

# Roads To Gettysburg II – Errata 5/15/23

## Scenario Book Errata

In *Three Cigars* (scenario 4 of HCR2, page 11) the example in the right column for the 3<sup>rd</sup> VC, the last line of the example, it should say 30 instead of 25, like so "... the Union gains 30 VP ..."

In *Meade Moves North* (scenario 1 of RTG2, page 47), special rule 1, the first sentence should read "infantry and artillery units" instead of "infantry units".

In *Stuart Rides North* (scenario 2 of RTG2, page 51), the following text should be immediately at the end of the Union setup: "\*Indicated units begin the game under fort markers".

In *First Day At Gettysburg* (scenario 4 of RTG2, page 54), Devin's setup hex of 3233 is correct but it should be labelled "(PA College)" not "(Alms House)".

In *Battle of Gettysburg* (scenario 5 of RTG2, page 55), special rule 2, in the first bullet strike out the part about the army leader transfer not being allowed. So, the bullet should read: "Reminder: in the Leader Transfer Phase of turn 1, the Union may transfer any leaders, including Meade (to get Meade in the leader range of units desired to be activated in the Activate Army Leader action)".

The AoP Arrival table for RTG2 (page 71), the turn numbers are correct, but the dates are incorrect. All the dates should be one day earlier. For example, in the second column in the table, "Turn 2" is correct, but the date should read "June 23" not "June 24". Note: the turn number indications for AoP Arrival are correct in both the sequence of play (page 68, section 1 says the AoP Arrival Phase is "not on turn 1"), and in the first sentence summary of section 6 (page 71) it says "AoP Arrival Phase starting with turn 2".

RTG2 page 73, Special Attachment, the last sentence of the first paragraph, the last word in that sentence should be "units" instead of "regiments".

In the RWH advanced rules, the second sentence in A9.0 (page 109) should read: "Any counties through which Union RR movement is performed must be Union-controlled or neutral (see below)."

## Counters Errata

The 1863 Breastworks -Build markers should not have the x1.5 multiplier on them. Note: these counters are for use with HCR and RTG but not with RWH.

The two substitute Union cavalry regiments for RWH are marked with an "X" as for brigades, but should be used as regiments ("III"), per RWH A10.0. Note: these two counters are in the HCR counter-sheet area, but are only for use with RWH per the advance game rules for each module.

In the RTG advanced rules (page 74), it mentions Low Ammo/Out of Ammo (OOA) counters, but these are missing from the counter-sheets. Use any counters with 2 sides to it that could represent this. A good choice is the OOS counter - which on the OOS side is the big red X through the depot type image, and then the other side is No USA. So, "No USA" would mean Low Ammo, the other side would mean OOA. The exact status for each unit still should be shown on the map on the Ammo track (upper right of RTG2 North map).

### [Map Errata](#)

Weverton Station on the Potomac River is black, but should be red buildings to indicate the RR station.

There are a few Monocacy river crossings on the RTG & HCR maps that have roads but no fords; there should be fords at these hexsides: HCRW4801-HCRW4902, RTGS2913-RTGS3013, RTGS3209-RTGS3310.

### [Charts & Tables Errata](#)

See “Scenario Book Errata” above for AoP Arrival Table errata.