

Lee's Greatest Victory

Addenda as of Dec. 15th, 2023

The Rules:

5.3.1 Union Setup (discrepancy): The text states the U.S. and NY artillery are placed in area 74. The map display on pg. 4 shows them in area 3. The text is correct.

6.2.5 Momentum Retention (clarification): While highly unlikely, a player *could* roll an infinite number of consecutive "6" results after the 5th activation, and thus keep going. A player who does so roll, but has no more fresh units left to activate must declare a pass, at which point per Case 6.2.1 the momentum switches over to the opponent.

9.4 Independent Units as Lead Units (clarification): An independent unit cannot be a lead unit unless there are no other units present, then it has to be the lead unit.

9.4.2, Case B (correction): This should read, "+1 for each additional Fresh unit participating in the attack if Confederate, +2 if Union."

12.0 Case B (reiteration): When only one unit is eliminated, or an odd number of the same unit type, a second unit must be permanently removed from the game in order to place the other unit back into play.

12.2 Leader Units (addition): Unlikely, but if as a result of combat, all friendly units are eliminated leaving only the leader(s) in an area, remove them from the game too.

16.3 Pontoon Bridges (clarification): Note that a pontoon bridge **can** be placed to allow movement into a Confederate-controlled area as long as the area is vacant.

17.2 Operational Victory (correction): Lee's Hill (area 7) is **not** a VP area. The map correctly shows this (no star).