

# *Birth of a Legend*

Addenda as of Aug. 25, 2018

## **The Rules:**

**General:** Ellerson's Mill (Area 6) in the rulebook should be Emerson's (as on the map).

**4.4.3** (correction): Entrenchments has a cross reference to Module 13.0 (Night), should be to 11.0 (Entrenchments).

**10.4.4** (correction): The second bullet and "**Eliminated:**" should be deleted and the text wrapped around to merge with the last sentence of the **Repulse** description.

**15.5** (clarification): The factors printed on the counters are correct (e.g. the A.P. Hill unit is indeed a 3-4-5, not a 4-4-5 as given in the rule).

**16.6** (correction): Disregard/delete the reference to 12.1, first bullet, that alludes to the Union player being able to deactivate Lee using the Advantage marker. That ability is NOT part of the rules and is a holdover from an earlier prototype version of the game.

## **The Player Aid Charts:**

Note that all the charts and tables for BoaL have been integrated directly into the rules, and are not on a separate card, or the back page of the rules.

## **The Credits:**

Marc Grad should be listed in the playtesting credits (he did excellent work on the alpha version of the game).