

Gettysburg '77 Errata

RULES CORRECTIONS

- 1) p.1 – *Object of Game*
Culp's hill is U40 not U41.
- 2) p. 7 – *Combat Qualifications*
Rule 3 is (...see 5) not (...see 6)
- 3) p.8 – *Retreat rule 2.*
Change to read: "If the retreating unit is adjacent to more than one unfriendly unit, the controlling player must try to retreat to a hex opposite to one of the opponents "hexes."

Add "If unable to retreat to an opposite hex, a unit may retreat to any adjacent hex unoccupied by enemy units.

Add rule 3 – If a unit forced to retreat is completely surrounded by enemy units, it is eliminated instead.

Change rule 3 to 4.

- 4) p. 9 – *Combat Die Modification Example:* Change final sentence to read "... or +1 final modification..."
- 5) p.12 – *Change facing diagrams for units in column* so that flank hexes are front hexes and the front and rear hexes are flank hexes. Do the same for column diagram on p. 15.
- 6) P. 13 – (14.3) Change "Command Limit" to "Control Limit."
- 7) P. 17 – (24.2) Change "brigade" to "battleline marker."
- 8) P. 17 – (26.0, rule 2) change "Experience Assault Table" to "Current Experience Chart."
- 9) P. 18 – (27.0, rule 4) Change "(27.0)" to "(28.0)."
- 10) P. 22 – (0.12) Effect, rule 6. Delete last sentence: "The range of influence..."

COUNTERS, CHARTS AND TABLES CORRECTIONS

- 1) The Pegram/Jackson battery counter should be Jenkins/Jackson battery counter.
- 2) The reverse side of the Basic Game counters. Stuart 1, Stuart 2 and Jenkins have been incorrectly positioned so that Jenkins backs Stuart 1, etc.
- 3) The Confederate occupation counter labeled D23 must be changed to D24.
- 4) Change Anderson's coordination level to 3.
- 5) Weeds brigade of Ayre's division should have a white badge rather than a blue badge.

Intermediate Confederate Order of Appearance

- 6) 4 P.M. reinforcements enter at Cashtown, not Chambersburg Pike (both are the same road).
- 7) 2 P.M. entry – Hoke changed to Avery.

Advanced Union Order of Appearance

- 8) All Advance Victory Point Penalties are awarded to the Confederate player.
- 9) 8:40 A.M. reinforcements – change Cooper's Bty to Stewart's Bty.
- 10) Optional Entry – rule 3, change 0.6 to 0.5.
- 11) Wadsworth leader counter enters with Meredith and Culter.
- 12) Rank's battery enters with McIntosh cavalry brigade at 12:20 P.M., July 2.

Intermediate Game Table (on back of manual)

- 13) Change all Die Roll modifications from + to - and all - to + so that situations favorable to attacker are - and situations favorable to defender are +.

Advanced Game Tables

- 14) Current Experience Chart Procedure, rule 3. Experience level is 4 (not 3).
- 15) Casualties Table – Procedure. Rule 3. change casualty points to strength points.
- 16) Artillery Fire Table – Notes – delete sentence starting with "Any number..."
- 17) Activity Capability Chart add to Infantry, Cavalry in Battleline column "unit at rest."

ARTILLERY QUESTIONS

- 1) Do artillery batteries out of ammunition, possess a melee strength?
A. No
- 2) When do batteries move? Which segment?
A. Each battery may move in any one segment that the controlling player desires. The same is true for commanders.
- 3) Can division artillery fire 3 hexes from a different brigade belonging to the same corps?
A. No. It must fire with its division.
- 4) Can batteries move independently of a commander's influence?
A. Yes.
- 5) Explain the artillery field of fire diagram on p. 15, rule 20.0 vis a vis 360°. and restricted field of fire.
A. One battery may fire 360°. If there is more than one battery in the hex, all must fire within the restricted field of fire up to their maximum range.
- 6) May an artillery battery change its facing in the movement phase while in the same hex without moving?
A. Yes – and it can fire in the same turn.
- 7) Why would you want to count howitzers and napoleons as rifled cannon as per rule 24.04?
A. This occurs only in converting artillery strength to combat strength. It allows all cannon to be counted.

