

# Flanks of Gettysburg

## Official Clarifications & Errata as of 8/26/2024

Please note that Living Rules will be available for download shortly and will contain updated Examples of Play.

E=Errata C=Clarification

### Little Round Top Map

**C-Hex 1502** is a Woods hex. No hexes are both Woods and Rough.

### Rulebook

**Pg 3. Draw Chits: E-Replace** “and confusion” with “and Out of Ammo effects”.

### **Pg 4. Officers:**

**C-Add:** “Note: These counters are the on-map HQ units and have special activation abilities.”

**C-Add:** “Officers with multiple color bands (ex: Law) can be used to aid/activate all regiments represented by those bands.”

**E-Remove:** “Division and Brigade officers use black bands bearing the letters HQ allowing them special activation abilities.”

### **Pg 5. ZOC:**

**C-**This means that a unit will immediately stop moving upon entering a ZOC. It can move out of the ZOC on its next activation. It may move out of the ZOC and then back into it at a different point, but may not move from ZOC hex to adjacent ZOC hex.

**4.1.2: E-Add:** “Union Artillery units must be set-up within 3 hexes of an HQ starting hex.”

**4.2.1: C-Note,** Robertson may activate ANY Confederate Regiment to move this additional space, not just the ones in his brigade.

### **5.2.3:**

**E-Remove:** All references to Confederate Initiative. See new Optional Rule below.

### **6.0:**

**C-Replace** Step 2 with:

“2. Chit Pull — Draw one chit and place it on the Chit Track of the corresponding player’s set up card. Choose

one of the following actions for all companies and Officers in the chosen regiment:

- a) Volley Fire
- b) Movement — this could cause possible Opp Fire and/or Melee
- c) Do nothing...i.e. Pass.

Then, draw a new chit and repeat this process until all chits have been drawn.”

### **6.2:**

**C-Add:** “Note: This procedure is used for ALL chits drawn, including the Out of Ammo chit.”

### **6.2.1 & 6.2.2:**

**E-Replace With:**

**6.2.1 This section has been removed.**

### **6.2.2 Factional M/V Chits**

You will notice that there are two sets of regiment chits, both with M on one side and V on the other (M/V chits). When a scenario setup instructs you to place a regiment’s draw chit in the cup, you will place ONE of the corresponding M/V chits in the cup. When the scenario specifies “1 Union M/V Chit” or “1 Confederate M/V Chit”, it is up to the controlling player to select which regiment’s additional M/V chit will be added to the cup.

**Important Note:** *There is an extra set of M/V chits provided ONLY as extras in case replacements are needed (Union Vincent HQ regiments, countersheet 3). Players may never add a 3rd M/V chit for a given regiment to the cup.*

An M/V Chit allows the corresponding regiment to perform a function, as described in 6.0. If a regiment’s second M/V chit is drawn, it may then perform the alternative function. IE if it has moved and has a second M/V Chit applied to it, it may then Volley-Fire. If it has Volley-Fired, it may then Move.

The second M/V Chit may alternatively be used to allow a regiment to repeat a function, although in a reduced manner.

A regiment that has already moved may move again using half its normal MPs (5MPs). However, this is considered a forced march and requires the loss of one FP. In other words, a forced march will cause one healthy company to be shaken or one shaken company to break, owning player’s choice.

A regiment that has already Volley-Fired may fire again at 1/2 strength (rounded down).

### **6.2.3:**

#### **C-Replace bullet points with the following:**

“When the HQ Chit is drawn, the corresponding player may resolve any or all of the following effects in the order of their choosing:

- Move an HQ and any optional Divisional Officers up to 10 MPs. *Note: The Officers do not need to start or end in the same hex for this move.*
- Activate any one friendly Regiment to move one hex regardless of terrain—even if this causes melee—as long as the HQ is within 5 hexes of the Regimental commander at the time movement begins.
- Conduct a special rally: Remove two broken companies of the same regiment from the Casualty Box. Place one in or adjacent to the Brigade or Divisional Officer’s hex at full strength. Place the other broken company in the Killed/Captured Box (this unit may no longer be rallied).

In the Little Round Top scenario, the Union HQ chit can be used to activate and command Union Sharpshooters and artillery within 5 hexes of the HQ.

The Confederate HQ chit can be used to activate and command Confederate Sharpshooters and captured artillery within 5 hexes of the HQ.”

**6.2.3.1: C-Add:** “Note: Sharpshooters may be activated more than once per turn.”

**7.0: E-Remove:** “(Initiative Chits are an exception” in 1st sentence.

### **7.1.1:**

**E-Update** the steps listed below as follows:

“6.) Subtract 2 from the die roll if targeted force is protected by defense works (1 if adjacent).

7.) Apply the relevant Range Modifier (7.1.3).

8.) Modified die rolls of 7, 8, 9, or 0 are considered hits (No more than 2 hits are allowed in a Volley or Melee Combat).

