

Death Valley: Battles for the Shenandoah Errata and Clarifications as of 5/23/21

Terrain Effects Chart. The key beneath the table and above the Notes should say that a D causes a Disorder “immediately”, rather than at the end of movement.

2nd Disorder Table (correction). The second entry on the table should read, **Movement/Retreat/Advance into D/dx Terrain [9.47, 12.44, & 12.6]**

Player Aid Card (additions)

-- Shock Adjustments. Attacker and Defender -/+? Fatigue. [17.31]

-- Defender's Pre-Shock DRMs. Add a "+"? for Fatigue. [17.31]

1862

Counters.

27 VA (1/1/AV), 23 VA (3/1/AV), 37 VA (3/1/AV), and 12 GA (2/2/AV) should be armed with Muskets rather than Rifles.

F, 1 PA should be F, PA (1st Winchester).

1 MD a, 1 MD b, and 1 RI cavalry units are extra counters. 1 MD a and b were on the OB for 1st Winchester. They joined the Union rear guard about five miles north of Winchester during the Union retreat after 1st Winchester. They were not included in the scenario, but were never deleted from the counter mix. Similarly, 1 RI was part of Shields' division and was included in an early hypothetical Port Republic scenario where Shields shows up with his remaining two brigades in time to influence the battle. When the scenario was cut, the Union infantry was deleted from the counter mix, but not the 1 RI cavalry.

Battle Book

4.33, 2nd paragraph; insert after first sentence.

It may change orders only during the Division Orders phase, if otherwise eligible.

9.44 Other Terrain

Gradual Slopes: (addition)

Gradual slopes are hexsides that have one contour line.

Minor Slopes: (Change)

Minor slopes are hexsides that have two contour lines. [see SR 10.23].

14.45 (addition).

- Skirmishers suffering a 2nd Disorder are automatically eliminated.

14.48 (addition). The movement path may not be traced through a hex adjacent to an enemy unit, unless occupied by a friendly unit.

14.5

- **1st sentence** (clarification). Only infantry regiments use breakdown counters.
- **3rd paragraph, first sentence** (clarification). Large Regiments may be replaced by their component battalions only at the start of their brigade's activation.

20.2 (clarification). Routed cavalry SP do not count for Victory Points.

21.4 (addition to second paragraph). Count each "activation-equivalent" by units under March Orders as a separate activation.

21.5. The Race to the Wall

- **Union setup.**
Hex K3111: Sullivan should be 2/2/V rather than 3/2/V
Hex K3311: 39 IL should be 2/2/V rather than 3/2/V.
- **Victory.** In each of the first two paragraphs, add "or were the last to pass through" after "occupy". In the third paragraph, add, "or was the last to pass through" after "occupies".

22.0. Winchester, May 25, 1862.

- **W9.56** (clarification). A unit may exit through the Wxx01 hex row between W1901 and W3501 (inclusive) via movement. The MP cost to exit equals the MP it would cost to enter the exit hex.
- **W18.0. Fog** (clarification). The DRM listed in the 3rd & 4th bullets are cumulative with any other applicable DRM.
- **22.3. Victory** (clarification). The victory level shifts awarded the Union for the turn in which a combat effective Confederate brigade exits the map are not cumulative.

23.4. Fremont's Caution, 2nd paragraph (addition). If forced to remove a brigade from assigned Attack orders, the Union player may select a brigade lacking a complete chain of command back to Fremont.

23.5. Port Republic

- Treat the following six Port Republic hexes as town hexes: PR0232, 0331, 0332, 0430, 0431, and 0432.
- Confederate set-up (clarification). Taylor traces a chain of command to and activates with Jackson.

23.6. June 9 Campaign Scenario

- (clarification). Draw Efficiency for Fremont and Shields (Tyler), and for Jackson. Ewell always uses Jackson's Efficiency.
- **The Port Republic Road** (clarifications)

- **2nd bulleted point.** Apply the provisions of SR 9.72 despite units in the Port Republic Road Box not being Reinforcements. Units that cannot exit onto one map must exit onto the other.
- **5th bulleted point.** As units in the Box are considered in command, they may be assigned orders at the start of the turn in which they exit the box. Units subordinate to a brigadier in the Box, but not themselves in the box, are out of command.
- **Maps, 2nd paragraph** (correction). Ignore the reference to BB 22.3. It was the result of an unedited copy & paste from the 1st Winchester scenario.

