GETTYSBURG

Smithsonian







Avalon Hill Game Company
Compiled by Christian Holm Christensen

Original credits

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Game mechanics

Period	Gunpowder
Level	operational
Hex scale	640 m (699.9 yards)
Unit scale	division (⋙)
Turn scale	2 hours
# turns	24
Unit density	medium
Complexity	1 of 10
Solitaire	8 of 10

Articles

- Martin,R.A., Cluck,B.A., and Taylor,S.C., Martin, B., "Gettysburg '88" (Series Replay)", *The General*, **Vol.25**, #5, p6-14
- Boeche,T., "They Led at Gettysburg - The Confederate and Union Generals", *The General*, **Vol.25**, #5, p15-16
- "Contest 147", *The General*, **Vol.25**, #5, p16
- Blumberg,A., "Horse Soldiers - Cavalry Operations during the Gettysburg Campaign", *The General*, **Vol.25**, #5, p17-19
- Marian,J. & Brown,J., "Intermediate Gettysburg '88", *The General*, **Vol.25**, #5, p19
- Moore,O., "Let us cross over the river - A Flight of Fancy for Wargamers", *The General*, **Vol.25**, #5, p20-24
- "The Question Box", *The General*, **Vol.25**, #5, p58
- "Solution to contest # 147", *The General*, **Vol.25**, #6, p59
- Mones,S., "Three days in Pennsylvania — Optional rules for Gettysburg (125th Anniversary Edition)", *The General*, **Vol.29**, #4, p35-38
- Avaloncon GM, "Avaloncon Rules Clarifications", *The Boardgamer*, **Vol.1**, #4, p22-23
- Freeman, R., "Gettysburg '88 - A Union opening strategy", *The Boardgamer*, **Vol.2**, #1, p27-28
- Thomson, B., "Insight into Gettysburg '88 - Tournament play for the novice", Web published

This version all text, illustrations, graphics, and layout by Christian Holm Christensen.



Typeset in LaTeX by Christian Holm Christensen using the package wargame. The sources of this document and supporting material is available from Gitlab.
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Preface

This is a revamp of the Avalon Hill Game Company 1988 game *Gettysburg* (Smithsonian edition). All text and graphics is new in this edition. The rules have been rewritten to hopefully be more accessible than the original rules. For example, the optional rules have been integrated into the main text so that it is easier to find them at the relevant time in the flow of the game.

The original game used large, rectangular counters for ground units and smaller, square counters headquarters, which is hard to deal with in a Print'n'Play version. Hence, all counters have the same size. The original game used graphical representations for units, while this version uses standard NATO symbology.

Some illustrations have been added to hopefully clear up the rules, and inconsistencies in the original rules have been resolved, including common questions. For example, in the original rules, road movement was not explicitly prohibited into enemy ZOC, but the examples suggested as much. Hence, in these rules road movement is not possible in enemy ZOC, in line with other games in the *American History* series. The rules are cross-referenced. As rules have been restructured, including the optional rules, the text is more verbose and with some repetitions here and there, but the relevant information should be easier to find. Also corrections made in the official errata has been Incorporated.

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Rules

Introduction

This game, Gettysburg, simulates the Confederate States of America's offensive in 1863. This was an effort by the Confederates gain ground into Pennsylvania and to acquire supplies, mainly food. One player (faction) controls the Confederate Army of North Virginia under command of General R.E. Lee, while the other faction controls the United States of Americas Army of Potomac under command of General Meade.

The game can be played in four scenarios: One for each day of the conflict (1st, 2nd, and 3rd of July 1863) or spanning all three days.

The aim of the Confederate faction is to gain as much ground and inflict as many Union casualties as possible, while the Union faction tries to hold the ground and drive the Confederates back.

The game is played in *turns* which are further subdivided into *phases*. Once all phases of a turn has been completed, then the game moves on to the next turn until the end of the game as stipulated in the scenario notes.

§1 Components

The game consists of

- A board with a map of the area around Gettysburg.
- 28 and 56 counters representing the Confederate and Union units, respectively, involved in the conflict.
- Some markers for game dynamics.
- Three sets of each two *Orders of Battle* (OOB) charts. These record the starting units and later reinforcements.
- These rules.

In addition, each player should have a 10-sided dice to resolve die-rolls.

§1.1 The board

The map on the board shows the conflict area around Gettysburg. Superimposed on the map are hexagon fields (*hexes*) meant to capture movement of troops. Each hex is labelled with grid coordinates.

Each hex has an associated *terrain*, as summarised in Table 1. Natural terrain are

Clear Mostly open terrain (fields, small forests).

Woods Dense vegetation, such as forests. Manoeuvring in these areas is limited, and therefore provides some cover for defending troops.

Hill Higher ground which provide a defensive position.

Rocky hill Regions hills or higher elevation, with a rocky ground, and thus limited manoeuvrability. These provide defensive advantages. All rules that apply to hills *also* applies to rocky hills, though the converse is *not* true. Thus, a rocky hill is a hill with additional limitations. Artillery units (⊡ and ⊠) *may never* enter a hex which is *both* a rocky hill *and* a woods hex (hexes E6 and F5). This applies to regular movement as well as advances or retreats (§11, 13.6, and 13.3).

Terrain	MF*	DF	LOS*
Clear	1	–	✔
Woods	+1	+1‡	✘
Hill	–	+2‡	✘
Rocky hill	+1†	+2‡	✘
Stream	+1**	–	–
Road	½¶	–	–
Railroad	½¶	–	–
Town	½¶	+1	✘
Enemy ZOC	+1	–	–

Table 1: Movement and combat effects chart. Defence (DF) combat factor modifiers depend on hex occupied by *defender*. Modifiers are *per unit* and are cumulative. The '+' MF costs are cumulative and are in *addition* to other costs.
*An entry of '–' for MF or LOS means MF cost and LOS is as for other terrain in the hex. ** Stream crossing +1 MF in *addition* to other terrain cost. Note that a road crossing nullifies this additional cost. † An artillery unit (⊡) may *not* enter a hex that has *both* hill and woods terrain. ‡Defensive bonus *only* applies if *no* attacker attacks from a *connected* hex of the same terrain. ¶The reduced cost of moving along a road, railway, or through Gettysburg, only applies if the hex-side moved over is perforated by the road, railroad, or leads to Gettysburg. Other terrain is ignored.

Stream Another natural feature of the map are the stream hex-*sides*. These represent waterways which limits manoeuvrability.

A hex is considered woods (), hill (), or a stony hill () if it contains *any* amount of that terrain. A hex can contain more than one type of terrain. See also Figure 1.

Non-natural features of the map are

Gettysburg The only major settlement on the map. This is dense buildings and roads.