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- 8) May an artillery battery move by “advance movement”?
A. No
- 9) May a limbered battery” expose a flank” during its movement?
A. No
- 10) A battery cannot fire if it is more than 3 hexes from its brigade or division. Does it still have a range of influence?
A. Yes
- 11) What can artillery units or units in column which start in enemy range of influence do?
A. They either stay where they are or change to battleline and retreat or advance to attack.
- 12) Can an artillery battery that finds itself in an infantry zone of influence continue to move?
A. Yes, It must either retreat or unlimber.
- 13) How are cannon captured?
A. If an enemy brigade advances into a battery’s hex after involuntary retreat.
- 13.a Can a unit in column capture a limbered artillery battery?
B. No.
- 14) Can artillery capture artillery?
A. No
- 15) May batteries move in enemy batteries range of influence?
A. Yes
- 15.a) If so, may they change facing there?
A. Yes
- 15.b) May they face so as to expose a flank to fire?
A. Yes
- 16) Under 20.1 (field of fire) should section 2 be interpreted to mean that if more than one battery occupies a hex, the range of artillery in that hex is limited to 5 hexes no matter what the individual gun’s range may be?
A. No, the restriction is the area enclosed by the heavy lines. Range is not affected by restricted field of fire.
- 17) Does a battery exert a range of influence as soon as it unlimbers, even through it cannot fire till its next turn?
A. Yes
- 18) Can a battery unlimber and fire in the same turn if it doesn’t move?
A. Yes
- 19) By the Activity Cost Chart, artillery may not move into the range of influence of enemy artillery, but in the rules manual only cavalry and infantry range of influence is mentioned.
A. Only cavalry and infantry range of influence affect artillery movement.
- 20) If artillery uses heavy fire, one uses 2 ammo factors, but what does one gain for this?
A. If a heavy fire battery fires at an enemy 3 hexes away, the range is reduced to 1 hex for fire resolution.
- 21) A limbered battery moved adjacent to an unlimbered battery. What happens?
A. The limbered battery must stop and the unlimbered battery gets to make a flank fire immediately.
- 22) Is Calef Tidball battery limbered at the start of the Advanced game?
A. Yes
- 23) Can batteries from different artillery battalions stack together?
A. Yes
- 24) Are strengths in artillery flank fire tripled?
A. Yes
- 25) May heavy fire be used when artillery is used in combat fire?
A. No
- 26) Does artillery expend ammunition when it is used for combat fire?
A. No.
- 27) What happens if an assault on a lone battery is successful, but the attacker cannot advance due to being adjacent to other enemy markers?
A. The attacker cannot advance and hence cannot capture the battery.

ADVANCE & RETREAT QUESTIONS

- 1) *Clarification.* On the first turn of advance movement, a brigade must move its allotted activity level. Thereafter, it must utilize 6 a.p. If a brigade is partially adjacent to an enemy unit, it can continue to move unadjacent markers up to the enemy line.
- 2) If a unit has to make an unvoluntary retreat, but in doing so, it must expose its flanks to flank fire, does it still retreat? (23.4, 30.2)
A. Yes.
- 3) Should not batteries also be exempted from advance and retreat?
A. Batteries cannot advance. Batteries cannot involuntarily retreat. Batteries can only voluntarily retreat.
- 4) Do units that withdraw while named to attack suffer the 5 d.p. loss?
A. Yes.
- 5) *Clarification.* If there is no hex to which a marker can involuntarily retreat within the concentration limits, it must continue until such a hex is reached. Each additional hex costs 10 d.p.
- 6) Are all assaults conducted before any advances after combat?
A. No, a unit can advance before assault if the defending unit made a voluntary retreat.

