starting Orders (Omission): Erlach's Reserve Wing starts under Make Ready Orders.

Mergentheim Playthrough

- Page 41 (Correction): About halfway down the right column, there is a discussion about Alt Kolb's movement path. Wittgenstein cannot Intercept because Taupedel blocks its LOS. However, Öhm could Intercept when Alt Kolb enters hex 2113.
- Page 45 (Clarification): In the two graphics, the Fugger HI unit should have the same facing as when it started. (It doesn't have the movement points to change facing.)
- There are a couple of Close Combats where the Strength Ratio determination was omitted, and should have been there. In addition, the modifier for the Strength Ratio under the Flank Attack on page 39 should have been -2.