

Thunder at Dawn errata-11/30/2021

2.10 h. Roads-Roads do not negate terrain for the purposes of cavalry charges. If cavalry can not charge across a hexside or into the terrain in a hex the road does not allow it.

2.1 h. Note there is only one road in this game, The Telegraph Road, from 4006 to 1140. All other roads are trails.

2.1-7th line should say Pearce and McIntosh. McCulloch is the CSA CiC.

16.1 e. Exclusive rules-The picture mentioned of the cornfield on page 12 was removed from the rules due to space limitations. The hexes effected by the rule are 2727 to 2732, 2625 to 2633, 2525 to 2532, 2425 to 2433, 2325 to 2332. All inclusive

Confederate Unique Event Chit Descriptions

Rebel Yell-The 4th line reference to Disengagement Fire should be Opportunity Fire