Roads Roads that connect hexes. Moving a long a road provides easier and faster travel. When a unit

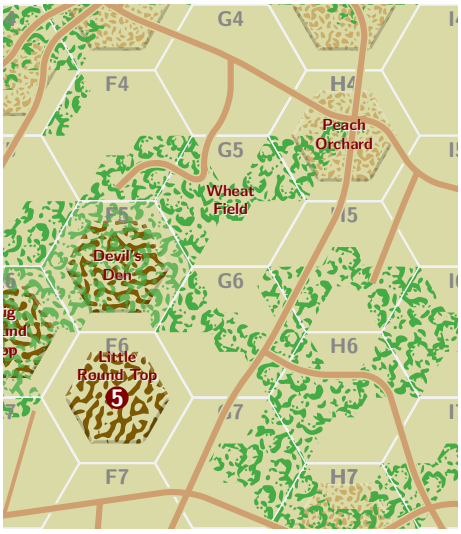


Figure 1: Types of terrain. G4 is clear and costs 1 MF to enter. Hexes F4, G5, G6, G7, H5, and H6 are all woods hexes, which can be entered by spending 2 MF. Hex H4 is hill *and* a woods hex and therefore requires 2 MF to be spend. F6 is a rocky hill (2 MF to enter). Hex F5 is *both* a rocky hill *and* woods, and thus costs 3 MF to enter. Furthermore, an (horse) artillery unit (⊡) *may not* enter this hex, neither in regular movement, nor as a consequence of a retreat or advance.

moves *along* a road it can move much faster than across country.

Railroad Rail road tracks, even if not entirely finished, provides an open area of the units to move easier through.

⊡ *Indirect fire* When this optional rule is in effect, then indirect fire requires that *line of sight* (LOS) can be traced from an artillery unit to its target. As noted in Table 1, some terrain blocks LOS i.e., woods (), hills (), whether rocky or not, and Gettysburg (). See also §9.

Also on the board is the *turn track*. This, together with the *game turn* counter keeps track of time throughout the game.

§1.2 The units

The vast majority of counters in the game represent various regular units, such as infantry (⊠), artillery, (⊡), and cavalry (⊿). Other units represent headquarters (▭), or commanding officers and their support personnel. Finally, a set of counters are used for book-keeping.

The counters are colour coded according to the nationality or command structure to which they belong. The colours are

Confederate States of America units of the Army of North Virginia, or simply "Confederate" units.

United States of Ameria units of the Army of the Potomac, or shorter "Union" units.

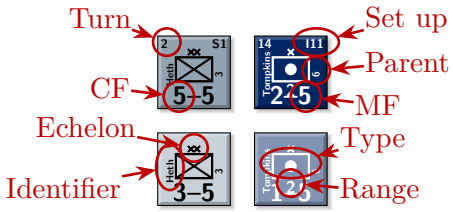


Figure 2: Elements of regular units. The top row shows the full-strength (face-up) side of some counters, while the bottom shows the reduced-strength (face-down) side. The different parts of the unit are highlighted.

§1.2.1 Regular units

Figure 2 shows the elements of regular units. These are

Turn : The turn from which the unit is available. If no turn is printed on the counter, it means that the unit is part of the initial set-up on the 1st of July.

Set up : This field specifies the hex on the map the unit appears, either initially or later as reinforcements.

CF : Combat factor. This represents the units fighting ability, both *offensive* and *defensive*. The higher the number the stronger the unit. Generally, there is a difference in CF between the full- and reduced-strength sides of a unit.

MF : Movement factor. The manoeuvrability of the unit. The larger the number, the more mobility of the unit.

Range : Artillery units (⊡) only, and only if the optional ⊡ *Indirect fire* rule is in use. The number of hexes an artillery unit can fire, not including the source hex, but including the target hex. Thus a range of 2 means at 1 intermediate hex.

Echelon : The size of the unit. There are three different sizes of units in the game, representing the hierarchy of the factions.

⨯ Division.

× Brigade. Either a detachment from a larger unit or an independent formation.

| | Battalion. A detachment from a division. Smaller independent formations, typically of cavalry or artillery.

Identifier : The name of the commander of the unit. This has no impact on the game, other than to give a historical reference.

Parent : The parent formation of the unit.

▭ *Control & Command* If this optional rule is in use, then the parent formation matters in terms of stacking and command and control bonuses. If the optional rule is *not* in use, then it has no baring on the game.

Type : The kind of unit. The unit types are

⊠ Infantry. Soldiers mainly travelling by foot and equipped with small arms.

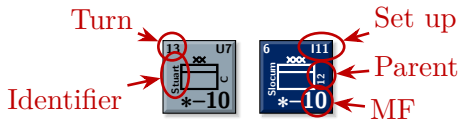


Figure 3: Elements of headquarter units. The different parts of the unit are highlighted.

- Artillery. Batteries of heavy guns, or cannons, firing shells.
- Horse artillery. Like regular artillery (◘) but drawn and transported by horse drag, and thus with higher mobility.
- Cavalry. Soldiers on horseback with small arms, including swords and sometimes lances.

The face-up side of a unit shows its *full-strength* status, while the face-down side shows its *reduced-strength* status. The reduced-strength side is identified by a lighter background. A unit is flipped to its reduced-strength side as a consequence of a *step loss* (§13.4). If a unit is blank on its back-side then it is considered eliminated and is removed from the map.

In the following we will often use a short hand notation to designate units. This short hand consist of the command of the unit (US for Union units and CS Confederate units), the unit commander name, parent formation identifier, and the unit type (I: infantry, A: (horse) artillery, C: cavalry, HQ: headquarters) and echelon (A: army, C: corps, D: division, BDE: brigade, BN: battalion). For example, the United States of America Barnes infantry division, 5th corps may be written US BARNES/5 ID.

§1.2.2 Headquarter units

These units represents a field commander (general) and support personnel.

Figure 3 shows the elements of headquarter units. These are mostly the same as those of regular units explained above and shown in Figure 2, except they have a single CF of ∗. This indicates that a headquarter unit cannot attack or defend on its own. The echelons of headquarters are

- ××× : Army. There is only one such unit for either faction: One representing General R.E.Lee as commander of the North Virginia Army, and one representing General Meade commanding the Potomac Army.
- ×× : Corps. Organisational unit that controls one or more divisions of troops and smaller, typically supporting, formations.
- × : Division. Some units, in particular specialised units, are organised as smaller formations and thus come under the command of a division headquarter.

The organisational structure of the Army of North Virginia and the Army of the Potomac are shown in Figure 5, and 6 respectively. .

