

Roads to Gettysburg

Scenario 6 (Advanced Game) Official Rules Changes

1. ARMY OF THE POTOMAC ARRIVAL

The Army of the Potomac Arrival Phase is first carried out on Turn 2 (June 23), *not* on Turn 3 (June 24). Each column heading on the Army of the Potomac Arrival Table should have its turn number and date reduced by one. For example, the first column, which is labeled "Turn 3 - June 24," should now read "Turn 2 - June 23", the second column should now read "Turn 3 - June 24" instead of "Turn 4 - June 25", etc. The column furthest to the right on the Army of the Potomac Arrival Table should now read "Turn 9 - June 30" instead of "Turn 10 - July 1".

2. WASHINGTON COUNTY PHASE

The Confederate player loses 2 (not 1) VP for each Washington County Phase in which Williamsport, Falling Waters, Sharpsburg, and the Naval Battery are *all* occupied by Union brigades or divisions (not regiments). **Exception:** The Confederate player loses 5 (not 2) VP for each Washington County Phase in which Williamsport, Falling Waters, Sharpsburg, the Naval Battery, Chambersburg, and Greencastle are *all* occupied by Union brigades or divisions (not regiments).

3. CONFEDERATE LEVIES

At the end of the game, the Victory Points received by the Confederate Player for levying towns in Pennsylvania are *halved*. (**Exception:** the VP for levying Harrisburg are reduced by one-quarter, not one-half.) The new VP received for levying towns are as follows:

- Carlisle - 2 VP
- Chambersburg - 2 VP
- Gettysburg - 2 VP
- Greencastle - 2 VP
- Hanover - 2 VP
- Harrisburg - 12 VP
- Littlestown - 1 VP
- Mechanicsburg - 1 VP
- New Cumberland - 1 VP
- Newville - 1 VP
- Shippensburg - 2 VP
- Waynesboro - 1 VP
- York - 6 VP

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