## **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.