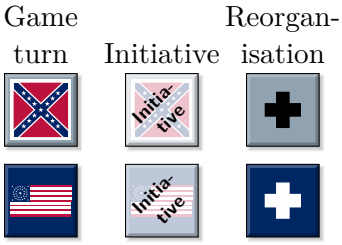


Figure 4: Markers, from left to right: Game turn. One face shows the Union flag and the other the Confederate combat banner. Initiative marker (optional). One face indicates the Union faction has the initiative, while the other that the Confederate faction has it. Reorganisation (optional). Each faction has two of these markers which is used to indicate a unit that is being reorganised back to full-strength.

▭ *Control & Command* If this optional rule is in effect, then the placement of a unit in the hierarchy matters. See also §8.

§1.3 Markers

There are three markers in the game, as shown in Figure 4. These are

Game turn : Use this marker on the turn track on the board to keep track of the time in the game. Flip the counter to the faction which is in turn at any given point (§4).

Initiative (optional): Use this marker to keep track of who has the initiative, by flipping it to the appropriate side. Place the marker, if the optional rule is used, on the OOB of the faction that currently holds the initiative

Reorganisation (optional): Each faction has two of these markers which they may place on reduced-strength units during a night turn, to indicate that the units are being reorganised to come back to full-strength.

§1.4 Orders of Battle

There are three sets of *Order of Battle* (OOB), one for each of the starting times of the three scenarios. Each set consist of an OOB for the Union and Confederate faction. One set, marked "Jul 1" is used when starting the game on the 1st of July, the one marked "Jul 2" is used if the game is started on the 2nd of July, and finally the last set marked "Jul 3" is used when starting the game on the 3rd of July.

On the OOBs are printed all the units used in a scenario ordered by turn and location of appearance of each unit. The 'At Start' units start the game on the board, while other units become available at later stages.

Note that the Confederate faction has no "At-start" units, nor any reinforcements on the first turn of the 1st July. This means that the Union faction will be the only faction taking any actions in that first turn.

For the scenarios that start on the 2nd of July or later, there are also slots for previously eliminated units. This is important when calculating the final victory points of the game.

§1.5 Dice

In addition to the materials provided, at least one, preferably two, 10-sided[1] dice are needed. These are used to resolve various situations in the game, such as battles.

Many available 10-sided dice are numbered from 0 to 9. In that case, a roll of '0' must be read as a '10'. That is, random rolls of a dice takes values from 1 to 10.

§2 Optional rules

There are 4 optional rules that the factions may agree to use. The optional rules are, sorted according to main effect,

- *Initiative* Allows the faction that holds the initiative to re-roll one combat, after which the initiative passes on to the other faction.
- *Control & Command* Field commanders () *only* provide units under their command (Figure 5, and 6) bonuses. That is, a field commander *can not* command *any* friendly unit.
- *Indirect fire* Artillery units may perform offensive and defensive indirect fire. That is, an artillery unit need not be adjacent to an enemy unit to attack it, and it can provide supportive fire to other defending units.
- *Reorganisation* During night turns, each faction may designate *at most* 2 reduced-strength units for reorganisation, so as to restore them to full-strength. Also, any headquarter unit previously eliminated may be reinstated *as long as* any of its subordinate units are on the board.

The *Reorganisation* optional rule *must* be used with the *Control & Command* optional rule.

§3 Setting up

The two factions should decide the scenario (§15), and on the optional rules to be used, if any (§2).

Both factions then place all units on their respective OOB, including possibly eliminated units.

- *Initiative* If the Initiative optional rule is in force, place the initiative marker on the OOB that has a slot for it, depending on the selected scenario (§15).
- *Reorganisation* If this optional rule is in use, then each faction should place their reorganisation counters somewhere on their OOB.

Each faction then places its the 'At-start' units on the map according to hex printed on the OOB. Finally, place the 'game turn' marker on the first slot in the turn track on the board.

[1] Often referred to as 'd10', or '2d10' for two such dice.

	Confederate turn
	Movement
*	Artillery
	Combat
	Union turn
	Movement
*	Artillery
	Combat

Table 2: Turn sequence. The Confederate faction goes first and goes through its movement and combat phases in the given order. Then the Union faction goes through its phases. Once both faction has completed their turn, the turn is over and the game progress to the next turn. *Only the *Indirect fire* optional rule is in use.

§4 Turn sequence

The game runs over 8, 16, or 24 turns, depending on the scenario chosen. Each turn corresponds to a two hours, and is sub-divided into an Confederate and Union turn. Since the Confederate faction is the aggressor in this conflict, then it goes first.

> *If the game starts on the 1st of July, then the Confederate faction will have no units available until the 08-10 turn. Thus, on the first turn of the game, only the Union faction can perform movement.*

Note that every 8th turn is a night turn. Some special rules applies to these turns (§10).

The following section, after a few definitions, expands upon these phases in detail.

§5 Control & Command

This section is only relevant if the *Control & Command* optional rule is in use.

Figure 5 and 6 shows the command and control structure of the two armies. Units higher up in the organisation tree have command over units further down the tree. For example CS R.E.LEE/NV HQA has command of *all* confederate units, while US SYKES/5 HQC commands *only* the 5th corps consisting of US AYRES, CRAWFORD, BARNES/5 ID and US MARGIN/5 ABRD.

The Union army consist of a lot of corps, and to ease the command, it was structured into 3 wings. These are indicated on Figure 6 by dotted lines, and in Table 3.

In addition, since General Meade could not get to the battle before the 2nd of July, General Hancock (US HANCOCK/2 HQC) had the command of *all* Union formations on the 1st of July for that entire day *only* (indicated by a dash-dotted line in Figure 6).

Thus, subordinate unit can, when the *Control & Command* optional rule is in effect, *only* glean benefits

