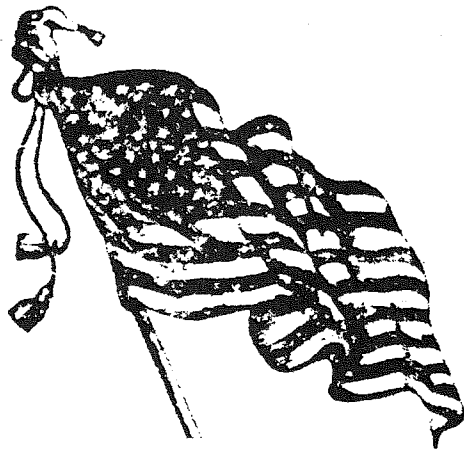


# PICKETT'S CHARGE™ VICTORY!!



The Desperate Battles  
Near Gettysburg!

**WATERLOO ECLIPSED!!**



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# INTRODUCTION TO THE GAME

## I. GENERAL INTRODUCTION

**PICKETT'S CHARGE** is a tactical simulation or wargame that recreates, in game form, what is probably the most famous battle in American history. Historically, the Confederate Army of Northern Virginia assaulted the positions of the Union Army of the Potomac for three bloody days, failed to break through, and was finally forced to withdraw back to Virginia. The scope of the game is such that the most important factors present in the actual battle are recreated, but the side that wins a game is in no way predetermined. Games will not necessarily follow the historical course of events. The players take the roles of the opposing commanders, and *their* actions and *their* decisions will determine the results of each game.

**PICKETT'S CHARGE** is basically a two-player game, one player commanding the Union Army of the Potomac, and the other player commanding the Confederate Army of Northern Virginia. Additional players may take part by occupying subordinate positions. The sides move alternately while attempting to fulfill the Victory Conditions. Information is provided for setting up a number of different situations or *scenarios* to provide a variety of different games that can be played using the same rules. The various scenarios also allow games of varying size and duration to be played.

These rules may seem formidably long, at first glance. The game *is* complex, and deals with a large number of factors that determine the strategy and tactics used in the game, but the bulk of the rules is deceptive. The rules need not be memorized, only carefully and thoroughly read. The most commonly used and needed information is available for easy use on the Game Card. The rules should be used as reference for questions that arise during the playing of the game, and a Table of Contents is provided for ease in locating needed rules. The rules do not have to be learned at one sitting. Games can and should be played using only the Basic Game Rules, with selected Optional Rules introduced as the player's mastery of the game increases.

## II. GAME SCALES

Each hex on the mapboard is roughly 500 yards across. Each Combat unit represents one actual infantry, cavalry, or artillery brigade. Each Strength Factor represents from 200 to 250 actual men or 3 to 4 actual artillery pieces. Each daylight Turn represents one hour of actual time. Each night Turn represents two hours of actual time.

## III. GAME COMPONENTS

The following components are used for the play of the game. Please inspect these components carefully and familiarize yourself with them while reading through this section.

**A. MAPBOARD:** The mapboard shows the terrain over which the actual battle was fought. A hexagonal grid has been superimposed on the map to regulate and facilitate movement and firing, and to allow for the precise positioning and facing of the playing pieces. Individual hexagons are called "hexes". Terrain features have been somewhat simplified, and, in some cases,

slightly modified to conform to the grid. Each hex contains a four-digit identification code as its designation. The mapboard is the playing surface on which the unit counters are placed and moved. The mapboard features are as follows:

**1. POINT RECORD CHART:** This is used to record both side's Victory Point totals by placement of the Victory Point units.

**2. RESERVE HOLDING BOXES:** These large lettered boxes are used to hold Reserve units and/or the units they represent on the mapboard.



**3. COMPASS:** The compass shows the mapboard orientation.

**4. LINE OF SIGHT DOTS:** Each hex has a white *Line of Sight Dot* (called a "Dot") used for sighting and firing.

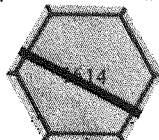
**5. MAPBOARD TERRAIN:** The terrain types appearing on the mapboard are identified below. Note that many hexes contain more than one type of terrain feature.

**a. HEX ELEVATION:** The elevation or height of each hex is shown by its color. From the highest to the lowest elevations the colors are: dark brown, medium brown, light brown, medium green, and light green.

**b. FOREST HEX:** Any hex that contains this dark green pattern is a Forest hex. Forest hexes add one level to the normal elevation of the hex.



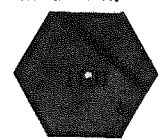
**c. ROAD HEX:** Any hex that contains a thick black line is a Road hex.



**d. SUNKEN ROAD HEX:** Any hex that contains the black line, outlined in dark brown is a Sunken Road hex.



**e. RAILROAD HEX:** Any hex that contains the black railroad symbol lines is a Railroad hex.



**f. RAILROAD CUT HEX:** Any hex that contains the two parallel black lines outlined in dark brown is a Railroad Cut hex.

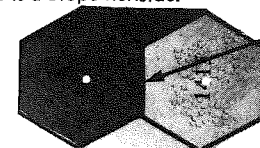


**g. TOWN HEX:** Hex 1707 is the town of Gettysburg, and is the only Town hex on the mapboard.

*Note that the Town hex is also a Road hex.*

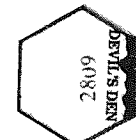


**h. SLOPE HEXSIDE:** Any hexside between terrain of two different elevations is a Slope hexside.



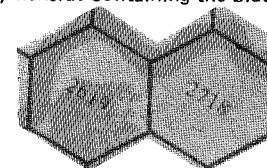
SLOPE HEXSIDE

**i. STEEP HEXSIDE:** Any hexside containing the black pattern is a Steep hexside.



STEEP HEXSIDE

**j. CREEK HEXSIDE:** Any hexside containing the blue pattern is a Stream hexside.



**k. BRIDGE HEXSIDE:** Any Stream hexside containing a bridge symbol is a Bridge hexside.



All hexes on the mapboard that contain their four-digit identification code are usable for the play of the game, even if somewhat "cropped" and reduced in size.

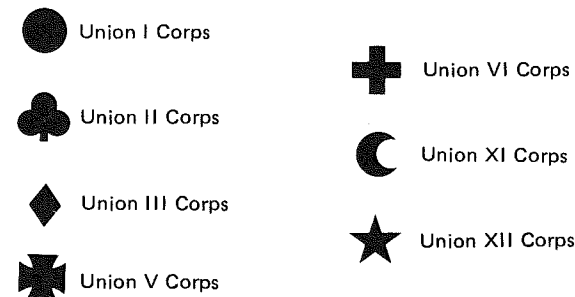
**B. UNIT COUNTERS:** Die-cut, two-sided counters of contrasting colors are provided for play of the game. When punched out, these provide a variety of counters of three different sizes and shapes. These are your game playing pieces, and are called "units". Keep these units separated by color and organization once punched out, as this greatly speeds the set up and play of the game. The units show the various combat and leader units available, as well as units needed for the mechanics of the game.

The blue, light blue, and green units show the forces of the Union army, the "butternut" (tan) and gray units show the forces of the Confederate army, and the units of other colors are used by both sides. The units contain important information needed to play the game. Carefully examine the examples below:

**1. COMBAT UNITS:** The Infantry, Cavalry, and Artillery units are collectively known as "Combat units". Combat units come in two sizes, "large" (three-quarters inch by one-half inch) and "small" (one-half inch square), which indicate their relative sizes.

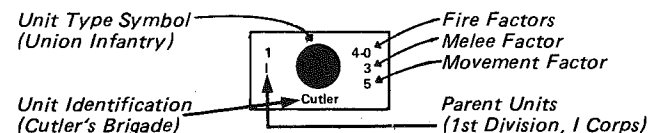
**a. INFANTRY UNITS:** All Confederate Infantry units have a Confederate "Battle Flag" printed on them. The Infantry units of the Confederate I Corps show only this flag. The Infantry units of the Confederate II Corps are surrounded by white. The Infantry units of the Confederate III Corps are surrounded by blue. Union Infantry units have their Corps symbols printed on them, which are identified as follows:

#### UNION CORPS SYMBOL IDENTIFICATION:



Red Corps symbols show the First Division.  
White Corps symbols show the Second Division.  
Blue Corps symbols show the Third Division.

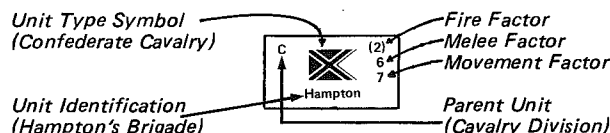
#### INFANTRY BRIGADE:



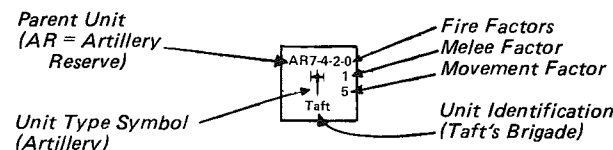
**NOTE:** Confederate Divisions were identified by their permanent commander's name. Initials are used on the units to show what Divisions they belong to, as follows:

- I Corps: H: Hood's Division  
M: McLaws' Division  
P: Pickett's Division
- II Corps: R: Rodes' Division  
E: Early's Division  
J: Johnson's Division
- III Corps: H: Heth's Division  
P: Pender's Division  
A: Anderson's Division

**b. CAVALRY UNITS:** All Cavalry units of both sides have a Cavalry "Guidon" printed on them. The Confederate units show a Confederate Guidon. The Union units show a red Guidon for the First Division, a white Guidon for the Second Division, and a blue Guidon for the Third Division.



**c. ARTILLERY UNITS:** All Artillery units on both sides have an artillery symbol printed on them.



**NOTE:** Confederate Artillery units were actually called Artillery "Battalions", but will be called Brigades in the game.  
(1) Artillery with a Movement Factor of "5" is called Field Artillery.  
(2) Artillery with a Movement Factor of "7" is called Horse Artillery.

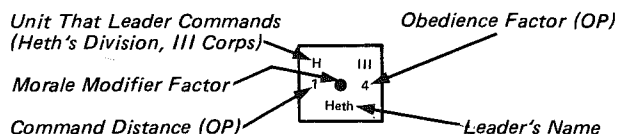
**2. SKIRMISH UNITS (OPTIONAL RULES):** The Skirmish units represent infantrymen used in skirmishing, outpost, or screening roles. They are not used in the Basic Game, but are explained in the Optional Rules.

#### INFANTRY SKIRMISH UNIT

#### CAVALRY SKIRMISH UNIT

#### BERDAN SKIRMISH UNIT (UNION) – Green Color

**3. LEADER UNITS:** The Leader units represent the General Officers who command the Combat units.



A number of *Substitute Leader units* are provided for each side. These units have numbers instead of names, and their use is explained in the Optional Rules.

#### SUBSTITUTE LEADER UNIT



**4. WAGON UNITS (OPTIONAL RULES):** The Wagon units represent ammunition supply trains. They are not used in the Basic Game, but are explained in the Optional Rules.



**5. FORMATION AND DISPOSITION UNITS:** These units are used to provide information about the Combat units.

#### DISMOUNTED UNITS



#### COLUMN UNITS



#### BREASTWORK UNITS (OPTIONAL RULES)



#### PRONE UNITS (OPTIONAL RULES)

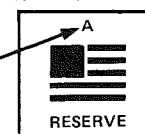


#### ARTILLERY MISSION UNITS (OPTIONAL RULES)



**6. RESERVE UNITS (OPTIONAL RULES):** These large three-quarter inch square units are used to replace Combat units on the mapboard when the Combat units are in "Reserve".

#### IDENTIFICATION LETTER



**7. RECORD KEEPING UNITS:** These units are required by the mechanics of the game.

#### VICTORY POINTS UNITS



#### ROUT UNITS



#### MELEE UNITS



#### CHECK MORALE UNITS



#### PIN UNITS (OPTIONAL RULES)



#### REACTION UNITS

#### (OPTIONAL RULES)

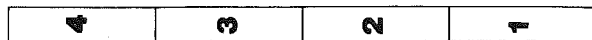


**8. BLANK UNITS – COUNTERMIX LIMITATIONS:** The blank units on the sheets can be used as Initiative Point units in the Optional Rules or as substitutes for any units that may temporarily run short.

a. Blank units may be used as substitutes for Dismounted, units, Column units, Prone units, Rout units, Check Morale units, Melee units, or Pin units if those provided run short.

b. Blank units may not be used as substitutes for Artillery Mission units, Reaction units, or Skirmish units. The number of these units included in the counter mix is the maximum number that can be used.

**9. RANGE SCALES:** The Range Scales are printed on the center frame of the large unit sheet. After all unit counters are punched out, carefully trim these two Range Scales out of the rest of the frame. Cut as cleanly as possible to leave straight edges, as these will be used for measuring ranges and determining Line of Sight.



**C. UNIT SORTING AND STORAGE TRAY:** A Compartmented plastic tray is included for the separation and storage of the units.

**1. SORTING AND LABELING:** Sort the Combat and Leader units by army and organization into one or more pockets per Corps (depending on the number of units in each Corps). Sort the other units into one or two pockets per type. It is helpful, after sorting, to label each pocket for later sorting. Sorting the units greatly speeds the set up of the game, and the time spent sorting the units as they are punched out is well spent.

**2. BOX LAID FLAT:** If the game box is to be kept flat, simply lay out the tray in the bottom of the box. Arrange the mapboard and other components on top of the tray to hold the units in their proper pockets.

**3. BOX LAID ON EDGE:** If the game box is not kept flat, or is usually carried on its side, care must be taken to prevent the units from falling out of their proper pockets. A cardboard "lid" should be made for the tray, secured at the sides with cellophane tape "hinges".

**D. GAME CARDS:** The Game Card contains the most-used charts and tables needed for playing the game. Two cards are provided so that each side has one available for reference during a game.

**E. RULEBOOK:** This booklet contains all the rules of play for the game, information on different scenarios, and additional reference material.

**F. DICE:** Two dice are included.

**G. STRENGTH AND MORALE SHEET PAD:** These sheets are used to record the losses suffered by the Combat units. Each player needs one sheet from this pad per game. The Union player uses the Army of the Potomac side, and the Confederate player uses the Army of Northern Virginia side. These sheets also show the organizational breakdown of both armies.

**H. UNIT ENTRY AND SCENARIO SET UP CARDS:** A Union Card and a Confederate Card are provided. On one side, these cards show when units enter the mapboard, and on the other side they show the Placement hexes and strengths of the Combat units already on the mapboard at the start of each scenario.

**I. OTHER:** Not included in the game, but necessary for play, is a pencil for each player to use in marking on their Strength and Morale Record Sheets.

## SET UP AND PREPARATION FOR PLAY

### I. SCENARIO AND SIDE SELECTION

**A. SCENARIO SELECTION:** Select a scenario from the Scenario section of this rulebook. All the specific information necessary for the set up is listed in the individual scenarios. The scenarios are listed in chronological order. The first scenario has the lowest number of units involved, and it is suggested that players use this scenario for their first game, then move on from there as experience is gained.

**B. DETERMINING SIDES:** After a scenario is selected, the players can decide who will command each side by mutual agreement, or by rolling dice for choice.

### II. MAPBOARD SET UP

**A. PLAYING AREA:** *PICKETT'S CHARGE* can be played on any smooth level surface, but a large table is best. There should be room on the table for the mapboard and all other needed game components. The Union player should sit at the east edge of the mapboard, and the Confederate player should sit at the west edge. The mapboard will lay perfectly flat on the surface if the creases are carefully counterfolded before it is laid out.

**B. UNITS PLACED ON MAPBOARD:** Place the Victory Point units for both sides in the appropriate boxes of the Turn Record Chart to show the Victory Point totals at the start of the scenario. The Victory Point totals are given in the individual scenarios. Place the Union Reserve units (if that Optional Rule is used) in the Reserve Holding Boxes of the same identification letter at the east side of the mapboard. Place the Confederate Reserve units (if that Optional Rule is used) in the Reserve Holding Boxes of the same identification letter at the west side of the mapboard. The placement of the Combat and Leader units for both sides is detailed in the individual scenarios, and on their respective Scenario Set Up Charts. Note that not all units are placed on the mapboard at the start of a scenario.

**C.** Each player should take a Game Card for reference, and a Strength and Morale Record Sheet plus a pencil for marking on it. Play of the game may now begin.

## THE BASIC GAME

### I. BASIC GAME INTRODUCTION

The Basic Game Rules cover the playing of *PICKETT'S CHARGE* in its simplest form. Even in its simplest form, the game is a complex one. Some of the concepts and mechanics of play will be unfamiliar to even "veteran gamers", and require some practice and experience to master. After reading through the Basic Game Rules and carefully studying the components, new players should try a game using the first scenario.

The Basic Game is concerned with the mechanics of the game. The Optional Rules add additional topics, and also add detail to concepts that have become familiar through play of the Basic

Game. Not all units are needed to play the Basic Game. The Skirmish units, Substitute Leader units, Wagon units, Prone units, Breastwork units, Artillery Mission units, Reserve units, Pin units, and Reaction units are not used in playing the Basic Game. The Confederate Infantry units of Corse and Jenkins are also not used in the Basic Game.

### II. BASIC GAME SEQUENCE OF PLAY

The game starts when all set up and preparation is completed. The game is played in "Turns", each scenario being a specified number of Turns in length. Each Turn is divided into "Portions". During the Union Portion of a Turn, the Union player is called the "Phasing Player", and the Confederate player is called the "Non-Phasing Player". During the Confederate Portion of a Turn, the Confederate player is called the "Phasing Player", and the Union player is called the "Non-Phasing Player". Each Portion of a Turn is divided into a number of "Phases" which must be performed in the order described below. Some Phases are also divided into "Steps", which must also be performed in the given order. Simply pass over any Phases or Steps that do not apply during a given Turn.

**A. THE UNION PORTION OF THE TURN:** The Union player is now the Phasing player.

**1. THE CHARGE PHASE:** The Phasing Player announces and resolves all charges he wishes to make, one at a time, in any desired order. The Phasing Player's units that are charging are called the *charging units*, and the Non-Phasing Player's units that are charged are called the *defending units*. Each charge is resolved in the following order:

**a. ANNOUNCE CHARGE STEP:** The Phasing Player announces what unit or units will charge, and which of the Non-Phasing player's units they are to charge.

**b. CHECK CHARGING UNIT(S) STEP:** The Charge Morale is checked for all charging units by the Phasing Player.

**c. CHECK DEFENDING UNIT(S) STEP:** If one or more of the charging units passed their Charge Morale Check, the Non-Phasing Player must check the Charge Morale of all defending units.

**d. CHARGE MOVEMENT STEP:** The Phasing Player makes Charge Movements with any charging units that passed their Charge Morale Checks. Mark all Melees with a Melee unit.

**2. THE MOVEMENT PHASE:** All "normal" movements are made during this Phase, in the following order:

**a. PLACE ENTERING UNITS STEP:** Place any off-board units due to arrive this Turn by their Entry hexes. They will start normal movement from there.

**b. NORMAL MOVEMENT STEP:** The Phasing Player may move up to all of his units that are not Routed, have not charged, or are not immobilized.

**3. THE RALLY PHASE:** Rout units of the color of the Phasing Player (butternut for Confederate, blue for Union) are removed from all Combat units of both sides.

**4. THE FIRE COMBAT PHASE:** Fire Combat is resolved in the following order:

**a. NON-PHASING FIRING STEP:** The Non-Phasing Player fires all of his Combat units that can fire. All casualties caused by this Combat are marked on the Strength and Morale Record



Sheet. All units "hit" have a Check Morale unit placed on them.

**b. PHASING FIRING STEP:** The Phasing Player fires all of his Combat units that can fire. All casualties are marked, and all units hit have a Check Morale unit placed on them.

**c. FIRE MORALE STEP:** The Morale of all units with Check Morale units placed on them are checked in any convenient order. All Combat units that fail their Morale Check have a Rout unit of the color of the Phasing Player placed on them, and make a Rout Movement.

**5. THE MELEE COMBAT PHASE:** Each separate Melee Combat is resolved individually in the following order:

**a. PHASING MELEE STEP:** The Phasing Player Melees all of his Combat units involved in the Combat. All casualties caused by this Combat are marked on the Strength and Morale Record Sheet.

**b. NON-PHASING MELEE STEP:** The Non-Phasing Player melees all of his Combat units involved in the Combat. All casualties caused by this Combat are marked on the Strength and Morale Record Sheet.

**c. MELEE MORALE STEP:** A Melee Morale Check is required for all Combat units involved in a Melee Combat, even if no hits were taken, as long as one or more enemy Combat units remains in the Melee Combat situation.

(1) If all Combat units on one side have been eliminated, no Morale Check is required for the surviving Combat units of the other side; they automatically pass.

(2) If both sides still have Combat units involved, Melee Morale is checked in sequence, starting with the Combat unit or units of either or both sides with the *lowest* Modified Morale Factors, and working up to the *best* Modified Morale Factors. If all the involved Combat units on one side fail their Morale Checks, any units of the other side that have not yet made their Morale Check will automatically pass.

**d. FINAL MELEE RESOLUTION STEP:** After completion of the first three Melee Steps, one of the following situations will call for the following actions:

**(1) ALL UNITS OF ONE SIDE Routed AND/OR ELIMINATED:** The charging Phasing Player *must* make a Pursuit Movement with at least one of his charging units if all enemy units have vacated their hex. The Non-Phasing Player has the *option* to make a Pursuit Movement with one or more of his surviving units if all charging units have vacated their hex or hexes.

**(2) BOTH SIDES HAVE SURVIVING MELEE UNITS:** All surviving charging units must make a Retirement Movement. The Non-Phasing Player then has the *option* to make a Pursuit Movement into one or more of the hexes vacated by the charging units.

(3) Remove all Melee units from the mapboard.

**B. THE CONFEDERATE PORTION OF THE TURN:** The Confederate player now becomes the Phasing player, and performs all the same Phases given above for the Union player, and in the same order.

**C. THE RECORD KEEPING PORTION OF THE TURN:** The Turn is concluded by marking new totals on the Victory Point and Time Record Charts.

**1. THE VICTORY POINTS COUNTING PHASE:** The Union player marks the Victory Points gained by each side during the Turn by adjusting the Victory Point units on the Point Record

Chart. The game ends if either side has the specified number of Victory Points *more* than the opposing side.

**2. THE TIME RECORD PHASE:** The Confederate player marks the passage of one Turn on the Time Record Chart at the bottom of the Confederate Strength and Morale Record Sheet.

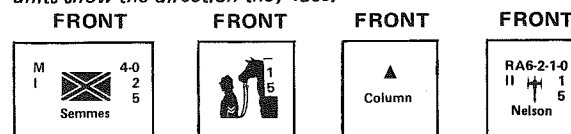
### III. GENERAL GAME PROCEDURES AND RULES

A player, unless otherwise stated, always performs all moves and dice rolls for the units of the side he commands. A player is always the "controlling" player for his own units. The following all play a part in several different Phases of a Turn.

**A. COMBAT UNIT FACING:** Only Combat units (Infantry, Cavalry, and Artillery) have facing.

1. The "front" of a Combat unit is basically the top of the unit. The fronts of all Combat units are shown in these examples:

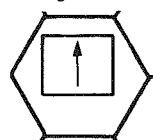
**NOTE:** In the rulebook diagrams, the arrows printed in sample units show the direction they face.



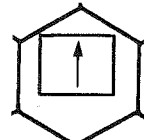
2. Except during rearward moves, a unit must always be moved with the front of the unit facing towards the direction of movement. During rearward moves, a unit moves in exactly the reverse direction of the unit's facing.

3. Combat units must at all times be facing towards a definite hexside, not towards the angle of a hex. Be very careful with the placement of units with regard to their facing, especially when more than one unit is present in a hex, so that no chances for confusion exist.

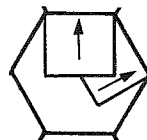
**CORRECT**  
Facing a hexside



**INCORRECT**  
Facing a hex angle



Note that if necessary one corner of a unit can be stacked under the corner of another unit in order to fit both in the hex.



**B. MORE THAN ONE UNIT PER HEX - PLACEMENT IN A HEX:** There are limits on the number of Combat units that may be present in the same hex at the same time.

**1. LIMITS PER HEX:** In all hexes, no more than two large (three-quarter inch by one-half inch) Combat units may end their movement in the same hex.

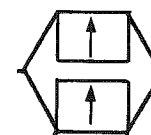
a. Two small (half-inch by half-inch) Combat units equal one large Combat unit for this purpose.

b. These maximum limits may never be exceeded when movement is complete, although these limits may be temporarily exceeded by units passing through a hex, but not remaining there.

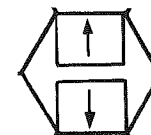
2. Union and Confederate units may *never* be located in or pass through the same hex together, even temporarily.

3. Units occupying the same hex may be facing in the same direction, or may be facing in different directions.

**FACING SAME DIRECTION**

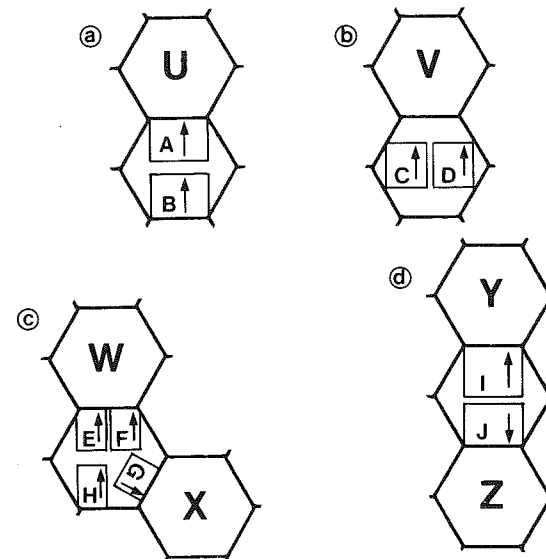


**FACING DIFFERENT DIRECTIONS**



4. For Melee Combat, all defending units in a hex will participate, regardless of their facing. For Melee Combat, charging units will participate only against the hex they face. For Fire Combat, only the unit or units facing in that direction may Fire in that given direction. No more than one large or one or two small Combat unit may Fire in the same direction from the same hex. The placement of the units in a hex shows which may Fire, and which may not.

**EXAMPLES**



- a. Only large Combat unit "A" may fire in direction "U".  
 b. Small Combat units "C" and "D" may both fire in direction "V".  
 c. Small Combat units "E" and "F" may both fire in direction "W". Small Combat unit "G" may fire in direction "X". Small Combat unit "H" may not fire, as it is facing direction "W" where the closer units "E" and "F" are already firing.  
 d. Large Combat unit "I" may fire in direction "Y". Large Combat unit "J" may fire in direction "Z".

5. Units within a hex may be switched around only during the Movement Phase of that side's Portion of a Turn. Once placed they must remain unless forced to make a Retirement or Rout Movement until that side's next Movement Phase. For example, in a, above, Combat units "A" and "B" could be switched during the Movement Phase so that "B" could fire.

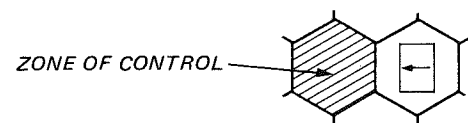
6. Units in the same hex may be in different Formations.

7. There are no limits on the number of Leader units that may be together in the same hex, either alone or with Combat units.

8. In the same hex, some Combat units can be charging while others are not, as long as the units face different directions. The units that are not charging may Fire, but will not participate in the Melee.

**C. ZONES OF CONTROL:** Infantry, Cavalry, and Artillery units have a Zone of Control. No other types of units have Zones of Control.

1. The hex immediately in front of the unit constitutes its Zone of Control in Line or Dismounted Formations. Units in Column Formation have no Zone of Control.



2. A Zone of Control extends into any type of terrain, even across Stream hexsides.

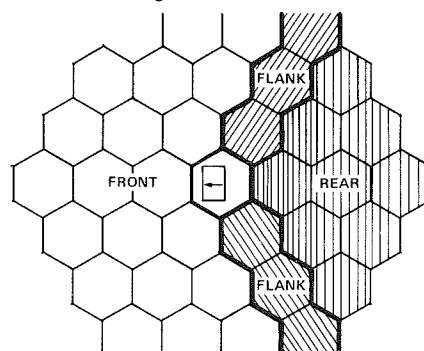
3. Units must stop as soon as they are moved into the Zone of Control of an enemy Combat unit or units, or place an enemy Combat unit or units in their own Zone of Control.

4. A unit that begins its movement already in the Zone of Control of an enemy Combat unit, or with an enemy Combat unit or units in its own Zone of Control, may leave that hex, but may not enter another enemy Zone of Control nor place any other enemy Combat units in its own Zone of Control, if this is done. The moving unit may turn in place and/or charge Formation before exiting such a hex.

5. Although a unit must stop when it enters an enemy Zone of Control, or places an enemy unit in its own Zone of Control, the moving unit may still be turned in place and/or change Formation after the hex is entered, using any remaining Movement Factors.

**D. COMBAT UNIT ATTITUDES:** Infantry, Cavalry, and Artillery units have Front, Flank, and Rear attitudes, based on their facing.

1. The attitudes of a single Combat unit are as shown:



2. When more than one Combat unit is in the same hex, and the units are facing in different directions, the Front attitudes of one unit may "cover" the Flank and/or Rear attitudes of other units. For example, in Diagram I, unit "B" covers the Flank and Rear attitudes of unit "A", and unit "A", in turn, covers the Flank and Rear attitudes of unit "B". In effect, the units in this hex have no Flank or Rear attitudes. In Diagram II, units "C" and "D" only partially cover each other's Flank and Rear attitudes.

