**Into the Woods
Errata & Clarifications, v1.1, 6/22/22
New items in blue font**

Battle Book

4.24 and 4.25 (clarification). Apply SR 4.22's Exception when assessing whether an unbrigaded or unassigned unit is now within its potential leader's command range.

4.25, second paragraph (correction). 15 MI activates with the Prentiss AMs, even those which activate only the Detachments.

30.1
- Efficiency (correction). The Union should have two Efficiency 1 markers for Scenario 1 and its variant, not three.
- Union set-up note "c" (correction). See 4.25, above. Also, friendly units do not block LOS for purposes of determining when 15 MI must UDD for return to Pittsburg Landing.

30.5, Road to Pittsburg Landing
- Confederate Specific Rules, 2nd bulleted point (clarification). Withers can still attach two unassigned cavalry units to his division.
- Victory/Play Note (correction). Because the GA Dragoons are assigned to Withers, Wood's brigade (3/1/3) is Combat Ineffective in this scenario. Gladden's brigade starts CI, but could recover, if Withers assigns one or both of the divisional cavalry units to Gladden. Thus, rather than the Confederates starting with a lead of 4 VP, the Union starts with a lead of 3 VP.
- Union Setup (correction). The Command designation for 8 IL should be 1/1/T.
- Confederate Setup (correction). Set-up hex for Trabue, 31 AL, and 6 KY should be S2602, not N2602.

30.8, The Second Day, Confederate Setup (corrections).
- The Command designation for 7 KY should be 2/2/1, rather than 1/2/1.
- Crescent LA should set up in S4314, not N4314.

Counters
- 3/3/T brigadier "Whittlsby" should say "Whittlsey" (the full surname is Whittlesey, a little too long to fit on the counter).
- Abandoned Arty marker "D" incorrectly says "E" on the back side.

Roar of Battle PAC
- (clarification) Non-brigaded/non-assigned units are exempt from the Roar of Battle rules.
- (change) 3rd starred condition should read, "At the start of an activation, any unit of the brigade is within 5 hexes of and has LOS to an enemy unit, or is within 3 hexes of an enemy unit, regardless of LOS."