

# A Dark and Bloody Ground

Addenda as of December 20th, 2011

## The Map

(correction): What is labeled as "Clear" terrain on the campaign theater map should be labeled "Wilderness" (to match the Battle Board maps).

## The Counters

(correction): Leader "Harmer" should be "Harmar." (a corrected counter was supplied in ATO issue #9)

## The Charts

**8.0 Native American Mobilization Charts** (change): During the Mobilization Phase the Native American player determines if a nation mobilizes by rolling a die and modifying the DR as follows:

### DRM Condition

-1 For each area with a **village** unit within a nation's area.

(Note: Other modifiers are unchanged)

## The Rules

**4.7 Sequence of Play, End Phase** (correction): Pillage markers are removed during the End Phase of a Fall Turn (not Winter).

**8.1 Native American Mobilization** (change): During the Mobilization Phase the Native American player determines if a nation mobilizes and goes on the warpath by rolling a die and applying any modifiers listed on the Native American Mobilization Chart.

- If the modified DR is greater than or equal to the nation's base (the black box on each nation's ML track) Mobilization Level (already modified starting MLs are also listed in each scenario), the nation has gone on the warpath for the year and all of its warrior units and leader are turned right side up. Any and all warrior units of that nation that are not in a British fort may be redeployed to the area with the mobilized nation's leader.
- If the modified DR result is less than the nation's current Mobilization Level the nation remains peaceful (units stay face down).
- If the modified DR result is 0 or less the nation surrenders and all of its warriors and leader units are removed from the game.  
**Exception:** Any warrior units at a British fort will remain in play until the end of the next fall turn if a nation surrenders. Until then those warrior units have a Mobilization Level of 0.

Regardless of whether a nation mobilizes or not, the final adjusted DR becomes the nation's new Mobilization Level on the track.

**8.1.1 Native American Mobilization Level Maximums** (addition): In each case, the modified DR result for each nation is recorded on the nation's Mobilization Level Track (printed on the map) for future reference during this turn. The nation's ML reverts to its "base" level (the black box printed on each nation's ML track) at the beginning of each Spring turn. Regardless of the number of mobilization DR modifiers, a nation's ML cannot be higher than 5.  
**Optional Rule:** NA players desiring a bit more control over their nations can choose whether to add the tribal leader's Command Rating to the DR or not when the overall Mobilization Check is made (after the DR is made). This may keep a tribe from going on the warpath at an insanely bad time.

**8.1.2 1 Native Mobilization Checks** (correction): Add 1 (not subtract) to a nation's Mobilization DR for each trespassing force.

**9.2.3 Assassinations** (change): Assassinations may not be played against Tecumseh (his spy network was that good). Further, Tecumseh may add his Command Rating to any and all leader's in the same area he is in (effectively raising all leader's Command Rating by 1 for purposes of fending-off assassins). Also, change the Assassination DR to be 3 (not 2) more than the targeted leader's Command Rating (i.e., a leader with a Command Rating of 3 would be assassinated only with a DR of 6).

**Note** Post-publication play and commentary has revealed that assassinations are too easily carried out. These changes will effectively rule-out any assassination attempts with some NA leaders who are with Tecumseh.

**9.2.3.1 Moneto's/Divine Intervention** (optional rule). Roll the die for any leader that is the victim of an assassin. An even DR means the leader is indeed dead, VP for his demise is awarded, and the leader flipped to reveal his replacement. If the DR is odd, however, the leader is only wounded. The leader is placed a number of turns equal to the second DR to indicate when he has recuperated and is returned to play. No VP are awarded in this case. The Atrocity marker is still removed from play regardless of the assassination outcome.

**9.3.1 US Additional Activations** (change): If it is an individual unit (no leader is required to be present) that wishes to complete a second activation, a DR less than or equal to the current US Commitment Level must be made. Leaders may subtract their Command Rating from the second activation DR.

**9.3.2 Native American Activation** (clarification): Warrior units may only attempt a second activation if stacked with a leader unit. The warrior(s) pass the check if they roll less than or equal to their nation's current Mobilization Level as recorded on the track. Subtract the leader's Command Rating from the DR.