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- 7) A unit takes a voluntary retreat and is not under the primary control and then rolls a die on the Activity Cost Chart with not enough points to make retreat? How is this treated?
 A. Retreat can always be made. If in the next turn a unit does not have enough a.p., it does not move, but it can remove the a.p. expended from the retreat. It can retreat again.
- 8) If there are over 8 s.p. in a hex can it voluntarily retreat?
 A. Yes.
- 9) What happens if a unit in a forced retreat cannot continue its retreat because of the enemy in its rear?
 A. It is eliminated from play.
- 10) Is rule 31.05 applied only when the advancing brigade advances adjacent to a retreating brigade?
 A. No, only when the advancing marker is to enter a hex occupied by a retreating marker.
- 11) Can a defending unit which made a voluntary retreat in the previous player turn, make a defender's assault against attacking units which advanced adjacent to them in the previous player turn?
 A. No. It must either remain where it is or it must continue its retreat.
- 12) Does an attacking unit during "defender's return fire" have the option "to advance into the flank?", i.e., does the attacking player have the same options as the defending player when it is not the attacking player's turn?
 A. Yes
- 13) Does a unit which has begun to retreat actually have to make a retreat move every turn, or do you have a choice to either "standing pat" with the unit or retreating it?
 A. In voluntary retreat, a unit may "stand pat". A unit must retreat each turn if it is in involuntary retreat.
- 14) After what phase may a unit advance? After fire combat – assault or both?
 A. After fire combat if enemy makes a voluntary retreat, or assault if enemy makes an involuntary retreat.
- 15) Must a unit which is defined as "attacking" move adjacent to an enemy unit that turn?
 A. No.
- 15a) Or can that unit advance (using its 6 a.p.'s) without moving adjacent to an enemy unit that turn?
 A. Yes, as long as it is within 3 hexes of an enemy unit (23.011)
- 16) Can a unit defined as "attacking" (must expend 6 a.p.'s) move just one hex and stop upon moving adjacent to an enemy unit?
 A. Yes – 22.08 states "as soon as a battline advances adjacent to an enemy battery or brigade, its move is over for the turn".
- 17) May a defending unit which has separated itself from its brigade to advance into an enemy flank as per 24.430, still advance if it was initially adjacent to an enemy unit, or must such a unit not have been adjacent to any enemy units to take the "advance into the flank?"
 A. The only restriction is that it is not being fired upon during the "fire combat".
- 18) If a marker or markers are forced to violate the concentration restrictions during, say, an involuntary retreat, what happens to them?
 A. It must continue to retreat unit clear of the concentration restrictions. It receives a 10 pt. disorganization penalty for each hex of additional retreat.
- 19) Does "retreat after combat" and "advance after combat" movement have the same restrictions as retreat and advance movement during the regular movement phase?
 A. Yes
- 20) Can a unit retreat even through it exposes its flank to enemy range of influence?
 A. Yes – a flank can be exposed by a brigade in advance or retreat.
- 21) May an infantry unit in column that finds itself in an enemy zone of influence move?
 A. Yes.
- 21a) Must it change into battleline formation?
 A. Yes.
- 21b) Can it remain in column and retreat out of the range of influence?
 A. No. It must form into battleline. It changes the strength of each marker when converting from column to battleline.
- 22) Must a unit in the range of influence of an artillery battery, but not infantry or cavalry be named to attack in order to advance?
 A. Yes. This will be changed in a later edition of the rules. For now, reduce range of influence of artillery to 3 hexes but award one disorganization point to a brigade per cannon for any enemy movement within its original range of influence.
- 23) May a marker containing more than 8 s.p. ever advance as a result of a successful assault or perform a retreat?
 A. A marker cannot assault it at a strength greater than 8 s.p. It can retreat.
- 24) Rule 23.4 states that a unit may never be moved in such a way that it would expose its flank to fire. Does this mean that a unit whose flank is already exposed to fire that wishes to retreat cannot move if during the retreat its flank will continue to be exposed to fire?

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- A. No. Units may either voluntarily or involuntarily retreat through flank field or fire.
- 25) May an attacking unit which begins its movement phase adjacent to an enemy unit advance at all?
A. Only after a successful assault or if the defender makes a voluntary retreat.
- 26) Does a unit in voluntary retreat automatically receive 5 d.p.?
A. Yes.
- 27) Can a unit voluntarily retreat at any movement rate?
A. Yes. It does not have to continue its retreat and can stop any time though it cannot perform any other type of movement or attack. A unit in voluntary retreat can automatically use up to 6 a.p.
- 28) Can advance be less than 6 a.p. if it results in combat?
A. Yes.
- 29) Do the penalties of rule 21.7 accrue at the start of a turn or at the end?
A. Immediately at the end of each retreat.
- 8) (26.01b) If a marker of more than 8 s.p. suffers casualties in combat fire and is then assaulted, are the casualties removed from the firing portion?
A. Yes.

COMMAND QUESTIONS

- 1) When do reinforcements lose their exemption from the command control rules? The turn they change formation use lower number of activity points, or the turn after this happens.
A. The turn they attempt to change.
- 2) What good is an army commander if he can only use his leadership rating?
A. An army commander cannot actively participate in the control or coordination of troops. He has some function if utilizing rule 0.2.
- 3) (15.0) Can any given commander influence any given brigade?
A. Only those brigades under his authority.
- 4) Can the distance from a commander to a brigade be traced through hexes adjacent to enemy units?
A. No – unless they also run through a friendly unit.
- 5) Must commanders pay terrain costs?
A. No.
- 6) Does a commander have to be with troops under his authority to add to an assault, i.e. Can Reynolds help XI Corp units?
A. Yes. A commander can use his leadership rating with any brigade.
- 7) Can commanders influence more than one assault?
A. Yes.
- 8) Why do commanders not aid in rallying disorganized troops as in the Intermediate game?
A. The idea in the Advanced Game is that once troops start retreating, it is difficult to reverse the momentum unless given a period of peace.
- 9) Rule 22.9 implies that a brigade not under the primary commander or reinforcement subtracts 3 from the die roll when rolling for Activity points?
A. Yes, if the brigade is attacking on its own.
- 10) What if a brigade commander is incapacitated and replaced and the replacement is also incapacitated?
A. A replacement brigade commander never changes in rating no matter how often one is incapacitated.
- 11) Why are all brigade commanders rated at the same leadership level?
A. Within the scope of the game, their personal influence is built into the morale/experience of the brigade.
- 12) Do brigades that are in involuntary retreat count against a commander's control or coordination limit (14.3, 21.5, 21.6)?
A. No.