1864

Counters.

For the Optional Confederate Cavalry Deployment scenario at New Market, the 24 VA a and b dismounted cavalry should be 23 VA a and b.

AM Cards for 3rd Winchester and Fisher's Hill (correction). In both cases, Emory should be listed as -1/-1, not -1/0, as his replacement's Efficiency Rating is also -1.

Battle Book.

4.21 (clarification). Breckinridge's corps consists of Gordon's and Wharton's divisions at 2nd Kernstown and 3rd Winchester.

4.33, insert a new 3d paragraph.

Union artillery assigned to a division and without an artillery leader traces command directly to the Division Leader and may change orders only during the Division Orders phase, if otherwise eligible.

6.4 (Clarification). Eligible units within command range of their brigadier may attempt to change to or from Open Orders even if the brigadier rolled a "Stand" result. A unit's successful roll overrides the brigade's "Stand" result for that unit.

8.64 (addition)

Extended Open Order units that retract are disordered/ammo depleted if any part had been disordered/ammo depleted prior to retraction.

9.44 Other Terrain

Gradual Slopes (addition)

Gradual slopes are hexsides that have one contour line.

Minor Slopes (Change)

Minor slopes are hexsides that have two contour lines. [see SR 10.23].

9.81 (clarification)

Facing changes and Refuse are not Fatigue actions for Open Order units, as no movement cost is involved.

20.2 (clarification). Routed cavalry SP do not count for Victory Points.

21.3, New Market Historical Scenario, Replacement Leaders (correction). Moor retains command until the start of the activation in which Sullivan enters the map (whether this is a March or a Sullivan AM). At that time flip the Sullivan replacement counter over; it is henceforth used for Sullivan. If Moor is killed before Sullivan arrives, Thoburn replaces Moor as division leader. Simply move the Sullivan replacement counter to Thoburn's hex and flip Thoburn to his replacement side. If Moor is killed before Thoburn arrives, or if both Moor and Thoburn are killed before Sullivan arrives, then there is no division leader for the Union until Sullivan arrives.

22.0, 2nd Kernstown

2K4.21 (addition). For the Confederates, Ramseur and Rodes trace command to Early, and Gordon and Wharton trace command to Breckinridge (but see also 1864 BB 4.21)

22.5, Attack the Enemy at Once, Confederate Setup, last note (clarification). Gillespie's brigade cannot move north of the Kxx22 hex row until the 1100 turn.

23.5, Sheridan's Attack

- **Victory (clarification)**. Apply Victory Level shifts after calculating the Level of Victory.
- **Union Setup: Penrose** should be **Campbell [R]**.































23.6, Return to Rutherford's Farm, Victory (correction). The award for Fort Jackson is for control of 3WN0233. The other three Fort Jackson hexes are on the south map and not in play.

23.7, 3rd Winchester Full Battle, Union Reinforcements: Penrose should be **Campbell [R]**.

24.4, Fisher's Hill Historical Scenario

- **Efficiency** (addition). *Note: Sheridan may not raise Averell's drawn Efficiency (this reflects Averell's belief that the terrain was too broken for cavalry operations).*
- **Confederate Setup**. 8 VA [3] should set up in F1010, rather than within two hexes of F2210.

Addendum: replacement counter images for the counters listed above.

									
4 8 6	3 8 6	4 7 6	8 7 6	4 7 6	4 7 6	5 7 6	8 7 6	4 7 6	4 7 6
									
3 6 5	3 6 5	8 7 6	4 7 6	4 7 6					
									
4 6 5	4 6 5	8 6 5	5 6 5	4 6 5	4 6 5	8 6 5	4 6 5	3 7 5	4 7 5
									
					4 6 5	4 6 5	8 6 5	3 5 4	3 5 4