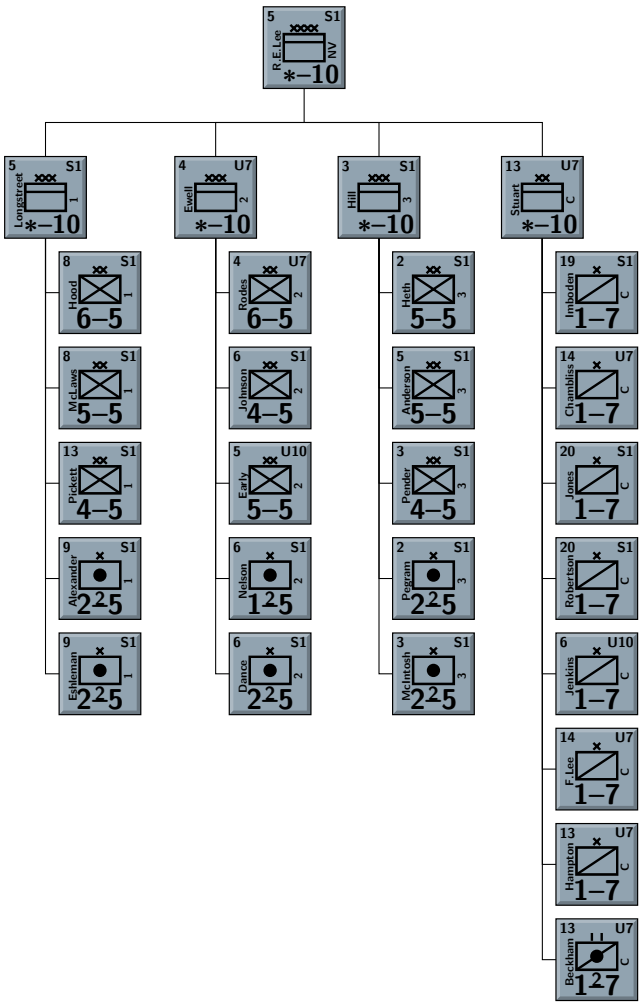


Figure 5: Structure of the Army of North Virginia.The lines, starting from the top, indicates command and control.

Army of Potomac	Reynolds' Wing	Slocum's Wing	Sedgewick's Squadron	Cavalry Corps
Command	1	12	6	C
Subordinate	3	5	2	1C
	11			2C
	1C	3C	2C	3C

Table 3: Command corps in the Army of Potomac.

from a headquarter if that headquarter is in their chain of command. For example, since CS EWELL/2 HQC is *not* in the chain of command of CS PENDER/3 ID, the latter unit may never receive any benefits from the former headquarters unit.

§6 Zone of Control

An important concept is *Zone of Control* (ZOC). All *regular* units, i.e., *not* headquarters (▭), excerpt a zone of control in the six hexes surrounding the unit. ZOC *does* extend over stream hex sides and into or out of Gettysburg. This is illustrated in Figure 7.

This zone reflects a units ability to scout and fire into its surroundings. ZOC effects how units may manoeuvre in the board and which enemy units may be attacked (§11.1.3 and 13). Enemy ZOC is sometimes abbreviated EZOC.

A unit in an enemy units ZOC is said to be *engaged* with the enemy. To *engage* an enemy unit a unit *must* spend 1 MF (see also §11.1.1). A unit *must* stop movement when entering enemy ZOC. A unit may *disengage* from any enemy unit by leaving enemy ZOC completely, and only then may it reengage.

§7 Stacking

At the end of the *movement* and *combat* phases at most *one* regular unit may occupy a hex, *unless* a friendly headquarter (▭) unit is *also* in the hex (§11 and 13). Headquarters may *not* end movement in the same hex.

If a friendly headquarter unit is in a hex, then up to *two* regular units (⊠, ●, ◪) may occupy the same hex at the end of the two phases.

▭ *Control & Command* When in effect, *only* regular units that are under the command of the headquarter unit may stack in the same hex as the headquarter unit. Which headquarter units command which regular units is described in §5 and shown in Figure 5 and 6. Units not under the command of a headquarter unit *may not* stack with that headquarter unit.

Friendly units may *temporarily* violate stacking limitations during the movement and combat phases when moving through a friendly stack of units.

Units of opposing sides may *never* occupy the same hex, even temporarily.

As a sole headquarter does not excerpt ZOC, it means that an enemy unit may move past or even over it. The headquarter unit is then *immediately* eliminated and the enemy unit may move on.

If, at the end of *any* movement or combat phases, including opponents movement or combat phases, the stacking limitations are not observed, the controlling faction *must* eliminate units until the requirements are met (§13.5). The controlling faction may freely choose which units to eliminate.

§8 Control

A hex, of any terrain, is *controlled* by the faction that last had a unit in or passing through it. Control of hexes, in particular objective hexes (❓) is relevant for victory points (§14).

