

## Errata

Army of the Heartland (as of Jan. 15th, 1997)

### The Counters:

The Union Army of the Tennessee HQ counter did not print on the sheets! As a temporary patch, you can make one up yourself or in Scenarios 19.3 and 19.4, use the Army of the Cumberland HQ. In scenarios 19.6 through 19.9 use the Army of the Mississippi HQ to symbolize this missing HQ.

The Administrative, Battle and Maneuver Ratings on the front side of Union Leader Mitchell should all be one number higher (making him a 4-3-3). His reverse values are correct.

The Maneuver Ratings (only) on the front side of the Confederate Engineer Supervisors should be one number higher (making them a 0-0-2). Their reverse sides are correct.

### The Terrain Effects Chart:

A point of minor confusion has arisen from the fact that roads and rail lines do cross over water obstacles on the map but the TEC lists the MP costs as Not Applicable under the "Roads and Rail Lines" column. In all these cases, use the MP costs listed under the "Normal Cost" column on the TEC when moving or tracing a LOS. What the "Not Applicable" entry was meant to imply was that you cannot use the more favorable Road or Rail Line MP costs when crossing a water obstacle, not that you could not cross at all.

### The Rules:

5.28 & 5.29 (Addition): When traveling along a rail line by foot, Snow & Blizzard conditions cause the rail line to disappear (like roads) and players must pay the other terrain in the hex MP costs to move along.

7.13 (Clarification): Tracing a LOS back along a rail line is not affected by the other terrain in the hex MP costs or weather except for Snow or Blizzard conditions when rail lines cannot be used.

Rule 8.24a (Clarification): The Confederate Player may use his special ability to cross Major Rivers to trace a LOS across such a hexside as well at a cost of +3 MPs (+6 MPs in Thaw).

8.73 (Clarification): Units and Leaders may travel up to six stations per Impulse. When traveling by rail, other terrain in the hex MP costs or weather conditions have no effect on this special movement rate except Snow or Blizzard conditions that shut down the rail lines.

17.11 (Change): Alter the Union Decisive Victory condition to read "...holding Louisville, Memphis, Corinth, Nashville, Knoxville and Chattanooga at the end of...". The Confederate Decisive Victory condition remains unchanged. Note that holding many of these major cities were considered such "gimmies" during playtesting (for example the Union starts by holding Memphis, Corinth and Nashville in over half the scenarios) that this larger victory requirement was dropped. However, purists have noted that for example, a successful Confederate drive on Memphis would have reopened the Mississippi, and embarrassed the Union to boot, so the Union requirement to hold all the South's major cities is reinstated. The South need only hold Chattanooga and Louisville to win big.

19.5 "Bragg's Invasion of Kentucky" Scenario (Change): Change the Confederate Order of Battle to read:  
At Knoxville (E4429):

- Leader Heth 3x 4-brigades (instead of 2x 4-brigades, adding 1)

At Tazwell (E4822) addition:

- Leader Stevenson

- 2x 5-Brigades

At Kingston (E 3830) addition:

- 1x 4(R)-Cavalry Brigade

19.6 "To Stone's River" Scenario (Correction): Confederate Leader McCown and his forces set up at hex E1431, not E4644.

20.0 "The Year the War Was Lost" (Clarification): The maximum level of Operations Effort each side can use remains fixed at 5 for the Union and 4 for the Confederacy throughout the Campaign Game.

22.0 Laurels and Credits (Omission): Whoops! We failed to give credit where credit is properly due. The counters and box layout for The Army of the Heartland were expertly rendered by artist Tom Hannah. The superb cover painting on the box is called "Triumph at Chickamauga" by noted Civil War artist John Paul Strain, and brought to you courtesy of Newmark Publishing of Louisville, KY. USA.

And A New Optional Rule: Normally, Nashville (E1227) is a Supply Source for whatever side controls it. However, in a recent lecture the designer of the game, John Prados, pointed out historically the Union was loath to advance too far south or east from Nashville until the rail line north back to Louisville had been repaired and cleared of rebels. To reflect this reluctance, any time the Union player cannot declare Nashville a Supply Source under the conditions of Rule 7.11 case 2, Union forces cannot trace a LOS back to Nashville (counting it as a Supply Source) further than the BR rating of their OC times two (BR x 2) in MPs (not hexes) from their position in the field if southwest, south or east of Nashville. EXAMPLE: Nashville is in Union hands but the rail line from Nashville to Louisville is cut. A force lead by Rosecrans (BR of 5) ventures out of Nashville heading south but can move no further than 10 MPs south from Nashville and still trace a LOS back to Nashville treating it as a Supply Source.