

## **Longstreet Errata**

10 November, 2013

### **Missing Rules:**

*The following was accidentally omitted from page 40 (Prioritizing Artillery Targets):*

Add one more sentence that reads: The bombardment fire zone may angle up to 45 degrees.

*The following rule was accidentally omitted from chapter 11 (Club Games):*

In addition to losing the game due to reaching the shattered point (as per p. 113), a side will lose the game if *any* of its players loses by running out of cards (as per p. 89.)

### **Clarifications:**

**Passing Consecutively:** Page 36 prohibits a player from *choosing* to pass in two consecutive turns. However, in some rare cases resulting from an interrupt card, a player might be *forced* to pass (because he suddenly lost all his cards in the midst of his turn), even though he passed in his previous turn.

**Combat Difference:** On page 73, the combat difference is always a positive number (somebody is always "plus-something.")

### **Corrections:**

On page 46, next-to-last paragraph, when the example is given of a shooter in difficult terrain, omit the words, "*while standing in a stream.*" (As per p.25, no base may fire while in water.)

**On the QRS:** *(These corrections are included in the free online QRS).*

Page 152, under "Shattered Point," should read *rounding up*.

Page 156, under "Falling Back": point #1 should read: "The active unit uses the *lower* roll; the passive unit uses the *higher*."

Page 158. The points cost for Veterans is printed incorrectly. Page 114 is correct.

Page 159, under "Battle Loss": point #2 should read: "...roll  $\leq$  the # of bases..."