

Not War But Murder

Addenda as of November 23, 2007

The Map:

There should be a bridge between areas 10 and 22. The railroad does cross the South Anna River there, but the bridge graphic is missing.

The Rules:

4.4.1 Leaders (clarification): Throughout the rules the reverse side of a leader counter is referred to as inactive or exhausted. These are one-in-the-same things.

6.0 Sequence of Play (correction): The first paragraph states the game has nine game turns but there are actually only eight game turns on the turn track, and in the game.

9.2 Movement Factor Costs (change): Alter the last line of the first paragraph in the third column (the one before the clarification in the third column) to read, "Units may exit a contested area at normal MF costs, so long as the next Area entered is free." (*delete "of enemy units"*).

16.2 Leader Participation (addition): A Corps leader can only participate in one combat, attacking or defending, per turn.

16.3 Leader Casualties (correction): Leader units are checked for loss per this rule only if they were involved in the combat or retreated (compelled to or voluntarily).

16.5 Bridges (addition): The bridge between areas 2 and 3 is considered intact and Union controlled.

16.6.1 Bombardment (correction): Change both occurrences of "Active Area" to "Assaulted Area" in this paragraph.

17.7.1 False Reports (correction): Disregard text mentioning Lee being subjected to False Reports. There is no False Report marker for Lee (he is the only leader in the game not subject to this rule).

19.0 Index: The entry for *Night (Forced) March* should be to Case 17.2.2 (not Section 16.4).

Optional Rule (change): Allow an artillery unit to cross at a ford or ferry. It must stop once it does so, and is flipped to its exhausted side. A fresh artillery unit can retreat across a ford or ferry but cannot if exhausted.