DIAGRAM I

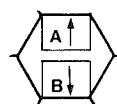
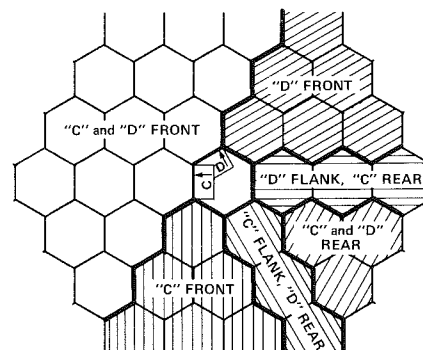


DIAGRAM II



**E. COMBAT UNIT FORMATIONS:** Infantry, Cavalry, and Artillery units may assume a variety of Formations. Formation changes may take place only during the controlling player's Movement Phase, or when forced by Morale Results. Each Formation affects the movement and combat abilities of the units using it.

**1. LINE FORMATION:** Combat units are in "Line Formation" when there are no Formation and Disposition units stacked on top of them. All Combat units may be in Line Formation, although this actually represents different Formations for each type.

**a. INFANTRY UNITS:** Infantry units in Line Formation are actually in "Battleline Formation". This Formation is favorable for using Infantry Fire Combat, but makes rapid movement or maneuvering difficult.

**b. CAVALRY UNITS:** Cavalry units in Line Formation are actually in a "Mounted Battleline Formation". This Formation is favorable for making Cavalry charges, and allows some maneuvering.

**c. ARTILLERY UNITS:** Artillery units in Line Formation are actually in "Unlimbered Formation", with the guns deployed and ready to Fire. This Formation is favorable for using Artillery Fire Combat, but makes movement impossible.

**2. COLUMN FORMATION:** Combat units are in "Column Formation" when a Column unit is stacked on top of them. All Combat units may be in Column Formation, although this actually represents different Formations for each type.

**a. INFANTRY UNITS:** Infantry units in Column Formation are organized in a deep mass. This Formation is favorable for Infantry charges, in some cases, is unfavorable for Infantry Fire Combat, and is very favorable for the rapid movement and maneuvering of Infantry units.

**b. CAVALRY UNITS:** Cavalry units in Column Formation are actually in a "Mounted Column Formation". This Formation is unfavorable for Melee Combat, but very favorable for maneuvering.

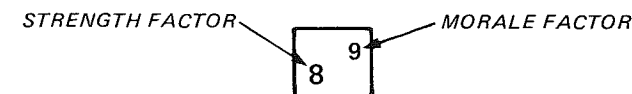
**c. ARTILLERY UNITS:** Artillery units in Column Formation are actually in "Limbered Formation", with the guns hitched to horses and ready to move. This Formation is favorable for movement, but makes Fire Combat impossible.

**3. DISMOUNTED FORMATION:** Only Cavalry units may be in "Dismounted Formation". Cavalry units are in Dismounted Formation when a Dismounted unit is stacked on top of them. This represents a "Dismounted Battleline Formation", and is favorable for Fire Combat, but makes rapid movement or maneuvering difficult. The Dismounted units show the Cavalry unit's Factors in this Formation.



Use Cavalry Unit's Fire Factor  
 Dismounted Melee Factor  
 Dismounted Movement Factor

**F. USING THE STRENGTH AND MORALE RECORD SHEETS:** These Sheets should be kept in full view of all players at all times.



1. The Strength and Morale Record Sheets contain "tracks" of boxes next to unit identifications that correspond to the unit identifications printed on the Combat units in the game. These tracks are used to record the current Strength and Morale Factors of the units in play. The fact that a box is shaded plays no part in the Basic Game, and is explained in the Optional Rules.

2. Each box in a track equals one *Strength Factor* for that particular Combat unit. The more boxes in a track, the stronger the unit is for Fire and Melee Combat. As the unit takes hits, boxes are marked off from the right side of the unit's track.

THIS UNIT HAS LOST FOUR STRENGTH FACTORS IN CASUALTIES

1	2	4	6	8	10	12
			X	X	X	X

3. A Combat unit's *current* Strength Factor and Morale Factor are printed in the last unmarked box in a unit's track. For example, the track below shows a unit that currently has "6" Strength Factors and a Morale Factor of "6"

1	2	3	4	5	6	8	10	12
						X	X	X

4. When all boxes on a track have been marked off, the unit is eliminated, and the unit counter is removed from the mapboard. A unit remains on the mapboard as long as it has at least one unmarked box on its track. A unit's current Strength Factors are used in calculating Fire and Melee Combats, as explained later in the rules, and represents the unit's numerical strength in men and equipment.

**G. MORALE FACTORS — CHECKING MORALE:** A unit's Morale Factor is used for checking morale, and represents, numerically, the unit's ability to and chances of remaining in Combat.

**1. HOW TO CHECK MORALE:** The procedure for handling Morale Checks is as follows:

- Find the current Morale Factor for the unit in the last unmarked box in the unit's track on the Strength and Morale Record Sheet.
- The current Morale Factor may then be increased or decreased by any Morale Modifiers that may apply. After all Morale Modifiers have been added and/or subtracted from the current Morale Factor, the result is the Modified Morale Factor. For example, if Morale Modifiers of "2" and "41" applied to a unit with a current Morale Factor of "8", the Modified Morale Factor would be  $8 - 2 + 1 = "7"$ . If the Modified Morale Factor is "1" or less, the unit automatically fails the Morale Check. If the Modified Morale Factor is "12" or more, the unit automatically passes the Morale Check. Otherwise, the dice must be rolled to determine if the unit fails or passes the Morale Check.
- If a Morale Check is required, two dice are thrown and the numbers rolled added together. The unit passes the Morale Check if the number thrown on the dice is equal to or less than the unit's current Modified Morale Factor. The unit fails the Morale Check if the number thrown on the dice exceeds the unit's current Modified Morale Factor. For example, for a unit with a current Modified Morale Factor of "8", a dice roll of "2" through "8" would pass the Morale Check, and a dice roll of "9" through "12" would fail the Morale Check.
- Units that have a Rout unit already on them automatically fail all Morale Checks.
- Immediately take the appropriate actions, explained later in the rules, with the units making Morale Checks.

**2. THE MORALE MODIFIERS EXPLAINED:** These modifiers are cumulative, and are either added or subtracted from the unit's current Morale Factor. Look on the Game Card, and find the Morale Modifiers section. Note that modifiers marked "M" apply for Melee Morale Checks, those marked "F" apply for Fire Morale Checks, and those marked "C" apply for Charge Morale Checks. These modifiers are explained below:

- FROM FLANK OR REAR:** Combat units that take a hit in Fire Combat from a unit in their Flank or Rear attitude, or which have a charge announced against them by an enemy unit located in an uncovered Flank or Rear attitude will have "3" subtracted from their current Morale Factor for Charge, Melee, and Fire Morale Checks. To help remember that a unit was hit by Fire from the Flank or Rear, place two Check Morale units on the Combat unit.
- DEFENDING COLUMN:** Combat units that are defending (not charging) while in Column Formation will have "3" subtracted from their current Morale Factor for Charge and Melee Morale Checks.
- OUTNUMBERED 3-1 OR MORE:** If the surviving Combat units on one side in a Melee have three times or more the number of Strength Factors as the other side, the weaker side will have "2" subtracted from their current Morale Factor for Melee Morale Checks.
- OUTNUMBERED 2-1 OR MORE:** If the surviving Combat units on one side in a Melee have at least two times, but less than three times, the number of Strength Factors as the other side, the weaker side will have "1" subtracted from their current Morale Factor for Melee Morale Checks.
- LINE OR DMT DEF SUNKEN ROAD:** Combat units in Line or Dismounted Formation that are not charging and are in a Sunken Road hex will have "1" added to their current Morale Factor for Fire Morale Checks.
- LEADER MORALE MOD:** Combat units in the same hex as a commanding Leader unit will add the Leader unit's Morale Modifier to their current Morale Factor for Charge, Melee, and Fire Morale Checks. If more than one commanding Leader unit is in the same hex, the controlling player chooses which of their Morale Modifiers to use, but only one may be used. A Leader unit that does not command a Combat unit may not have its Morale Modifier used for the Combat unit's Morale.
- LOWER BEST MORALE DIFF:** This modifier applies only for Charge Morale. Excluding this modifier, but applying all other Charge Morale modifiers, the Modified Morale Factor of the best involved charging and defending Combat units are found and compared. The difference between them is subtracted from the Morale Factors of all units on the lower side. For example, Infantry units "A" (Modified Morale Factor of "9") and "B" (Modified Morale Factor of "10") are charging Infantry unit "C" (Modified Morale Factor of "9"). The best charging unit has "10" Morale Factors and the best (and only) defending unit has "9" Morale Factors. The difference of "1" is subtracted from the Morale Factor of the lower side, in this case defending unit "C". Unit "C" uses a Modified Morale Factor of "8" for Charge Morale.
- The remaining Morale Modifiers listed on the Game Card are not used with the Basic Game Rules, but are explained in the Optional Rules.

**H. LEADER UNITS:** Both armies are organized into *Corps*, then further divided into *Divisions*, as shown on the Strength and Morale Record Sheets. On each Combat unit, Parent unit information is printed to show into what commands it is organized.

All commanders who were present and will influence the play of the game have Leader units provided to represent their presence on the field.

**1. COMMANDING LEADER UNITS:** Leader units may only benefit Combat units that they historically commanded. They do not benefit Combat units not identified as being organized under their command. A Leader unit that can benefit a particular Combat unit is called a *commanding Leader* unit for that Combat unit.

- The Meade Leader unit is the commanding Leader unit for all Union Combat units. The R.E. Lee Leader unit is the commanding Leader unit for all Confederate Combat units.
- The various Corps Leader units are the commanding Leader units for all Combat units identified as being part of their Corps, but for no other units. For example, the *Lonestreet Leader* unit may be used as the commanding Leader unit for all Combat units identified as being part of the Confederate I Corps.
- The various Division Leader units are the commanding Leader units for all Combat units identified as being part of their Division, and for no other units. For example, the *Wadsworth Leader* unit may be used as the commanding Leader unit for all Combat units identified as being part of the Union First Division of the I Corps (Meredith and Cutler Infantry units).
- The Union Hunt Leader unit may be considered to be the commanding Leader unit for all Union Artillery units.
- Leader units may be placed in hexes with Combat units they do not command, but in those cases they have no influence on the Combat units. If more than one commanding Leader unit is in a hex with a Combat unit, the effect is the same as if only one were present.

**2. COMMANDING LEADER UNIT EFFECTS:** Commanding Leader units benefit their Combat units for movement, morale (usually), and Rallying.

**a. COMMANDING LEADER UNIT EFFECTS ON MOVEMENT:** To benefit Combat units for movement, the Leader unit must be in the same hex as the Combat units for the entire movement; at the start, during, and at the completion of the movement.

(1) Combat units that a Leader unit joins or leaves during course of a Movement or Charge Phase get no movement benefits. Leader units that move during a Charge Phase may not move during a Movement Phase. Combat units with their commanding Leader unit are able to use their full printed Movement Factor. Combat units that are without a Leader unit have their Movement Factor halved (round fractions down). For example, a Combat unit with "5" Movement Factors printed on it, and no Leader unit present could use only "2" Movement Factors. A Combat unit with "7" printed Movement Factors, and no commanding Leader unit present could use only "3" Movement Factors.

(2) A Leader unit must accompany any Combat unit making a Pursuit Movement with defending units. A Leader unit should accompany any charging Combat unit making a Pursuit Movement, if possible.

**b. COMMANDING LEADER UNIT EFFECTS ON MORALE:** Leader units in the same hex as their Combat units may add their Morale Modifier Factor to their Combat units' Morale Factors. Leader units with a white bar (—) add "0" to the Combat units' Morale Factors. Leader units with one white dot add "1" to the Combat units' Morale Factors. Leader units with two white dots add "2" to the Combat units' Morale Factors. Leader units with three white dots add "3" to the Combat units' Morale Factors.

**3. LEADER UNIT ELIMINATION:** In the Basic Game, Leader units can never be eliminated as long as they are in the same hex as friendly Combat units. They can only be eliminated if caught along in a hex.

- a. Fire Combat may be used against a Leader unit or units that are in a hex containing no friendly Combat units. One hit will eliminate one Leader unit.
- b. Any Leader unit or units that are alone in a hex that is entered by enemy Combat units are eliminated.

**I. ROUTS AND ROUT MOVEMENT:** All Combat units that fail a Fire or Melee Morale Check, or defending Combat units that fail a Charge Morale Check are *Routed*, and are called *Routing units*.

**1. ROUT LOSS:** Any Combat unit which is Routed immediately takes a Rout Loss, and must have one box on its track on the Strength and Morale Record Sheet marked off. If this is the last unmarked box on the unit's track, the unit is eliminated.

- a. Any Combat unit that Routs while in the Gettysburg hex (1707), or which moves through the hex during Rout Movement will suffer one extra Rout Loss.
- b. Any Combat unit that Routs while in Column Formation in a Railroad Cut hex will suffer one extra Rout Loss.

**2. ROUT UNIT PLACEMENT ON COMBAT UNIT:** Any Routing Combat unit must immediately have a Rout unit placed on top of it to show that it is Routed. This Rout unit remains on the Combat unit until the unit is eliminated, leaves the map-board, or is Rallied during a Rally Phase. During the Union Portion of the Turn blue Rout units are placed, and during the Confederate Portion of the Turn butternut Rout units are placed, except during the Charge Phases. During the Union Charge Phase butternut Rout units are placed, and during the Confederate Charge Phase blue Rout units are placed. If an already Routed unit is again Routed, the color of the Rout unit should be changed, if necessary.

**3. Friendly Combat units in the same hex as a Routed unit, or in a hex that the Routing unit enters or passes through during its Rout Movement must also have a Morale Check made, unless these units already passed a Morale Check during the same Step.**

- a. If these units are not Checking Morale for some other reason, or have not already Checked Morale, compute their Modified Morale Factor as for a Fire Morale Check.
- b. If a Routed unit ends its Rout Movement in a hex where it would cause the limit on the number of Combat units in that hex to be exceeded, all Combat units originally in that hex are automatically Routed, with no Morale Check needed.

**NOTE:** It can be seen that a Routing unit could cause the Routing of other units, and even start a "chain reaction" of Routs. For this reason, it is always a good idea to leave clear paths of hexes behind the lines for the use of Routing units.

**4. ROUT MOVEMENT RULES AND PROCEDURES:** All Routed units must make a Rout Movement unless their Rout Loss causes their elimination.

- a. The player controlling the Routing unit makes its Rout Movement. The Routing unit is moved a number of hexes equal to its printed Movement Factor, regardless of normal movement costs. Any path of hexes the player desires may be followed during Rout Movement, subject to the restrictions mentioned below, and as long as the Routing unit does not enter any hex more than once.

(1) Routing units may not pass through or end their Rout Movement in hexes containing enemy Combat units. Routing units may not enter hexes nor cross hexsides that they could not normally move into or through in their current Formation. Routing units that cannot complete a Rout Movement due to the locations of these hexes or hexsides are eliminated.

(2) If possible, the path followed during Rout Movement should not be adjacent to enemy Combat units, or, if this is not possible, at least not into the Zone of Control of any enemy Combat units, or, if still not possible, through any available hexes.

(3) Routing units that pass through the Zones of Control of enemy units must have one loss marked on the units' tracks for each Zone of Control hex entered or passed through, unless that Zone of Control hex contains an Unrouted friendly Combat unit or units. This loss could also eliminate a lone Leader unit that is not with a Combat unit.

(4) Any Leader unit in the same hex with a Combat unit that is Routed may accompany the Combat unit on its Rout Movement, or may be left in its original hex. Rout causes no ill effects on Leader units. If the Rout Loss eliminates the Combat unit, the controlling player may still make a Rout Movement with the Leader unit.

(5) All Routing units are changed, if necessary, to Column Formation when Routed.

- b. After the controlling player has completed a Rout Movement, the *opposing player* may face the Routed unit in any desired direction.
- c. The controlling player decides on the Routed unit's placement within a hex.
- d. Once a unit has completed its Rout Movement, no more movement, charges, or facing or Formation changes are possible, unless forced to Rout again, or until it is Rallied. A Routing unit may not Fire or Melee, has no Zone of Control, and will automatically fail any required Morale Check.

**5. VOLUNTARY ROUTS:** A player may, at any time during a Turn, decide to make a Voluntary Rout. If this is done, all normal Rout procedures are followed by the Routing unit or units.

#### IV. THE CHARGE PHASES — HOW TO CHARGE

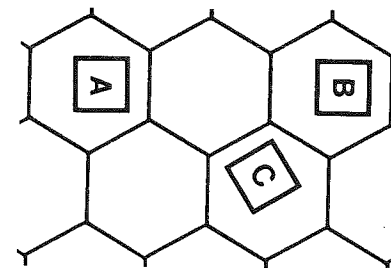
The Phasing Player announces and resolves all charges he wishes to make, one at a time, in any desired order. Only units that charge or are defending against charges may participate in Melee Combat during the Melee Phases. Each charge is handled individually, in the following order:

**A. ANNOUNCE CHARGE STEP:** The Phasing Player announces out loud what Combat unit or units will attempt to charge, and exactly what hex (containing enemy units) they are attempting to charge. All units that will be used against a single hex must be announced before Charge Morale is checked.

1. Any unit for which a charge is announced must be in the same hex as a commanding Leader unit.
2. Combat units may attempt to charge one specific hex containing an enemy unit or units. The charge will be directed against *all* enemy units in the hex. A charge may not be announced that will pass through a hex containing enemy units to attack another hex. The charge may be announced against an adjacent hex or against a hex some distance away.

**3. Charge movement rules and movement costs are the same as for normal movement with the following additions:**

- a. Charges must be made in a *straight* line of hexes. No facing changes are allowed during the charge movement, although the charging units may turn and/or change Formation in their original hex before advancing. It can be seen that charges may only be announced against enemy units in hexes that are in a straight line path of hexes from the charging unit's hex. *For example, unit "A" could charge enemy unit "B", but not enemy unit "C".*



- b. Although the charge movement ends in a hex adjacent to the designated defending hex, the charging units must have enough Movement Factors to reach the hex containing the enemy units.

**4. Units must be in or be able to change into Column or Line Formation in order to charge. Artillery units may not charge.**

**5. Units may *not* make charge movement through Steep or Creek hexsides.**

**6. Cavalry units may *not* charge in Dismounted Formation, although a Formation Change could be made before the Charge Movement begins.**

**B. CHECK CHARGING UNIT(S) STEP:** The Phasing Player then checks the Charge Morale for all announced charging units.

**1. Any charging Combat unit that passes its Charge Morale Check will charge as announced.**

**2. Any charging Combat unit that fails its Charge Morale Check may not charge as announced, and is *immobilized* for the coming Movement Phase. An immobilized Combat unit may not leave the hex, turn in place, or change Formation, but must remain exactly as it was when the charge was announced during the Movement Phase.**

**3. A commanding Leader unit must accompany all units that are charging.**

**C. CHECK DEFENDING UNIT(S) STEP:** If any charging unit has passed its Charge Morale Check, the Non-Phasing Player must check the Charge Morale of all defending Combat units.

**1. Any defending Combat unit that passes its Charge Morale Check will remain in its hex for Melee Combat during the Melee Combat Phase.**

2. Any defending Combat unit that fails its Charge Morale Check is Routed.

3. Any defending Combat unit that is already Routed will automatically Rout again.

4. The Non-Phasing Player may, if desired, voluntarily Rout any or all of the defending units to avoid the Melee Combat. This can also be done with Leader units, although Leader units are not marked with a Rout unit, and suffer no effects due to Routing.

**D. CHARGE MOVEMENT STEP:** The Phasing Player moves all of his charging units that passed the Charge Morale Check.

1. The charging units are moved in a straight line to a hex adjacent to the hex containing the enemy units. The charging units should be placed facing the hex with the enemy units.

2. If all the defending Combat units have Routed, the Phasing Player must make a Pursuit Movement into the vacated hex during the Final Melee Resolution Step, but does not do so immediately.

3. If at least one defending Combat unit remains in the hex, mark all defending and charging units with Melee units. Use the bayonet pictorial symbol on the Melee units to point towards the hex being Meleed. The actual Melee Combat caused by these charges will not take place until the Melee Phase.

**NOTE:** It is possible for a defending unit to Rout from one charge, and be charged again by a later announced charge. It is also possible to make charge movement through a hex from which all enemy units have Routed as a result of earlier announced charges.

## V. THE MOVEMENT PHASES — HOW TO MOVE

The Movement Phases follow the Charge Phases. All charges must be complete before normal movement begins.

**A. THE MOVEMENT FACTORS:** Each type of unit has a maximum amount of "normal" movement it can make during the Phasing Player's Movement Phase. This is expressed numerically as that unit's *Movement Factor*. As a unit moves, changes facing or formation, or crosses terrain obstacles it expends portions of its total Movement Factor value. A unit may continue moving until all of its Movement Factors are used.

1. The Movement Factors of all Combat units are printed on the unit counters.

2. The Movement Factor of Leader units is not printed on the unit counters, but is "16" for all Leader units.

### B. GENERAL RULES OF MOVEMENT:

1. The Phasing Player may move as many or as few of his units as he wishes. Each unit may be moved as many or as few hexes as desired, up to the limits of their Movement Factors. Every unit does not have to be moved, nor does any unit have to be moved. A unit does not have to be moved the full distance allowed by its Movement Factor. All the normal movement

that takes place during the Movement Phase is completely voluntary by the Phasing Player.

2. Units can be moved in any direction or combination of directions, up to the limits permitted by their Movement Factors. Movement from hex-to-hex must be consecutive; a unit may not skip hexes.

3. Movement Factors that a unit does not use are lost. They may not be transferred to another unit, nor accumulated from Turn to Turn.

4. While the Phasing Player is moving his units, the Non-Phasing Player can only watch. A player may make normal movements only during his own Movement Phase.

5. Remember, and this is very important, that Combat units that are not with a commanding Leader unit have their printed Movement Factor halved.

6. No unit may perform any movement, facing change, or formation change that it lacks sufficient remaining Movement Factors to perform.

7. Routed or immobilized units, or units that made a Charge Movement during the Charge Phase may not be moved in any way during the Movement Phase.

8. Units must stop as soon as they are moved into the Zone of Control of an enemy Combat unit or units, or place an enemy Combat unit or units in their own Zone of Control.

### C. HOW TO MOVE UNITS:

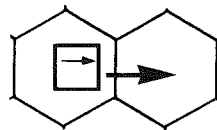
1. The Phasing Player moves his units, calling out the Movement Factors expended as he does so. The units may be moved individually, or units in the same hex may be moved together (this is often beneficial, if there is a Leader unit with them). The Non-Phasing Player observes carefully to confirm the legality of the moves.

a. The units can be moved in any order desired by the Phasing Player, but it is usually easiest to start at one end of the line and work towards the other end. This avoids confusion as to which units have already been moved.

b. Once a player removes his hand from a unit, the movement of that unit is finished. The player may not return to it later in the Movement Phase to change the movement in any way.

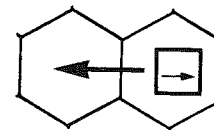
2. **FORWARD MOVE:** For forward movement, a unit must enter the hex it faces. Units that face in all directions may enter any adjacent hex for a forward move.

**FORWARD MOVE**  
Enter only the hex  
the unit faces.



3. **REARWARD MOVE:** In addition to being allowed to move forward, units with enough Movement Factors can also move directly to the rear. For rearward movement, a unit must enter the hex directly to the rear of the direction it faces. Units that face in all directions never really have to make a rearward movement.

**REARWARD MOVE**  
Enter only the hex  
directly to the rear.



4. **CHANGE FACING ONE HEXSIDE:** In order to change its facing, a unit must turn, pivoting its facing from hexside to hexside within a hex. Any desired number of facing changes may be made in the same hex. For example, *Diagram One* shows the original facing of a unit, *Diagram Two* shows the same unit after changing its facing one hexside to the right, and *Diagram Three* shows the same unit after changing its facing two hexsides to the right.

DIAGRAM ONE

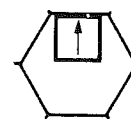


DIAGRAM TWO

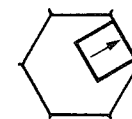
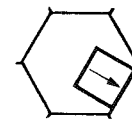


DIAGRAM THREE



5. **CHANGE FORMATION:** The Formation of a Combat unit can be changed within a hex. The Formation Change is shown by placing and/or removing Formation and Disposition units. A unit may change from one Formation to any other Formation when changing, as long as the new Formation is allowed for that type of unit. Units may make an automatic change of facing when a Formation change is made.

6. Movement can consist of any combination of different moves that the unit has enough Movement Factors to execute. For example, a unit might change its facing one hexside, move forward one hex, then change its Formation.

**D. MOVEMENT FACTOR EXPENDITURE — THE MOVEMENT COSTS TABLE:** Each time a unit moves some of its Movement Factors are expended. The number of Movement Factors expended depends on the type of unit, the type of movement, the terrain, and the Formation of the unit. The Movement Costs Tables on the Game Card show the expenditure of Movement Factors for all moves.

1. **TYPE OF UNIT:** The name of each type of unit heads the various sections of the Movement Costs Tables, Infantry, Cavalry, Artillery, Leader, and Skirmish (Skirm.). The information found in each section applies only to the type of unit indicated.

**2. TYPE OF MOVEMENT:** The various types of movement are listed on the left side of the Movement Costs Tables. The first four listed movements, Forward Move, Rearward Move, Change Facing One Hexside, and Change Formation are all unique moves that a unit can make. The rest of the listed movements are variations that modify the first four movements. *For example, a unit making a Forward Move into a Forest hex would expend Movement Factors both for making a Forward Move, and also for entering a Forest hex.*

**3. TYPE OF TERRAIN:** The various types of terrain influence movement costs, usually by increasing them or making them impossible. Notes (b), (c), and (d) indicate where additions to movement costs will take place because of terrain. Movement is prohibited ("P") where indicated on the Tables. *For example, Artillery units may not cross Steep hexsides in any Formation.*

**4. FORMATION OF UNIT:** The columns under the type of unit headings show the various Formations in which the unit may be formed. The cost of a move is found by crossgridding the type of movement with the proper formation column under the correct type of unit section.

a. If a Forest or Town hex is entered, or if a Steep, Creek, or Bridge hexside is crossed during the move, an additional check must be made to see if there is any additional cost for the move.  
b. **ROAD COLUMNS:** Road Column Formation is simply units in Column Formation that are moving down a road.

(1) As long as a unit in Column Formation follows the *path* of a road from hex to hex it may use the Road Column movement costs instead of the Column movement costs, Road, Sunken Road, Railroad Cut, and Railroad hexes may all have their paths followed using Road Column movement costs.

(2) In order to use Road Column movement costs a unit must begin *and* end its Turn in Column Formation.

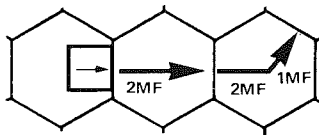
c. **DISMOUNTED CAVALRY:** Cavalry units that start a Turn in Dismounted Formation may expend no more than "5" Movement Factors during the Turn. Dismounted Cavalry units use Infantry movement costs.

d. Note that some moves are possible in some Formations, but prohibited in other Formations.

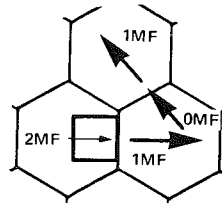
5. Switching units around in a hex costs no Movement Factors, as long as no facing changes take place.

**6. EXAMPLES OF MOVEMENT FACTOR COSTS:** The following examples demonstrate how Movement Factors are expended by moving units. All of the examples are accompanied by commanding Leader units so the Combat units may use their full Movement Factor values.

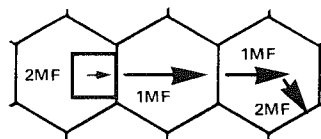
a. **CAVALRY UNIT (7 MOVEMENT FACTORS) IN LINE FORMATION:** A total of 5 Movement Factors (MF) are expended. The unit expends 2MF to enter the first hex, 2MF to enter the second hex, and 1MF to turn one hexside in the second hex.



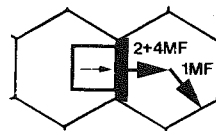
b. **INFANTRY UNIT (5 MOVEMENT FACTORS) IN LINE FORMATION:** A total of 4 MF are expended. The unit expends 2MF to change into Column Formation, 1MF to enter the first hex, 0MF to turn two hexsides, and 1MF to enter the last hex.



c. **ARTILLERY UNIT (7 MOVEMENT FACTORS) IN LINE FORMATION:** A total of 6MF are expended. The unit expends 2MF to change into Column Formation, 1 MF to enter the first hex, 1 MF to enter the next hex, and 2MF to change into Line Formation and to change facing by one hexside.



d. **CAVALRY UNIT (7 MOVEMENT FACTORS) IN LINE FORMATION:** A total of 7MF are expended. The unit expends 2MF entering the hex, plus an extra 4MF since a Steep hexside was crossed, and 1MF to turn one hexside.



**E. ENTERING AND EXITING THE MAPBOARD:** In every scenario, some units are not present on the mapboard at the start of the game. These *off-board* units enter the mapboard on Turns and at hexes listed on the *Unit Entry Charts*. Units may also exit the mapboard for a variety of reasons.