ACTIVITY, STRENGTH AND DISORGANIZATION POINT QUESTIONS

- 1) *Clarification.* If more than 11 s.p. fire at a brigade marker containing less than 8 s.p., break down strength into largest increments on Breakdown Charts, e.g. 20 s.p. breaks down to 11 s.p. and 9 s.p., 15 s.p. breaks down to 11 s.p. and 4 s.p.
- 2) Is the Breakdown Chart used for artillery fire?
A. Yes, it is used for all fire.
- 3) Can a battleline marker choose to fire at less than its actual strength?
A. Yes.
- 4) (21.17) Must a retreating brigade use 8 s.p. in its movement phase to retreat if out of enemy range of influence?
A. No. Once out of enemy range of influence, it no longer has to retreat.
- 5) After using the Breakdown chart, can the phasing player state which s.p. are firing so as to allow use of doubling and/or best experience level?
A. Yes.
- 6) Are disorganization levels determined immediately as disorganization points are received?
A. Yes.
- 7) Under section 7.0 (strength distribution) it states that 6 s.p. is the minimum a non-flank cavalry can be formed at. Does this mean that so long as the non-flank markers are all the same strength, they can be 7's or 8's or is 6 s.p. the minimum and maximum for cavalry?
A. Six s.p. is minimum strength only.

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BASIC GAME AND INTERMEDIATE GAME

- 1) On the Basic Game CRT, can a unit attack when the strength difference is 13 or greater?
A. Yes, use the 11-12 column.
- 2) In the Intermediate Game, what happens if two adjacent units are adjacent after combat?
A. The defending player in is turn must move his shattered unit away from the enemy units(s).

FORMATION QUESTIONS

- 1) *Clarification* – When the term “marker” is used in the rules, it refers to infantry or cavalry battleline and column markers.
- 2) May a brigade add more than one marker a turn to add to its battleline?
A. Yes.
- 3) May a battleline marker fire into more than one hex?
A. Yes, but only if it is on defense. An attacking marker can only fire at one hex.
- 4) Is there a cost for reducing the umber of battleline markers of a brigade in a turn?
A. No, except the movement cost accrued by moving the flank marker into the new flank.

MISCELLANEOUS

- 1) If a brigade which was named to attack at the beginning of its movement phase loses its attack status as a result of being more than 3 hexes away from an enemy brigade or battery can it be named to attack again at the beginning of its next movement phase?
A. Yes.
- 2) Does infantry in column use the same column as “Infantry” and “Cavalry in Column” on the Activity Capability Chart?
A. Yes “Infantry” means infantry in any formation.
- 3) Can a brigade in battleline formation change its type of battleline markers at any time?
A. Only during its normal movement phase or during advance or retreat movement.
- 4) Under section 6.2 (formation continuity) it states that a brigade in column “must be positioned so that the head of one marker points to the rear of another”. When a brigade is using road movement, do the above conditions apply to just the lead and rear markers or the entire brigade?
A. When moving in column on or off a road, the head of a marker need only point to the hex occupied by the marker in front of

it. The column does not have to be a straight line.

- 5) What happens if a brigade at rest is fired upon or assaulted.
A. If fired upon, there is no defensive fire. The attacker automatically gains flank fire. In assault, the brigade defends at a strength of 1, it can automatically be formed into battle line in retreat, but it receives 10 d.p. in doing so.
- 6) Can a unit in column change to rest and then change to column formation facing in a new direction (about face)?
A. Yes. This can be done without the intermediate steep of moving to rest. See 19.41.
- 7) During night turns, is the three hex range affected by friendly units or terrain?
A. No.
- 8) Can a unit entrench at night within 3 hexes?
A. Yes.
- 9) Can enemy brigades already adjacent at the start of night remain adjacent during night?
A. Yes.
- 10) Does an assaulting brigade have to combat fire to be able to assault?
A. No.
- 11) Does a brigade in column have a range of influence?
A. No.
- 12) What is the maximum number of strength points that can occupy one hex?
A. There is no limit.
- 13) Can two battleline markers occupy the same hex with a combined strength greater than 8 s.p.?
A. Yes, but only 8 s.p. can fire.
- 14) Can a flank marker contain more than 8 s.p.?
A. Yes.
- 15) On page 8, there is a diagram showing the fire distribution of a battleline marker. How is this distribution affected if the marker is less than 8 s.p.?
A. The strength of the marker does not apply. The fire distribution diagrams indicate the maximum amount of fire that can be directed into each hex by that type of formation marker. A unit can direct less fire into the hex.
- 16) How does flank fire affect assault?
A. It has no effect.
- 17) What is the range of influence of an infantry or cavalry brigade in battleline?
A. It depends on the type of formation. A diagram of the range of influence for each type as show on page 15.