

Prelude to Vicksburg Addendum, Questions and Clarifications (6-16-2026)

Concerning where a player may rebuild a unit from the broken track... (Series Rule 13.1b):

Prelude to Vicksburg Rebuild Addendum:

- Displacement due to exceeding stacking limits while Rebuilding is not allowed into Swamp, Bayou, and Cypress hexes. If unable to displace, the Rebuild is not allowed.
- If Rebuilding a unit from the Available Box, the three hexes from a friendly unit cannot include Swamp, Bayou and Cypress hexes. The placement hex also cannot be Swamp, Bayou, and Cypress hexes.

Blake's Levee rules addendum:

Blake's Levee hexes never block fire if both the Firing unit and the Target unit are on Blake's Levee hexes.

Scenario 17.1 correction:

Exclude ONE CSA Event. (Disregard “;exclude two CSA Events”)

Scenario 17.2 correction:

Exclude TWO CSA Events. (Disregard “;exclude three CSA Events”)

Scenario 17.6 addendum:

Thielemann is setup Dismounted so the cavalry unit is considered an infantry unit at setup.

Add "(Dismounted)" to setup instructions for Thielemann hex 1915 under G. Smith's Brigade.

Correction for Union Ward artillery unit:

"Ward" artillery counter should be labeled "Wood" artillery. There was no Union Ward artillery at the battle. (In game production, somehow Wood was changed to "Ward".)

So in setting up, all references to Union Wood artillery, use the Union Ward artillery.

PAC Correction: The Confederate Event Descriptions player aid card shows the graphic for "Sharpshooters" where it's describing the Rally event.

Both Confederate Rally and Confederate Sharpshooters descriptions are on the PAC and correct so just ignore incorrect graphic.

Scenario 17.6 additional Variant, add to Page 16:

p) *McNutt Lake Variant* (hexes 1012 to 2117): Historically, the Union Army never entered the McNutt Lake area. General Sherman considered it impassible. However, primary sources disagree as to the depth and traversability of the area at the time of the battle. Therefore, to represent General Sherman's view, consider **all** Bayou hexes in McNutt Lake (hexes 1012 to 2117, as well as hex 1519) as Lake hexes. This will eliminate one avenue of approach for the Union Army. (As a side note, one set of Chickasaw Bayou battle maps found online incorrectly places McNutt Lake *between* the Sand-spit (hex 2417) and the Corduroy Bridge (hex 3519), a clear misrepresentation.)

Prelude to Vicksburg Questions & Clarifications:

An artillery unit may not fire canister at a target two hexes away if the intervening hex is friendly-occupied. **May that artillery unit therefore choose not to fire canister and fire shell instead?**

It would seem they should be able to as they may fire shells otherwise (when the target is not within two hexes).

NO it cannot fire shell. *The idea was that the unit could fire using shell but the designer forgot that the other rules would prohibit it. Its not possible.*

Concerning Confederate Superior Artillery Event, may the CSA player choose Option 2, but refuse to use the >4 shift and instead just fire normally?

No. *It has to be played as written.*

Rule 2.10d A Confederate unit initiates a close combat from a trench receive no benefit to their cohesion rating...

But when you initiate a close combat in the trench next to you...so you are not leaving the trench do you receive benefit or not?

NO. *The +2 Cohesion rating benefit only applies to the Confederates, and, only if they are defending against any Union attack or conducting rally.*

Many levee hex sides have trenches next to them. For fire coming from beyond the levee hex do the benefits of both the levee and trench apply? In other words, do defenders in a trench hex with a levee hexside get a 3 shift left for incoming fire and a +2 to their cohesion rating?

Yes, that is correct.

Does a unit behind both Levee and Creek stack shifts (so 2L)?

2L, yes they stack.

If you may advance after a successful close combat on a unit in a bayou or a cypress hex, may you freely move or do you have to roll on the bayou entry table or check your cohesion by entering the cypress hex?

Yes and yes. *Yes they can advance. Yes they need to make both checks (as if they were doing a normal move).*

If a 6 SP arty unit wishes to move on Blakes Levee through a 10 SP infantry unit on an adjacent Blakes Levee hex, what is the MP cost?

MP cost of 3mp which is the series standard for when artillery can not enter the other terrain in the hex.

Question concerning how far Blake's Levee rules extend. It looks to me that Blake's Levee, as defined in the rules, ends at hex 4718 and the Levee hexes that extend to 5520 are just Levee hexes, not Blake's Levee.

Blake's Levee hexes runs from hex 5400 to hex 4716.

Levee hexsides (next to the "Pond") run from 4815/4816 to 5519/5520.

Is it correct that when a CSA unit with a minimum of 2 cohesion is supported in a trench hex (+2 modifier) and then play the rally chit (again increasing the CR by 2) that the rebuild action always is successful?

Yes that is correct.

Is there a possibility to remove voluntarily a pioneer units when he is chopping timber...example when the unit had finished chopping full timber into half fallen timber or just when you want to stop the process and want to use the unit on another hex with timber?

Yes, voluntary removal is allowed. At any time the Union player can remove a Pioneer unit from the map. Pioneers removed from the map are immediately available to be placed elsewhere.

In Scenario 17.6 Confederates Artillery Wofford 2 SP (1.5 stacking) + 62 TN infantry 9 SP are both setup in hex 3520 so this would be a overstacking...is this correct?

Yes, that is correct.

Concerning Scenario 17.4, I believe that the listed set up of Hex 3309 for the "26 La-b" from Withers' Bde is incorrect.

No, Hex 3309 is correct, as listed in the setup.

The unit had crossed the bayou to harass Union troop movements.