**1. ENTERING THE MAPBOARD:** Off-board units may enter the mapboard on the Turn listed for them, or on any later Turn desired. They normally enter the mapboard at the *Entry* hexes listed for them. If more than one Entry hex is listed, the controlling player has the choice of exactly which Entry hex to use, but only one may be used. A force of entering units may not be split to enter from more than one Entry hex.

a. All off-board units are in Column Formation when they enter the mapboard.

b. Confederate units may pass through, but may never remain in any of the Union Entry hexes. Union units may pass through, but may never remain in any of the Confederate Entry hexes. Any unit forced (by Rout, Retirement, or Pursuit) to end movement in an opposing side's Entry hex is considered to have exited the mapboard, and is removed from play.

c. If a player wishes to enter units from an Entry hex other than the listed one, the units will be delayed. Units may enter at any other Entry hex listed for that side on its Unit Entry Chart, but will be delayed for one Turn for every five hexes or fraction of that distance from the listed Entry hex to the one actually used, as counted along the edge of the mapboard.

d. For the Union, the 1801 Entry hex can be used only if no Confederate Combat unit is both west of Gettysburg *and* south of the Hanover Road.

e. During the Place Entering Units Steps, off-board units are lined up near their Entry hex in groups of units that do not exceed the limits of the number of units allowed per hex. These groups of units are moved onto the mapboard by being moved into the Entry hex one at a time, each succeeding group expending 1/2 Movement Factor *more* than the previous group to enter the Entry hex, which is counted as part of the movement. From the Entry hex, the units start to move normally on the mapboard.

**2. EXITING THE MAPBOARD:** Units which exit the mapboard (move off the edge), either by voluntary movement or as a result of Rout or Retirement Movement, may never re-enter the mapboard, but are out of the game for good.

**3. SPECIAL CAVALRY ENTERING AND EXITING:** Historically, the majority of the Cavalry and Horse Artillery units on both sides were employed outside of the area shown on the mapboard, although some saw important service on the battlefield. Players may employ these units in one of two ways, as desired. The decision must be made before the game starts.

a. **NON-HISTORICAL METHOD:** The Unit Entry Charts show when and where Cavalry and Horse Artillery units and their Leader units enter the mapboard. The players may bring them on and keep them on the mapboard like any other units. For scenarios starting after July 1, the players may place previously entered Cavalry, Horse Artillery, and Cavalry Leader units with no Placement hexes listed in any hexes behind their lines and adjacent to any other friendly Combat units on the mapboard.

b. **HISTORICAL METHOD:** Only a few units are used for limited periods of time. Use the Special Cavalry Information given in the individual scenarios. This tells what units are used and for how long. The remaining Cavalry, Horse Artillery, and Cavalry Leader units are not needed for the scenario. There is a 1 Victory Point per unit per Turn penalty for units *not* exited from the mapboard by the given Turn.

## VI. THE RALLY PHASE – HOW TO RALLY ROUT-ED UNITS

The Rally Phase follows the Movement Phase. All normal movement must be completed before any Rallying takes place. During this Phase, Rout units of the color of the side in whose Portion of the Turn this Phase takes place may be removed from the mapboard.

A. During this Phase of the Union Portion of the Turn, blue Rout units may be removed. During this Phase of the Confederate Portion of the Turn, butternut Rout units may be removed. Rout units are always replaced with Column units.

B. *Both* sides remove Rout units of the appropriate color during this Phase, and the removal of the Rout units is the *only* thing done during this Phase – the Combat units from which Rout

units have been removed may not be moved, turned in place, or make a Formation change (they remain in Column Formation) during this Phase.

C. Once the Rout unit is removed, the Combat units may participate normally in all movement and/or Combats, as the controlling player desires.

## VII. THE FIRE COMBAT PHASES — HOW TO HAVE FIRE COMBAT

The Fire Combat Phase follows the Rally Phase. All Rallying must take place before any Fire Combat is resolved. The Fire Combat Phases represent the firing of artillery pieces and small arms. A unit using Fire Combat against an enemy unit is said to be *Firing*. A unit against which Fire Combat is directed is a *target unit*.

**A. THE FIRE COMBAT PHASE SEQUENCE:** A Fire Combat Phase is resolved in the following order:

**1. NON-PHASING FIRING STEP:** The Non-Phasing Player Fires all of his Combat units that can be or which he desires to use. Any hits scored by this Firing are gone, and may not be used by the Phasing Player during his Firing Step.

a. When the last Strength Factor box on a unit's track is marked off, the unit is eliminated and removed from the mapboard.

b. If not eliminated, a Combat unit that had been hit one or more times is marked by placing a Check Morale unit on top of the Combat unit.

**2. PHASING FIRING STEP:** The Phasing Player Fires all of his Combat units that can be or which he desires to use. Hit enemy units are either eliminated or marked with Check Morale units, as the case may be.

**3. FIRE MORALE STEP:** A Fire Morale Check must be made for all Combat units on both sides having a Check Morale unit stacked on them.

a. These Morale Checks are considered to be simultaneous, although they can be made in any convenient order.

b. All Combat units of either side that fail their Fire Morale Check will have a Rout unit of the Phasing Player's color (blue during the Union Portion of the Turn, butternut during the Confederate Portion of the Turn) placed on them, a Rout Loss marked, and a Rout Movement made as soon as the Rout occurs.

### B. GENERAL RULES OF FIRE COMBAT:

1. The player making his Firing Step will Fire one Combat unit at a time, in any desired order, until all units have Fired. Usually, it is easiest to start Firing at one end of the mapboard and work systematically to the other end.

2. An individual Combat unit's Strength Factors or Fire Factors may never be split or divided for use in separate Fire Combats. All of a Combat unit's Strength and Fire Factors must be directed against a single target unit.

3. If more than one Combat unit fires at the same target unit, each Firing unit must be Fired individually — they may never have their Strength or Fire Factors combined together for Firing. When more than one unit is to Fire at the same target unit, all must be announced before the die is rolled for any of them.

a. Any hits scored on a target unit already eliminated by earlier Fire are wasted; they do not carry over to another unit in the hex.

b. Once a unit is eliminated, Fire may be directed at other target units that were blocked or were not the closest before the unit was eliminated.

4. Fire Combat is usually directed against enemy Combat units. It may be directed against enemy Leader units only if the Leader units are in a hex containing no Combat units. One hit will eliminate one Leader unit.

5. Routed units, units that used Charge Movement, units in Column Formation, and *Mounted* Cavalry units may not Fire. Cavalry units must be in Dismounted Formation to use their Fire Factor.

6. A Firing unit in the same hex as a charging unit must be facing in a different direction from the charging unit, in order to Fire.

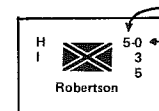
7. No more than one large or two small Combat units may Fire in any single direction.

**C. FIRE COMBAT DETERMINATION:** All Fire Combat is conducted from the positions, formations, and facings the units have when the Fire Phase starts.

**1. FIRE COMBAT RANGES:** Fire Combat can hit enemy units at a distance from the Firing unit.

a. **INFANTRY RANGES:** Infantry units in Line Formation have a range of two hexes for Fire Combat. The two Fire Factors listed on an Infantry unit show its Fire Factors at ranges of one and two hexes.

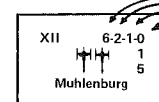
#### INFANTRY FIRE FACTORS EXAMPLE



b. **CAVALRY RANGES:** Cavalry units have a range of one hex for Fire Combat only if in Dismounted Formation. They may use their Fire Factors only against target units that are in their Zone of Control.

c. **ARTILLERY RANGES:** Artillery units have a range of either three or four hexes for Fire Combat. The three or four Fire Factors printed on an Artillery unit show its Fire Factors at these ranges.

#### ARTILLERY FIRE FACTORS EXAMPLE



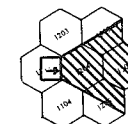
d. **MEASURING RANGES:** Ranges can be determined by counting hexes or through the use of the Range Scales. The marks on the Range Scales are exactly one hex apart.

**2. FIELDS OF FIRE:** In order to be hit, a target unit must be in the Field of Fire of the Firing unit.

a. **INFANTRY FIELDS OF FIRE:** Infantry units may Fire only when in Line Formation. The Field of Fire of an Infantry unit covers a sixty degree arc out to the two hex limit of its range.

#### INFANTRY FIELD OF FIRE

Any shaded or partially shaded hex is in the Field of Fire.



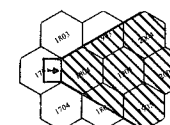
b. **CAVALRY FIELDS OF FIRE:** Cavalry units may Fire only when in Dismounted Formation. The Field of Fire of a Cavalry unit is the same as its Zone of Control.

c. **ARTILLERY FIELDS OF FIRE:** Artillery units may Fire only when in Line Formation. The Field of Fire of an Artillery unit covers a sixty degree arc out to the three or four hex limit of its range.

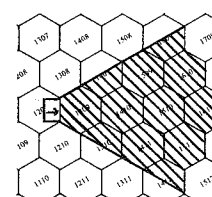
#### ARTILLERY FIELDS OF FIRE

Any shaded or partially shaded hex is in the Field of Fire.

##### THREE HEX RANGE



##### FOUR HEX RANGE



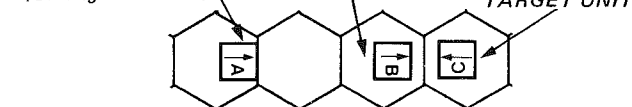
**3. LONG RANGE FIRE LIMITATIONS:** Fire at ranges of two, three, or four hexes is called *Long Range Fire*. Terrain and/or Combat units may block this Long Range Fire if between the Firing and target units.

a. For Long Range Fire, it must be determined if the *line of fire* from the Firing unit to the target unit is blocked. A line of fire is a straight line from the Dot in the center of the hex containing the Firing unit to the Dot in the hex containing the target unit. This can be checked by using a Range Scale or other straight edge.

b. If the line of fire crosses any part of a hex or hexside containing blocking terrain and/or Combat units, Long Range Fire at the target unit is not possible. A line of fire may be blocked by a hex containing the following:

(1) For Infantry Fire, *any* Combat unit in the line of fire. For Artillery Fire, a *friendly* Combat unit in the line of fire that is adjacent to the target hex.

#### FIRING ARTILLERY UNIT BLOCKING FRIENDLY UNIT TARGET UNIT



Note in the above example, if unit "B" were not friendly, the line of fire would not be blocked.

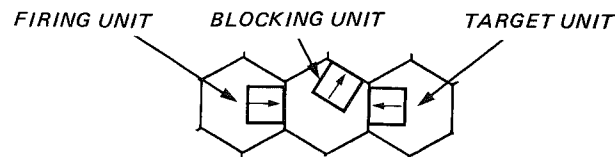


(2) Higher terrain than the terrain in the Firing or target unit's hex. Check the mapboard for the following examples:  
**EXAMPLE ONE:** A unit in hex 1111 is Firing at a unit in hex 1113. The line of fire is blocked by the higher terrain hex 1112 between them.

**EXAMPLE TWO:** A unit in hex 2411 is Firing at a unit in hex 2409. The line of fire is blocked by hex 2410, which is higher than hex 2409.

**EXAMPLE THREE:** A unit in hex 2108 is Firing at a unit in hex 2309. The line of fire is blocked because the Forest in hex 2209 makes this hex higher than hex 2309.

(3) A Combat unit of either side on the same terrain elevation as both the Firing and the target hex.

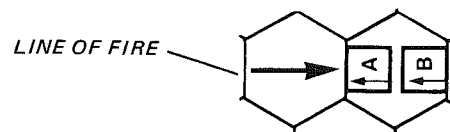


(4) The Town hex (1707) between the Firing and target hexes, if either hex is a lower terrain elevation than the Town hex.

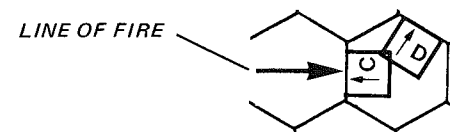
**4. TARGET UNIT DETERMINATION:** Fire Combat must always be directed against one specific enemy unit, and that target unit must be the *closest* unit in the target hex.

a. The closest unit is the one facing the hexside closest to the Firing unit. If more than one unit could be called the closest unit, the player Firing may choose which of these will be the target unit.

**EXAMPLE ONE:** "A" is closer than "B", even though both units have the same facing, since "B" is behind "A".



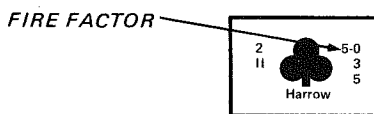
**EXAMPLE TWO:** "C" is closer than "D", since the hexside faced by "C" is closer than the hexside faced by "D".



b. Charging units are always defined to be the closest units in a hex, regardless of their facing or position in the hex.

**5. RAILROAD CUT PROTECTION:** Combat units in a Railroad Cut hex and in Column Formation may not be hit by Fire except from adjacent Railroad Cut hexes.

**D. FIRE COMBAT PROCEDURE:** The following procedure is followed every time a unit Fires:



1. Look on the Firing unit to find its Fire Factor, depending on the range in hexes to the target unit.

2. The Fire Factor must then be modified by any Firing Modifiers that apply. After all Firing Modifiers have been added and/or subtracted from the Fire Factor, the result is the *Modified Fire Factor*. If the Modified Fire Factor is "0", or less, the Fire is ineffective, and can cause no hits. Otherwise, a die roll is required to determine the number of hits scored on the target unit. For example, if the Fire Factor is "4", and a Firing Modifier of "-1" applied, the Modified Fire Factor would be  $4 - 1 = 3$ .

3. Now look on the Combat Results Tables on the Game Card and find the Combat Table Number that equals the Modified Fire Factor number. This is the Combat Table that will be used for Firing. Roll one die and crossgrid the number rolled with the number of Strength Factors that the Firing unit currently has. The number found in the Table is the number of hits scored on the target unit. For example, a unit with "6" Strength Factors has a Modified Fire Factor of "1". Combat Table Number "1" is consulted, and a "3" is rolled on the die. Cross-gridding the number rolled with the number of Strength Factors ("6" - use the "5-6" column), the result is "0" - no hits were scored on the target unit. If, instead, a "1" had been rolled, one hit would have been scored on the target unit. The letters "c" and "h" that appear on the Combat Results Tables are used only with the Optional Rules, and are explained there. For the Basic Game, ignore them if they appear with a number, and treat as "0" if they appear alone.

4. Record all hits scored by marking the open boxes furthest to the right on the target unit's track on the Strength and Morale Record Sheet.

5. Place a Check Morale unit on top of any unit that has been hit one or more times during the Fire Combat Phase. This is a reminder that the Morale of the unit must be checked during the Fire Morale Step.

**E. THE FIRING MODIFIERS EXPLAINED:** These modifiers are cumulative, and are either added to or subtracted from the unit's Fire Factor. Look on the Game Card, and find the Firing Modifiers section. These modifiers are used only when they apply, and are explained below:

1. **VS FOREST:** When Firing at units in a Forest hex, "1" will be subtracted from the Firing unit's Fire Factor.

2. **VS SUNKEN ROAD:** When Firing at units in a Sunken Road hex, "1" will be subtracted from the Firing unit's Fire Factor.

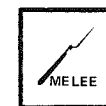
3. **VS GETTYSBURG (1707):** When Firing at units in the Gettysburg Town hex, "1" will be subtracted from the Firing unit's Fire Factor.

4. **VS COL OR FLANK:** When Firing at units in Column Formation or at the Flank attitude of a unit, "1" will be added to the Firing unit's Fire Factor.

5. **VS MOUNTED CAV:** When Firing at Cavalry units in Mounted (Line) Formation, "1" will be added to the Firing unit's Fire Factor. Note that an additional "1" will be added if the Cavalry unit is also in Column Formation.

6. The remaining Fire Modifiers listed on the Game Card are not used with the Basic Game Rules, but are explained in the Optional Rules.

## VIII. THE MELEE COMBAT PHASES - HOW TO HAVE MELEE COMBAT



The Melee Combat Phase follows the Fire Combat Phase. All Fire Combat and Fire Morale Checks must take place before Melee Combat is resolved. The Melee Combat Phases represent periods of hand-to-hand fighting and very close range firing. Although resolved while the opposing units occupy adjacent hexes, the charging units are considered to be attempting to enter the hex containing the defending units.

**A. THE MELEE COMBAT PHASE SEQUENCE:** A Melee Combat may not take place if all the Combat units on one or both sides were eliminated or Routed during the Fire Combat Phase. In such a case, simply remove the unneeded Melee units from the mapboard. In cases where this is not so, each separate Melee Combat is resolved individually in the following order:

1. **PHASING MELEE STEP:** The Phasing Player conducts Melee Combat for all of his charging units in the single Melee. Any hits scored by this Melee Combat are gone, and may not be used by the Non-Phasing Player during his Melee Step. If the last Strength Factor box on a unit's track is marked off, the unit will be eliminated and removed from the mapboard.

2. **NON-PHASING MELEE STEP:** The Non-Phasing Player conducts Melee Combat for all of his defending units in the single Melee. Eliminated enemy units are removed from the mapboard.

3. **MELEE MORALE STEP:** A Melee Morale Check is required for all surviving Combat units involved in a Melee, including units that took no hits, as long as one or more enemy Combat units remains in the Melee Combat situation, until all Combat units have had a Melee Morale Check.

a. No Melee Morale Check is required for surviving units of one side if all of the Combat units on the other side have been eliminated. The surviving units automatically pass their Melee Morale Check.

b. If both sides still have surviving Combat units in the Melee Combat situation, the Melee Morale is checked in sequence, starting with the unit or units of either or both sides with the *lowest* Modified Morale Factor, and working up in numerical order to the unit or units with the best, or highest, Modified

Morale Factor. Any units that fail their Melee Morale Check will be Routed when the Melee Morale Check is completed.

(1) If two or more units have equal Modified Morale Factors, they are considered to take their Morale Checks simultaneously, although they can be checked in any convenient order.

(2) If a point is reached where all the Combat units of one side involved in the Melee Combat situation have failed their Melee Morale Checks, all as yet unchecked Combat units on the other side automatically pass their Melee Morale Checks.

**4. FINAL MELEE RESOLUTION STEP:** After completion of the Melee Morale Step and the Rout Movements of all Routing units from the Melee Morale Check, final adjustments must be made to end or complete the Melee. One of the following situations will call for the following actions:

**a. ALL UNITS OF ONE SIDE ROUTED AND/OR ELIMINATED:** The charging Phasing Player *must* make a Pursuit Movement with at least one of his charging units if all the enemy defending units have vacated their hex. The Non-Phasing Player, in this same situation, has the *option* to make a Pursuit Movement with one or more of his surviving units into one or more (if more than one) of the vacated hexes.

**b. BOTH SIDES HAVE SURVIVING MELEE UNITS:** All surviving charging units must make a Retirement Movement. The Non-Phasing Player then has the *option* to make a Pursuit Movement into one or more of the hexes vacated by the charging units.

**c.** As each Melee is completely resolved, remove the Melee units from the mapboard.

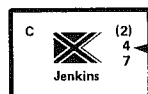
## B. GENERAL RULES FOR MELEE COMBAT:

1. The player making his Melee Step will perform Melee Combat with one Combat unit at a time, in any desired order, until all of his involved units have been used.

2. An individual Combat unit's Strength and/or Melee Factors may never be split or divided for use against more than one enemy unit.

3. More than one Combat unit may Melee against any single enemy Combat unit, but all units to be used against any single enemy unit must be announced before the die is rolled for any of them. Combat units may Melee any enemy unit involved in the Melee situation, regardless of their position in the hex.

**C. MELEE COMBAT PROCEDURE:** The following procedure is followed for each unit involved in Melee Combat:



MELEE FACTOR

1. Look on the Meleeing unit to find its Melee Factor.

2. The Melee Factor must then be modified by any Melee Modifiers that apply. After all Melee Modifiers have been added and/or subtracted from the Melee Factor, the result is the *Modified Melee Factor*. If the Modified Melee Factor is "0", or less, the Melee Combat is ineffective, and can cause no hits. Otherwise, a die roll is required to determine the number of hits scored on the enemy unit.

3. Now look on the Combat Results Tables on the Game Card and find the Combat Table Number that equals the Modified Melee Factor number. This is the Combat Table that will be used for the Melee Combat. Roll one die and crossgrid the number rolled with the number of Strength Factors that the Meleeing unit currently has. The number found in the Table is the number of hits scored on the enemy unit. As in Fire Combat, the letters "c" and "h" are ignored in the Basic Game.

4. Record all hits scored by marking the open boxes furthest to the right on the hit unit's track.

**D. THE MELEE MODIFIERS EXPLAINED:** These modifiers are cumulative, and are either added to or subtracted from the unit's Melee Factor. Look on the Game Card and find the Firing Modifiers section. These modifiers are used only when they apply, and are explained below:

1. **FROM FLANK OR REAR:** Combat units being Meleed from their Flank or Rear attitude subtract "2" from their Melee Factor. This does not apply if the unit's Flank or Rear attitude is covered by another unit.

2. **MOUNTED CAV NOT CHARGING:** Any Mounted (Line or Column Formation) Cavalry unit in Melee Combat that did not charge has "2" subtracted from its Melee Factor.

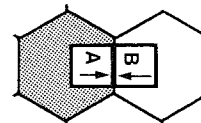
3. **A DEFENDING COLUMN:** Combat units in Column Formation that did not charge have "2" subtracted from their Melee Factor. Note that this is cumulative for a Cavalry unit that is in Column Formation and not charging — subtract "2" for being mounted and not charging, and "2" more for being in Column Formation on defense, for a total of "4" subtracted from its Melee Factor.

4. **CHARGING CAV COLUMN:** A charging Cavalry unit in Melee Combat has "2" subtracted from its Melee Factor.

5. **MELEE UPHILL:** Any unit Meleeing from lower terrain over a Slope hexside is Meleeing uphill, and "1" will be subtracted from its Melee Factor.

6. **MELEE DOWNHILL:** Any unit Meleeing from higher terrain over a Slope hexside is Meleeing downhill, and "1" will be added to its Melee Factor.

UNIT "A" IS MELEEING DOWNHILL.  
UNIT "B" IS MELEEING UPHILL.



7. **CHGING INF COL:** An Infantry unit charging in Column Formation will have "2" added to its Melee Factor.

8. The remaining Melee Modifiers listed on the Game Card are not used with the Basic Game Rules, but are explained in the Optional Rules.

**E. RETIREMENT MOVEMENT:** Combat units forced to make a Retirement Movement are called Retiring units, and must do the following:

1. The controlling player moves his Retiring units into any

desired hex or hexes, with the following restrictions:

a. If possible, the direction of the Retirement Movement should be into a hex or hexes adjacent to no enemy units.

b. If a. is not available, the direction of the Retirement Movement should, if possible, not be into the Zone of Control of enemy units.

c. If b. is not possible, any open hex can be moved into.

d. Retiring units may not enter a hex containing enemy Combat units, or cross hexsides or enter hexes that they could not normally move into or through in their current Formation. Retiring units that cannot make a Retirement Movement are eliminated.

2. A Retirement Movement is only into an adjacent hex, never any farther. If a Retiring unit ends its Retirement Movement in a hex where it would cause the limit on the number of Combat units allowed in that hex to be exceeded, all units in that hex, including the Retiring unit or units are automatically Routed.

3. After moving the Retiring units into a new hex or hexes, the controlling player may face and position the Retiring units in any desired manner.

4. Retiring Infantry and Cavalry units remain in their current Formations when Retirement Movement is made.

**F. PURSUIT MOVEMENT:** All Combat units making a Pursuit Movement are called *Pursuing units*. Pursuit Movement takes place into hexes formerly occupied by eliminated, Routed, and/or Retiring enemy units, and is conducted as follows:

1. The controlling player moves at least one of his Combat units that charged or defended in the Melee Combat into the vacated hex.

2. The controlling player may face and position the Pursuing units in the hex in any desired manner. The Pursuing units may also have their Formation changed in the new hex.

3. Artillery units may never make a Pursuit Movement.

4. To Pursue, charging units *should* be accompanied by a commanding Leader unit.

5. To Pursue, charging units should be accompanied by a commanding Leader unit, if possible.

## IX. THE VICTORY POINTS COUNTING PHASE — HOW TO WIN

The Victory Points gained by both sides during the Turn are counted in this Phase. Both sides perform this Phase together, although the Union player, more convenient to the Point Record Chart, should actually place the Victory Point units.

**A. HOW TO WIN THE GAME:** To win, one side must have at least a certain number of Victory Points more than the other side at the end of a Turn, or meet the Victory Conditions at the end of the game.

1. If, at the end of any Turn, the Union side has 30 or more Victory Points *more* than the Confederate side, the game ends

and the Union side wins. If, at the end of any July 1 Turn, the Confederate side has 60 or more Victory Points *more* than the Union side, the game ends and the Confederate side wins. If, at the end of any July 2 Turn, the Confederate side has 75 or more Victory Points *more* than the Union side, the game ends and the Confederate side wins. If, at the end of any July 3 Turn, the Confederate side has 80 or more Victory Points *more* than the Union side, the game ends and the Confederate side wins.

2. If, after the last Turn of a scenario is completed, the Confederate side has failed to win, the game is a Union Victory.

**B. USING THE POINT RECORD CHART:** The Victory Point total for the Union side is indicated with the three blue Victory Point units, and for the Confederate side with the three butter-nut Victory Point units. The Victory Point units are placed in appropriate boxes to indicate the current number of Victory Points for both sides. *For example, a score of "108" is indicated by placing one Victory Point unit in the "100" box, one in the "00" box, and one in the "8" box.* Record the Victory Points during this Phase, although notes could be made during the Turn as to what units Routed, were eliminated, etc.

**C. VICTORY POINTS EXPLANATION:** Players can gain Victory Points for their side in a number of ways, as explained below:

**1. ELIMINATED UNITS:** Eliminating the other side's units is worth Victory Points. These Victory Points are awarded only when a complete unit is eliminated — not every time a Strength Factor box is marked off.

a. For each eliminated Infantry or Artillery unit one Victory Point is awarded to the other side for each original (7:00a.m. July 1) Strength Factor box in the unit's track on the Strength and Morale Record Sheet.

b. For each eliminated Cavalry unit two Victory Points are awarded to the other side for each original (7:00a.m. July 1) Strength Factor box in the unit's track on the Strength and Morale Record Sheet.

c. For each eliminated Divisional Leader unit (original, or a replacement) two Victory Points are awarded to the other side.

d. For each eliminated Corps Leader unit (original, or a replacement) five Victory Points are awarded to the other side. Consider both the Hunt and Tyler Leader units on the Union side to be Corps Leader units. Consider the Stuart Leader unit on the Confederate side to be a Corps Leader unit, even though the Confederate Cavalry is designated to be a Division.

e. The Meade Leader unit is worth ten Victory Points to the Confederate side, if eliminated. The R. E. Lee Leader unit is worth twenty-five Victory Points to the Union side, if eliminated.

**2. ROUTED COMBAT UNITS:** Routing the other side's Combat units is worth Victory Points. These Victory Points are awarded each time a Combat unit is Routed.

a. For each Routed Combat unit two Victory Points are awarded to the other side.

b. If the Rout Loss for a unit causes the unit to be eliminated, Victory Points are awarded both for Routing *and* eliminating the unit.

**3. GEOGRAPHICAL OBJECTIVES:** Victory Points can be gained by occupying key hexes on the mapboard. These Victory

Points are awarded if there are Combat units in the hexes, or if a unit of that side was the last to occupy or pass through the hexes. The Union side is considered to hold all geographical objectives at the start of every scenario. Victory Points are awarded if these hexes are held by the opposing side from the one which held the hexes on the previous Turn. These Victory Points are awarded *every* time these hexes change hands. The Confederates can get these Victory Points by capturing these hexes from the Union, but the Union can also get these Points by recapturing the hexes.

a. **CULP'S HILL CHANGES HANDS:** Culp's Hill (hex 1905) is worth 15 Victory Points anytime it changes hands.

b. **CEMETARY HILL CHANGES HANDS:** Cemetery Hill (hexes 1907, 2007, 2008, 2107, and 2108) is worth 25 Victory Points anytime it changes hands. *All* five hexes must be held at the same time for this objective to be considered to have changed hands.

c. **BIG OR LITTLE ROUND TOP CHANGES HANDS:** Big Round Top (hex 2908) is worth 5 Victory Points if it changes hands on a July 2 or July 3 Turn. Little Round Top (hex 2708) is worth 25 Victory Points if it changes hands on a July 2 or July 3 Turn. Neither is worth any Victory Points if it changes hands on a July 1 Turn.

