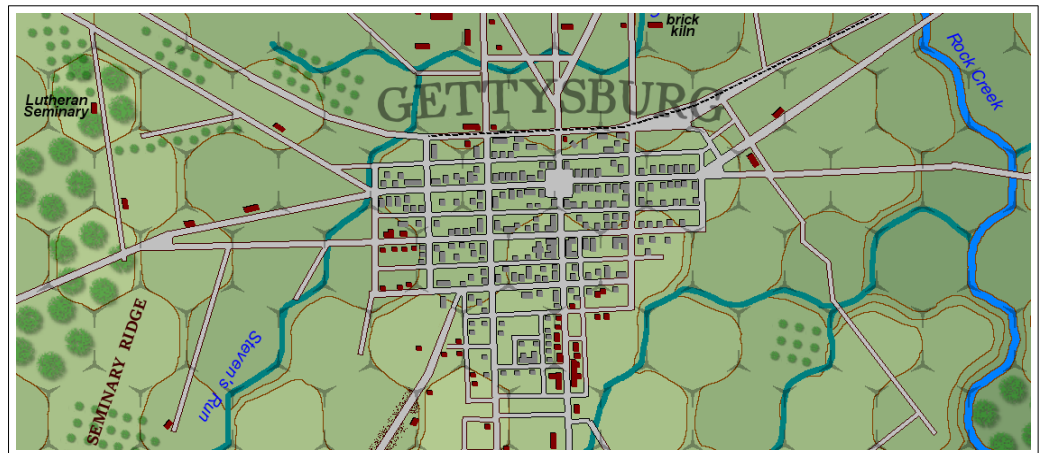


GETTYSBURG 1977 New Map Guide

The new map is meant to provide a clearer and easier to use contour map than was included in the original game. Contours now fill the hex, and are outlined so there's no question what elevation a hex is. Features like woods, are contained completely within a hex so it is clear what feature a hex contains, or doesn't, and also in a way that did not obscure the hex's elevation.

Many terrain features were not used by the original game, but were of "historical interest only." These features are included in this map, but where need be, in a way that they *could* be used. The most notable such change is that all the creeks and streams were moved to be hex-side features. Many places of "historical interest" not included on the original map were added, including place-names.



1	2	3	4	5	6	7	8	9	10	11	12	13	14
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