**9.4.2 Force Marching** (clarification): Units pass forced march and attrition DR checks if they roll less than or equal to their nation's current Commitment/Mobilization Level as recorded on the track. Subtract the leader's Command Rating from the DR.

**9.4.5 Reaction Movement** (optional rule): Units of either side may not conduct Reaction Movement into or through Pillaged areas. Regular movement (including forced marching) is allowed, however, through and into these areas.

**Note:** This is another or those rules that got dropped during play testing. Having a hard time saying good-bye.

Modify a unit's Reaction Movement DR for each of the following that apply (in addition to those listed in Case 9.4.5):

- +1 if Reaction Moved earlier
- +1 if Forced March earlier

**9.5.3 Second Activation Pillaging** (optional rule): Two or more undisrupted units with a leader may attempt to pillage the area in which they are located if the units pass a Forced March DR (Case 9.4.2). The leader's Command Rating can be used to modify the Forced March DR (as is normally the case) but NOT the subsequent Pillage DR (if the units do indeed activate for a second time).

**Note:** Use of this optional rule will slightly favor the US Player.

**10.1 Battle Sequence of Play** (suggestion): Use the backs of the Season and Year markers to record rounds and impulses on the tracks.

**10.4 Battle Board Movement Impulse** (clarification): If a unit cannot enter the battle board due to the presence of enemy units, it can instead enter at the closest unblocked hex, or can be withheld by the owning player till a later round. Units may retreat/rout off the board voluntarily before 10 rounds are up (conceding VPs to the other side but still may be a useful thing if you have the short end of the stick).

A routed unit may only stop its required movement if:

1. It enters a hex with a friendly leader (allowing a chance to rally). Routed units may not remain in place if they start their Movement Phase stacked with a friendly leader, the leader may either move with them as they rout away (and attempt to rally them again) or let them go.
2. It is required to stay in place by the presence of enemy units. If a routed unit can't rout away from the enemy it instead just routs towards the furthest enemy unit (and make a Morale Check DR if it moves adjacent).

Units may not voluntarily move off the battle board (only retreating or routed units may do so). **Note:** Delete the word "voluntarily" from the first line of Section 10.7.

**10.4.1 Battle Board Stacking** (addition): Retreating units may over-stack (since stacking is checked at the end of movement impulse). If such units retreat into a hex being fired upon or undergoing melee combat, such units have no effect on the action but suffer any results inflicted upon the hex.

**10.5.2 Fire Combat Resolution** (addition): A natural DR of "6" is always a miss, regardless of modifiers. The first time a unit is hit becomes Disrupted. Rotate Disrupted units 180 degrees away for the enemy to indicate this status (there is no facing in battles).

**Note:** *Disrupted counters were provided in issue 9 of ATO).*

**Optional Rule:** *Add an additional +1 DRM for each hex over one the target is from the firing unit.*

**10.5.3 Leader loss in Fire Combat** (clarification): For each leader in the hex, the owning player rolls a die once (no matter how many hits by Fire Combat that were inflicted).

**10.6.1 Melee Combat Resolution** (addition): The owning player chooses which units are lost in melee combat.

**10.6.2 Leader loss in Melee Combat** (clarification): For each leader, the owning player rolls a die once (no matter what the outcome of the melee).

**10.7.4 Leader Cowardice** (optional rule): Any area that a leader is in following a battle and there are no good-order (undisrupted or routed only) units as "survivors" the leader must make a ML/CL die roll. If the leader fails and it is an even DR he is cashiered in dishonor and disgrace. If the DR is odd he is captured (and if US, later burned at the stake!) and out of the game. There would be VP award to the opponent in this case. A successful DR means the leader stays in the game and he has successfully transferred blame to his subordinates!

**12.0.3 Raid Resolution Results Table** (optional rule): Have any and all militia and warrior units that are subject to elimination make a Commitment/ Mobilization DR to determine whether or not they survive. Add 1 to the DR for militia units in a raid that succeeded. Add 1 to the DR for warrior units in a raid that failed.