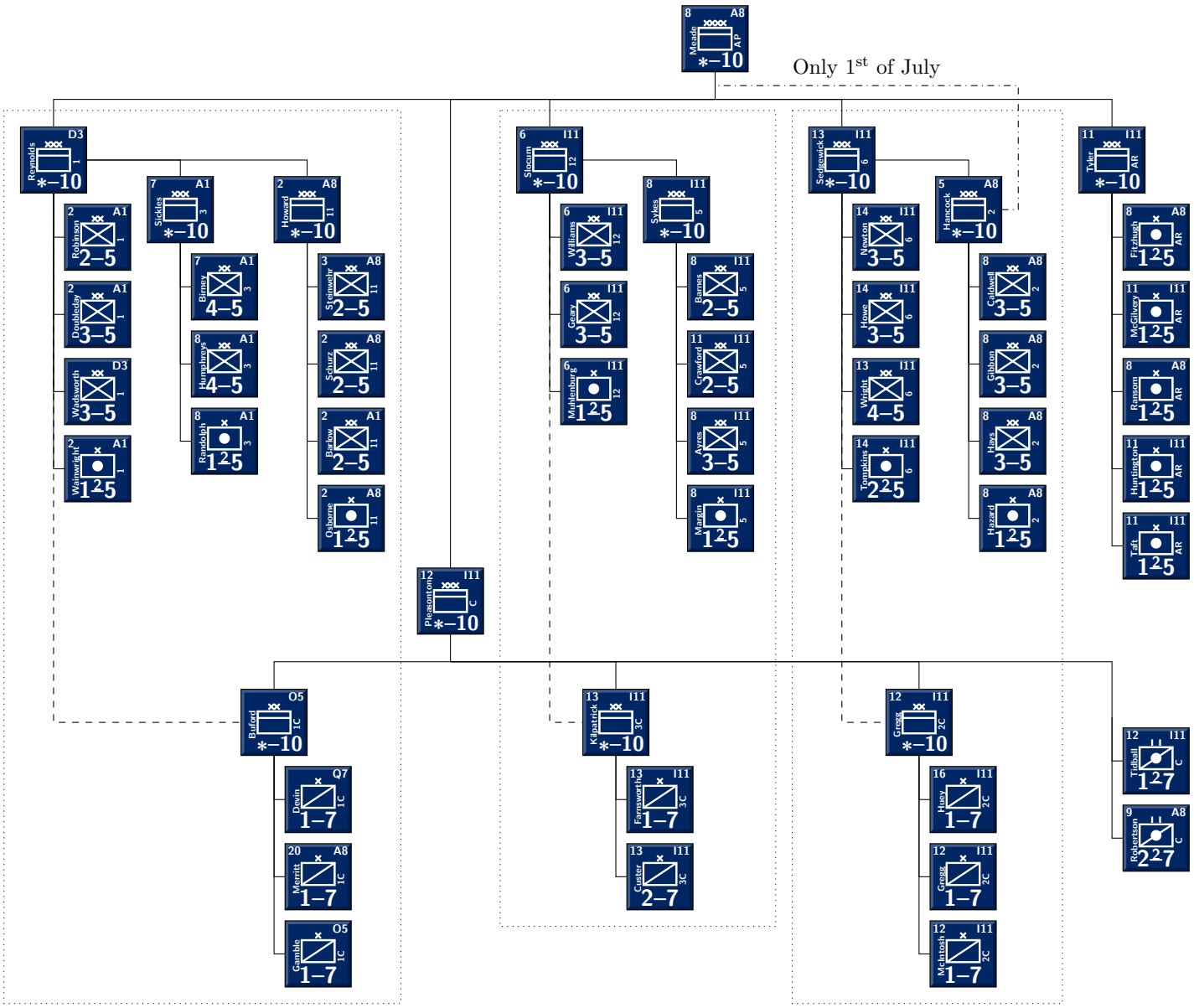


Figure 6: Structure of the Army of the Potomac. The lines, starting from the top, indicates command and control. The dotted frames indicate wings of the army under the command of the top general. Note the dashed lines that connect to cavalry divisions also indicate that the wing commands had control of the corresponding cavalry units. General Hancock was sent to Gettysburg on the 1st of July, ahead of General Meade, and assumed supreme command on that day (*only*) and indicated by the dash-dotted line.

⊡ §9 Range and line-of-sight

This section is only relevant if the ⊡ *Indirect fire* optional rule is in use.

Artillery units (⊡ and ⊠) have a *range* over which it may either attack or provide defensive fire (§1.2.1, 12, and 13.1.1). All artillery units have a range of 2, meaning it can reach enemy units up to 2 hexes (one intermittent hex) away, see also Figure 8.

To utilise indirect fire, for *both* attacks *and* defence, an artillery unit *must* be able to trace a line-of-sight (LOS), which

- is no longer than 2 hexes from its hex to the target hex,
- from any point in the source hex to any point in the target hex, *and*
- *must* not be blocked by blocking terrain *or* friendly or enemy units in the *intermediate* hex (not source nor target hexes).
  - If the artillery unit is itself in a hill (●) or rocky hill (●) hex, then intermediate hill, or rocky hill hexes are *not* blocking LOS.

Another way to say this is that LOS is blocked if *all* intermittent hexes contain blocking terrain or other units.

Blocking terrain is listed in Table 1 and are woods, hills, and Gettysburg. Any amount of terrain in a hex matters when tracing LOS, as it is for movement. *Any* friendly or enemy unit likewise blocks terrain, including headquarter (▭) units. See also Figure 8.

Indirect fire, either for attack or defence, *cannot* be

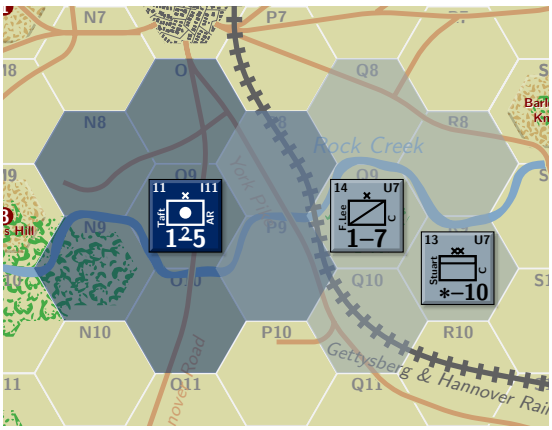


Figure 7: Zone of Control. US TAFT/AR ABDE and CS F.LEE/C CBDE ZOCs are shown as blue and grey, respectively. Note that hexes P8 and P9 are in *both* units' ZOC, and that ZOC extends into (and out of) a fortified hex, as well as over stream hex sides. The CS STUART/C HQD *does not* excerpt ZOC.

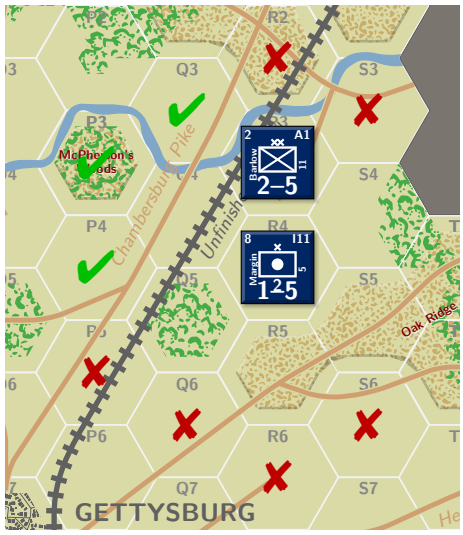


Figure 8: Line-of-sight (LOS). The US MARTIN/5 ABRD has LOS to Q3, P3, and P4. The LOS to Q3 is possible because it can be traced over Q4 which contains no blocking features. The LOS to Q6, however, is blocked by the terrain in Q5 and R5. LOS to R2 is blocked by US BARLOW/11 ID, and LOS to S3 is blocked by that unit and the woods in S4.

utilised against enemy units that are adjacent to the artillery unit.

§10 Night turns

Turns 8, 16, and 24 are night turns, and last from 20:00 in the evening to 06:00 the next morning. During these turns, factions *must* withdraw (disengage) units from enemy ZOC, if at all possible. Unit may move as normal, but *may not* enter enemy ZOC. Combat is resolved between units that cannot disengage from enemy ZOC.

Reorganisation If this optional rule is used, then *additional* operations are available to the factions. These operations are *only* available during night turns. The operations are *replacement of headquarters* and *reorganisation of reduced units* (§11.3 and 11.4).

§11 Movement phase

In a factions movement phase a number of operations may take place, some of them depending on the use of optional rules. The faction may move its units and receive reinforcements (§11.1 and 11.2), and, if the relevant optional rules are used, reorganise units and replace eliminated HQs (§11.4 and 11.3).

§11.1 Movement

In a faction's movement phase, the faction may move as many or as few units, in any order, as it pleases. A unit is moved from hex to adjacent hex, in any direction, within the limitations described below.

Regular units of opposing sides may *never* occupy the same hex, not even temporarily.

Stacking limitations *must* be observed by the *end* of the movement phase (§7). *During* the movement phase, however, they may be violated. If the stacking limitations are violated at the end of the movement phase, then the controlling faction *must* eliminate units until the limitations are observed (§13.5).

§11.1.1 Enemy ZOC

When a unit enters enemy ZOC, it *must* expend 1 MF *in addition* to the terrain cost of the hex moved into.