**4. RESERVES:** Reserves are counted only during the Victory Points Counting Phase of the 11:00p.m. — Midnight Turns.

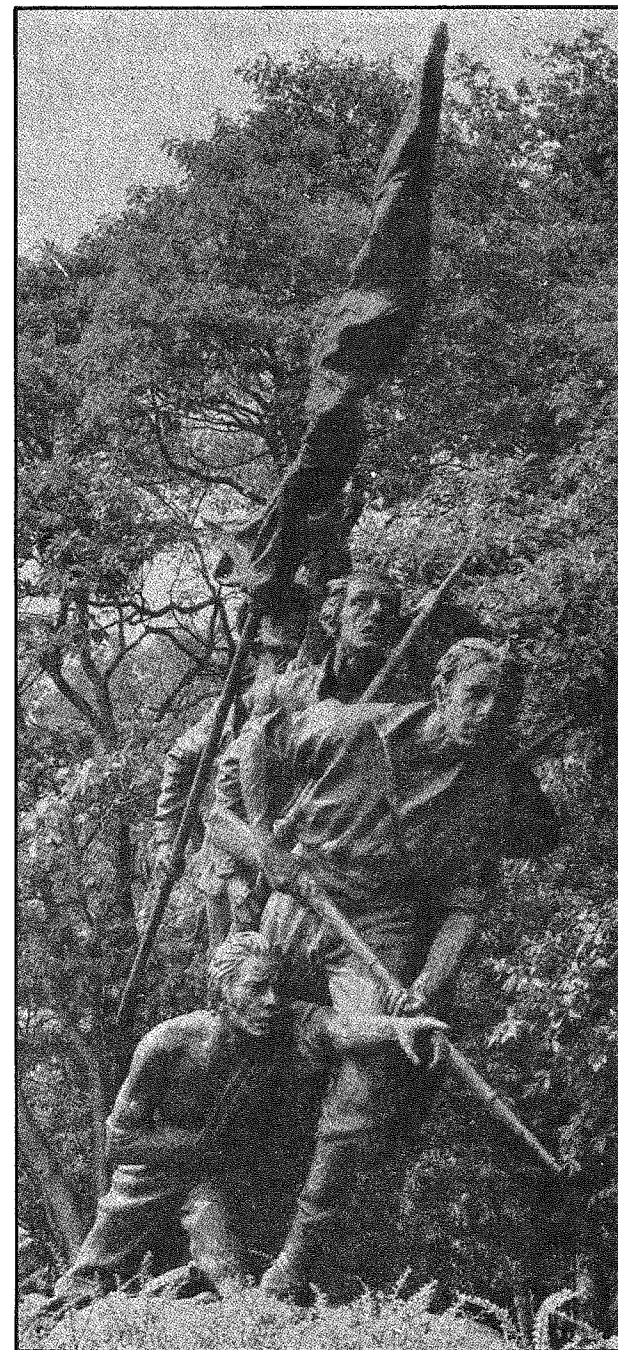
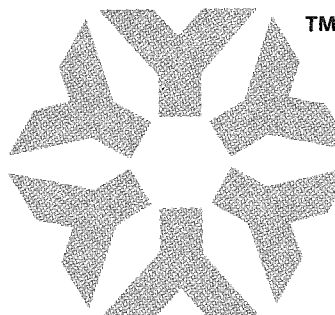
a. For every full strength (no hits marked) Union Infantry unit on the mapboard, the Union side is awarded one Victory Point.

b. For every full strength Confederate Infantry unit on the mapboard, the Confederate side is awarded one Victory Point.

5. If the Historical Method (see V.E.3.b.) for Entering and Exiting Cavalry units is used, the other side is awarded one Victory Point per unit per Turn for each Turn past the designated time for these units to Exit the mapboard, if they do not Exit on time.

## X. THE TIME RECORD PHASE

The Confederate player should record the completion of a Turn on the Time Record Chart. The Time Record Chart is found at the bottom of the Confederate Strength and Morale Sheet, and the box for the completed Turn is crossed out to show that the Turn is completed. The shaded Turn boxes show "Night Turns", but these have no significance in the Basic Game.



## THE OPTIONAL RULES

### I. INTRODUCTION TO THE OPTIONAL RULES

These rules build on the Basic Game Rules to add greater scope and realism to the game, and to add new concepts to play. Some Optional Rules have a minor effect on the game, while others greatly change how the game is played. Some are quite simple, and others are complex and time-consuming. Most of the Optional Rules can be used alone, although some must be used in conjunction with others. The individual players must decide for themselves which of the Optional Rules they wish to use, depending on what interests them. Some new Phases and Steps are added to the Sequence of Play with use of some of these Optional Rules, and the complete *Sequence of Play With All Optional Rules* is printed on the back page of this rulebook. Simply ignore any Steps or Phases that do not apply if their Optional Rules sections are not used. All Basic Game Rules still apply unless stated otherwise.

### II. SHIFTING INITIATIVE

A side with the "initiative" in this game is the side which makes its Portion of the Turn first. There are both advantages and disadvantages to going first, and there are times when a side may wish to go second. Shifting initiative also allows the possibility of going second during one Turn, and first during the next Turn, a feature that can drastically alter the play of the game. Rule A., below, can be used alone or with Rule B.

A. The players each roll one die during the Initiative Phase at the start of each Turn during the game. The side with the highest roll *must* take its Portion of the Turn first. Roll again to break ties.

B. At the start of the game, each side takes any four blank unit counters. Three of these represent one *Initiative Point* each, the fourth unit serving only as a cover unit for the other three. These Initiative Points can be used to modify Initiative die rolls.

1. Before the Initiative die rolls are made, the players stack these blank counters in front of them with the cover unit on top to hide the others. The Initiative Point units are being used if face up, and are not being used if face down.

2. After the dice are rolled, both sides reveal the number, if any, of their Initiative Point units being used. Each Initiative Point unit being used can modify the side's die roll by one number, either up or down. *For example, if a "3" were rolled, and two Initiative Point units were used, that side could modify the die roll up to "5", or down to "1".* These modified die rolls are used to determine the Initiative.

3. Once an Initiative Point unit is used, it is discarded. Each Initiative Point unit may be used only once.

4. Once both sides have used all of their Initiative Point units, they may take three more and start over.

### III. MOVEMENT, FORMATION, AND ATTITUDE OPTIONS

Each of these Options can be used separately or together.

A. **ABOUT FACE (180°):** Units in Formations that expend Movement Factors in facing changes may pivot through *three* hexsides and expend Movement Factors as if only one hexside was Turned. This applies only if three hexsides are turned (an 180 degree about-face), not if two hexsides are turned, which is handled the same as in the Basic Game Rules.

B. **SPECIAL LEADER MOVEMENT RULES:** Two senior Confederate officers, R. E. Lee and A. P. Hill (III Corps) were ill during the Battle of Gettysburg, and were less effective than they normally would have been.

1. The R. E. Lee Leader unit has a Movement Factor of only "4".

2. The Hill Leader unit has a Movement Factor of only "8".

3. Neither Leader unit may be used as a commanding Leader unit for charging Combat units.



C. **BREASTWORKS:** Breastworks were hastily prepared field-works. The breastworks dug at Gettysburg were neither as extensive nor as formidable as those both armies threw up during the last year of the war.

1. **BREASTWORK CONSTRUCTION:** Breastwork units are constructed through procedures followed during the Movement Phases.

a. Any *Infantry* unit may be used in constructing a Breastwork unit. Artillery and Cavalry units may use, but may not construct a Breastwork unit.

b. The Infantry unit used for construction must remain in place, doing nothing else, and not being Fired at or Charged during the period construction takes place, including the Movement Phases when construction is initiated and completed. If interrupted, the construction is not completed and the Breastwork unit remains inverted.

c. **BREASTWORK CONSTRUCTION PROCEDURE:**

(1) **INITIATE CONSTRUCTION:** An Infantry unit is selected as the constructing unit, and a Breastwork unit is placed *inverted* on top of the Infantry unit during the controlling player's Movement Phase.

(2) **COMPLETE CONSTRUCTION:** During the controlling player's next Movement Phase, construction is completed, and the Breastwork unit can be turned face up and faced in any desired direction.

d. Once placed, a Breastwork unit remains in the same hex for the rest of the game. The construction procedure may be followed to change the facing of a Breastwork unit within the original hex.

e. The number of Breastwork units each side has or may construct during a game is given in the individual scenarios.

2. **BREASTWORK FACING:** The Breastwork units show three sides of a hexagon. Once constructed, a Breastwork unit should

be placed so that the three sides printed on the unit align with three of the sides of the hex in which it is located. These three hexsides are the *only* ones that the Breastwork unit effects. Any Line Formation Infantry or Artillery units or Dismounted Cavalry units facing towards any of these three hexsides are considered to be "covered" by the Breastworks. If two Breastwork units are constructed in the same hex, they could cover all six hexsides.

3. **BREASTWORK EFFECTS:** Breastworks provide cover only for Infantry and Artillery units in Line Formation and for Cavalry units in Dismounted Formation that are facing a "covered" hexside. Units using Breastwork cover may not be Prone.

a. **BREASTWORK EFFECTS ON MORALE (DEFENDING BREASTWORKS):** Combat units using Breastwork cover will have "2" added to their current Morale Factor for Charge, Melee, and Fire Morale Checks, if defending (this does not apply to charging units), and if all charges or Fire comes from a covered direction.

b. **BREASTWORK EFFECTS ON FIRING:**

(1) **VS BREASTWORK DEF:** When Firing at units using Breastwork cover, "2" is subtracted from the Firing unit's Fire Factor, if the line of fire crosses a covered hexside.

(2) **SM ARMS FROM BREASTWORK DEF:** Infantry and Cavalry units, but not Artillery units, using Breastwork cover will add "1" to their Fire Factor.

c. **BREASTWORK EFFECTS ON MELEE:**

(1) **CAV CHARGING BREASTWORKS:** Any *Mounted* (Line or Column Formation) Cavalry unit charging a unit using Breastwork cover over a covered hexside has "3" subtracted from its Melee Factor.

(2) **INF CHARGING BREASTWORKS:** Any Infantry unit charging a unit using Breastwork cover over a covered hexside has "2" subtracted from its Melee Factor.

(3) **DEFENDING BREASTWORKS:** Any defending unit using Breastwork cover has "2" added to its Melee Factor if all charging units are Meleeing over a covered hexside.



D. **PRONE FORMATION:** Combat units are in Prone Formation when a Prone unit is stacked on top of them. This represents the men in the unit lying down for protection. Combat units may change to Prone Formation from any other Formations and from Prone Formations to any other Formations with the usual Change Formation expenditure of Movement Factors. Aside from lying down, Prone units are treated the same as if they were Infantry or Artillery Line Formations or Cavalry Dismounted Formations regarding their flank and rear, Zones of Control, etc. The only movement possible by Prone units is to Change Formation.

1. **PRONE EFFECTS ON MORALE (CHARGED WHILE PRONE):** Combat units in Prone Formation will have "1" subtracted from their current Morale Factor for Charge and Melee Morale Checks.

2. **PRONE EFFECTS ON FIRING:**

a. **INF FROM PRONE:** Infantry units Firing while in Prone

Formation will subtract "3" from their Fire Factor.

**b. CAVALRY FROM PRONE:** Cavalry units Fire normally while in Prone Formation.

**c. ARTILLERY FROM PRONE:** Artillery units can not be Fired while in Prone Formation.

**d. VS. PRONE OR PIN:** When Firing at units in Prone Formation, "3" will be subtracted from the Firing unit's Fire Factor.

**3. PRONE EFFECTS ON MELEE (MELEE WHILE PRONE OR PIN):** Any defending unit in Prone Formation has "2" subtracted from its Melee Factor.

**E. OPTIONAL UNITS PER HEX — PLACEMENT IN A HEX:** This rule is used in place of the Basic Game limitations. Using this Option, the limit on the number of units that can be placed in a hex is determined not by the number and size of the units, as in the Basic Game, but by the strength of those units.

1. Different types of units occupy varying amounts of the space in a hex in which units can be deployed. This space that a unit occupies depends on its "Stacking Factors".

**a.** Each current Infantry Strength Factor in a unit is worth  $1\frac{1}{2}$  Stacking Factors. *For example, an Infantry unit with four current Strength Factors would be worth  $4 \times 1\frac{1}{2} = 6$  Stacking Factors.*

**b.** Each current Artillery or Cavalry Strength Factor in a unit is worth 2 Stacking Factors.

**c.** Each Leader unit has 0 Stacking Factors.

**d.** Each Skirmish unit is worth  $1\frac{1}{2}$  Stacking Factors, regardless of type.

**e.** Each Wagon unit is worth 18 Stacking Factors.

2. Each hex can have no more than 36 Stacking Factors in it at the conclusion of movements.

3. No more than 18 Stacking Factors may be used to Fire from one hexside.

4. Any combination of units may be together in a hex or Firing from one hexside, as long as these limits are not exceeded.

5. This rule makes it possible to have a large number of weak units in the same hex, making their stacking on top of one another necessary. When this is done, take care in placing and facing the units to avoid confusion.

**F. LINE FORMATION MOVEMENT BY ARTILLERY UNITS (PROLONGUE):** This rule allows for the limited movement of Artillery units in Line Formation without the need for a Formation change. The controlling player may move an Artillery unit in Line Formation *one hex* and change facing by *one hexside* into or from any terrain, except across Steep or Creek hexsides, if this is the *only* movement made by the Artillery unit.

**G. VARIABLE ARRIVAL TIMES:** This Option permits off-board units to arrive on different Turns than the ones listed.

1. Instead of bringing the units on at the exact times listed on their Unit Entry Charts, the controlling players must roll one die for each Combat or Wagon unit due to arrive to see if it will enter the mapboard. These units, whether they arrive early, on

time, or late will still enter the mapboard at their specified Entry hexes.

2. The controlling players may start rolling the die for the arrival of a unit during the Time Record Phase three Turns before it is due to enter. This is *not* done for units due to enter during the first three Turns of a scenario — they always enter on time. The die is rolled once per unit per Turn. Leader units may enter with any Combat unit they command, and are not rolled for separately.

3. A die roll of "1" is required for a unit to enter the mapboard. The unit may enter on the Movement Phase of the Turn after the "1" is rolled, or on any later Turn.

**H. RESERVE — THE REORGANIZATION OF COMBAT UNITS:** This rule allows players to reorganize units into more effective combat organizations.

1. To go into "Reserve Status" a Combat unit is removed from the mapboard, placed in a Reserve Holding Box, and replaced on the mapboard by the Reserve unit with the same identification letter as the Reserve Holding Box. The Reserve unit then represents the presence of the Combat units on the mapboard.

**a.** The normal limits on the number of units per hex do *not* apply to units in Reserve Status. Any number of units may be placed in the same hex as long as all are in Reserve Status. Normal limits apply to any other units in the hex that are not in Reserve Status.

**b.** Combat units in Reserve Status are worthless for Combat. If any unit in Reserve Status is forced for any reason to make any type of Morale Check, *all* units represented by the Reserve unit are automatically Routed. The Reserve unit is removed from the mapboard, and the Combat units replaced to take their Rout Loss and make their Rout Movement.

**c.** Reserve Status units may not Fire. If Fired at, treat Combat units in Reserve Status as being in Column Formation. Reserve Status units have no particular facing or placement within a hex, although the Reserve unit itself can be placed within a hex to be covered by other units.

**d.** Combat units leave Reserve Status by being placed back in their hex on the mapboard. Reserve units are placed back in their Reserve Holding Boxes when all Combat units are replaced on the mapboard.

**e.** Placing a Combat unit in Reserve Status, or placing it back on the mapboard expends Movement Factors the same as for a Formation Change.

2. To gain any benefits from being in Reserve Status, a Combat unit can do nothing during the Turn. Thus, a unit is not considered to be in Reserve Status during the Turn it changes to or from Reserve Status. All changes due to a unit being in Reserve Status are handled during the Time Record Phase. *One* of the following changes can be performed on a Combat unit during a Turn in Reserve Status:

**a.** One Horse hit ("h") can be removed from an Artillery or Cavalry unit by erasing the "h" on the Strength and Morale Record Sheet for every Turn spent in Reserve Status.

**b.** One Cohesion hit ("c") can be removed from a unit by erasing the "c" on the Strength and Morale Record Sheet for every Turn spent in Reserve Status.

**c.** One Straggler Strength Factor box can be removed from a Combat unit by erasing the "/" in the box on the Strength

and Morale Record Sheet for every hour spent in Reserve Status.

**d.** A Combat unit may be eliminated by crossing out its open Strength Factor boxes, and transferring them to another Combat unit or units of the same Division by erasing an equal number of hit Strength Factor boxes on the Strength and Morale Record Sheet. This takes *two* Turns spent in Reserve Status (a note may be made during the process of when it started and what units are involved).

(1) Strength Factor boxes may be transferred only if the Combat unit losing the boxes is eliminated, and only to a Combat unit of the same type (Infantry, Cavalry, or Artillery) and of the same Divisional organization. No Victory Points are awarded for units eliminated in this way.

(2) Strength Factor boxes may be transferred only to a Combat unit with the same or a lower Morale Factor number at *full* strength.

(3) All units involved in a transfer must be in Reserve Status in the same hex together.

(4) No unit involved in a transfer may have any Cohesion or Horse hits currently marked. Straggler boxes may be transferred.

**e.** One Strength Factor box may be recovered by a Combat unit by erasing one "X" in a Strength Factor box *after* spending *twenty-four* hours in Reserve Status. In addition to recovering one Strength Factor, the remaining hits marked on the unit may be erased and moved to the *left* side of the track. *For example, the Brockenbrough Confederate Infantry unit has suffered two Strength Factor hits and spends twenty-four hours in Reserve Status. At the conclusion of this period, one hit is erased and the other hit is moved to the left side of the track.*

ORIGINAL STRENGTH      AFTER TWENTY-FOUR HOURS

3	4	6	X	X
1	2	3	4	5

X	4	6	7	8
1	2	3	4	5

3. Note that daylight Turns are one hour long, while night Turns are two hours long. One night Turn in Reserve Status is equal to two day Turns in Reserve Status.

4. Normally, there is not much Combat during night Turns. If the players wish, they may agree to no Combat along all or parts of their lines, and consider all units located there to be in Reserve Status without the need to place Reserve units.



**I. REACTION OPTIONS:** Reaction Moves and Charges are made in reaction to enemy movements. They are made during the *other side's* Portion of the Turn.

**1. REACTION PREPARATION:** During the player's own Movement Phase, a Reaction unit may be placed on top of a Combat unit or units that remain in their original hex and have a commanding Leader unit present, and are not Routed, Pinned, or immobilized.



**2. REACTION MOVES:** During the Reaction Step of the other side's Movement Phase, the controlling player may make a "Reaction Move" with any units stacked under a Reaction unit. This "reaction" allows the player to change the unit's Formation and/or facing before Combat takes place.

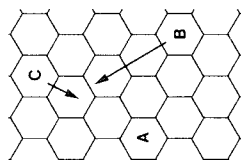
**3. REACTION CHARGES:** During the Charge Movement Step of the other side's Charge Phase, the controlling player may make a "Reaction Charge" with any units stacked under a Reaction unit.

a. A Reaction Charge follows all Basic Game Rules for charging. The charge must be announced, a Charge Morale Check must be made (failing causes immobilization during that unit's side's next Portion of the Turn) and passed, and the charge must be made in a straight line, etc.

b. A Reaction Charge may only be made in reaction to an enemy charge. When an enemy Charge Movement is made that will follow a path that can be intersected by a Reaction Charge path (this includes a charge directly at the reacting units), a Reaction Charge can be attempted, if desired. If the Charge Morale Check is successful, the Reaction Charge will meet the normal enemy charge where their paths meet, and Melee Combat will take place there during the Melee Combat Phase.

(1) The normal charge will occupy the hex where the charges intersect.

(2) The successful Reaction Charge will prevent the normal enemy charge from reaching the hex originally charged. The only Melee Combat will be between the charging units. *For example, "C" charges "A", and "B" makes a Reaction Charge on "C". They meet where shown:*



(3) The Reaction Charge will intercept the enemy charge wherever the paths intersect, regardless of the number of Movement Factors expended by either force before reaching the hex. Note that in some cases the Reaction Charge can take the charging units in Flank or Rear.

(4) If a Reaction Charge is against units charging the reacting units themselves, the units making the Reaction Charge will remain in their original hex, and the charging enemy units will move adjacent to them.

#### IV. COMBAT OPTIONS

**A. COHESION HITS:** Cohesion hits are indicated by the letter "c" on the Combat Results Tables. They represent hits on key officers and NCO's, and other problems of internal unit cohesion and fatigue that reduce Morale without substantial casualties.

1. A Cohesion hit on a Combat unit is marked by writing a "c" next to the unit's track on the Strength and Morale Record Sheet. *For example, the unit shown below has "2" Cohesion hits marked.*

3	4	6	7	8
1	2	3	4	5

CC COHESION HITS

2. Each Cohesion hit reduces the unit's Morale Factor by "1". Morale Checks are required after a Cohesion hit, the same as with a normal hit.

**B. OPTIONAL LEADER UNIT CASUALTIES:** This is another way for Leader units to be eliminated, in addition to the ways covered in the Basic Game Rules.

1. Everytime a Cohesion hit is scored on a Combat unit with a commanding Leader unit in its hex, there is a chance that the Leader unit will be hit.

2. For each Cohesion hit scored on Combat units in the hex, every commanding Leader unit in the hex must be checked for a hit. If the hit is scored on the Leader unit, the Leader unit is eliminated instead of the Cohesion hit being marked on the Combat unit. If the Leader unit is not hit, the Cohesion hit is marked normally on the Combat unit.

a. To check for a Leader unit hit, roll one die. If a "6" is rolled, the Leader unit is eliminated and removed from the map-board.

b. The Combat unit's Morale must still be checked, even if the hit was applied against a Leader unit or units.

**C. HORSE HITS:** Horse hits are indicated by the letter "h" on the Combat Results Tables. They represent hits on horses.

1. A Horse hit on a Cavalry, Artillery, or Wagon unit is marked by writing an "h" next to the unit's name on the Strength and Morale Record Sheet.

2. Each Horse hit reduces an Artillery unit's Movement Factor by "1". Each Horse hit reduces a Cavalry unit's *Mounted* Movement Factor by "1". Each Horse hit reduces a Wagon unit's Movement Factor by "1".

3. If a Cavalry, Artillery, or Wagon unit is not the target when a Horse hit is scored, but a commanding Leader unit or units for the hit Infantry unit is in the hex, there is a chance of Horse hits on the Leader units.

a. To check for a Leader unit Horse hit, roll one die. If a "6" is rolled, the Leader unit has taken a Horse hit, and will be temporarily eliminated.

b. Mark the Horse hit by stacking a Rout unit of the color of the side in whose Portion of the Turn the hit took place on the Leader unit. This Rout unit will be removed normally during the appropriate Rally Phase, and the Leader unit returns to normal use.

c. While the Rout unit remains on the Leader unit, the Leader unit cannot exert Command Control and is treated the same as if not in the hex. The Leader unit can move normally.

d. Since a Leader unit with a Horse hit can not act as a commanding Leader unit, a second or third Horse hit can never be scored on the same Leader unit.

4. If a Cavalry, Artillery, or Wagon unit is not the target unit, and no commanding Leader unit is in the hex, or if the Leader unit or units are not hit, the Horse hit has no effect.

**D. CAVALRY RECALL:** Cavalry which has charged successfully may be *Recalled*. Cavalry is normally Recalled to get it out of a dangerous situation, and simulates the ability of Cavalry to charge, then fall back to regroup.

1. Only Cavalry units that are with a commanding Leader unit and have passed Melee Morale during Melee Combat may be Recalled. Cavalry units that made a Pursuit or Retirement Movement may still be Recalled. Recall attempts are made during the Recall Step of the Melee Combat Phase.

2. To attempt to Recall a Cavalry unit, the controlling player makes a Fire Morale Check for the Cavalry unit. If the Morale Check is failed, the Cavalry unit remains where it is. If the Morale Check is passed, the unit may make a Recall Movement.

3. A Recall Movement is the same as a Rout Movement, and a Rout unit of the appropriate color is placed on the Cavalry unit, with these differences:

a. No Rout Loss is taken.

b. The controlling player both moves and faces the Recalled unit.

4. After the initial Recall Movement, the unit is treated the same as any other Routed unit, and is Rallied in the same manner.

**5. OPTIONAL CHARGE PHASE RECALL:** This rule can be used with the above rules, or not used, as players wish. Cavalry units with a commanding Leader unit that can pass a Fire Morale Check (instead of a Charge Morale Check) may make a Recall Movement instead of a voluntary Rout to avoid a charge. This is done during the Check Defending Unit(s) Step. If the Morale Check is failed, the unit is Routed.

**E. OPTIONAL PURSUIT MOVEMENT AFTER FIRE COMBAT:** If a Dismounted Cavalry unit or an Infantry unit or units that Fired at a particular hex are still adjacent to that hex after Fire Morale Checks are completed, and all enemy units in that hex have been eliminated or Routed, the controlling player has the *option* to make a Pursuit Movement into that hex.

1. This can be done by *both* sides during the Pursuit Movement Step of the Fire Combat Phase.

2. These Pursuit Movements *must* be accompanied by a commanding Leader unit.

**F. BREAKTHROUGH CHARGES:** If, during a Check Defending Unit(s) Step, all defending units Rout or make Recall Movements out of the charged hex, the Phasing Player can continue the charge against other enemy units using these rules.

1. Complete the original charge adjacent to the vacated hex, then make the normal Pursuit Movement into the vacated hex *immediately* (do not wait until the Final Melee Resolution Step). Unlike a normal Pursuit Movement, this movement *does* expend the normal number of Movement Factors.

2. From that hex, using any *remaining* Movement Factors, new charges can be announced. The new charge is handled the same as the original one, complete with a need for a Charge Morale Check. This can continue for any number of new charges, if the defenders keep Routing, as long as any Movement Factors remain for making the new charges.

**G. CONCEALED STRENGTH AND MORALE RECORD SHEETS:** If both sides agree, the Strength and Morale Record Sheets can be kept concealed from opposing player's view. This makes it difficult to know exactly what is being faced in any given situation. If this Option is used, no one should be allowed to keep any written notes on the other side's forces or refer to another copy of their side of the Sheet.



**FIRE FACTOR**  
**MELEE FACTOR**  
**MOVEMENT FACTOR**

**H. WAGON UNITS AND AMMUNITION SUPPLY:** Wagon units represent the armies' trains of supply and ammunition wagons. For game purposes, the Wagon units are considered to carry *Ammunition Factors* used by the Combat units for Fire Combat.

**1. WAGON UNIT ORGANIZATION AND ENTRY:** The designations printed on the Wagon units tell what organizations they are part of. For example, *I = I Corps, C = Cavalry Corps, AR = Artillery Reserve, Potomac = Army of the Potomac, etc.* Entry times and hexes are printed on the Unit Entry Charts. Wagon units already on the mapboard at the start of a game are listed in the individual scenarios, and may be placed in any desired hexes.

**2. WAGON UNIT MOVEMENT AND PLACEMENT:** Wagon units expend Movement Factors at the same costs as Artillery units in Column or Road Column Formation, and have the same restrictions on movement. They are considered to be always in Column Formation, so no Column unit needs to be placed on them to show their Formation. For the limits on units in one hex, treat Wagon units the same as *large* Combat units (or as 18 Stacking Factors, if Option III. E. is used).

**3. WAGON UNIT COMBATS:** Wagon units have no value for Fire or Melee Combat, and no Fire or Melee Modifiers are used to enable them to possibly cause hits on enemy units.

a. When a Wagon unit is a target unit, treat it as a Column Formation target with no Flank or Rear attitudes. Fire Combat will never cause the elimination of a Wagon unit, only the marking off of Ammunition Factors in the Reserve Artillery Ammunition section of the Strength and Morale Record Sheets.

(1) Small Arms Fire (Infantry and Dismounted Cavalry) hits and Cohesion hits on Wagon units each cause the marking off of two Ammunition Factors on the Wagon unit.

(2) Artillery Fire hits and Cohesion hits on Wagon units each cause the marking off of four Ammunition Factors on the Wagon unit.

b. If in a Melee hex, a Wagon unit may Retire with friendly Combat units also in the hex. If alone in a hex, or if the Combat units are eliminated or Routed, a Wagon unit is "captured" by the Pursuit Movement into the hex. A captured Wagon unit and its Ammunition Factors is assigned by the captor to any organization, and can be moved and used the same as any other Wagon unit in the army.

c. Wagon units never make any Morale Checks or Rout Movements.

**4. ARTILLERY AMMUNITION EXPENDITURE:** The Ammunition Factors carried by each Wagon unit are printed in the

Reserve Artillery Ammunition section on the Strength and Morale Record Sheets. The numbers given are for games starting on July 1. For scenarios that start later, after some Ammunition Factors have already been expended, the number of Ammunition Factors already used is listed in the individual scenarios.

a. In order to "supply" an Artillery unit with Ammunition Factors, a Wagon unit must be within five unimpeded hexes, in any direction, of the Artillery unit. A path of hexes not over five hexes in distance must be able to be traced from the Wagon unit to the Artillery unit. This path cannot be impeded, and may *not* go through hexes containing enemy Combat units or their Zones of Control (unless friendly Combat units are in the Zone of Control), enemy Skirmish units, or hexes containing an Artillery Mission unit for either side. This path can not be traced through Steep hexsides.

(1) A Wagon unit may be used only to supply Combat units that are part of its organization. For example, a *II Corps Wagon unit may only be used to supply a II Corps Combat unit. The "Potomac" Wagon unit may be used to supply any Union unit.*

(2) One Wagon unit may be used to supply any number of Combat units at the same time.

(3) Every time a supplied Artillery unit uses Fire Combat, one Ammunition Factor is expended and marked off in the column under the Wagon identification on the Strength and Morale Record Sheet. For example, seven Ammunition Factors have been expended and are marked off on the "211" Wagon unit.

2
11
25
11

(4) Once all Ammunition Factors are marked off for a Wagon unit, it may no longer be used for supply purposes for either Artillery or Small Arms.

b. An Artillery unit located where it can not be supplied by a Wagon unit will expend its own Ammunition Factors carried with the unit itself.

(1) The four small boxes to the right of Artillery units' tracks on the Strength and Morale Record Sheets are called "Carried Ammunition Factors", and represent the ammunition carried by each Artillery unit. One "Ammunition box" represents one Ammunition Factor. One Ammunition box is marked off for every Ammunition Factor expended by an Artillery unit while not supplied by a Wagon unit.

