

CoG Errata Jan. 4, 2017

## Game Rules

### 3.2.3 (Clarification and Example)

The sentence:

“During the Mutual Reinforcement Phase, all units sharing a common colored background or symbol that are scheduled to arrive in a single turn are considered to be a separate Formation until they are actually placed in an Entry Hex.”

refers to all units of a single Formation scheduled to arrive at a particular time and location, not to each unit.

Example: In Gettysburg, the four Union XI Corps units entering on turn 1 roll a single die for delay for the two XI Corps units entering at i and another single roll for delay for the two entering at j (2 rolls in total for the XI Corps), followed by a single roll at each location for variable entry for those XI Corps units not delayed (0, 1 or 2 rolls depending). Likewise you would roll 1 die for early entry for all units of the same formation entering at the same turn and location.

### 6.3.3 (Clarification) SCMs never go in the Command Cup.

9.0 (Optional) Players who wish may ignore all Delay, Early, Variable Entry rules and just bring in units on the listed Turn and location. This will be more historical in one sense, but allow both players greater use of hindsight.

9.4 (Clarification) "Determined Turn of Arrival" refers to units that are delayed under this rule. Units that arrive on the Turn listed on the counter do roll for variable Entry location. Units that are delayed do not.

Gettysburg:

Game Map: Ignore the sunken road hexes for all purposes (the road running from 3816 to 3514). The sunken road hexsides remain, but affect units defending on their west side: units in 3915 to 3614 benefit from the sunken road hexside effects (no ZOC into those hexes across the sunken road hexside, +1 cf as explained on the TEC).

Note: my original map showed the sunken road as hexsides only, a red line on the west side of 3915 to 3614. At some point someone turned it into the road you see on the map, and through a failure of mutual understanding, despite repeated attempts, it seems I never got my intent across. Historically the sunken road provided some shelter for the CSA from the Union position on Cemetery Hill, and not a defensive position for the Union in front of Cemetery Hill.

Counters:

Union XII Corps arrives at H rather than I.

Note: Lockwood's unassigned XII Corps brigade is NOT missing from the OB. Only two of its three regiments were engaged on July 2 and they have been factored into the overall XII Corps strength. Given the combat system and stacking limits, that produced a more historical effect for XII Corps.

### Gettysburg Battle Rules

5.1 Reynolds (clarification): "On the map" includes Robinson's two brigades if they are not delayed. All on map units of I Corps will be able to move a second time when the I Corps CM is drawn.

7.3 There is a contradiction on the ZOC rule for the Sunken Road Hexsides between this rule and Note P on the TEC. Note P is correct, but see Map Errata: Ignore the actual Sunken Road; the Sunken Road Hexsides benefit the defenders in hexes 3915 to 3614.