

A Greater Victory, errata & clarifications (as of 11/15/22)

(2.1) *errata*: Confederate Walker's Brigade, fragile units are missing their yellow strength dots (it's obvious that they are fragile because if you go to flip them, the front side is blank).

Confederate Palmetto's Sharpshooters mistakenly has their front value in black, not white.

The three spare (extra) Confederate leaders (Hill, Jones, and Hood) have their reverse sides one column off (wrong info), so they're misprinted on the back. These three counters are not needed at all, we recommend throwing them out to avoid confusion with the correctly provided counters.

(9.0) *clarification*: The rules and player aids are correct, there is no Overhead Fire penalty in this game (the vertical scale here is greater than other titles in the series).

(16.2) *clarification*: The Confederate event chit "Last Stand" is used only in Scenario 16.2.

(16.3) *clarification*: An Artillery unit brought on as a reinforcement during the Artillery Rest period (special rule 11) does count against the two activation per turn limit.