Road ( ), rail ( ), and town ( ) movement *cannot* be utilised when moving into an enemy ZOC. A unit entering a hex in enemy ZOC *must* thus pay the full MF cost for the terrain of the hex *and* an additional +1 MF for entering enemy ZOC.

> *When a unit engages an enemy unit it must break out of column formation into a combat formation, which nullifies the benefit of roads, railways, and towns.*

A unit may leave enemy ZOC only if it leaves *entirely*. That is, to move out of enemy ZOC, the first hex entered *cannot* be in enemy ZOC, whether from the same or different enemy unit. A unit that disengages from the enemy unit *may* reengage again in the same movement phase. The unit may reengage a different enemy unit or even the unit it previously disengaged from, possibly in a different hex.

Thus a unit may not move from enemy ZOC to enemy ZOC.

§11.1.2 Enemy headquarter units

A *regular* unit *may* move through an enemy headquarter unit ( ) or past so that the ground unit's ZOC contains the enemy . In that case, the enemy is eliminated *immediately* and the regular unit may move on.

An unit *may not* move into a hex occupied by an enemy unit. Since a does not excerpt ZOC, it will

not eliminate enemy ▭ units by moving past it.

§11.1.3 Movement allowance

Each unit has a *movement factor* (MF, §1.2.1). This is its base movement. A regular unit may gain +1 MF if it performs its *entire* movement together with a friendly headquarter (▭) unit. That is, the ▭ unit *must* occupy the same hex as the regular unit at the point where the regular unit starts moving, and when the regular unit stops, it must still be with the ▭ unit without interruption.

▭ *Control & Command* A regular unit may *only* gain +1 MF if moving with a ▭ which is in the regular units chain of command (§8).

A unit may spend up to and including the number of available movement factors during a single turn, possibly with a +1 MF ▭ bonus. Movement factors *cannot* be transferred between units *nor* can they be saved for later turns. If a unit does not have enough MF to enter a hex, it *cannot* enter that hex.

The cost of moving a unit from one hex to another depends on the terrain of the entered hexes, and is summarised in Table 1.

Clear It costs 1 MF for a unit to enter a clear hex.

Clear It costs 1 MF for a unit to enter a hill hex.

Woods It costs an *additional* +1 MF to enter a hex with *any* woods terrain in it.

Rocky hill It costs an *additional* +1 MF to enter a hex with *any* rocky hill terrain in it.

▣ Artillery units (horses or no horses) *may not* enter a hex that contain *both* and terrain.

Stream crossing To cross a river *hex-side* costs an *additional* 1 MF to the regular cost of the entered hex.

Road If a unit moves *along* a road, that is moves from hex to hex over hex sides perforated by a road, then the movement cost is ½ MF. That is, to move 2 hexes cost 1 MF, 3 hexes 2 MF, 4 hexes 2 MF, and so on. The underlying terrain (woods, hills, rocky hills, nor stream hex sides), has no effect. Road movement *cannot* be used when entering enemy ZOC (§11.1.1).

Railroad Some as a road ( ).

Gettysburg Some as a road ( ).

Enemy ZOC To move *into* enemy ZOC costs an *additional* 1 MF (§6).

A hex that contains *any* amount of terrain (, ,) is considered to be of that terrain. A hex may contain more than one type of terrain, and the MF cost to enter is *cumulative* of all terrain in the hex. The only exception is when a unit utilised road movement, i.e., moves from hex to hex via a road or railway, in which case the reduced ½ MF cost is paid. See also Figure 9 for examples.

§11.1.4 Exiting the board

A unit may be moved off-map from an edge hex by expending 1 MF. A unit moved off-map *may not* enter the map again.

A unit that voluntarily moves off-map is considered withdrawn from the battle and *does not* count toward the opponents victory points (§14). However, if a unit is moved off-map as a consequence of a retreat it *is* considered eliminated and *does* count toward the opponents victory points (§13.3 and 14).

§11.2 Reinforcements

New troops arrive on the board as detailed on each factions OOB. A unit may arrive, *at the earliest*, on the turn indicated there, and arrive in the movement phase of the faction.

Printed under the units is a hex coordinate of where the units arrive. Multiple units, possibly exceeding stacking limitations (§7), can arrive in a single turn. Since stacking limitations are not in effect *during* movement, there is no limitation on how many units may arrive in a single hex.

A unit *may not arrive* in a hex occupied by an enemy unit nor in a hex in enemy ZOC (§6). A unit *may* arrive in a hex occupied by friendly units as long as it does not violate the stacking limitations at the *end* of the movement phase (§7).

If a unit cannot arrive in the the designated hex due to enemy units or ZOC, then the unit *may* arrive in the hex *closest* to the hex. Alternatively, a unit's entry can be delayed voluntarily to a later turn.

A reinforcement unit *must* pay the movement cost of the first hex entered (§11.1.3). If a road exits the board in the hex entered, then the arriving unit *may* use road movement. The newly arrived unit may keep moving after the initial hex assuming it has the MFs to do so.

▭ *Control & Command* Historically, General Reynolds (US REYNOLDS/1 HQC) was killed on the 1st of July, and General Sickles (US SICKLES/3 HQC) was injured on the 2nd of July. The Union faction may therefore replace US REYNOLDS/1 HQC with US NEWTON/1 HQC on turn 9, and US SICKLES/3 HQC with US BIRNEY/3 HQC on turn 17, as shown on the Union OOBs.

▭ §11.3 Replacement of headquarters

This section is only relevant if the ⊞ *Reorganisation* optional rule is in use.

During night turns (turns 8, 16, and 24), and *only* during these turns, a faction may replace *any* previously eliminated headquarter unit *if, and only if* there are currently subordinate regular units (⊠, ▣, ◪, or ▨) of that headquarter on the map. The subordinate units of a headquarter unit can be found in Figure 5 and 6.