(2) After all four Ammunition boxes are marked off, the Artillery unit loses the ability to Fire.

(3) When an Artillery unit, which is not Routed, but has some or all of its Ammunition boxes marked off, is located where it can be supplied by a Wagon unit, the marks on the Ammunition boxes can be erased and transferred to the Wagon unit by making an equal number of marks in the Wagon unit's column.

**5. SMALL ARMS AMMUNITION EXPENDITURE:** Wagon units are also used to supply Infantry and Cavalry units with Small Arms ammunition.

a. A five hex unimpeded path must be traced from the Wagon unit to an Infantry or Cavalry unit, the same as for Artillery supply, in order for the Wagon unit to supply the Combat unit. No Ammunition Factors are involved for Small Arms supply, and nothing is marked off for the Wagon units.

b. An Infantry or Cavalry unit located where it can not be supplied by a Wagon unit will expend its own carried ammunition.

(1) The three small boxes to the right of Infantry and Cavalry units' tracks on the Strength and Morale Record Sheets are the "Small Arms Ammunition boxes" for each unit. One box is marked off every time a unit Fires while not supplied by a Wagon unit.

(2) Fire is normal when the first Ammunition box is marked off.

(3) **SECOND AMMO BOX:** When Firing the time the second Ammunition box is marked off, "1" will be subtracted from the Firing unit's Fire Factor.

(4) **THIRD AMMO BOX:** When Firing the time the third Ammunition box is marked off, "3" will be subtracted from the Firing unit's Fire Factor.

(5) After all three Ammunition boxes are marked off, the Infantry or Cavalry unit loses the ability to Fire.

(6) When a Cavalry or Infantry unit, which is not Routed, but has some or all of its Ammunition boxes marked off, is located where it can be supplied by a Wagon unit, the marks on the Ammunition boxes can be erased. No marks are made for this on the Wagon unit.

c. Skirmish units do not expend Ammunition Factors, and do not need to be kept supplied.



**I. ARTILLERY MISSIONS:** These rules should be used with the Wagon Units and Ammunition Supply Optional Rules, above. The Artillery Mission Phase precedes the Charge Phase in the Sequence of Play With All Options, and all Artillery Mission units must be placed on the mapboard before anything else is done during a Portion of the Turn. The Artillery Mission units represent the Firing of Artillery units on special missions. Artillery Mission units may not be used during night Turns.

**1. THE ARTILLERY MISSION PHASE SEQUENCE:** This Phase is performed in the following order:

a. **ARTILLERY MISSION UNIT REMOVAL STEP:** All Artillery Mission units for both sides are removed from the mapboard.

b. **NON-PHASING ARTILLERY MISSION STEP:** The Non-Phasing Player places all desired Artillery Mission units for the side on the mapboard.

c. **PHASING ARTILLERY MISSION STEP:** The Phasing Player places all desired Artillery Mission units for the side on the mapboard. Any Artillery unit using one of these units may not be moved out of its present hex during the Movement Phase although it may change facing or Formation (to Line Formation, in order to Fire).

**2. ARTILLERY MISSION UNIT PLACEMENT RULES:** An Artillery Mission unit may represent an artillery mission for one or more Artillery units that are positioned to use it.

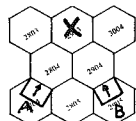


a. Artillery Mission units must be placed in a long-range hex directly in front of the Artillery unit or units using it.

**ARTILLERY MISSION UNIT MAY BE PLACED IN ANY SHADED HEX.**



**BOTH ARTILLERY UNITS "A" AND "B" MAY USE AN ARTILLERY MISSION UNIT LOCATED AT "X"**



- b. Based on location, use a piece of scratch paper to make a note of any Artillery units that could be using an Artillery Mission unit, but are not.
- c. Artillery Mission units may not be placed in hexes that currently contain Combat, Leader, and/or Wagon units of either side.
- d. Artillery Mission units *may* be placed in hexes to which the line of fire would normally be considered blocked. Such a placement will permit only the Supply Interdiction mission to be performed in that hex. Later movements may also block hexes.
- e. As each Artillery Mission unit is placed on the mapboard, the controlling player must mark off one Ammunition Factor for every Artillery unit using the Artillery Mission unit. This Ammunition Factor expenditure is over and above normal Ammunition Factor expenditures.

**3. ARTILLERY MISSION UNIT EFFECTS:** A hex containing an Artillery Mission unit has two uses:

- a. **SUPPLY INTERDICTION:** Any hex containing an Artillery Mission unit may not be used to trace a supply path for either side from Wagons to Combat units.
- b. **FIRE LINES:** The Artillery units using an Artillery Mission unit may, at player option, be used to Fire at any enemy units Charging, Moving, or Routing through or into the hex containing the Artillery Mission unit, as long as the line of fire is not blocked. Each enemy unit or group of units moving together may be Fired at when they enter the hex, and before moving on. This allows Artillery units to Fire during the Charge and Movement Phases, and at Routing units at any time (including Recalled Cavalry units).

(1) Each time an Artillery unit Fires, it expends one more Ammunition Factor.

(2) Firing is handled normally against Charging or Moving units. If hits are scored, Fire Morale Checks must be made immediately, before the hit unit finishes moving.

(3) Firing at Routing or Recalled Cavalry units will automatically cause one hit to be scored. If a group of units Rout into or through the hex together, the Firing player decides which will be hit.

(4) Artillery Mission Fire is totally ineffective against Skirmish units.

(5) The Artillery units may still Fire normally during their Firing Step.

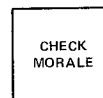
**J. HOWITZER FIRE:** Artillery units with a maximum range of only three hexes are composed mainly of howitzers (short-barreled indirect fire artillery pieces). For Long Range Fire with these units, all Basic Game Long Range Fire Limitations may be ignored.

**K. NIGHT COMBATS:** Battles of the American Civil War rarely saw much night fighting because of the confusion at night, but it could and did occur. These special rules apply during all night (shaded on Time Record Chart) Turns. All other rules remain as normal.

**1. NIGHT FIRE COMBAT:** Fire Combat may be used only against charging enemy units in an adjacent hex. Enemy units in adjacent hexes that are not charging may not be fired at. Fire Combat, when used, is resolved normally.

**2. NIGHT MORALE CHECKS:** Because of the confusion, night Morale Checks can be very tricky. In all Morale Check situations, compute the unit's current Morale Factor normally, then roll one die:

- a. If a "1" is rolled, subtract "2" from the unit's current Morale Factor.
- b. If a "2" is rolled, subtract "1" from the unit's current Morale Factor.
- c. If a "3" or "4" is rolled, the current Morale Factor is not modified.
- d. If a "5" is rolled, add "1" to the unit's current Morale Factor.
- e. If a "6" is rolled, add "2" to the unit's current Morale Factor.



## V. MORALE OPTIONS

**A. OPTIONAL ARTILLERY ROUT — CAPTURE OF GUNS:** Use of this option allows the simulation of the "capture" and "recapture" of guns during a game.

1. Artillery units Rout exactly as in the Basic Game as a result of Fire and Charge Morale Checks. Artillery units in Column Formation that are Routed as a result of a Melee Morale Check also Rout exactly as in the Basic Game.

2. Artillery units in Line Formation that are Routed as a result of a Melee Morale Check Rout exactly as in the Basic Game, except that they remain in their hex when Routed. They can be rallied normally, unless "captured".

3. A hex containing a Routed Artillery unit that has remained in its hex, and no other friendly Combat units, can be entered by enemy Combat units. For all practical purposes, the Routed Artillery unit is not there, as it cannot Fire or Melee and has no Zone of Control. If an enemy Combat unit enters or passes through the hex, the Routed Artillery unit is captured. Note that a Leader unit or units in a hex with such a Routed Artillery unit is eliminated when the enemy Combat unit enters the hex, the same as if the Leader unit or units were alone in the hex.

a. The player entering the hex removes the captured Artillery unit from the mapboard. The hex in which it was located should be written on the Strength and Morale Record Sheet near the unit's track.

b. After capturing an Artillery unit, the capturing player rolls one die. The number rolled is the number of Turns after the Turn of capture before the Artillery unit can be eliminated. *For example, if an Artillery unit was captured on an 11:00 a.m. Turn, and a "3" was rolled on the die, the Artillery unit can be eliminated on the 2:00 p.m. Turn.* Write this time on the Strength and Morale Record Sheet near the Artillery unit's track.

c. On the Victory Points Counting Phase of the Turn rolled for, the Artillery unit is no longer considered to be captured, but is considered to be eliminated. The Artillery unit's Victory Point value may be recorded for the capturing side. All captured Artillery units are counted for Victory Points if the last Turn of the game occurs before the Turn on which their Victory Points would normally be counted. They are counted during the Victory Points Counting Phase of the last Turn.

d. If an Artillery unit is captured in an Entry hex, the Victory Point value is counted immediately.

e. Captured Artillery units have no effect on the number of Combat units allowed in the hex. They do not count towards this limit.

**4. RECAPTURING ARTILLERY:** If a hex containing a captured Artillery unit is reentered by a friendly Combat unit or units before it is eliminated, the Artillery unit is "recaptured" and placed (complete with Rout unit) in its hex on the mapboard. The recaptured Artillery unit or units may be placed immediately, or, if units in a hex limitations interfere, during any later friendly Movement Phase.

**B. SECOND MORALE CHECK:** This option gives players who are always complaining of their bad luck with Morale Checks a "second chance".

1. When a Morale Check fails, the controlling player has the option to immediately try a second roll, if desired.

2. This second roll always treats the Modified Morale Factor as *one less* than it was for the first roll.

3. The player rolls the dice normally for the second roll, if the attempt is made.

a. If the Combat unit passes the second Morale Check, it is treated the same as if the first Morale Check had been successful.

b. If the Combat unit fails the second Morale Check, it suffers all the normal penalties, plus an extra Cohesion hit is marked on the Strength and Morale Record Sheet for that Combat unit.



**C. PINNED UNITS:** Using this option, in a case when a *charging* Infantry unit is Routed by a *Fire* Morale Check, it is "Pinned" instead of being Routed. This represents troops going prone to avoid heavy fire, but not retreating from the action. This option must be used with Option III.D.

1. A Pinned Infantry unit does not take a Rout Loss or make Rout Movement. Instead, it remains in its hex, and a Pin unit of the color of the Non-Phasing side is placed on the Infantry unit.

2. Pin units are removed at the same time as Rout units of the same color, during the Rally Phases. Replace a removed Pin unit with a Prone unit, after which the Infantry unit can again begin to perform naturally.

3. While Pinned, the following special rules apply to the Infantry unit.

a. **MOVEMENT:** Pinned Infantry units may not make normal movements, facing or Formation changes. Their facing is the facing of the Infantry unit when it was Pinned.

b. **FIRE COMBAT:**

(1) Pinned Infantry units may not Fire.

(2) **VS PRONE OR PIN:** When Firing at Pinned Infantry units, "3" will be subtracted from the Firing unit's Fire Factor.

c. **MELEE COMBAT (MELEE WHILE PRONE OR PIN):** Pinned Infantry units in Melee Combat will subtract "2" from their Melee Factor.

d. **CHARGES AND MORALE:**

(1) Pinned Infantry units may not charge.

(2) **CHARGED WHILE PINNED:** Pinned Infantry units that are charged will have "2" subtracted from their current Morale Factor for Charge and Melee Morale Checks.

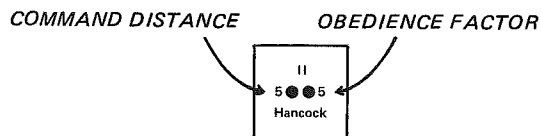
4. **ROUTS:** Pinned Infantry units may be Routed while Pinned.

a. If a Pinned Infantry unit is Routed as a result of a Fire Morale Check, the Pin unit is removed and normal Rout procedures followed.

b. If a Pinned Infantry unit is Routed as a result of a Charge or Melee Morale Check, the Pin unit is removed and normal Rout procedures followed, except that there is an additional Rout Loss (for a total of two Rout Losses).

## VI. COMMAND CONTROL AND OBEDIENCE – LEADER REPLACEMENTS

These rules cover the difficulties of controlling subordinate units on the battlefield, especially when Leader casualties leave gaps in the chain of command. They are designed to give players a difficult time in controlling their armies, and to force them to make decisions making the best of a bad situation.



**A. THE CHAIN OF COMMAND:** The Chain of Command radiates downward from the army commanders to the corps commanders (if present) to the divisional commanders (if present). The corps commanders are subordinate to their army commanders, and the divisional commanders are subordinate to both their corps and army commanders. The Combat units are subordinate to all of their designated Leader units above them in the Chain of Command. Any gap in the Chain of Command, caused by the elimination of Leader units will present a problem in control.

**B. COMMAND CONTROL:** Command Control may effect the movement of units. It does not effect Combat or Morale.

1. A subordinate Leader unit is in **Command Control** if it is located in a hex within the Command Distance (printed on the Leader units) of any Leader unit above it in the Chain of Command. *For example, the McLaws Leader unit of the Confederate I Corps is in Command Control if it is within the Command Distance of either or both the Longstreet Leader unit (Confederate I Corps – 5 hexes Command Distance) or the R. E. Lee Leader unit (Confederate Army of Northern Virginia – 6 hexes Command Distance).*

2. A Combat unit is in Command Control if it is located in a hex within the Command Distance of any Leader unit above it in the Chain of Command.

3. Before any units charge, Reaction Charge, detach or join Skirmish units, make normal moves, or make a Pursuit Movement they should be checked to see if they are in Command Control. The Command Distance from one unit to another must be a clear path of hexes that does not go through hexes containing enemy Combat units and/or their Zone of Control.

4. Units that are in Command Control operate normally.

5. Players must make Obedience Checks for their units not in Command Control. Units that pass an Obedience Check are considered in Command Control. Units that fail an Obedience Check must remain in their present hex for the rest of the Turn, unless forced to leave. They can be shifted within a hex, change facing and/or Formation, and perform Combat normally.

**C. OBEDIENCE CHECKS EXPLANATION:** An Obedience Check is required for all units that are not in Command Control.

1. An Obedience Check is made by rolling one die.

a. If the number rolled is equal to or less than the Obedience Factor printed on the Leader unit, the Obedience Check is passed, and the unit is in Command Control.

b. If the number rolled is higher than the Obedience Factor printed on the Leader unit, the Obedience Check is failed.

c. For Combat units that are not in Command Control of any commanding Leader unit, a "1" or "2" must be rolled to pass an Obedience Check. Any other number rolled fails.

(1) A Union Combat unit must have a "1" rolled to pass an Obedience Check.

(2) A Confederate Combat unit must have a "1" or "2" rolled to pass an Obedience Check.

2. Corps commander Leader units not in Command Control should be checked first. If a corps commander Leader unit passes an Obedience Check, all divisional commander Leader units and/or Combat units of that corps that are within the corps Leader unit's Command Distance also automatically pass the Obedience Check.

3. Next, check divisional commander Leader units not in Command Control. If a divisional commander Leader unit passes an Obedience Check, all Combat units of that division that are within the divisional Leader unit's Command Distance also automatically pass the Obedience Check.

4. Individual Combat units that are within the Command Distance of any commanding Leader unit are not checked; if they are not in Command Control it is because the Leader unit failed the Obedience Check. Only individual Combat units that are

not within the Command Distance of any commanding Leader unit are checked, and only after all Leader units have been checked.

5. If the Army commander Leader unit is eliminated or has a Horse hit, all units, starting with the corps Leader units, must make Obedience Checks, as described above.

**D. SENIORITY LISTS:** Seniority Lists for the Leader units of both armies are printed on their Unit Entry and Scenario Set Up Cards. The relative seniorities of the Leader units are important in using Options E. and F., below. Seniority in the lists runs from top to bottom.

**E. ALTERNATE COMMAND ARRANGEMENTS:** Players may alter the Chain of Command of their armies during a game. All such changes should be announced during the Time Record Phase, and notes made of these changes for future reference. These changes apply from the start of the Turn two Turns after the announcement is made. *For example, if a change is announced during the Time Record Phase of a 2:00 p.m. Turn, it will become effective at the start of the 4:00 p.m. Turn.* These changes in the Chain of Command enable the Leader units to be considered as commanding Leader units for Combat and Leader units they would not normally effect. Possible Chain of Command changes are:

1. For both armies, individual Brigades may be reassigned to the control of another Corps. These Brigades may not be assigned to new Divisions, but come directly under the new Corps Leader unit's control.

2. For both armies, entire individual Divisions or parts of them, with their Divisional Leader unit, may be reassigned to the control of another Corps. Any units of a Division that are not reassigned with the Divisional Leader unit and the rest of the Division remain under the control of their original Corps Leader unit. Any Division Leader unit reassigned in this way must be junior in rank to the new Corps Leader unit.

3. For the Union army, only, Corps Leader units may be "promoted" to "Wing Commanders". A Wing Commander Leader unit represents a new link in the Chain of Command, and controls one or more Corps in addition to his own (maximum four Corps), and is considered as the commanding Leader unit for all Combat units in these Corps. *For example, on July 1, Reynolds was a Wing Commander in charge of the I, III, and XI Corps plus Buford's Cavalry Division, while Slocum was a Wing Commander in charge of the V and XII Corps.* Any Corps Leader unit promoted to Wing Commander must be senior in rank to all other Corps Leader units in the command.

4. No more than one Command Change may be announced for each army in any one Turn.

5. **SET UP:** At the start of a scenario, players should announce all Alternate Command Arrangements they wish to have in effect at the start of the game.

**F. ELIMINATED LEADER UNIT REPLACEMENTS:** When a Leader unit is eliminated, it can be replaced by another Leader unit. In all cases, a Leader unit used as a replacement must be senior to all other Leader units below it in the Chain of Command.

1. If an Army Leader unit is eliminated, the next most senior Leader unit in the army becomes the new Army Leader unit.

2. If a Corps Leader unit is eliminated or moved to Army command, its replacement may be handled in one of three ways:

a. Another Corps Leader unit may take command of both his own and the other Corps.

b. The senior Divisional Leader unit in the Corps may take command of the Corps.

c. A Division Leader unit from another Corps may take command of the Corps. If this is done, be sure that the new Corps Leader unit is senior to all Leader units in the Corps Chain of Command.

3. If a Division Leader unit is eliminated or moved to Corps command, its replacement may be handled in one of three ways:

a. The units of the Division may be reassigned to the control of another Division in the same Corps, and no replacement made.

b. A Replacement Leader unit may be assigned to command the Division. Replacement Leader units available for specific assignments are listed in the individual scenarios under "Leader Changes". For example, if the Union Barlow Leader unit is eliminated, the Ames Leader unit is available as a replacement. For the Confederates, the Trimble Leader unit is available as a replacement for any eliminated Division Leader unit in the Army. Leader units listed as not available in the individual scenarios may not be used as replacements.

c. A Substitute Leader unit may be assigned to command the Division. Each Substitute Leader unit is numbered for identification. The player making the replacement rolls two dice. The number rolled tells the number of the Substitute Leader unit to be used — roll again if a number is rolled for a Substitute Leader unit that has already been used. Substitute Leader units have no seniority and can never be placed in the Chain of Command over named Leader units. A Division is the largest command a Substitute Leader unit can control.

4. If the Hunt Leader unit is eliminated, no replacement is made. This also applies to the Pendelton Leader unit, if used.

5. The Trimble Leader unit may be used to replace another replacement Leader unit or a Substitute Leader unit, even if the other unit has not been eliminated.

6. The Griffin Leader unit may replace the Barnes Leader unit or any Substitute Leader unit that commands the First Division, V Corps on any July 3 Turn, but not before. Griffin was the commander of the division, but was unavailable to command it prior to July 3.

7. Replacements become effective, and new Leader units may be placed on the mapboard (if not already there) with the units commanded during the Time Record Phase of the next Turn after the Leader unit was eliminated or changed commands.

8. Leader units that have not yet entered the mapboard may be brought on to serve as replacements prior to their normal Entry Turn.

G. "STONEWALL" JACKSON: Lt. General Thomas J. "Stonewall" Jackson, who died of wounds in May, 1863, was the most aggressive and effective of all Confederate Corps commanders. Historians have long speculated on what effect his presence at Gettysburg would have made, had he survived. These Options

allow players to resurrect Jackson, and put him on the field. Either of the following Options may be used.

1. **OPTION ONE:** Lee reorganized the Army of Northern Virginia from two large Corps into three smaller ones following the death of Jackson. It is difficult to determine if he would have done so had Jackson lived. This Option assumes that the reorganization would have taken place, anyway, and only a few changes are necessary in the Confederate Order of Battle:

a. The Jackson Leader unit is used, and commands the Confederate II Corps.

b. The Ewell Leader unit is "demoted" to Major General, and commands Rodes' Division of the II Corps.

c. The Rodes Leader unit becomes a replacement Leader unit, and can be used to replace any eliminated or reassigned II Corps Division Leader unit.

2. **OPTION TWO:** This Option returns the Army of Northern Virginia to its organization into only two Infantry Corps.

a. The Jackson Leader unit is used, as is the Pendelton Leader unit. The Pendelton Leader unit is never used unless this Option is used.

b. The Heth, Pender, and Rodes Leader units become replacement Leader units, and can be used to replace any eliminated or reassigned II Corps Division Leader unit.

c. Both the Ewell and Hill Leader units are "demoted" to Major General, and command Divisions in the II Corps.

d. The Army of Northern Virginia is now organized as follows:

ARMY OF NORTHERN VIRGINIA: R. E. Lee

I CORPS: Longstreet

McLaws' Div: No change.

Pickett's Div: No change.

Hood's Div: Add Davis Inf. Brigade

Anderson's Div: Remove Lane Arty., Add Garnett Arty.

Reserve Artillery: No change.

Wagons: 1 I, 2 I, 3 I, 4 I, and 1 III.

II CORPS: Jackson

Early's Div: No change.

Rodes' Div: Remove Rodes Leader unit, add Ewell Leader unit.

Johnson's Div: Add Pettigrew Inf. Brigade.

Hill's Division: Archer, Brockenbrough, Scales, Perrin, Lane, and Thomas Inf. Brigades, Pegram Artillery.

Reserve Artillery: McIntosh, Dance.

Wagons: 1 II, 2 II, 3 II, 4 II, and 2 III.

ARTILLERY RESERVE: Pendelton

Arty. Brigades: Lane, Nelson, Poague.

Wagons: 3 III and 4 III.

STUART'S CAVALRY DIVISION: Stuart: No change.

3. The "demoted" Ewell Leader unit may be considered to have a Morale Modifier Factor of "2".

4. **ENTRY TIMES:** All units arrive at the times printed on the Confederate Unit Entry Chart, except for the following:

a. Jackson arrives at the time and place listed for Ewell.

b. Ewell arrives at the time and place listed for Rodes.

c. Pendelton arrives at the same time and place as R. E. Lee.

d. If Hill is used as a Major General, the unit will arrive at the

time and place listed for the Heth Leader unit.

e. The Davis Infantry unit will arrive with the Hood Leader unit.

f. The Pettigrew Infantry unit will arrive with the Johnson Leader unit.

## VII. MULTI-PLAYER RULES

**PICKETT'S CHARGE** is a game that lends itself well to play by more than one player per side. The presence of more than one player on a side allows some additional realism to be built into the game. These are some suggested rules for use in games with more than one player per side.

A. **THE ASSIGNMENT OF PLAYERS:** Suggested methods of dividing up the players are given below:

1. **ODD NUMBER OF PLAYERS:** Except for the first scenario, where more Confederate units are used than Union, the odd third or fifth player should go to the Union side, as there are more units to handle.

2. **EVEN NUMBER OF PLAYERS:** Have the same number of players on both sides.

3. **COMMAND ASSIGNMENTS:** One player on each side will be the Army Commander, and use the Army Leader unit. Other players on each side will be subordinate to the Army Commander, and be assigned charge of Corps or "Wings".

4. **PERSONAL UNITS:** Each player should select a Leader unit as his "personal" unit to represent his presence on the mapboard. If a "personal" unit is eliminated, another should be selected to replace it. Players may command only the units assigned to them. No player may move units that another player commands.

B. **COMMUNICATIONS:** Radios were in the distant future when this battle was fought, and communications on the battlefield in this period were very difficult.

1. Players may communicate with each other only during their side's Movement Phase.

a. Players may talk to each other only if their "personal" Leader units are in the same hex.

b. Players may write messages on small scraps of paper and give them to each other if their "personal" Leader units are within one or the other of their Command Distances.

2. **TIMED MOVEMENT PHASE:** Each side's Movement Phase should be timed to prevent too much talking or message writing. Five minutes is usually about the right period, but players can decide on the time limit for themselves before the game begins (it should be more like ten minutes if the Command Control and Obedience Optional Rules are used).

## VIII. LIMITED INTELLIGENCE — THE FOG OF WAR

These rules simulate the lack of information a field commander has about the enemy army. Two methods, which can be used alone or together, are given.

**A. SIGHTING RULES:** A Combat or Wagon unit may not be "seen" if no enemy Combat, Leader, Wagon, or Skirmish unit can "sight" it.

1. A Skirmish unit may always be sighted. They are never flipped over or marked on the reduced mapboard.

2. A Leader unit may always be unidentified.

3. A Combat or Wagon unit in a Forest hex that is more than two hexes range from the nearest enemy unit may be unidentified. A Combat or Wagon unit in a Forest hex that is more than three hexes range from the nearest enemy unit may be hidden.

4. A Combat or Wagon unit not in a Forest hex, but more than six hexes range from the nearest enemy unit may be unidentified. A Combat or Wagon unit not in a Forest hex, but more than ten hexes range from the nearest enemy unit may be hidden.

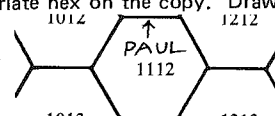
5. A Combat or Wagon unit in any hex that is blocked by *terrain* from the line of fire (extended out to any range) of *all* enemy units may be unidentified or hidden, as the controlling player wishes.

**B. UNIDENTIFIED UNITS:** Unidentified Combat, Leader, and Wagon units are inverted (flipped over, white side up) to prevent opposing players from identifying the units. Care must be taken with the facing of inverted units. They are flipped right-side up when moved into sighting ranges.

**C. HIDDEN UNITS:** A reduced copy of the mapboard is included in this rulebook. This can be reproduced on a copier, and copies used by the players in games.

1. The locations of hidden units are marked by writing the unit's identification in the appropriate hex on the copy. Draw an arrow to show the unit's facing.

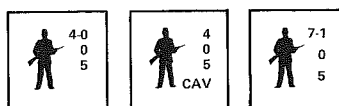
**HIDDEN UNIT MARKED IN HEX**



2. Hidden units are not placed on the mapboard until they are sighted. They may be moved while hidden by erasing previous marks and making new ones in the new locations. Notify the opposing player if these moving units are sighted, even fleetingly, where they were sighted, and in what direction they were last seen moving. Keep hidden units off the mapboard with their proper Formations shown. Because it is possible for hostile hidden units to move into the same hexes, players should only place their hidden units in hexes that can be "seen" by other, not hidden, units of their side.

## IX. SKIRMISHERS

Skirmishers were men detached to scout ahead, and to fight in loose, open order, screening the massed units behind them.



A. All Infantry and Cavalry units may be used to detach Skirmish units.

1. Infantry units may detach Infantry Skirmish units. Infantry Skirmish units may join only Infantry units.

2. Cavalry units may detach Cavalry Skirmish units. Cavalry Skirmish units may join only Cavalry units.

3. Only the Union Berdan Infantry Brigade (III Corps — green color) may detach Berdan Skirmish units. Berdan Skirmish units may join only the Berdan Infantry unit. **NOTE:** Colonel Berdan's First and Second United States Sharpshooter Regiments were an elite force of specially trained and equipped marksmen who wore special green uniforms.

4. Skirmish units are the same colors as the Combat units from which they are detached.

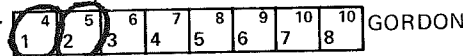
**B. DETACHING SKIRMISH UNITS:** The Phasing Player may detach Skirmish units from his Infantry and Cavalry units only during the Skirmish Step of the Movement Phase.

1. Routed or Pinned units, and units not in Command Control may not detach Skirmish units. Any other Infantry and Cavalry units may detach Skirmish units of the appropriate types.

2. To detach a Skirmish unit or units from a Combat unit, circle the unmarked Strength Factor box or boxes farthest to the left on the unit's track. The circled boxes show that those Strength Factors are detached as Skirmishers.

3. Place one Skirmish unit in the hex with the Combat unit for each box circled. These Skirmish units are now ready to move independently on the mapboard during the Movement Phase.

**EXAMPLE:** Two Infantry Skirmish units are detached from the GORDON unit.



4. Note that the current number of Strength Factors in a Combat unit is the number of boxes not marked off or circled.

5. You can detach as many Skirmish units from an Infantry or Cavalry unit as that unit has unmarked boxes in its track. Normally, you will not wish to eliminate a Combat unit by circling all of its unmarked boxes.

**C. JOINING SKIRMISH UNITS:** The Phasing Player may join Skirmish units to his Infantry and Cavalry units only during the Skirmish Step of the Movement Phase.

1. Routed or Pinned units, and units not in Command Control may not be joined by Skirmish units. Any other Infantry or Cavalry units *with circled boxes* may be joined by Skirmish units.

2. To join a Skirmish unit or units to an Infantry or Cavalry unit, move the Skirmish units into the hex occupied by the Combat unit. This movement takes place during the Skirmish Step, at normal Movement Factor expenditures.

