2016 Annual

Combined Addenda as of Jan. 1, 2019

Confederate Rails

Before You Begin:

As mentioned in the back of the rules, note that one required game counter (Special Event #8) is located on the second small counter block included with the package.

The Rules:

3.7 Initial Loads (clarification): Players must honor initial Load assignments and Pick-up locations, even if the deal is terrible and you don't "want" to make that run (for example: starting location for Train #1 is Memphis, the Load assignment is #53, Pick up is in Cleveland, TN, and Drop off is in Norfolk, VA). A player will need to get to the Pick-up marker for the train as it has the Contract marker. It only becomes the Load assignment when the Pick-up marker is on the train as well. It's OK to decide a contract is not feasible, and dump the load (paying the penalty) and select a new one. Good play is knowing when to activate the train and do that and get a new contract.

5.9.1 War Progress Check (clarification): When a depot is captured by the Union due to a "War Progress" check, any load chits on the Available Loads Display become inaccessible (and will clog up the Display) but remain there, until the depot is re-taken by a Confederate offensive action. Example: Assume Load chit #41 (Passengers) has a pickup station of Memphis. If the Union takes or already controls Memphis keep the chit there (though no one can pick it up) in case the Confederacy gets its act together and somehow retakes the place.

The Map:

Wyetheville, a town in southwestern Virginia on the RRC #4 line should be spelled "Wytheville".

The PAC:

Loads Table (correction): Chit #68 Saltpetre has a pickup location of Pendleton, SC. Listed. This should instead be Anderson. SC.

War Table (correction): In column 1, a dice roll result of 9 is listed as "PC". It should read "Choice" like all the others.

Congestion Table (clarification): Result 9 calls for a congestion chit to be placed in Manassas, VA. This is Manassas Junction on the map (note the congestion icon there).

No Safe Harbor

Nothing reported yet.