**Note:** *Presently only the second such militia/warrior units must make a Commitment/Mobilization DR check, and this is unmodified. This DR was one that did not survive the playtest/development process as we wanted to reduce the amount of "wristage" in the game.*

**15.1.2 Native American Set Up** (addition): Both the Miami and Shawnee Mobilization Levels are 3. Shawnee and Miami warrior units that do not begin the game set up on the map become available in the Spring of 1791 at any of the respective tribal areas not pillaged or settled by the US player. All other Native American units from the other nations begin in their tribal areas.

**16.2.1 US Player Set Up** (correction): Twelve Militia units (four Kentucky, three Pennsylvania, one Virginia, four Ohio) are part of the US player's at-start forces.

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## Some Questions and Answers

Q. What happens if a routed unit can't rout away from the enemy – does it just rout towards the furthest enemy unit (and make a morale DR if it moves adjacent)?

A. *Exactly. Routed units do so immediately and that does count as their movement for the turn. Until the unit is rallied it can only move as a routed unit*

Q. Should the last modifier to the US commitment level chart really be "if all NA nations, or all BUT one, are peaceful"?

A. *No, the note is correct as written. In the former case the Ohio region is considered by Congress to be reasonably under control and there are just a few malcontents stirring up trouble. In the latter case the region is aflame from nearly one end to another and serious doubts are arising back in New York. In both instances the -2 DRM applies.*

Q. The scenario setups seem woefully incomplete, with stuff hidden in 8.5 and 14.0. Is McKee assumed to start all scenarios in play, despite not appearing in the setup charts.

A. *McKee's set up is given in 15.1, 15.2 and 15.3. He's also there for 16.1, 16.2 and 16.3. Since he starts in 15.1 he also starts in the campaign game per the campaign game's set up instructions.*

Q. Units that force march can become disrupted. Disruption only has an effect if these units subsequently enter combat, right? And when does the disruption go away if the units DON'T enter combat?

A. *Disruption is removed after the end of all combats in the Combat Phase (in the rule), or during the End Phase, whichever applies (in turns with no battles for example for the latter case). Disruption reduces units MP by 1 and also their CF by 1, so it would apply throughout the rest of the turn for activations and skirmishes*

Q. Rule 11.2.1 says something about MCFs. I couldn't find anything about it (and had to look hard to find out what FCFs were, for that matter).

A. *MCF = Melee Combat Factor*

Q. Please define what a "friendly" area is in the rules.

A. *For the US player a friendly area would be one with a Village in it. For the NA player this would be an area that is part of an un-surrendered nation that is not pillaged and/or occupied by US combat units or forts.*

Q. The last sentence of rule 9.2 says "Players may not place atrocity markers upon themselves (to spur mobilization, for example). Yet, in a subsequent comment on-line, the designer suggested the above was perfectly legal.

A. *The rule is correct. The NA player cannot place his atrocity units in his areas as per the rule to drive up the chances of going on the warpath. Neither player can assassinate/ambush his own units/leaders. The US player can place them on areas not under his control (i.e. without a village) to "head off" a raid. This is allowed and a very Machiavellian, risky gambit. Go for it*

Q. What, exactly, constitutes an "invasion" for rule 8.1.2? I assume settlers don't count. And how does the "subtract 1 for each trespassing force" work?

A. *An invasion occurs whenever a US combat unit (militia or regular) enters a nation's area. The first time a unit/force trespasses into a peaceful nation's area there would be a -1 DRM. If the nation remains at peace and a second area is trespassed by the same force, or another force trespasses during a later activation, there would be a -2 DRM. This proceeds with increasingly adverse DRM till the turn ends or the warriors and chiefs exclaim ENOUGH! and hit the warpath.*

Q. Please clarify how the US reinforcements enter. 8.5.2 isn't all that clear. I assume the player can just say "I'll take group A" and pay the VP penalty (hidden in the example below), any spring turn, with no particular conditions required. Is that right?

A. *The Spring turn is the first turn of the year, so the first time Group A can arrive is the Spring of 1791. Group B, assuming Group A was taken in 1791 could then arrive in the Spring of 1792. Pay any applicable VP penalties as outlined in the rule.*