3. Erase the circled box or boxes farthest to the right on the track of the Combat unit being joined. The erased box shows that the Strength Factor of the Skirmish unit has been trans-

ferred to the Infantry unit. Remove the joined Skirmish unit or units from the mapboard. As many Skirmish units may join as the Combat unit has circled boxes.

4. A Skirmish unit may join any Combat unit of the right type with a circled box, not necessarily the same one from which it was detached.



**D. SKIRMISH UNIT RULES:** Skirmish units operate the same as Combat units, with these differences:

1. Skirmish units are considered to face in all directions. They have no Flank or Rear attitudes, and may Fire into any hexes in range.

a. Each Skirmish unit must Fire individually, and has "1" Strength Factor.

b. Skirmish units in the same hex as Combat units may not Fire. If more than one Skirmish unit is in the same hex, only one of them may Fire.

c. Skirmish units have no Zone of Control.

d. Skirmish units *do not* cover the Flank and Rear attitudes of Combat unit in their hex.

e. **ARTY VS SKIRMISH:** When an Artillery unit Fires at a Skirmish unit, "4" is subtracted from the Artillery unit's Fire Factor.

f. **SM ARMS VS SKIRMISH:** When an Infantry, Dismounted Cavalry, or Skirmish unit Fires at a Skirmish unit, "2" is subtracted from the Firing unit's Fire Factor.

g. All other normal Fire Modifiers apply for and against Skirmish units.

h. Skirmish units are eliminated by one hit or one Cohesion hit. Horse hits have no effect on Skirmish units.

2. The Movement Factor of Skirmish units is not effected by the presence or not of Leader units. Skirmish units may not charge-nor participate in Melee Combats.

3. While in the same hex as Combat units Skirmish units are ignored for all Combat purposes.

4. Skirmish units may not enter or pass through hexes containing enemy Combat or Skirmish units.

5. Skirmish units alone can not prevent the entry of enemy Combat units into a hex. When an enemy Combat unit enters a hex containing a Skirmish unit, the Skirmish unit must make a Retirement Movement out of the hex. It may be necessary to do this numerous times during a single Turn. Skirmish units that cannot make a Retirement Movement are eliminated.

6. Skirmish units do not block the Long Range line of fire of Combat units.

7. Eliminated Skirmish units are worth no Victory Points. However, a Combat unit that has all track boxes marked off as hits or Stragglers, or circled is eliminated, and Victory Points given for all boxes on the track.

## THE PICKETT'S CHARGE REDUCED MAP

8. Skirmish units must always be in the Command Distance of some Leader unit (if that Option is used), although no Obedience Checks are made if they are not. Any Skirmish unit that begins its Movement Phase beyond the Command Distance of any Leader unit must move into Command Distance during the Phase or be eliminated. Any Leader unit may serve as a commanding Leader unit for Skirmish units of the same army.

**E. SKIRMISH UNIT SET UP AT GAME'S START:** If this Option is being used, Skirmish units may be marked as detached, and placed on the mapboard at the start of the game.

1. Skirmish units must be placed in a hex adjacent to a friendly Combat unit.
2. Skirmish units must be placed inside the Command Distance of a Leader unit of their own army.
3. Skirmish units may not be placed in hexes adjacent to enemy Combat units.

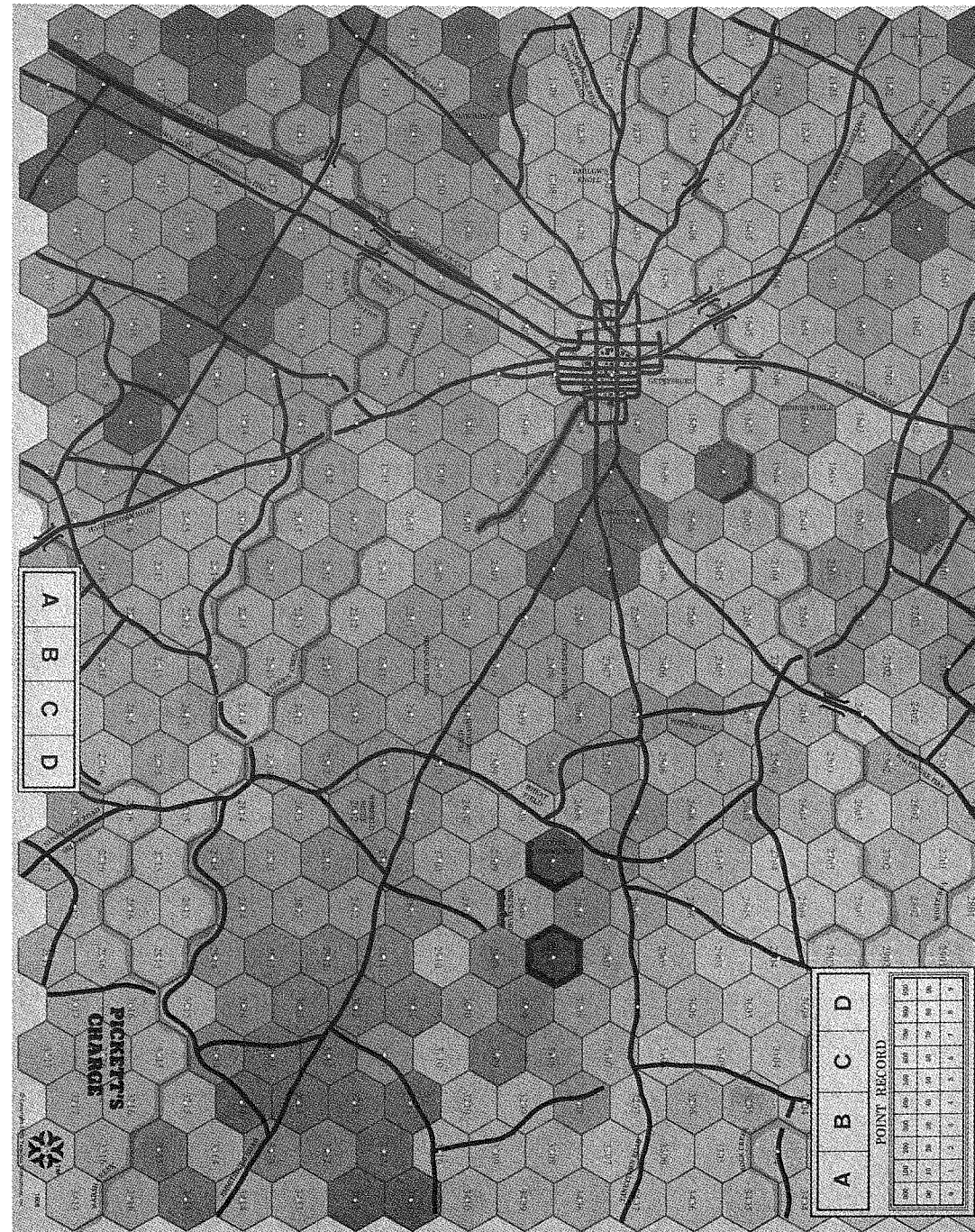
### X. STRAGGLERS

Many units in both armies arrived on the battlefield missing men that had been detached, gotten lost, or fallen, exhausted, by the side of the road. These "Stragglers" are shown on the Strength and Morale Record Sheets as shaded boxes on the unit tracks.

1. When used to represent Stragglers, these shaded boxes should be marked off with a slant ("/") line.
  - a. Units that start a scenario with Stragglers, but otherwise at full strength, are marked on the Scenario Set Up Charts with a "-". Such units should have their shaded boxes marked.
  - b. Units with shaded boxes that enter the mapboard after a scenario starts should have their shaded boxes marked as they enter.
2. Straggler boxes can be recovered and the slant line erased by the Combat unit going into Reserve Status (see Option III.H.).
3. As long as the boxes are marked with slant lines, those boxes do not count as part of the Combat unit's current Strength Factors.

### XI. PICKETT'S EXTRA BRIGADES

The Infantry Brigades of Corse and Jenkins of Pickett's Division were not actually present at the Battle of Gettysburg, having been left behind to guard Virginia. If players wish, these two Infantry units may be used in the game.





## THE SCENARIOS AND HISTORICAL SUMMARY

### I. INTRODUCTION TO THE SCENARIOS

There are six separate scenarios, each of which is a game in itself, and all use this common set of rules. Each scenario provides the information necessary to set up and play the game. Each scenario is linked to the next by a running historical commentary. The information in each scenario follows this format:

**A. TIME:** This tells the Turns on which the scenario starts and ends, and how long this is.

**B. SET UP:** This tells which section of the Scenario Set Up Charts are used to place the units on the mapboard.

1. The Confederate player sets up first, then the Union player.

2. Unless stated in the Special Scenario Rules, all units may be placed in their listed hexes in any facing or Formation desired by the controlling player.

3. The Scenario Set Up Charts list the hex each Combat unit is placed in, and its strength at the start of the scenario.

**C. SPECIAL CAVALRY INFORMATION:** This gives the information regarding Cavalry and Horse Artillery units and their Leader unit if the Historical Method of Cavalry Entering and Exiting rules are being used (see Basic Game Rules V.E.3.b.).

**D. POINT TOTALS AT SCENARIO START:** This gives the number of Victory Points each side begins the scenario with. The Victory Point units should be placed in boxes on the Victory Point Chart to show these starting totals.

**E. LEADER CHANGES:** This details changes in the Chain of Command due to Leader unit losses in earlier scenarios, and what replacement Leader units are available (see Optional Rule VI.E. and VI.F.).

**F. OPTIONAL INFORMATION:** This section details information needed to use a variety of Optional Rules for the scenario.

**G. SPECIAL SCENARIO RULES:** This section mentions any special rules that apply only to the individual scenario.

**H. PLAY BALANCE:** Being based on historical events that favored the winning Union side, the various scenarios are not balanced with exactly equal chances of winning for both sides. Extensive playtesting has revealed which side is favored in each scenario, and this information is provided. Generally, giving a less experienced player the favored side will give a more balanced game.

No finer army ever marched under the "Stars and Bars" than the Army of Northern Virginia in the summer of 1863. In two years of war, this force had always been outnumbered, but had never been outfought. Its commander, General Robert E. Lee was supremely confident in himself and his army following the May victory at Chancellorsville, Virginia.

Despite a succession of Confederate successes in Virginia, the general Confederate strategic situation was rapidly deteriorating. The war in the west was rapidly going from bad to worse, and Union Major General U.S. Grant was gradually starving Vicksburg into submission. Lee wanted to recover the strategic initiative and possibly even end the war in one last campaign on northern soil.

Early in June, 1863, the Army of Northern Virginia shifted west, made a swift march down the Shenandoah Valley, crossed the Potomac River, moved through Maryland, and finally entered southern Pennsylvania. The Union Army of the Potomac, brave and experienced, but, in the past, poorly led and subject to political interference, maneuvered on an interior arc to stay between the Confederates and Washington, D.C.

Major General Joseph "Fighting Joe" Hooker, commander of the Army of the Potomac, and loser in the recent Battle of Chancellorsville, was unhappy with his orders and submitted his resignation if not given reinforcements and a freer hand in dealing with the invasion. President Abraham Lincoln replied by accepting Hooker's resignation and appointing the V Corps commander Major General George G. "Old Snapping Turtle" Meade to the command of the army on June 28. Meade, a cautious but combative commander, decided to march towards the enemy. This rapid move proved a surprise to Lee, who had very scanty information regarding the exact position of the Federal army.

Major General J.E.B. Stuart, Lee's brilliant cavalry commander, had, for various controversial reasons, failed in his mission to scout out the Union positions and movements. Stuart was attempting to repeat his earlier celebrated ride around the Army of the Potomac, and was entangled in the midst of the fast-moving and powerful Union combat formations that were marching through the area Stuart had thought was their rear. Stuart proved unable to rejoin the main Confederate army until after the battle was joined.

Intelligence from a mysterious spy named "Harrison" gave the Confederate high command their first solid information that the Army of the Potomac was closing in. Lee ordered his combat formations, spread all over southern Pennsylvania for raids and foraging, to concentrate to meet the threat. Although neither commander was looking for an immediate battle, the two great armies were on a collision course, and the point of impact was a small crossroads town, Gettysburg, Pennsylvania.

Brigadier General John Buford's cavalry division of Major General John Reynolds' wing of the Army of the Potomac had moved through the town on June 30, and was camped near it. Early the next morning, cavalry scouts spotted two of Major General "Harry" Heth's infantry brigades marching towards town from the northwest. A few shots were fired, and both sides sent back for support and reinforcements. The Battle of Gettysburg had begun.

### II. SCENARIO ONE: "THE FIRST DAY'S BATTLE"

This scenario is the shortest one in terms of the number of Turns and the limited number of units involved, and, as such is the recommended scenario for the use of new players.

**A. TIME:** 7:00am July 1 to 8:00pm July 1 (14 Turns).

**B. SET UP:** The Combat units are in the positions and at the strengths found in the July 1 columns of the Scenario Set Up Charts. Leader units may be placed in any hex containing a Combat unit that they command. No units are Routed or Pinned (Optional) at the start of the game.

#### C. SPECIAL CAVALRY INFORMATION:

1. **UNION:** Gamble, Devin, Calef, and the Buford Leader unit may remain on the mapboard until the end of the game.

2. **CONFEDERATE:** The Jenkins unit (once Entered) may remain on the mapboard until the end of the game.

#### D. POINT TOTALS AT SCENARIO START:

1. **UNION VICTORY POINT TOTALS:** 0.

2. **CONFEDERATE VICTORY POINT TOTALS:** 0.

#### E. LEADER CHANGES:

1. **UNION:** The Wheaton and Griffin Leader units are not used. The Ames Leader unit is available to replace the Barlow Leader unit.

2. **CONFEDERATE:** The Law Leader unit is not used. The Pettigrew Leader unit is available to replace the Heth Leader unit. The Lane Leader unit is available to replace the Pender Leader unit. The Trimble Leader unit is available to replace any Infantry Division Leader unit. The Jackson Leader unit is used only if the VI.G. Optional Rule is used, with all its other changes.

#### F. OPTIONAL INFORMATION:

1. **WAGONS:** No Wagon units on the mapboard at the scenario's start.

2. **AMMUNITION:** All Combat units have all Carried Ammunition available.

a. **UNION RESERVE ARTILLERY AMMUNITION:** As given on the Union Strength and Morale Record Sheet.

b. **CONFEDERATE RESERVE ARTILLERY AMMUNITION:** As given on the Confederate Strength and Morale Record Sheet.

3. **BREASTWORKS:** None placed at scenario start. Each side may construct up to four Breastwork units during the game.

4. **SKIRMISHERS:** Cavalry Skirmish units may be placed in any hexes adjacent to the Union Cavalry units.

5. **MISCELLANEOUS:** There are no Cohesion or Horse hits on any units at the start of the scenario.

**G. SPECIAL SCENARIO RULES:** All Union Combat units on the mapboard at the start of the game are in Line Formation.

**H. PLAY BALANCE:** This scenario is very well balanced, with both sides having a roughly equal chance of winning.

The July 1 fighting proved to be bloody, but inconclusive. Buford's cavalry held off Heth's infantry until elements of the Union I Corps could arrive. Union counterattacks, spearheaded by Meredith's "Iron Brigade", broke Archer's and Davis' brigades, although Reynold's was killed in the fighting. The Union I Corps, now under Major General Abner Doubleday (popularly considered the inventor of baseball) occupied a line along Willoughby Run, while one-armed Major General O.O. Howard's XI Corps, rapidly moving up, formed north of Gettysburg. The Confederates had meanwhile formed Heth's division (now under Pettigrew, as Heth had been shot in the head and remained unconscious for thirty hours) and Pender's division to assault the Union I Corps, while Lt. General Richard S. "Baldy" Ewell moved the divisions of Major Generals Robert Rodes and Jubal Early into positions to fight the Union XI Corps. Rodes' initial drive, near Oak Hill was repulsed, but the pressure eventually became too much for the Union defenders. Early's division, led by Gordon's brigade, drove on Barlow's division. Barlow was badly wounded, his division pushed back, and the Union right flank turned. The Union line crumbled under repeated Confederate assaults, and the Union infantry were driven back in great disorder to Cemetery Hill, which had some breastworks thrown up by von Steinwehr's division. Ewell delayed an attack on Cemetery Hill until Edward "Allegheny" Johnson's division arrived, but by then darkness put an end to the day's fighting.

Both sides continued to receive reinforcements during the night, and by the morning of July 2 the bulk of both armies had reached the battlefield.

### III. SCENARIO TWO: "THE SECOND DAY'S BATTLE"

This scenario gives the Confederate player an opportunity to start the second day's fighting earlier, and direct the attacks at different points than those that were historically assaulted.

**A. TIME:** 5:00am to 10:00pm July 2 (17 Turns).

**B. SET UP:** The Combat units are in the positions and at the strengths found in the July 2 columns of the Scenario Set Up Charts. Leader units may be placed in any hex containing a Combat unit that they command. No units are Routed or Pinned (Optional) at the start of the game.

**C. SPECIAL CAVALRY INFORMATION:** Gamble, Devin, Calef, and the Buford Leader unit must Exit the mapboard on or before the Noon Turn. After Entry, the McIntosh unit may remain on the mapboard until the end of the game.

**D. POINT TOTALS AT SCENARIO START:**

1. UNION VICTORY POINT TOTAL: 56.

2. CONFEDERATE VICTORY POINT TOTAL: 66.

**E. LEADER CHANGES:**

1. **UNION:** The Reynolds, Barlow, and Griffin Leader units are not used. Newton commands the I Corps. Ames commands Barlow's Division. Wheaton commands Newton's Division.

2. **CONFEDERATE:** The Heth Leader unit is not used. The Law Leader unit is available to replace the Hood Leader unit. The Lane Leader unit is available to replace the Pender Leader unit. The Trimble Leader unit is available to replace any Infantry Division Leader unit. The Jackson Leader unit is used only if the V.I.G. Optional Rule is used, with all its other changes. Pettigrew commands Heth's Division.

**F. OPTIONAL INFORMATION:**

1. **WAGONS:** Wagon units may be placed in any desired hexes.  
a. **UNION WAGONS:** I, II, XI, XII, and 1AR are available at the game's start.

b. **CONFEDERATE WAGONS:** 1I, 2I, 1II, 2II, 3II, 4II, 1III, 2III, 3III, and 4III are available at the game's start.

2. **AMMUNITION:** All Combat units have all Carried Ammunition available.

a. **UNION RESERVE ARTILLERY AMMUNITION:** As given on the Union Strength and Morale Sheet, except I (-14), and XI (-6).

b. **CONFEDERATE RESERVE ARTILLERY AMMUNITION:** As given on the Confederate Strength and Morale Sheet, except II (-6, mark on any II Wagon or Wagons), and III (-28, mark on any III Wagon or Wagons).

3. **BREASTWORK:** The Union has one Breastwork unit each in hexes 1905 and 1907. Up to two more Union and four Confederate units may be constructed during the game.

4. **SKIRMISHERS:** Skirmish units of the appropriate type may be placed in any hexes adjacent to friendly Combat units, but not adjacent to enemy Combat units.

5. **MISCELLANEOUS:** There are no Cohesion or Horse hits on any units at the start of the scenario.

**G. SPECIAL SCENARIO RULES:** All Combat units on the mapboard at the start of the game, except for the units of Hood's Confederate Division, must be in Line Formation.

**H. PLAY BALANCE:** The Union is favored in this scenario, but the Confederates still have an excellent chance of winning.

Most of July 2 passed without major incident as both armies deployed their fresh troops, while their skirmishers bickered along the front. By early afternoon, the Army of the Potomac was deployed in a strong, fish hook shaped defensive position running from Culp's Hill to Cemetery Hill, down Cemetery Hill, along Cemetery Ridge, and to the Round Tops. The Army of Northern Virginia was deployed in an arc facing this line along its entire length. Pettigrew's battered division was placed in reserve to rest and regroup.

Lee's plan for July 2 called for Ewell's II Corps to capture Culp's Hill and Cemetery Hill while Lt. General James "Old Pete" Longstreet's I Corps rolled up the Union left flank, which was believed to lie north of the Round Tops. Actually, the Union line ran much further south — on to the Round Tops themselves early in the day. The commander of the Union left flank, Major General Daniel Sickles, took it upon himself to advance his III Corps forward to what he felt to be better de-

fensive terrain west of Cemetery Ridge and the Round Tops.

Longstreet was not ready to attack until late in the afternoon. Ewell would not move until after the sounds of Longstreet's battle could be heard. Then, both wings of the Federal line came under furious assault.

### IV. SCENARIO THREE: "THE ROUND TOPS"

Lee and Longstreet have been criticized by many historians for not attacking earlier on July 2. This scenario covers the period of the historical late afternoon attacks on Culp's Hill and the Round Tops. This is the shortest scenario in the number of Turns, but a large number of units are involved.

**A. TIME:** 3:00pm to 10:00pm July 2 (7 Turns).

**B. SET UP:** The Combat units are in the positions and at the strengths found in the Round Top columns of the Scenario Set Up Charts. Leader units may be placed in any hex containing a Combat unit that they command. No units are Routed or Pinned (Optional) at the start of the game.

**C. SPECIAL CAVALRY INFORMATION:** The McIntosh unit may remain on the mapboard until the end of the game.

**D. POINT TOTALS AT SCENARIO START:**

1. UNION VICTORY POINT TOTAL: 56.

2. CONFEDERATE VICTORY POINT TOTAL: 66.

**E. LEADER CHANGES:**

1. **UNION:** The Reynolds, Barlow, and Griffin Leader units are not used. Newton commands the I Corps. Ames commands Barlow's Division. Wheaton commands Newton's Division.

2. **CONFEDERATE:** The Heth Leader unit is not used. The Law Leader unit is available to replace the Hood Leader unit. The Lane Leader unit is available to replace the Pender Leader unit. The Trimble Leader unit is available to replace any Infantry Division Leader unit. The Jackson Leader unit is used only if the V.I.G. Optional Rule is used, with all its other changes. Pettigrew commands Heth's Division.

**F. OPTIONAL INFORMATION:**

1. **WAGONS:** Wagon units may be placed in any desired hexes.  
a. **UNION WAGONS:** All but III, 1VI, 2VI, 2C, and Potomac are available.

b. **CONFEDERATE WAGONS:** All but 4I and C are available.

2. **AMMUNITION:** All Combat units have all Carried Ammunition available.

a. **UNION RESERVE ARTILLERY AMMUNITION:** As given on the Union Strength and Morale Sheet, except I (-16), II (-1), XI (-8), and AR (-1, mark on any AR Wagon).

b. **CONFEDERATE RESERVE ARTILLERY AMMUNITION:** As given on the Confederate Strength and Morale Sheet, except II (-8, mark on any II Wagon or Wagons), and III (-30, mark on any III Wagons).



**3. BREASTWORKS:** The Union has one Breastwork unit each in hexes 1905, 1907, and 2008. Up to one more Union and four Confederate units may be constructed during the game.

**4. SKIRMISHERS:** Skirmish units of the appropriate type may be placed in any hexes adjacent to friendly Combat units, but not adjacent to enemy Combat units.

**5. MISCELLANEOUS:** There are no Cohesion or Horse hits on any units at the start of the scenario.

**G. SPECIAL SCENARIO RULES:** All Union Combat units on the mapboard at the start of the game must be in Line Formation. No Union Combat units may charge or enter new hexes during the first Union Charge and Movement Phases.

**H. PLAY BALANCE:** Although the Confederates can launch a potent attack, time is against them in this scenario. Winning can be a real challenge for the Confederate player.

Behind a massive artillery barrage, Lonsstreet struck Sickles' position with one of the most furious attacks of the entire war. Major General John B. Hood's division tore Major General David B. Birney's division apart, although Hood was wounded early in the fighting, and Law's and part of Robertson's brigades swept forward toward the Round Tops. Major General Lafayette McLaws' division fell on the Peach Orchard and Wheat Field with equal vigor, wounding Sickles (whose leg had to be amputated). Richard Anderson's division of the Confederate III Corps supported McLaws' advance, with Wright's brigade penetrating as far as Cemetery Ridge.

Union reserves were fed into the fight as fast as they could be brought forward to attempt to stem the onslaught. First Major General George Sykes' V Corps, then most of the Union II Corps, and finally large parts of the Artillery Reserve were brought in, chewed up, and finally managed to hold the Confederates. On Little Round Top, Vincent's and Weed's brigades of the V Corps just beat Hood's troops to the crest. After further hard fighting, Little Round Top was saved, and the Union left flank secured.

Assessing the danger to his left flank, Meade ordered most of Major General Henry W. Slocum's XII Corps to move from their positions near Culp's Hill to form a reserve for the left flank. After their withdrawal, Ewell belatedly started his own attack. Johnson's division hit Culp's Hill, but heavy Union artillery fire and the solid defense of Greene's entrenched brigade prevented important gains. Part of Johnson's division, Walker's famous "Stonewall Brigade" was unable to join the attack, being harassed and held in place by McIntosh's Union cavalry brigade.

Early's division joined the attack by sending forward Avery's brigade and Hays' "Louisiana Tiger" brigade shortly before darkness. These units broke through the saddle of ground between Culp's Hill and Cemetery Hill, and actually gained a brief lodgement on Cemetery Hill before being driven off by counterattacks by Carroll's brigade of the Union II Corps, and various I and XI Corps units. Rodes' and Pender's divisions failed to engage seriously, although Major General Dorsey Pender received a mortal wound while moving his division forward.

When full darkness finally ended the bitter fighting, both armies were battered, but the fierce Confederate attacks had failed to capture any really critical positions, and the Union line, though shaken, still held. Both sides prepared for the inevitable next day's fighting. Lee shifted troops from Early's and Rodes' divisions to join Johnson's division for a renewal of the attack on Culp's Hill. In return, Meade shifted the bulk of the XII Corps back to his right flank to drive Johnson from the ground taken the previous day.

## V. SCENARIO FOUR: "THE THIRD DAY'S BATTLE"

This scenario covers the entire last day of the battle. Historically, aside from the fighting around Culp's Hill, little happened on the morning of July 3.

**A. TIME:** 5:00am to 8:00pm July 3 (16 Turns).

**B. SET UP:** The Combat units are in the positions and at the strengths found in the July 3 columns of the Scenario Set Up Charts. Leader units may be placed in any hex containing a Combat unit that they command. No units are Routed or Pinned (Optional) at the start of the game.

**C. SPECIAL CAVALRY INFORMATION:** The Farnsworth unit and the Kilpatrick Leader unit may enter the mapboard at hex 3407 on the 10:00am Turn. The Merritt unit may enter the mapboard at hex 3414 or hex 3407 on the 2:00pm Turn. Both may remain on the mapboard until the end of the game.

**D. POINT TOTALS AT SCENARIO START:**

**1. UNION VICTORY POINT TOTAL:** 86.

**2. CONFEDERATE VICTORY POINT TOTAL:** 121.

**E. LEADER CHANGES:**

**1. UNION:** The Reynolds, Barlow, and Sickles Leader units are not used. The Barnes Leader unit is available to replace the Griffin Leader unit. Ames commands Barlow's Division. Wheaton commands Newton's Division. Griffin commands Barnes' Division. Newton commands I Corps. Hancock commands both the II and III Corps.

**2. CONFEDERATE:** The Heth, Pender, and Hood Leader units are not used. The Trimble Leader unit is available to replace any Infantry Division Leader unit, or may replace the Lane Leader unit anytime after the Noon Turn is completed. Pettigrew commands Heth's Division. Law commands Hood's Division. The Jackson Leader unit is used only if the VI.G. Optional Rule is used, with all its other changes.

**F. OPTIONAL INFORMATION:**

**1. WAGONS:** Wagon units may be placed in any desired hexes.  
**a. UNION WAGONS:** All but the Potomac Wagon are available.  
**b. CONFEDERATE WAGONS:** All but the C Wagon are available.

**2. AMMUNITION:** All Combat units have all Carried Ammunition available.

**a. UNION RESERVE ARTILLERY AMMUNITION:** As given on the Union Strength and Morale Sheet, except I (-18), II (-7), V (-7), VI (-2, mark on any VI Wagon or Wagons), XI (-18), XII (-2), AR (-40, mark on any AR Wagons), and C (-5, mark on any C Wagon or Wagons).

**b. CONFEDERATE RESERVE ARTILLERY AMMUNITION:** As given on the Confederate Strength and Morale Sheet, except I (-36, mark on any I Wagons), II (-18, mark on any II Wagon or Wagons), III (-55, mark on any III Wagons), and C (-1, even though it has not yet arrived).

**3. BREASTWORKS:** The Union has one Breastwork unit each in hexes 1905, 1907, 2008, and 2708. The Confederates have one Breastwork unit each in 2005, 2811, and 2910. Up to one more Confederate unit may be constructed during the game.

**4. SKIRMISHERS:** Skirmish units of the appropriate type may be placed in any hexes adjacent to friendly Combat units, but not adjacent to enemy Combat units.

**5. MISCELLANEOUS:** There are no Cohesion or Horse hits on any units at the start of the scenario.

**G. SPECIAL SCENARIO RULES:** All Combat units on the mapboard at the start of the game must be in Line Formation.

**H. PLAY BALANCE:** This scenario greatly favors the Union side, with its large numbers of untouched units. The Army of Northern Virginia is rapidly running out of offensive punch.

Morning saw all of Johnson's attacks fail, and the XII Corps regain all the lost ground around Culp's Hill. By 11:00am the firing had died off, and there was another pause in the fighting.

## VI. SCENARIO FIVE: "PICKETT'S CHARGE"

This scenario covers the most famous disaster of the war, the last Confederate charge on the afternoon of July 3.

