

LoB-02 Last Chance for Victory (15 Mar 18)

1) In scenario 7.3, the Maurin Battery should arrive at 3:30 p.m. (the last turn) not 3:45 p.m. as shown (after the scenario ends).

2) S15.31 and S16.31 should not have woods in them. Also, delete all the Woods Hexsides on the hexsides making up those two hexes. See LCV Stoney Hill Map Cut Out PDF.

3) The references to "1.0a" in the Confederate Orders of Arrival (regarding Early and Rodes) should refer to 2.2h instead.

4) In scenario 7.5, if using all of Map B, start the scenario at 2:15 p.m. instead to allow Gordon and Hays to enter normally.

5) "Steven's" Run (near Gettysburg itself) should be Stevens Run (no apostrophe). Likewise, "Steven's" Knoll s/b Stevens' Knoll (moved apostrophe).

6) Carlisle Street is partly missing on the 2nd/3rd Day map (but is shown correctly on the main maps and the 1st Day's map).

7) Reynolds' First Order to Wadsworth can be acted upon immediately by Cutler and Meredith. In the case of Meredith, the Iron Brigade must pass its release roll before it can move if it has not already done so. When the I Corps HQ arrives at its assigned location near Wadsworth's Division, Wadsworth's orders are adopted by the I Corps as a whole.

8) In scenario 7.2, the Iron Brigade has already passed its release roll.

9) The Union Order #1 (Buford's) lists outdated information in scenario 7.2. Use the Union Order #1 from scenario 7.1 for them instead.

10) In scenario 7.13: Do not set up the 21 Miss (S11.37) as it is outside the play area. Also, extend the play area the couple of hexes east of the Taneytown Road to include the set up locations of the 1st Corps units east of it in the set up.

11) In all scenarios for the 2nd and 3rd Days in which Greene's Brigade (3/2/12) is in play, set up the 102 NY in with the other units in hex N52.53 (only apply this if the unit is not in the set up). The unit took 29 men as losses in the battle and had the night of the 2nd for recovery, so it sets up full strength in all scenarios.

12) "N9.28" in Union Orders #1 for 1/1's road march should be S9.28.

13) No order issued by Lee on July 1st are valid after midnight on that day.

14) **Buford Literal Withdrawal (Optional):** *There are those who find themselves deeply troubled by my decision to merely pull Buford's Cavalry after the infantry deploys on the first day. This rule allows them to stay and do their historical flank guard duties until they literally left the battle on July 2nd. However, the rule was found to be subject to great abuse in testing and that is why the final version of the rules does not include it. Feel free to give it a try if you understand what a 'screen' is and does and aren't going to push the envelope of that definition in the least.*

Do not withdraw Buford's Cavalry Division and Calef's Battery as per the current Order of Arrival and Game Specific Rules. Instead, they withdraw at Noon on 2 July 63. Once the first infantry unit goes into Line Formation, apply the following:

The player must move one brigade to either flank of the infantry line and screen it. While screening, the two brigades need not be within Command Radius of the division (i.e. Buford) and Calef's guns can be used with either or both brigades. The division cannot be given any orders, it can only conduct this automatic screening function. While screening, the Cavalry can never do any action that would require a Closing Roll to conduct. As new infantry units arrive, the Cavalry Brigades shift outward to continue to be on the flank of the new, longer, infantry line.

15) In scenario 7.3, Daniels' Bde (Rodes) should fall under Heth's command and orders.

Union Day 1 Map OOA:

1) 9:45 am, July 1st: 2/1/1 Bde s/b 2/1/1 Bde (minus 7 Ind)

2) 11:45 am, July 1st: 2/1/1 Bde s/b 2/3/1 Bde

3) For Orders #1 on the Union 1st Day OOA, treat them as a Move Order to the designated defense area. The "Attack" portion of this order is merely the ability to attempt to evict any Confederate units from that area as is normally the case in LoB 10.8a, even though the Union troops must move forward to get to it.

4) In scenario 7.13, add Huger (Alxdr Arty Bn) to S8.29.