9.) Each hit requires all units (except Officers) in the targeted force to make a Morale Recovery check (7.1.4). A failed check requires a step loss. Skip this step in Melee.

10.) If a 0 result was obtained in the die roll, an Officer in the targeted force is wounded (owning player’s choice). If a second 0 result was obtained, either another Officer is wounded or an already wounded Officer is killed. **See 13.4 Optional Officer Wounding.”**

### **7.1.3:**

The DRMs presented on the PAC are correct.

**E-Update** the 3rd bulletpoint from a +3 DRM to a -3 DRM.

**C-Add** “-1 if adjacent” to the 4th bulletpoint.

**E-Disregard** the Example of Play. A new version will be provided with the Living Rules.

### **7.1.4:**

**E-Disregard** the Example of Play. A new version will be provided with the Living Rules.

**C-Replace** 1st sentence with, “When a force receives hits due to Volley or Opportunity Fire (not melee), EACH non-Officer unit in the force is allowed one Morale Recovery die roll per hit taken.”

### **7.1.9:**

**C-If** no companies are left on the map from a given regiment, no replacement Officer would be placed unless a unit from that regiment later returned to the map (via Special Rally by Brigade or Divisional Officer, 6.2.3).

### **7.2.1:**

**E-Update:** “Unhatched contour lines, fences, rock walls, and defense works cost no MPs to cross.” to “Unhatched contour lines, fences, rock walls, streams/creeks, and defense works cost no MPs to cross.”

### **7.2.4:**

**C-The** rules for changing facing apply to ALL forms of movement, including Retreat.

### **7.3.1:**

**C-Add:** “Note: Melee defenders can always use Melee Opp Fire. It is unaffected by the use of regular Opp Fire.”

**C-Replace** “Before melee begins,” with “Once the attacking units have entered the enemy hex and before melee begins,”.

**E-Replace** “add +1 to their die roll(s) if behind defense works” with “add 1 die to the number of dice rolled if behind defense works”.

### **7.3.2:**

**E-When** units are stacked in melee combat, hits go to the top unit. When a top unit is hit and survives, it goes to the bottom of the stack. Remember that Artillery is always considered to be at the bottom of the defending stack (7.4.1).

### **7.3.7:**

**E-Replace** “regimental draw turn” with “turn”.

### **7.4:**

**E-Add:** “Artillery movement is determined by the units accompanying it with one exception. Artillery units may NOT move up a steep slope.”

### **13.1:**

**C-**“LOS extends upslope but does not include the reverse side of a slope” simply means that players can’t fire over the crest of a slope at a unit on the other side.

### **13.3:**

**E-Update** to “It was possible to hit a man-sized target at or slightly beyond 500 yards with rifled muskets, but effectiveness was negligible. Allow company volley fire to extend up to 7 hexes (6 if any woods or rough hex intervenes). However, when firing at extreme range, a -4 range modifier is applied. See Sharpshooters (6.2.3.1).

### **13.9:**

**C-**Note that this special rule should only be used when playing Little Round Top unless players desire to give the Union player a significant advantage (only the Confederate player has enough full-strength regiments for early demoralization).

## PAC

### **Fire Power Chart:**

#### **E-Volley Fire:**

“taget” should read “target”

#### **Range:**

**E-3rd Bulletpoint** should read, “4 hexes through Rough/Trees or 5 hexes through Clear: -3 DRM”.

**E-Exceptions** should read, “Defense Works -2 DRM (-1 if adjacent)” and “Optional: Extreme Range -4 (see 13.3)”.

**E-Sharpshooters**-Swap both mentions of the Steuart HQ to Law HQ.

## Counters

**E-**One set of 5 M/V chits shows ‘M’ on both sides rather than ‘V’ on the reverse (1 MD x 2, 1 NC, 10 VA x 2). This should not affect gameplay, but spare “Fired” counters may be used to track when an affected M/V chit is used for Volley Fire.

## New Optional Rules

**5.1.3 Optional: Union Flexibility:** Rather than having all reinforcement regiments except for the 71st PA arrive fully stacked adjacent to the Greene HQ, the Union player may opt to have reinforcements arrive at the marked Reinforcement map hex. *Note: This Reinforcement map hex is only used with this optional rule.*

Historical sources provide two starting locations for the 23 VA and 37 VA in the Culp’s Hill battle. One is the set-up included on the game map. To enable players to explore both possibilities, we have added the following Optional Rule:

**5.2.2 Optional: Historical Variation:** Switch the starting positions of the 23 VA and 37 VA.

**5.2.3 Optional: Confederate Initiative:** Before the first chit pull, all Confederate units may take a free move action.

**6.2.3.1 Optional: Expanded Sharpshooter Placement:** Allow Union Sharpshooters to fire by being within 5 hexes of either the Regimental HQ OR the Brigade HQ, firing on either HQ’s activation.