**A. TIME:** 1:00pm to 8:00pm July 3 (8 Turns).

**B. SET UP:** The Combat units are in the positions and at the strengths found in the Pickett's Charge columns of the Scenario Set Up Charts. Leader units may be placed in any hex containing a Combat unit that they command. No units are Routed or Pinned (Optional) at the start of the game. The Davis, Brock-enbrough, and Pettigrew Infantry units all have their losses marked from the left side of their tracks.

**C. SPECIAL CAVALRY INFORMATION:** The Kilpatrick Leader unit, the Farnsworth unit, and the Merritt unit (once Entered) may remain on the mapboard until the end of the game.

**D. POINT TOTALS AT SCENARIO START:**

**1. UNION VICTORY POINT TOTAL:** 90.

**2. CONFEDERATE VICTORY POINT TOTAL:** 121.

**E. LEADER CHANGES:**

**1. UNION:** The Reynolds, Barlow, and Sickles Leader units

are not used. The Barnes Leader unit is available to replace the Griffin Leader unit. Ames commands Barlow's Division. Wheaton commands Newton's Division. Griffin commands Barnes' Division. Newton commands I Corps. Hancock commands both the II and III Corps.

**2. CONFEDERATE:** The Heth, Pender, and Hood Leader units are not used. The Lane Leader unit is available to replace the Trimble Leader unit. Pettigrew commands Heth's Division. Law commands Hood's Division. Trimble commands Pender's Division. The Jackson Leader unit is used only if the VI.G. Optional Rule is used, with all its other changes.

#### F. OPTIONAL INFORMATION:

**1. WAGONS:** Wagon units may be placed in any desired hexes. All Wagon units except the Union Potomac Wagon are available.

**2. AMMUNITION:** All Combat units have all Carried Ammunition available.

**a. UNION RESERVE ARTILLERY AMMUNITION:** As given on the Union Strength and Morale Sheet, except I (-21), II (-7), V (-8), VI (-3 mark on any VI Wagon or Wagons), XI (-19), XII (-9), XII (-9), AR (-45, mark on any AR Wagons), and C (-5, mark on any C Wagon or Wagons).

**b. CONFEDERATE RESERVE ARTILLERY AMMUNITION:** As given on the Confederate Strength and Morale Sheet, except I (-38, mark on any I Wagons), II (-20, mark on any II Wagon or Wagons), III (-58, mark on any III Wagons), and C (-1).

**3. BREASTWORKS:** The Union has one Breastwork unit each in hexes 1905, 1907, 2005, 2008, and 2708. The Confederates have one Breastwork unit each in 2811 and 2910. Up to one more Confederate unit may be constructed during the game.

**4. SKIRMISHERS:** Skirmish units of the appropriate type may be placed in any hexes adjacent to friendly Combat units, but not adjacent to enemy Combat units.

**5. MISCELLANEOUS:** There are no Cohesion or Horse hits on any units at the start of the scenario.

**G. SPECIAL SCENARIO RULES:** All Union Combat units on the mapboard at the start of the game must be in Line Formation. No Union Combat units may charge or enter new hexes during the first Union Charge and Movement Phases.

**H. PLAY BALANCE:** This scenario is totally one-sided in the Union favor. The Confederates had already lost the battle, but Lee refused to admit it.

The Union troops rested and waited. The Confederates massed the guns of their I and III Corps to blast the Union center. Lee, who thought that the Army of the Potomac had been weakened much more than was actually the case, planned to breach the center of the Federal line with an attack by Major General George E. Pickett's fresh division. Longstreet was in charge of the attack, but felt that no troops could be spared from McLaws' or Hood's (under Law) divisions to support Pickett. To provide weight for the attack, most of Lt. General A.P. Hill's Confed-

erate III Corps was assigned to Longstreet for the attack — Heth's division (under Pettigrew), part of Pender's division (under Trimble), and part of Anderson's division.

About 1:00pm the long line of Confederate guns opened on the Union positions. The Union artillery opened a heavy return fire, and for the next two hours the most massive artillery duel of the war raged. Although impressive, the damage done to both sides was small for the effort expended.

During the artillery duel, Farnsworth's cavalry brigade launched a mad cavalry charge against the Confederate left. This was repulsed by Anderson's brigade and Robertson's "Texas Brigade", and Farnsworth himself was killed.

The bombardment was followed by the Confederate assault. The Virginians of Pickett's division advanced with their massed ranks in perfect order. Union artillery tore through the lines of advancing Confederates, but failed to halt their advance. Small arms fire broke the supporting Confederate divisions, but the momentum of the charge took Pickett's men into the heart of the Union position. This momentary breach of the Union line is often called the "High Water Mark of the Confederacy", but the cost had been staggering. Thousands of Confederates were killed or wounded, and almost all of the officers in Pickett's division were down.

*"A thousand fell where Kemper led;  
A thousand died where Garnett bled;  
In blinding flame and strangling smoke  
The remnant through the batteries broke  
And crossed the works with Armistead."*

Webb's "Philadelphia Brigade" of the Union II Corps was forced back, and some of Hazen's guns were captured. Major General Winfield S. Hancock "The Superb" pushed forward with Union reserves, and the last of Pickett's men were killed, captured, or driven away from the Union lines.

Lee rallied the remnants of his attacking force and prepared for a Union counterattack. Meade, who still had the virtually untouched VI Corps under Major General John Sedgewick, declined to move forward. The great battle was over.

## VII. SCENARIO SIX: "THE BATTLE OF GETTYSBURG"

This scenario is by far the longest one. It covers the entire battle from start to finish. It is best played by teams of players over a period of several sittings.

**A. TIME:** 7:00am July 1 to 8:00pm July 3 (54 Turns).

**B. SET UP:** The Combat units are in the positions and at the strengths found in the July 1 columns of the Scenario Set Up Charts. Leader units may be placed in any hex containing a Combat unit that they command. No units are Routed or Pinned (Optional) at the start of the game. The Davis, Brockenbrough, and Pettigrew Infantry units all have their losses marked from the left side of their tracks.

**C. SPECIAL CAVALRY INFORMATION:**

**1. UNION:** Gamble, Devin, Calef, and the Buford Leader unit must Exit the mapboard on or before the Noon, July 2 Turn. The McIntosh unit (once Entered) must Exit the mapboard on or before the 11:00pm/Midnight, July 2 Turn. The Farnsworth unit and the Kilpatrick Leader unit (once Entered) may Enter the mapboard at hex 3407 on the 10:00am, July 3 Turn, and remain until the end of the game. The Merritt unit (once Entered) may remain on the mapboard until the end of the game.

**2. CONFEDERATE:** The Jenkins unit (once Entered) must Exit the mapboard on or before the 9:00/10:00pm, July 1 Turn.

**D. POINT TOTALS AT SCENARIO START:** Both sides start with "0" Victory Points.

#### E. LEADER CHANGES:

**1. UNION:** The Ames Leader unit is available to replace the Barlow Leader unit. The Wheaton Leader unit is available to replace the Newton Leader unit. The Griffin Leader unit is available to replace the Barnes Leader unit, and may do so even if Barnes is not eliminated, on any July 3 Turn.

**2. CONFEDERATE:** The Law Leader unit is available to replace the Hood Leader unit. The Pettigrew Leader unit is available to replace the Heth Leader unit. The Lane Leader unit is available to replace the Pender Leader unit. The Trimble Leader unit is available to replace any Infantry Division Leader unit. The Jackson Leader unit is used only if the VI.G. Optional Rule is used, with all its other changes.

#### F. OPTIONAL INFORMATION:

**1. WAGONS:** No Wagon units on the mapboard at the scenario's start.

**2. AMMUNITION:** All Combat units have all Carried Ammunition available.

**a. UNION RESERVE ARTILLERY AMMUNITION:** As given on the Union Strength and Morale Record Sheet.

**b. CONFEDERATE RESERVE ARTILLERY AMMUNITION:** As given on the Confederate Strength and Morale Record Sheet.

**3. BREASTWORKS:** None placed at scenario start. Each side may construct up to four Breastwork units during the game.

**4. SKIRMISHERS:** Cavalry Skirmish units may be placed in any hexes adjacent to the Union Cavalry units.

**5. MISCELLANEOUS:** There are no Cohesion or Horse hits on any units at the start of the scenario.

**G. SPECIAL SCENARIO RULES:** All Union Combat units on the mapboard at the start of the game are in Line Formation.

**H. PLAY BALANCE:** This scenario is well balanced. If the Confederates fail to win on July 1, their chances later in the battle depend on just how well they did on the first day.

Losses to both sides were severe. The Army of the Potomac lost about 23,000 men in killed, wounded, and prisoners. The Army of Northern Virginia lost about 28,000 men. Lee led his

army back to Virginia. Although the war lasted almost two more years, the Army of Northern Virginia was never able to replace its losses from Gettysburg.

## SEQUENCE OF PLAY WITH ALL OPTIONS

**A. THE INITIATIVE PHASE (OP):** Die rolls determine which side will take their Portion of the Turn first. Initiative units may be used to modify the die rolls. High roll must go first.

**B. THE UNION PORTION OF THE TURN:** The Union player is now the Phasing Player. If the Initiative Option is used, the first player is now the Phasing Player. The Phasing Player should check all units for Command Control, if that Option is used.

### 1. THE ARTILLERY MISSION PHASE (OP):

**a. ARTILLERY MISSION UNIT REMOVAL STEP:** All Artillery Mission units for both sides are removed from the mapboard.

**b. NON-PHASING ARTILLERY MISSION STEP:** The Non-Phasing Player places all desired Artillery Mission units on the mapboard.

**c. PHASING ARTILLERY MISSION STEP:** The Phasing Player places all desired Artillery Mission units on the mapboard.

**2. THE CHARGE PHASE:** The Phasing Player announces and resolves all charges he wishes to make, one at a time, in any desired order. The Phasing Player's units that are charging are called the charging units, and the Non-Phasing Player's units that are charged are called the defending units. Each charge is resolved in the following order:

**a. ANNOUNCE CHARGE STEP:** The Phasing Player announces what unit or units will charge, and which of the Non-Phasing Player's units they are to charge. Command Control should be checked for all charging units, if the Option is used. Command Control should be checked for all charging units, if that Option is used.

**b. CHECK CHARGING UNIT(S) STEP:** The Charge Morale is checked for all charging units by the Phasing Player.

**c. CHECK DEFENDING UNIT(S) STEP:** If one or more of the charging units passed their Charge Morale Step, the Non-Phasing Player must check the Charge Morale of all defending units.

**d. CHARGE MOVEMENT STEP:** The Phasing Player makes Charge Movements with any charging units that passed their Charge Morale Checks. This Step may also include Reaction Charges and/or Breakthrough Charges, if those Options are used. Place the Melee units to show the Melees.

**3. THE MOVEMENT PHASE:** All normal movements are made during this Phase. This Phase should be timed if the Communications Option is used. This Phase takes place in the following order:

**a. PLACE ENTERING UNITS STEP:** Place any off-board units due to arrive this Turn by their Entry hexes.

**b. SKIRMISH STEP (OP):** Skirmish units are detached from or join Infantry or Cavalry units. Make sure the Combat units are in Command Control, if that Option is used.

**c. NORMAL MOVEMENT STEP:** The Phasing Player may move up to all of his units that are not Routed, Pinned, have not charged, or are not immobilized. Reaction units may be

placed, if that Option is used. Breastwork units may be constructed, if that Option is used.

**d. REACTION STEP:** The Combat units of the Non-Phasing Player may change Formation and/or facing if they are stacked with a Reaction unit.

**4. THE RALLY PHASE:** Rout and Pin units of the color of the Phasing Player are removed from all Combat units of both sides.

**5. THE FIRE COMBAT PHASE:** Fire Combat is resolved in the following order:

**a. NON-PHASING FIRING STEP:** The Non-Phasing Player Fires all of his Combat units that can Fire. All hits are recorded, and Check Morale units are placed on all hit Combat units.

**b. PHASING FIRING STEP:** The Phasing Player Fires all of his Combat units that can Fire. All hits are recorded, and Check Morale units are placed on all hit Combat units.

**c. FIRE MORALE STEP:** The Fire Morale of all Combat units with Check Morale units on them are checked in any convenient order.

**d. PURSUIT STEP (OP):** Firing units have the option to make a Pursuit Movement into vacated enemy hexes. Command Control should be checked for all Pursuing units, if that Option is used.

**6. THE MELEE COMBAT PHASE:** Each separate Melee Combat is resolved individually in the following order:

**a. PHASING MELEE STEP:** The Phasing Player Melees all of his involved Combat units. All hits are recorded.

**b. NON-PHASING MELEE STEP:** The Non-Phasing Player Melees all of his involved Combat units. All hits are recorded.

**c. MELEE MORALE STEP:** A Melee Morale Check is required for all Combat units involved in a Melee Combat that still face enemy Combat units. Melee Morale Checks start with the units with the lowest Modified Morale Factors and work up to the best Modified Morale Factors.

**d. FINAL MELEE RESOLUTION STEP:** The following situations will call for the following actions:

**(1) ALL UNITS OF ONE SIDE ROUTED AND/OR ELIMINATED:** The charging Phasing Player must make a Pursuit Movement with at least one of his charging units. The Non-Phasing Player has the option to make a Pursuit Movement, if desired.

**(2) BOTH SIDES HAVE SURVIVING MELEE UNITS:** All surviving charging units must make a Retirement Movement. The Non-Phasing Player then has the option to make a Pursuit Movement into one or more of the vacated hexes.

**(3) Remove all Melee units from the mapboard.**

**e. CAVALRY RECALL STEP (OP):** Attempts may be made to Recall Cavalry units that have charged.

**C. THE CONFEDERATE PORTION OF THE TURN:** The Confederate Player is now the Phasing Player. If the Initiative Option is used, the second player is now the Phasing Player. The same Phases given above for the Union player are now repeated.

**D. THE RECORD KEEPING PORTION OF THE TURN:** The Turn is concluded by marking new totals on the Victory Point and Time Record Charts.

**1. THE VICTORY POINTS COUNTING PHASE:** The Union player marks the Victory Points gained by each side during the Turn. Captured Artillery units that are eliminated this Turn are counted for Victory Points. The game ends if either side has

the specified number of Victory Points more than the opposing side.

## 2. THE TIME RECORD PHASE:

**a.** The Confederate player marks the passage of one Turn on the Time Record Chart.

**b. (OP):** Both players roll the die for the entry of off-board units during the next Turn, if the Variable Arrival Times Option is used.

**c. (OP):** Handle all changes due to Reserve Status.

**d. (OP):** Announce all Chain of Command changes.

**e. (OP):** Roll for or assign substitute Leader units.

## CREDITS

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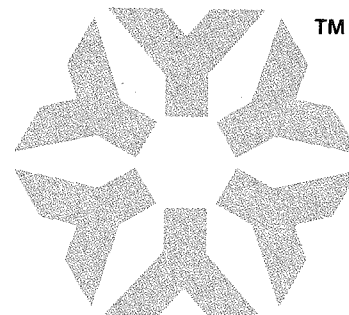
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To receive an answer, rules questions *must* be accompanied by a stamped, self-addressed envelope. Questions should be phrased so they can be answered with a "yes" or "no", or other very short answer.



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MOVEMENT COSTS TABLES											
TYPE MOVEMENT	INFANTRY			CAVALRY			ARTILLERY			(16 MF)	(OP)
	LINE	COL	RD COL	LINE	COL	RD COL	LINE	COL	RD COL	LEADER	SKIRM
Forward Move	2	1a	½a	2	1a	½a	P	1a	½a	1a	1a
Rearward Move	4	1a	½a	5	1a	½a	P	1a	½a	1a	1a
Change Facing One Hexside	1b	0b	0	1b	0b	0	1c	0b	0	0	0
Change Formation	2b	2b	2b	2b	2b	2b	2b	2b	2b		*
Enter Forest hex ㉔	+2	+1	0	+3	+2	0	P	+3	0	+1	0
Enter Town hex (1707) ㉔	+2	0	0	+3	+1	0	P	+2	0	0	0
Cross Steep hexside ㉔	+3	+2	+1	+4	+3	+2	P	P	+3	+1	+1
Cross Creek hexside ㉔	+2	+1	+1	+2	+1	+1	P	+1	+1	0	0
Cross Bridge hexside ㉔	+2	+1	0	+2	+1	0	P	+1	0	0	0
㉔ : May move in any direction b : Add +1 in Forest or Town hex. c : Add +2 in Forest or Town hex. ㉔ : Add to normal costs.			All Movement Factors are halved (round down) if no commanding Leader unit is with the Combat unit for the entire Movement Phase. P: Prohibited. 0: No cost or no additional cost. *: Detached from or join Infantry unit during Skirmish Step.								
Use RD COL only if entire Turn is spent in Column Formation.											

### VICTORY POINTS

Union wins with 30 VP lead at any time.

**July 1:** Confederates win with 60 VP lead.

**July 2:** Confederates win with 75 VP lead.

**July 3:** Confederates win with 80 VP lead.

Count every Victory Point Counting Phase:

1 VP/SF	: Each Inf or Arty unit eliminated.
2 VP/SF	: Each Cav unit eliminated.
2 VP/Unit	: Each enemy unit Routed.
2 VP/Unit	: Divisional Leader unit eliminated.
5 VP/Unit	: Corps Leader unit eliminated.
10 VP/Unit	: Meade Leader unit eliminated.
25 VP/Unit	: Lee Leader unit eliminated.
15 VP	: Culp's Hill (1905) changes hands.
5 VP	: Big Round Top (2908) changes hands. *
25 VP	: Little Round Top (2708) changes hands. *
25 VP	: Cemetery Hill (1907, 2007, 2008, 2107, and 2108) changes hands.

Count only on 11-Midnight Turn.

1 VP/Unit : Each Full Strength Infantry on map.

\* Counts only on July 2-3.

### SIGHTING DISTANCES (OP)

TERRAIN	UNIDENTIFIED	HIDDEN
Forest	3+ hexes	4+ hexes
Other	7+ hexes	11+ hexes
Blocked	Any Distance	

### ROUT NOTES

- 1) NORMAL ROUT:** Lose 1 Strength Factor. The controlling player moves unit a number of hexes equal to its Movement Factor. Opposing player faces unit.
- 2) PINNED (OP):** Charging unit makes "F" Morale Check, and roll equals or exceeds by 1 the modified Morale Factor. If Routed while Pinned by a Charge or Melee Morale Check, the unit loses an additional Strength Factor.
- 3) GETTYSBURG:** Rout from or through the town (hex 1707) adds one Loss.
- 4) RAILROAD CUT:** Units in Column Formation Routed from a RR Cut hex add one Loss.

### HEX ELEVATIONS

1. Dark Brown.
2. Medium Brown.
3. Light Brown.
4. Medium Green.
5. Light Green.

Forest hexes add one elevation level to a hex.

COMBAT RESULTS TABLES																								
COMBAT TABLE NO.	D I E	NO. OF ST. FACTORS						COMBAT TABLE NO.	D I E	NO. OF ST. FACTORS						COMBAT TABLE NO.	D I E	NO. OF ST. FACTORS						
		1- 2	3- 4	5- 6	7- 8	9- 10	11 +			1- 2	3- 4	5- 6	7- 8	9- 10	11 +			1- 2	3- 4	5- 6	7- 8	9- 10	11 +	
1	1	1	1	1	1	1	1	2	1	1	1	1	1	1	1	3	1	1	1	1	1	2	2	
	2	0	0	c	c	c	c		2	0	1	1	1	1	1		2	0	1	1	1	1	1h	
	3	0	0	0	0	0	h		3	0	0	0	c	1	1			3	0	c	1	1	1	1
	4	0	0	0	0	0	0		4	0	0	0	0	c	1			4	0	0	c	1	1	1
	5	0	0	0	0	0	0		5	0	0	0	0	h	c			5	0	0	0	c	c	c
	6	0	0	0	0	0	0		6	0	0	0	0	0	h			6	0	0	0	h	h	c
4	1	1	1	1	2	2	2	5	1	1	1	2	2	3	3	6	1	1	1	2	2	3	3	
	2	0	1	1	1	2	2		2	1	1	1h	2	2	2h			2	1	1	1h	2	2h	3
	3	0	1	1	1	1h	2		3	0	1	1	1h	2	2			3	h	1	1	2	2	2h
	4	0	0	c	1	1	1h		4	0	1	1	1	1h	2			4	0	1	1	1h	2	2
	5	0	0	h	c	c	c		5	0	h	1	1	c	1c			5	0	h	1	1	1c	1c
	6	0	0	0	h	c	c		6	0	0	c	c	c	c			6	0	0	c	c	c	c
7	1	1	1	2	2	3	4	8	1	1	1	2	2h	3	4h	9	1	1	1	2	3h	4	4h	
	2	1	1	1h	2	2h	3h		2	1	1	2	2	3h	3h			2	1	1	2	2h	3h	3h
	3	h	1	1	2	2	3		3	h	1	1h	2	2h	3			3	h	1	2	2	3	3
	4	0	1	1	1h	2	2h		4	0	1	1	2	2	2c			4	0	1	1h	2	2h	2c
	5	0	1	1	1c	1c	1c		5	0	1c	1	1c	1c	2c			5	0	1c	1	1c	1c	2c
	6	0	h	c	c	c	1c		6	0	h	c	c	1c	1c			6	0	h	c	c	1c	2c
(OP) c: Cohesion hit ("6" eliminates Leader unit). h: Horse hit.																								

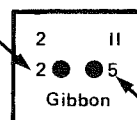
(OP) c: Cohesion hit ("6" eliminates Leader unit). h: Horse hit.

NIGHT MORALE (OP)	
DIE ROLL	MORALE MOD.
1	-2
2	-1
3-4	0
5	+1
6	+2

FIRING MODIFIERS
-1 : Vs Forest.
-1 : Vs Sunken Road.
-1 : Vs Gettysburg (1707).
+1 : Vs Col or Flank.
+1 : Vs Mounted Cav.
-4 : Arty vs Skirmish (OP).
-3 : Inf from Prone (OP).
-3 : Vs Prone or Pin (OP).
-3 : Third Ammo Box (OP).
-2 : Vs Breastwork Def (OP).
-2 : Sm Arms vs Skirmish (OP).
-1 : Second Ammo Box (OP).
+1 : Sm Arms From Breastwork Def (OP).
<b>Firing Notes:</b>
1) A Charging unit is always the closest unit.
2) Columns in Railroad Cut hexes can only be hit from adjacent Railroad Cut hexes.
3) Pinned units and Prone Artillery units may not Fire (OP).

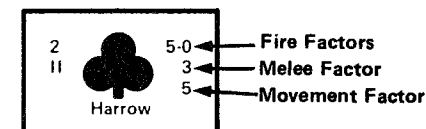
MELEE MODIFIERS
-2 : From Flank or Rear.
-2 : Line or Col Cav not Charging.
-2 : A Defending Column.
-2 : Charging Cav Column.
-1 : Melee Uphill.
+1 : Melee Downhill.
+1 : Charging Inf Column.
-3 : Cav Charging Breastworks (OP).
-2 : Inf Charging Breastworks (OP).
-2 : Melee while Prone or Pin (OP).
+2 : Defending Breastworks (OP).
<b>NOTE:</b> Units may not charge over Steep or Creek hexsides.

Command Distance



Obedience Factor

MORALE MODIFIERS
-3CMF : From Flank or Rear.
-3CM : Def Column.
-2M : Outnumbered 3-1 or More.
-1M : Outnumbered 2-1 or More.
+1F : Line or Dmt Def Sunken Road.
+CMF : Leader Morale Mod.
-C : Lower Best Morale Diff.
-2CM : Charged while Pinned (OP).
-1CM : Charged while Prone (OP).
-1CMF : Each Cohesion hit (OP).
+2CMF : Defending Breastworks (OP).
<b>Morale Notes:</b>
1) <b>Pass Morale:</b> Roll the current modified Morale Factor or less.
2) <b>Fail Morale:</b> Roll more than the current modified Morale Factor.



# CONFEDERATE SCENARIO SET UP CHART

	DIVISION	UNIT	JULY 1	JULY 2	ROUND TOP	JULY 3	PICKETT'S CHARGE
I CORPS	McLaws	Kershaw	NE	1214(F)	2513(F)	2611(4)	2611(4)
		Semmes	NE	1214(F)	2513(F)	2710(3)	2710(3)
		Wofford	NE	1113(F)	2413(F)	2610(3)	2610(3)
		Barksdale	NE	1113(F)	2413(F)	2510(3)	2510(3)
		Cabell Arty.	NE	1114(F)	2612(F)	2510(3)	2510(3)
	Pickett	Garnett	NE	NE	NE	1412(F)	2312(F)
		Armistead	NE	NE	NE	1412(F)	2312(F)
		Kemper	NE	NE	NE	1512(F)	2412(F)
		Corse (OP)	NE	NE	NE	1312(F)	2413(F)
		Jenkins (OP)	NE	NE	NE	1312(F)	2413(F)
		Dearing Arty.	NE	NE	NE	2612(F)	2211(F)
	Hood	Law	NE	NE	2813(F)	2910(3)	2910(3)
		Anderson	NE	1511(F)	2613(F)	3012(4)	3012(4)
		Benning	NE	1510(F)	2713(F)	2711(3)	2711(3)
		Robertson	NE	1510(F)	2812(F)	2811(3)	2811(3)
		Henry Arty.	NE	1511(F)	2711(F)	3011(4)	3011(4)
	Alexander Arty.		NE	NE	2412(F)	2611(4)	2411(4)
	Eshelman Arty.		NE	NE	2412(F)	2412(F)	2311(F)
II CORPS	Early	Hays	NE	1705(F)	1705(F)	----- (0)	----- (0)
		Avery	NE	1705(6)	1705(6)	1707(4)	1707(4)
		Smith	NE	1302(F)	1302(F)	2104(F)	2002(5)
		Gordon	NE	1607(7)	1606(7)	1706(6)	1706(6)
		Jones Arty.	NE	1704(F)	1704(F)	1607(F)	1607(F)
	Rodes	Daniel	NE	1708(F)	1710(8)	1804(8)	2002(7)
		Doles	NE	1707(5)	1707(5)	1809(5)	1809(5)
		Iverson	NE	----- (0)	----- (0)	----- (0)	----- (0)
		Ramseur	NE	1708(4)	1708(4)	1809(4)	1809(4)
		O'Neal	NE	----- (0)	----- (0)	----- (0)	----- (0)
		Carter Arty.	NE	1607(3)	1607(3)	1610(3)	1610(3)
	Johnson	Steuart	NE	1902(F)	1903(F)	2005(7)	2003(5)
		Williams	NE	1710(F)	1704(F)	1704(3)	1703(2)
		Walker	NE	2002(F)	2002(F)	2004(F)	2003(4)
		Jones	NE	1803(F)	1804(F)	1903(4)	1902(3)
		Latimer Arty.	NE	1803(F)	1804(F)	1803(2)	1803(2)
	Dance Arty.		NE	1710(F)	1710(F)	1803(4)	1803(4)
	Nelson Arty.		NE	1608(F)	1608(F)	1603(F)	1603(F)
III CORPS	Anderson	Wilcox	NE	2312(F)	2312(F)	2211(5)	2412(5)
		Mahone	NE	2013(F)	1912(F)	1911(F)	1911(F)
		Wright	NE	2212(F)	2212(F)	2212(3)	2212(3)
		Lang	NE	2213(F)	2212(F)	2312(2)	2112(2)
		Posey	NE	2111(F)	2111(F)	2111(4)	2012(4)
		Lane Arty.	NE	2213(F)	2312(F)	2312(3)	2012(3)
	Heth	Archer	NE	1614(1)	1614(1)	----- (0)	----- (0)
		Davis	NE	1513(4)	1513(4)	1513(5)	2011(5)
		Brocken.	NE	1513(3)	1513(3)	1513(4)	2011(4)
		Pettigrew	NE	1614(6)	1614(6)	1614(9)	2111(9)
		Garnett Arty.	NE	1910(F)	1910(F)	1910(F)	2112(F)
	Pender	Perrin	NE	1811(3)	1811(3)	1811(3)	1810(3)
		Lane	NE	1810(5)	1810(5)	1810(5)	2111(5)
		Thomas	NE	1911(4)	1911(4)	1910(4)	1910(4)
		Scales	NE	----- (0)	----- (0)	----- (0)	----- (0)
		Poague Arty.	NE	1811(F)	2012(F)	2012(F)	2112(F)
	McIntosh Arty.		NE	1810(F)	1810(F)	1810(F)	1810(F)
	Pegram Arty.		NE	2012(4)	2012(4)	2012(4)	1910(4)
CAV DIV	Stuart	Hampton	NE	NE	NE	**** (F)	**** (F)
		F. Lee	NE	NE	NE	**** (F)	**** (F)
		Jones	NE	NE	NE	NE	**** (F)
		Jenkins	NE	**** (F)	**** (F)	**** (F)	**** (F)
		Chambliss	NE	NE	NE	**** (F)	**** (F)
		Robertson	NE	NE	NE	NE	**** (F)
		Imboden	NE	NE	NE	NE	**** (F)
		Beckham Arty.	NE	NE	NE	**** (F)	**** (F)

NE: Not Entered at Scenario Start.  
(F): Unit at Full Strength.  
(3): Current Unit Strength of 3, etc.  
\*\*\*\*: Special Cavalry Rule.