Replacement headquarter units *must* be placed at the

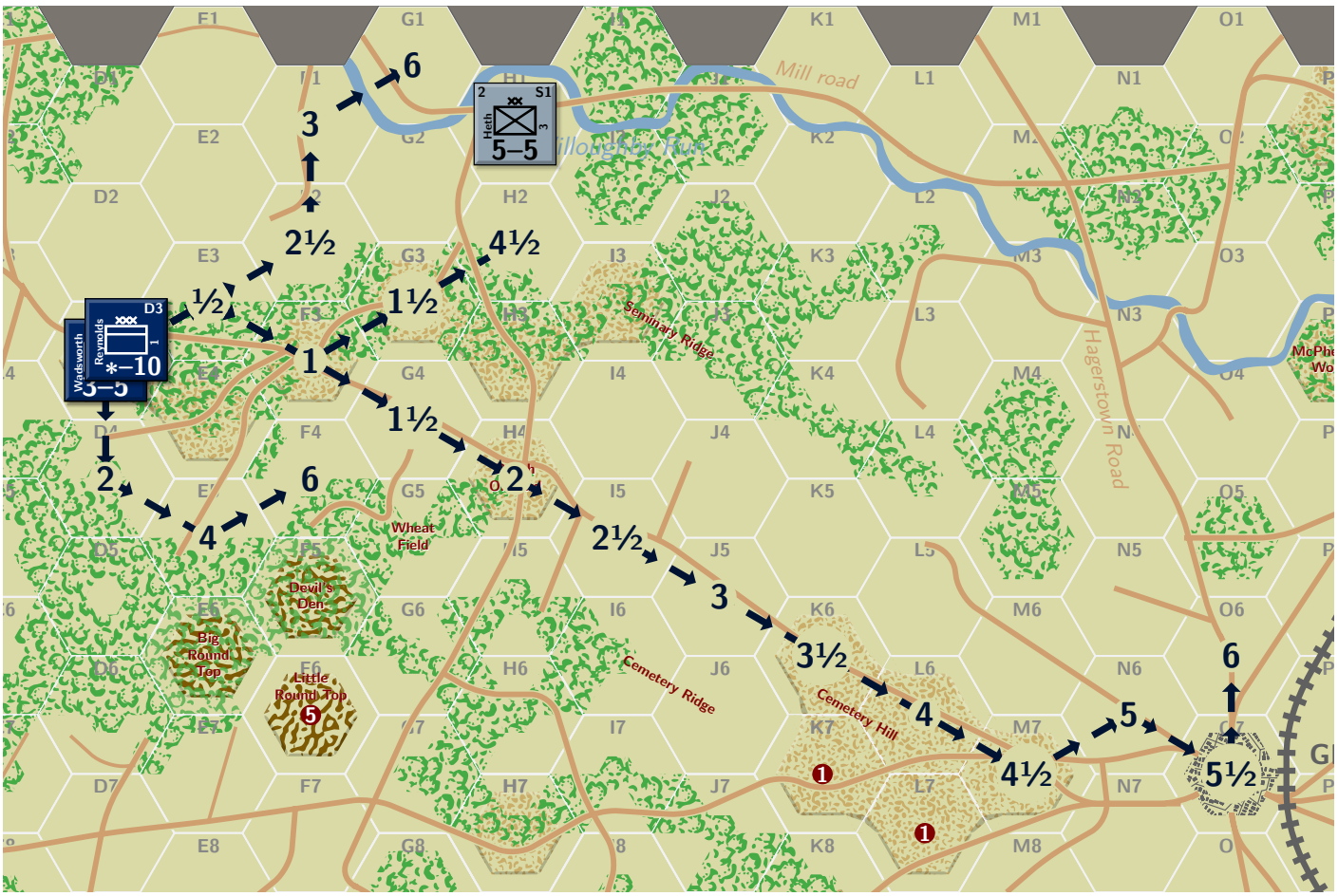


Figure 9: Example of movement. US WADSWORTH/1 ID moves with US REYNOLDS/1 HQC for its entire movement, and has 5+1=6 MF to spend. From D3 to F4. Each hex moved into are hexes and thus costs 2 MF each to enter. From D3 to O6, again accompanied by US REYNOLDS/1 HQC. This movement utilises road movement in each step, and thus each hex costs ½ MF to enter. From D3 to G1. The move into E3 is road movement (½ MF). To move into F3 costs 2 MF due to the terrain. The units again use road movement to move to F1 at a cost of ½ MF. The final move into G1 costs 3 MF: 1 MF for , 1 MF for , and finally 1 MF to enter enemy . D3 to H2. The first three hexes are traversed at ½ MF each. The final woods hex (H2) is in enemy ZOC and road movement cannot be used. Thus the final move costs 3 MF, for a total 4½ MF, which the US WADSWORTH/1 ID could manage on its own with out the US REYNOLDS/1 HQC escort.

start of the movement phase, and appear together with any unit under its command (see Figure 5 and 6).

If there are *no* subordinate units of a headquarter unit on the map, then the headquarter unit remains eliminated.

§11.4 Reorganisation of reduced units

This section is only relevant if the *Reorganisation* optional rule is in use.

During night turns (turns 8, 16, and 24), and *only* during these turns, a faction may try to restore up to *two* previously reduced regular units (, , , or).

To be eligible for reorganisation during a night turn, a unit *must*

- be in its reduced-strength state (§1.2.1), i.e., with its back-side facing up,
- not have moved during this turn, *and*
- *not* find itself in enemy ZOC.

A faction can place a *reorganisation* marker (, §1.3) on *at most* two such units per night turn. If, for any reason, a unit marked with a , during the *entire* following day (this night turn and the following 7 day turns), is

- moved, voluntarily or otherwise, *or*
- participate in combat, either as an attacker or defender, or, if *Indirect fire* optional rule is in use, perform or is a target of indirect bombardment, including defensive indirect support,

then marker *must* be removed *immediately*.

If, at the start of the *next* night turn, a unit has a marker, then

- the unit is flipped to its full-strength side (§1.2.1), *and*
- the marker is removed. This then *immediately* becomes available to the faction to possibly be placed

on other reduced units during that night turn.

The restored unit *can* move *and* participate in combat on the night turn it is restored.

A ✚ marker is placed on a reduced infantry division during the first night turn (turn 8). During that turn, and through to turn 15, that unit does not participate in combat, nor is it moved. At the start of the second night turn (turn 16), the unit is flipped to its full-strength side and the ✚ removed. The infantry division may move and attack during turn 16.

If the same unit was attacked sometime during turn 8 up to an including turn 15, or, for the Union faction during the Confederate 16th turn's combat phase, then the ✚ marker would be removed, and it will not be restored to full strength at the start of turn 16.

⊡ §12 Indirect fire bombardment

This section is only relevant if the ⊡ *Indirect fire* optional rule is in use.

Indirect fire *attacks* (bombardments) must be resolved *before* resolving any regular combats between adjacent units. The attacking faction may resolve bombardments in any order. A bombardment combat *must* be fully resolved before moving on to the next combat.

For an artillery unit (⊡ or ⊠) unit to perform bombardments, it

- *must not* be engaged with enemy units (in enemy ZOC),
- *must* have line-of-sight (LOS, see §9) to its target, and
- can *only* attack other artillery (⊡ and ⊠) units, and the targets *cannot* be engaged in normal combat (§6).

Multiple artillery units may attack a single hex, and multiple hexes *can* be attacked as one if the attacker has LOS to *all* attacked hexes. A single artillery unit may only do indirect bombardment *once* per turn. Two artillery units in the same hex, with an ▭ unit, *can* perform two separate bombardments on two separate hexes or group of hexes.

