

Chapter 17: The Sadowa Campaign

Addenda Sheet as of Sept 22, 2018

The Rules

In General (clarification): While Vicksburg (Chapter 16) and Sadowa (Chapter 17) share a common design approach, there are specific differences between the two games due to their scale. For example, the two games do have different IP activation costs and ZOC effects on enemy movement.

7.3.1 Combat Determination 5th Bullet (clarification): The defensive strength of the lead defender in a hex that is Committed with no Headquarters near it is halved.

7.5 Pass Operation (correction): The turn ends when both players declare two pass operations in a row (not just one player). Section 4.3 that states this is correct.

8.1 Siege Eligibility (clarification): A river does not prevent/block a siege, a fortress may be besieged by a combat unit across a river.

The Charts

TEC (clarification): Terrain effects are cumulative for movement and combat purposes, but also see Case 7.2.3.

IP Activation Rates (correction): The cost to activate a Committed unit is 3 IPs (the second bullet of Section 4.3 is correct).

Combat DR Modifiers (correction): The DRMs for the Committed attacker and defender units are reversed. It should be -1 if all Defending units are Committed and +1 if all Attacking units are Committed.