CONFEDERATE UNIT ENTRY CHART

DAY	HOUR	ENTRY HEXES	UNITS AVAILABLE
July 1	7:00am	1117	Heth Ldr, Archer Bde, and Davis Bde (H,III).
	8:00am	1117	Brockenbrough Bde and Pettigrew Bde (H, III), Pegram Arty (III), 1 III Wagon.
	10:00am	1117	Hill Ldr (III), McIntosh Arty (III), Pender Div (-Poague) (P, III), 2 III Wagon.
	Noon	1117	Garnett Arty (H, III), Poague Arty (P, III).
	1:00pm	1007,1008	Ewell Ldr (II), Rodes Div (R, II), 1 II Wagon.
		1005	Early Div (-Smith) (E, II)
	2:00pm	1005	Smith Bde (E, II), 2 II Wagon.
	3:00pm	1005	Jenkins Cav Bde.
		1117	Lee Ldr (A N Va), Longstreet Ldr (I), Anderson Div (A, III), 3 III Wagon, 4 III Wagon, Pendelton Ldr (Arty). (OP).
	5:00pm	1117	Johnson Div (J, II), Dance Arty and Nelson Arty (II), 3 II Wagon, 4 II Wagon.
July 2	1/2:00am	1117	McLaws Div (M, I), 1 I Wagon.
	3/4:00am	1117	Hood Div (-Law) (H, I), 2 I Wagon.
	7:00am	1117	Alexander Arty and Eshelman Arty (I), 3 I Wagon.
	Noon	1117	Law Bde (H, I).
	3:00pm	1117	Pickett Div (P, I), 4 I Wagon.
		1005, 1007, 1008	Stuart Ldr (C), Hampton Cav Bde, Beckham Arty (C).
	4:00pm	1005, 1007, 1008	F. Lee and Chambliss Cav Bde. (C)
July 3	11:00pm	1117	Imboden Cav Bde. (C)
	Noon	1117	Robertson and Jones Cav Bde (C), C Wagon.

CONFEDERATE SENIORITY LIST

GENERAL:

R. E. Lee

LIEUTENANT GENERAL:

Longstreet  
Jackson  
Ewell  
Hill

MAJOR GENERAL:

Ewell  
McLaws  
Hill  
Stuart  
Anderson  
Pickett  
Hood  
Trimble  
Early  
Johnson  
Rodes  
Heth  
Pender

BRIGADIER GENERALS:

Pendelton  
Pettigrew  
Law  
Lane



UNION SCENARIO SET UP CHART

	DIVISION	UNIT	JULY 1	JULY 2	ROUND TOP	JULY 3	PICKETT'S CHARGE	
I CORPS	Wadsworth	Meredith Cutler	NE NE	----- (0) 1905(6)	----- (0) 1906(6)	----- (0) 1906(5)	----- (0) 1906(5)	
	Robinson	Baxter Paul	NE NE	2008(4) ----- (0)	2008(4) ----- (0)	2107(4) ----- (0)	2107(4) ----- (0)	
	Doubleday	Rowley Stone Stannard	NE NE NE	2008(2) ----- (0) 2308(F)	2008(2) ----- (0) 2308(F)	2307(2) ----- (0) 2308(F)	2307(2) ----- (0) 2308(F)	
	Wainwright Arty.		NE	2108(4)	2108(4)	2006(4)	2006(4)	
	II CORPS	Caldwell	Cross Kelly Zook Brooke	NE NE NE NE	2506(F) 2506(F) 2506(F) 2505(F)	2508(F) 2508(F) 2408(F) 2408(F)	2407(F) ----- (0) ----- (0) 2407(F)	2407(F) ----- (0) ----- (0) 2407(F)
Gibbon		Harrow Webb Hall	NE NE NE	2407(F) 2407(F) 2406(F)	2307(F) 2208(F) 2207(F)	2307(2) 2209(5) 2308(F)	2307(2) 2209(5) 2308(F)	
Hays		Carroll Smyth Willard	NE NE NE	2408(F) 2507(F) 2408(F)	2107(F) 2108(F) 2107(F)	2006(4) 2108(5) 2108(5)	1906(4) 2108(5) 2108(5)	
Hazard Arty.		NE	2507(F)	2208(F)	2209(6)	2209(6)		
III CORPS		Birney	Graham Ward De Trobr. Berdan	NE NE NE NE	2906(F) 2806(F) NE 2806(F)	2510(F) 2709(F) 2610(F) 2709(F)	----- (0) ----- (0) 2306(6) 2306(2)	----- (0) ----- (0) 2306(6) 2306(2)
		Humphreys	Carr Brewster Burling	NE NE NE	3106(F) 3106(F) NE	2309(F) 2410(F) 2410(F)	----- (0) 2506(3) 2506(F)	----- (0) 2506(3) 2506(F)
		Randolph Arty.		NE	3206(F)	2510(F)	2407(6)	2407(6)
		V CORPS	Barnes	Tilton Sweitzer Vincent	NE NE NE	2402(F) 2403(F) 2403(F)	2506(F) 2507(F) 2507(F)	2808(3) 2508(3) 3009(3)
	Ayres		Day Burbank Weed	NE NE NE	2501(F) 2502(F) 2502(F)	2407(F) 2406(F) 2407(F)	----- (0) 2708(F) 2808(6)	----- (0) 2708(F) 2808(6)
Crawford	McCandless Fisher		NE NE	NE NE	2405(F) 2405(F)	2608(6) 2908(F)	2608(6) 2908(F)	
Martin Arty.			NE	2402(F)	2406(F)	2708(6)	2708(6)	
VI CORPS	Wright		Torbert Bartlett Russell	NE NE NE	NE NE NE	NE NE NE	2408(F) 3208(F) 3108(F)	2408(F) 2507(F) 3306(F)
	Howe	Grant Neill	NE NE	NE NE	NE NE	3007(F) 2303(F)	3208(F) 2303(F)	
	Newton	Shaler Eustis Wheaton	NE NE NE	NE NE NE	NE NE NE	2304(F) 3007(F) 2508(F)	3007(F) 3007(F) 2508(F)	
	1 Tompkins Arty. 2 Tompkins Arty.		NE NE	NE NE	NE NE	2608(F) 2906(F)	2608(F) 2906(F)	
	XI CORPS	Barlow	Von Gilsa Ames	NE NE	1906(4) ----- (0)	1906(4) ----- (0)	1907(3) ----- (0)	1907(3) ----- (0)
Von Steinwehr		Coster Smith	NE NE	1907(5) 2209(6)	1907(5) 2207(6)	2007(4) 2008(5)	2007(4) 2008(5)	
Schurz		Schimmel. Krzyzan.	NE NE	2108(5) ----- (0)	2007(5) ----- (0)	2007(5) ----- (0)	2007(5) ----- (0)	
Osborn Arty.		NE	1907(6)	1907(6)	1907(6)	1907(6)		
XII CORPS	Williams	McDougall Lockwood Ruger	NE NE NE	2005(F) NE 2105(F)	2005(F) 2105(F) 2105(F)	2206(F) 2305(6) 2206(F)	2104(F) 2006(5) 2104(F)	
	Geary	Candy Kane Greene	NE NE NE	2708(F) 2808(F) 2808(F)	1905(F) 2006(F) 1905(F)	2106(F) 2106(F) 1905(5)	1905(6) 2005(3) 1905(5)	
	Muhlenburg Arty.		NE	2006(F)	2005(F)	2406(F)	2406(F)	
	ARTY	Tyler	Ransom McGilvery Taft Huntington Fitzhugh	NE NE NE NE NE	3306(F) NE NE NE 3306(F)	2505(F) 2505(F) 2504(F) 2504(F) 2605(F)	2505(5) 2408(4) 2008(F) 2504(5) 2504(6)	2505(5) 2408(4) 2008(F) 2504(5) 2504(6)
CAV CORPS		Buford	Gamble Devin Merritt Calef Arty	1610(F) 1507(F) NE 1610(F)	3108(5) 3009(F) NE 3009(F)	**** (5) **** (F) NE **** (F)	**** (5) **** (F) NE **** (F)	**** (5) **** (F) 3213(—) **** (F)
		Gregg	McIntosh Huey Gregg	NE NE NE	NE NE NE	2201(F) NE **** (F)	**** (F) **** (F) **** (F)	**** (F) **** (F) **** (F)
		Kilpatrick	Farnsworth Custer	NE NE	NE NE	NE NE	**** (F) **** (F)	3211(F) **** (F)
		Robertson Arty. Tidball Arty.		NE NE	NE NE	**** (F) **** (F)	**** (F) **** (F)	**** (F) **** (F)

NE: Not Entered at Scenario Start.

(F): Unit at Full Strength.

(3): Current Unit Strength of 3, etc.

\*\*\*\*: Special Cavalry Rule.

(-): Full Strength minus Stragglers.

UNION UNIT ENTRY CHART

DAY	HOUR	ENTRY HEXES	UNITS AVAILABLE
July 1	7:00am	On Mapboard	Buford Cav Div (-Merritt).
		3414	Reynolds Ldr (I).
	8:00am	3414	Wadsworth Div (1, I).
	9:00am	3414	Wainwright Arty (I), Doubleday Ldr and Stone Bde (3, I).
	10:00am	3407	Howard Ldr (XI).
		2717	Rowley Bde (3, I), I Wagon.
		3414	Robinson Div (2, I).
	11:00am	3407	Osborne Arty (XI), Schurz Div (3, XI).
		3414	Barlow Div (1, XI).
	Noon	3407	Von Steinwehr Div (2, XI), XI Wagon.
	3:00pm	3407	Hancock Ldr (II)
	4:00pm	2601	Williams Div (-Lockwood) (1, XII), Geary Div (2, XII), Muhlenburg Arty (XII), XII Wagon.
	5:00pm	2601	Slocum Ldr (XII).
	6:00pm	2717, 3414	Stannard Bde (3, I).
		3414	Sickles Ldr (III), Birney Div (-De Trobriand) (1, III).
	8:00pm	1801*, 2601	Sykes Ldr (V), Martin Arty (V), Barnes Div (1, V), Ayres Div (2, V).
	9/10:00pm	2717, 3414	Humphreys Div (-Burling) (2, III), Randolph Arty.
		3407	II Corps (-Hancock Ldr), Ransom and Fitzhugh Arty (Arty Res), II Wagon, 1 AR Wagon.
July 2	1/2:00am	3407	Meade Ldr (Potomac), Hunt Ldr (Arty).
	5:00am	3414, 3407	Robertson Arty (C), 1 C Wagon.
	7:00am	3414, 3407	Lockwood Bde (1, XII).
	8:00am	3407	De Trobriand Bde (1, III), Burling Bde (2, III).
	10:00am	3407	Tyler Ldr (Arty Res), McGilvery, Taft, and Huntington Arty (Arty Res), 2 AR Wagon, 3 AR Wagon, 4 AR Wagon.
	11:00am	1801*, 2601	Crawford Div (3, V), V Wagon.
	Noon	1801*, 2601	Pleasonton Ldr (C), Gregg Cav Div (-Huey), Tidball Arty (C).
	3:00pm	2601	Sedgewick Ldr (VI), Wright Div (1, VI).
		1801*, 2601	Kilpatrick Cav Div, 2 C Wagon.
	4:00pm	2601	Howe Div (2, VI), 1 Tompkins Arty (VI), 1 VI Wagon
	5:00pm	2601	Newton Div (3, VI), 2 Tompkins Arts (VI), 2VI Wagon.
	9/10:00pm	1801*, 2601	Huey Cav Bde, III Wagon
July 3	2:00pm	3414, 3407	Merritt Cav Bde, Potomac Wagon.
* Can only be used if the Confederates are not west of Gettysburg and south of Hanover Road.			

UNION SENIORITY LIST

MAJOR GENERALS:

Meade  
Slocum  
Sledgewick  
Reynolds  
Howard  
Sickles  
Hancock  
Sykes  
Newton  
Doubleday  
Schurz  
Birney  
Pleasonton

BRIGADIER GENERALS:

Williams  
Wadsworth  
Wright  
Von Steinwehr  
Crawford  
Geary  
Humphreys  
Robinson  
Caldwell  
Gibbon  
Griffin  
Howe  
Buford  
Hunt  
Barlow  
Hays  
Wheaton  
Ayres  
Gregg  
Tyler  
Barnes  
Ames  
Kilpatrick

I CORPS (LONGSTREET)

MC LAWS' DIV(M)

1 2 3 4 5 6 7 8 9 10

KERSHAW

1 2 3 4 5 6 7 8 9

SEMMES

1 2 3 4 5 6 7 8 9

WOFFORD

(MC LAWS)

1 2 3 4 5 6 7 8 9 10

BARKSDALE

1 2 3 4 5 6 7 8 9

CABELL ARTY.

PICKETT'S DIV(P)

1 2 3 4 5 6 7 8 9

GARNETT

1 2 3 4 5 6 7 8 9

ARMISTEAD

1 2 3 4 5 6 7 8 9

KEMPER

(PICKETT)

1 2 3 4 5 6 7 8 9

CORSE

1 2 3 4 5 6 7 8 9 10

JENKINS

1 2 3 4 5 6 7 8 9

DEARING ARTY.

HOOD'S DIV(H)

1 2 3 4 5 6 7 8 9 10

LAW

1 2 3 4 5 6 7 8 9

ANDERSON

1 2 3 4 5 6 7 8 9

BENNING

(HOOD)

1 2 3 4 5 6 7 8 9 10

ROBERTSON

1 2 3 4 5 6 7 8 9

HENRY ARTY.

RES ARTY

1 2 3 4 5 6 7 8 9

ALEXANDER ARTY.

1 2 3 4 5 6 7 8 9

ESHELMAN ARTY.

II CORPS (EWELL)

EARLY'S DIV(E)

1 2 3 4 5 6 7 8 9 10

HAYS

1 2 3 4 5 6 7 8 9

AVERY

1 2 3 4 5 6 7 8 9

SMITH

(EARLY)

1 2 3 4 5 6 7 8 9 10

GORDON

1 2 3 4 5 6 7 8 9

JONES ARTY.

RODES' DIV(R)

1 2 3 4 5 6 7 8 9 10

DANIEL

1 2 3 4 5 6 7 8 9

DOLES

1 2 3 4 5 6 7 8 9

IVERSON

(RODES)

1 2 3 4 5 6 7 8 9

RAMSEUR

1 2 3 4 5 6 7 8 9

O'NEAL

1 2 3 4 5 6 7 8 9

CARTER ARTY.

JOHNSON'S DIV(S)

1 2 3 4 5 6 7 8 9 10

STEUART

1 2 3 4 5 6 7 8 9

WILLIAMS

1 2 3 4 5 6 7 8 9 10

WALKER

(JOHNSON)

1 2 3 4 5 6 7 8 9

JONES

1 2 3 4 5 6 7 8 9

LATIMER ARTY.

RES ARTY

1 2 3 4 5 6 7 8 9

DANCE ARTY.

1 2 3 4 5 6 7 8 9

NELSON ARTY.

III CORPS (HILL)

ANDERSON'S DIV(A)

1 2 3 4 5 6 7 8 9 10

WILCOX

1 2 3 4 5 6 7 8 9

MAHONE

1 2 3 4 5 6 7 8 9

WRIGHT

(ANDERSON)

1 2 3 4 5 6 7 8 9

LANG

1 2 3 4 5 6 7 8 9

POSEY

1 2 3 4 5 6 7 8 9

LANE ARTY.

HETH'S DIV(H)

1 2 3 4 5 6 7 8 9 10

ARCHER

1 2 3 4 5 6 7 8 9 10

DAVIS

1 2 3 4 5 6 7 8 9 10

BROCKENBROUGH

(HETH)

1 2 3 4 5 6 7 8 9 10

PETTIGREW

1 2 3 4 5 6 7 8 9 10

GARNETT ARTY.

PENDER'S DIV(P)

1 2 3 4 5 6 7 8 9 10

PERRIN

1 2 3 4 5 6 7 8 9

LANE

1 2 3 4 5 6 7 8 9

THOMAS

(PENDER)

1 2 3 4 5 6 7 8 9

SCALES

1 2 3 4 5 6 7 8 9

POAGUE ARTY.

RES ARTY

1 2 3 4 5 6 7 8 9

MC INTOSH ARTY.

1 2 3 4 5 6 7 8 9

PEGRAM ARTY.

CAVALRY (STUART)

STUART'S DIV(C)

1 2 3 4 5 6 7 8 9 10

HAMPTON

1 2 3 4 5 6 7 8 9 10

F. LEE

1 2 3 4 5 6 7 8 9

JONES

1 2 3 4 5 6 7 8 9

JENKINS

1 2 3 4 5 6 7 8 9

CHAMBLISS

1 2 3 4 5 6 7 8 9

ROBERTSON

1 2 3 4 5 6 7 8 9

IMBODEN

1 2 3 4 5 6 7 8 9

BECKHAM ARTY.

RESERVE ARTILLERY AMMUNITION (OP)												
WAGON	1	2	3	4	1	2	3	4	1	2	3	4
AM. FACTOR	I	I	I	I	II	II	II	II	III	III	III	III
	25	25	25	25	25	25	25	25	25	25	25	20

TIME RECORD CHART												
JULY 1												
JULY 2	1am	3am	5am	6am	7am	8am	9am	10am	11am	Noon	1pm	2pm
JULY 3	1am	3am	5am	6am	7am	8am	9am	10am	11am	Noon	1pm	2pm

I CORPS (REYNOLDS)

1 DIV

145748591071111

324567899

12345678

MEREDITH  
(WADSWORTH)  
CUTLER

2 DIV

1357889

1357889

123456

BAXTER  
(ROBINSON)  
PAUL

3 DIV

1243647578

145789

123459

1234567888

ROWLEY  
STONE  
(DOUBLEDAY)  
STANNARD

ARTY

13457899

1234567

WAINWRIGHT  
ARTY.

II CORPS (HANCOCK)

1 DIV

168910

15910

134678

1478

1238

CROSS  
KELLY  
(CALDWELL)  
ZOOK  
BROOKE

2 DIV

15638910

13574859

15789

1234

HARROW  
WEBB  
(GIBBON)  
HALL

3 DIV

1568910

124678

1234568

12345678

CARROLL  
SMYTH  
(HAYS)  
WILLARD

ARTY

13457899

1234567

HAZARD  
ARTY.

III CORPS (SICKLES)

1 DIV

12345678

145789

123456788

12346788

12345678

GRAHAM  
WARD  
(BIRNEY)  
DE TROBRIAND  
BERDAN

2 DIV

123456788

13456789

1246778

1234568

CARR  
BREWSTER  
(HUMPHREYS)  
BURLING

ARTY

134567899

12345678

RANDOLPH  
ARTY.

V CORPS (SYKES)

1 DIV

14678

134678

1234510

TILTON  
SWEITZER  
(BARNES)  
VINCENT

2 DIV

1568910

1234

12346788

12345678

DAY  
BURBANK  
(AYRES)  
WEED

3 DIV

13457899

1357889

123456

McCANDLESS  
(CRAWFORD)  
FISHER

ARTY

13457899

1234567

MARTIN  
ARTY.

VI CORPS (SEDGEWICK)

1 DIV

134567899

124678

1234568

12347889

123456

TORBERT  
BARTLETT  
(WRIGHT)  
RUSSELL

2 DIV

14567891010

134567899

12345678

GRANT  
(HOWE)  
NEILL

3 DIV

123456788

134678

1234568

1234678



























SHALER  
EUSTIS  
(NEWTON)  
WHEATON





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




















**PICKETT'S CHARGE®**

[illegible]


















































































































































































































































































<p>2 XII</p> <p>4-0</p> <p>5 2 2</p>  <p>Candy</p>	<p>2 XII</p> <p>4-0</p> <p>5 2 2</p>  <p>Greene</p>	<p>1 XI</p> <p>6-2-1-0</p> <p>5 1 1</p>  <p>Osborn</p>	<p>2 XII</p> <p>6-2-1-0</p> <p>5 1 1</p>  <p>Muhenburg</p>	<p>1 C</p> <p>(d)</p> <p>7 4 4</p>  <p>Gamble</p>	<p>1 C</p> <p>(d)</p> <p>7 4 4</p>  <p>Devlin</p>	<p>1 C</p> <p>5-3-1-0</p> <p>1 1 1</p>  <p>Galef</p>	<p>1 C</p> <p>AR7-4-2-0</p> <p>5 1 1</p>  <p>Taft</p>	<p>1 C</p> <p>(d)</p> <p>7 5 5</p>  <p>Custer</p>	<p>2 C</p> <p>(d)</p> <p>7 4 4</p>  <p>Greggs</p>	<p>2 C</p> <p>(d)</p> <p>7 4 4</p>  <p>Farnsworth</p>	<p>5-3-1-0</p> <p>7 1 1</p>  <p>Robertson</p>	<p>5-3-1-0</p> <p>7 1 1</p>  <p>Ransom</p>	<p>AR</p> <p>6-1-0</p> <p>5 1 1</p>  <p>McGilveray</p>	<p>AR</p> <p>6-2-1-0</p> <p>5 1 1</p>  <p>Huntington</p>	<p>AR</p> <p>6-2-1-0</p> <p>5 1 1</p>  <p>Fitzhugh</p>	<p>0</p> <p>0</p> <p>0</p>  <p>II</p>	<p>0</p> <p>0</p> <p>0</p>  <p>III</p>	<p>0</p> <p>0</p> <p>0</p>  <p>V</p>	<p>0</p> <p>0</p> <p>0</p>  <p>1 VI</p>	<p>0</p> <p>0</p> <p>0</p>  <p>2 VI</p>	<p>0</p> <p>0</p> <p>0</p>  <p>XI</p>	<p>0</p> <p>0</p> <p>0</p>  <p>XII</p>	<p>0</p> <p>0</p> <p>0</p>  <p>1 AR</p>	<p>0</p> <p>0</p> <p>0</p>  <p>2 AR</p>	<p>0</p> <p>0</p> <p>0</p>  <p>3 AR</p>
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	REACT	Column ▼	Column ▼	Column ▼
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	REACT	Column ▼	Column ▼	Column ▼
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POINTS	Column ▼	Column ▼	Column ▼	Column ▼
REACT	Column ▼	Column ▼	Column ▼	Column ▼

[illegible]

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P	I	4.0		Kemper	3	3	5	P	I
H	I	4.0		Benning	2	2	5	H	I
E	E	3.0		Smith	2	2	5	E	E
M	I	4.0		Wofford	2	2	5	M	I
P	I	4.0		Jenkins	2	2	5	P	I
R	A	5-2-1-0		Henry	1	1	5	R	A
R	I	4.0		Daniel	2	2	5	R	I
M	I	5.0		Barksdale	3	3	5	M	I
P	I	4.0		Law	3	3	5	P	I
E	E	5.0		Hays	3	3	5	E	E
R	I	3.0		Iverson	2	2	5	R	I
E	E	4.0		Avery	2	2	5	E	E
R	A	6-2-1-0		Jones	1	1	5	R	A
E	E	3.0		Ramsaur	3	3	5	E	E
R	I	4.0		Williams	2	2	5	R	I
H	A	4.0		Wright	2	2	5	H	A
A	A	4.0		Posey	2	2	5	A	A
H	H	4.0		Archer	2	2	5	H	H
P	P	4.0		Thomas	2	2	5	P	P
C	C	(2)		Jones	4	4	7	C	C
C	C	(2)		Jenkins	4	4	7	C	C
P	P	4.0		Scales	2	2	5	P	P
R	A	6-2-1-0		Chambliss	4	4	7	R	A
H	H	4.0		Pettigrew	3	3	5	H	H
P	P	4.0		Perrin	2	2	5	P	P
C	C	(3)		F. Lee	5	5	7	C	C
C	C	(2)		Lane	2	2	5	C	C
C	C	(2)		Jones	4	4	7	C	C
C	C	(2)		Lang	2	2	5	C	C

[illegible][illegible]

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# PICKETT'S CHARGE®

1605

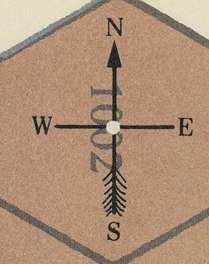
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V 4 4 Sykes	1 VI 2 4 Wright	2 VI 1 4 Howe	3 VI 1 4 Newton	VI 5 4 Sedgewick	1 XI 1 4 Barlow	2 XI 1 3 Steinwehr	3 XI 1 4 Schurz	XI 4 4 Howard	1 XII 1 3 Williams
2 XII 1 4 Geary	XII 5 4 Slocum	1 C 2 5 Buford	2 C 1 3 Gregg	3 C 1 4 Kilpatrick	C 4 4 Pleasanton	AR 1 4 Tyler	Arty 2 5 Hunt	Potomac 8 6 Meade	— 2 5 General
1 4 3 General	1 3 4-5 General	1 3 6 General	1 3 7 General	1 3 8 General	1 3 9-11 General	2 5 12 General	3 VI 1 3 Wheaton	1 XI 1 3 Ames	1 V 1 4 Griffin

I 5 3 Longstreet	M I 1 3 McLaws	P I 1 3 Pickett	H I 2 5 Hood	E II 2 4 Early	R II 1 4 Rodes	J II 1 4 Johnson	
A III 2 3 Anderson	H III 1 4 Heth	P III 1 5 Pender	II 4 3 Ewell	III 4 3 Hill	Arty 1 3 Pendleton	II 5 5 Jackson	
N. VA. 6 6 R. E. Lee	C 5 4 Stuart	— 1 4 Trimble	— 2 5 General	— 1 4 General	— 1 3 General	— 1 3 General	
1 3 7 General	1 3 8 General	1 3 9-11 General	2 5 12 General	H I 1 3 Law	H III 1 4 Pettigrew	P III 1 3 Lane	


1 I 1 4 Wadsworth	1 7-1 III 3 5 Berdan						
2 I 1 4 Robinson							
3 I 2 4 Doubleday							
I 5 5 Reynolds							


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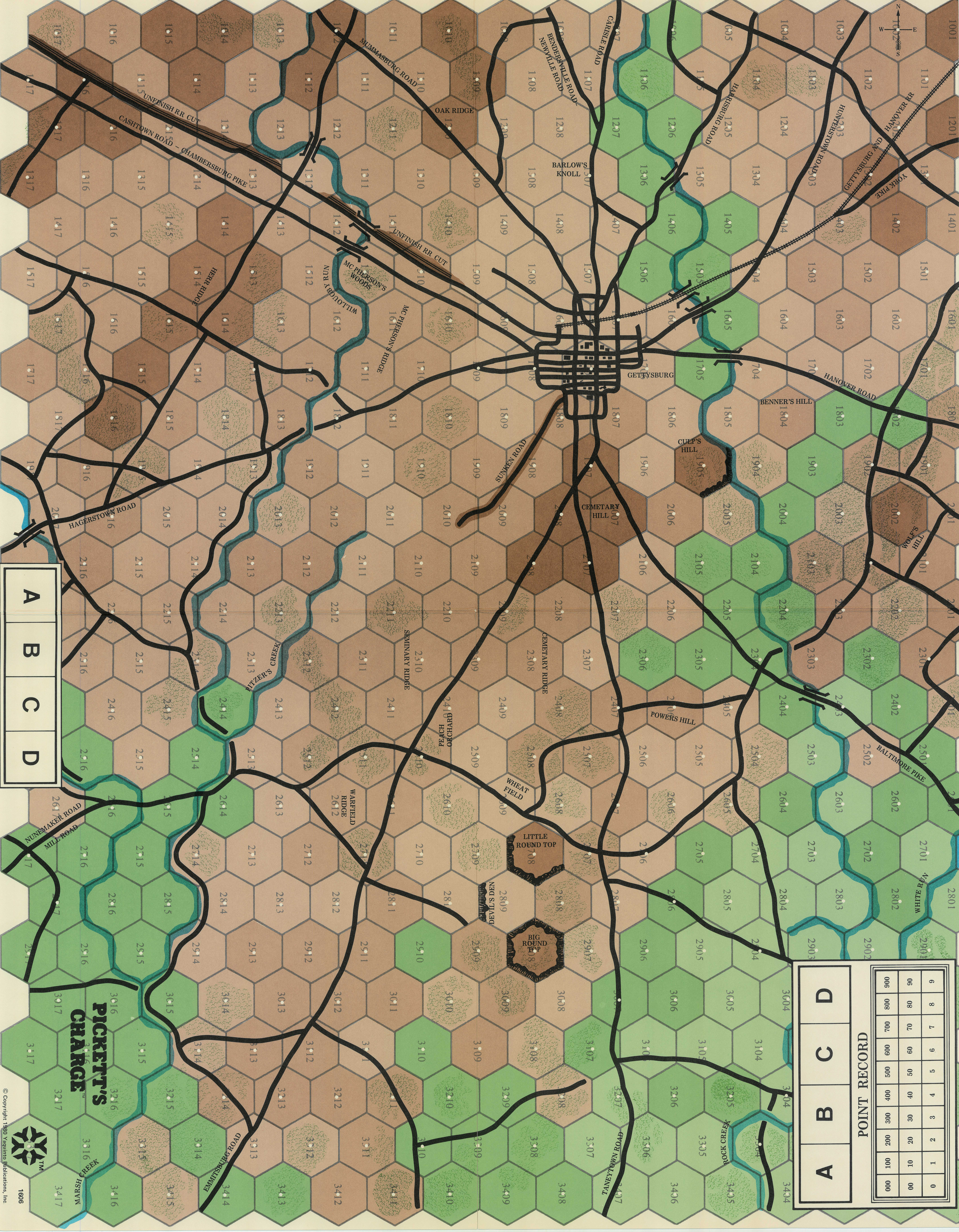


POINT RECORD

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06	08	0L	09	05	04	03	02	01	00
006	008	00L	009	005	004	003	002	001	000



A

B

C

D