



ERRATA

VERSION 1.0

PAGE	PRINTED TEXT	REVISED TEXT
28	Gatling Gun range shows as 40"	Gatling Gun range should be Unlimited
31	Lance is not included in the weapons list.	Add Lance: While not common, several armies of the Victorian Era still fielded units of mounted lancers. A non-lance-armed unit charged by a lance-armed unit suffers a +1 to its Melee Save skill. The lance is only used during the melee attack of a Charge action, not in subsequent melee attacks of the same engagement.
32	No mention of multiple unit melee combat	Add 6.5: Units engaged by more than 1 enemy unit may split its Melee dice pool as the player wishes. Players must declare the number of dice being used against each enemy unit before making the Melee skill test against them. Only the unit that caused the enemy to fall back for being Shaken gets the opportunity to remain in contact or consolidate. Any other previously engaged units remain in place.
38	Description for Drilled: If all models in a unit of 5 or more models with this trait are in base contact with each other, the unit is considered to be In Formation.	If all models in a unit of 5 or more models with this trait are in base contact with each other, the unit is considered to be In Formation (p. 19)
48	USA Major Resolve is listed as 5	USA Major Resolve should be 6
48	LT Powell is listed as 25 points	LT Powell should be 35 points
48	Militia has no traits listed	Add Large Unit to Militia
53	US Volunteer Infantry is listed as 3 points	US Volunteer Infantry should be 4 points each
58	Under Fix Bayonets! , the word give is repeated.	Fix Bayonets!: Once per game, a Union leader may give the same single command...
59	Union Militia is listed as 3 points	Union Militia should be 4 points each
62	Confederate Volunteers listed as 3 points	Confederate Volunteers should be 4 points each and the command line (Cmd. Range & Cmd. Pts.) should be deleted.
71	British Mounted Infantry is listed as 7 points	British Mounted Infantry should be 8 points each
73	Zulu Warriors with Rifles weapon is listed as BL Rifles & Melee Weapons	Zulu Warriors with Rifles weapon should be ABL Rifles & Melee Weapons