

## Errata

The Great Invasion (2nd edition as of August 15th, 1987)

### The Playing Pieces:

2.2 (Addition): Included with this game is a set of 2nd edition playing pieces for The Great Invasion. We have taken the opportunity to make them more colorful and attractive for playing. As a consequence, the drawings of the 1st edition counters in the rule book do not exactly match the new pieces. The similarity between the new counters and the old should be close enough to prevent any confusion. Confederate units have a Confederate flag motif on them, rather than gray, and Union units are printed with a Union shield design. Independent units now consist of all cavalry, militia, and garrison units, and the Confederate Rear Guard Infantry Brigade. It is recommended that players print a red "Ind." next to these units on the Unit Status Sheets as a memory aid. Our thanks to Rick Barber for making these 2nd edition counters.

### The Rules:

2.8 (Correction): Each area on the map is a twelve mile square, not twelve square miles.

4.13 (Clarification): This is true even if an enemy unit which retreats from an area during the present combat situation moves back into the same area during its half of the game turn.

5.34 (Correction): The example is wrong. It should read "...no crossing over Potomac between Areas 27 and 28. Therefore, a unit cannot go from Area 27 directly to Area 28."

8.14 (Correction): The third sentence of this paragraph is worded incorrectly. It should read; "If he does so, the only combat orders the Defender may give to his line positions are Advance and Assault."

8.22d (Addition): Units which retreat into already mutually occupied areas do not engage in that area's combat rounds if they have not yet been resolved. They cannot take casualties, but may retreat or withdraw along with friendly units.

8.35 (Clarification): Each line position (attacker or defender) may attack once per round. One defender, facing two attackers, may choose to fire at only one of them per round.

8.81 (Clarification): Units which are HALVED twice are reduced to a quarter strength.

11.27 (Addition): Union dummy units in an area are revealed if the Confederate Player wishes to gather supplies in that area.

15.43 (Correction): This should read; "Intensity 3 or 4..."

19.32 (Omission): Harrisburg is worth the indicated number of points below depending on the Confederate option in effect when first captured by the Confederates. These points can only be awarded once to the Confederacy:

Milk and Honey 4  
Military Victory 2  
Political Victory 10

### Game Chart:

On the Time Track, the number "4" is missing. The weather for that turn is "Clear".

### The Map:

Parr's Ridge also extends between areas 33 (York) and 40 (Manchester) in addition to those Areas mentioned in the Terrain Effects Chart. Area 42 (Columbia) is a strategic Area for Victory Point purposes as indicated by the blue star symbol present on the map. Rule 19.31 should list Columbia as a strategic Area. The dashed gray line is the Mason-Dixon line.