The combat factors (CF) of all artillery units participating in a bombardment is added up, as are the CF and relevant terrain modifiers of the defending units. Relevant terrain modifiers are defensive bonuses from woods (), towns (), hill (), and rocky hill () terrain.

The battle is then resolved as regular battles, *except* AR, A1, and A2 results are ignored, and D2 is treated as D1, and the defender does not retreat (§13.2). See also Figure 10 for an example.

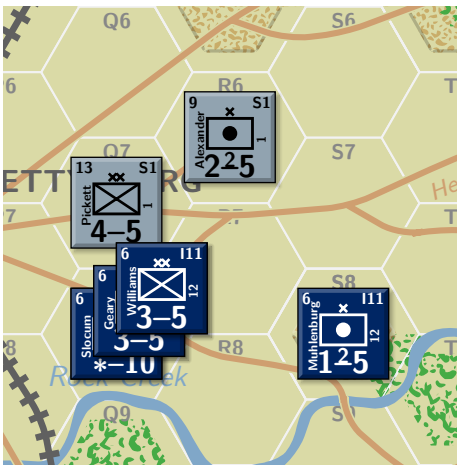


Figure 10: Indirect fire attack. Union faction is the attacker. The faction may bombard CS ALEXANDER/1 ABRD in R6 with US MUHLENBURG 12 AR, and then have the regular units attack CS PICKETT/1 ID in Q7. In that case, the CS ALEXANDER/1 ABRD *may not* provide defensive indirect fire support to CS PICKETT/1 ID when attacked. Note that US MUHLENBURG/1 ABRD is *not* obliged to participate in any combat as it is not in enemy ZOC.

§13 Combat phase

Combat between units of opposing sides *must* take place between units that are in *adjacent* hexes. Another way to say that is that combat *must* happen when defending units, i.e., units belonging to the faction not in turn, are in the ZOC of attacking units. Units of the faction in turn *are* likewise forced to conduct combat if in enemy ZOC. That is, a unit which is adjacent to one or more enemy units (or *engaged*) *must* attack the enemy.

The faction in turn is free to allocate units to attacks as long as

- Each unit may only attack *once* per turn.
- Multiple units from multiple *adjacent* hexes may attack the same hex, but *all* units *must* be adjacent to the attacked hex.

  ⊡ *Indirect fire* An exception to this is the case of indirect artillery fire, if that optional rule is used. See also §12.
- Multiple units in multiple hex *may* be attacked by one or more units from one or more hexes, as long as *all* attacking units are adjacent to *all* defending units.
- All units, defending or attacking, in the same hex *must* participate in the *same* combat.
- Defending units may only be attacked *once* per turn.
- Headquarter units (▭) *cannot* attack on their own and does not contribute to either offensive or defensive strength of a combat.

See also Figure 11 for an example.

The faction in turn then resolves all combats in any desired order.

In some cases the outcome of one battle may affect how another battle is resolved. For example if a defending unit is forced to retreat, but cannot because the attacker has occupied all possible retreat routes as

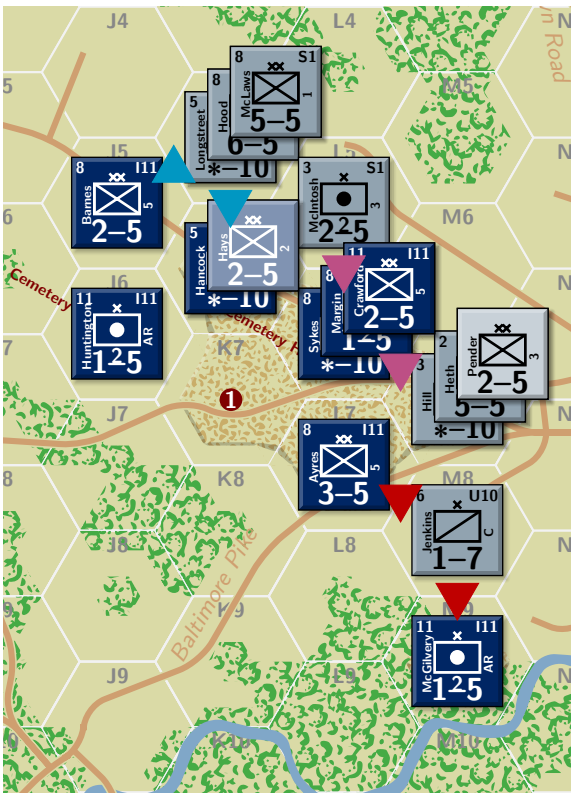


Figure 11: Division of combat. The Confederate faction is in turn and attacking. All Union units, except US HUNTINGTON/AR ABRD, *must* be attacked as they are in Confederate ZOC. The Confederate faction has decided on 3 battles: Red, bottom, of CS JENKINS/C CBRD (1 CF) versus US MCGILVERY/AR ABRD (1+1(●)=2 CF) and US AYRES/5 ID (3+2(●)=5 CF), for a combat difference of $1-2-5 = -6\,\Delta$CF. Magenta, middle, of CS HETH/3 ID (5 CF), the reduced CS PENDER/3 ID (2 CF), and CS MCINTOSH/3 ABRD (2 CF) versus US MARTIN/5 ABRD (1 CF) and US CRAWFORD/5 ID (2 CF) for a 5+2+2-1-2=6 ΔCF. Note, the defending units *do not* receive ● modifiers since some attacks are in a connected hill hex. Cyan, top, of CS HOOD 1/ID (6 CF) and CS MCLAWS/1 ID (5 CF) versus US BARNES/5 ID (2 CF), and the reduced US HAYS/2 ID (2+2(●)=4 CF). The total 5+6=11 AF is capped at 10, and the final combat is 10-2-4=4 ΔCF.

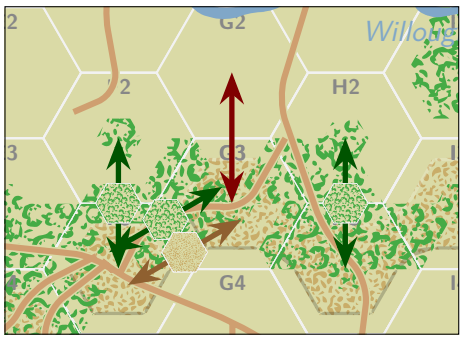


Figure 12: Connected terrain. Hexes F3 and G3 are connected *both* as woods *and* has a hill. However, F3 is only connected to F2 via woods, as is H2 and H3. Thus, if a unit in F3 is attacked from F2, that defending unit would receive a +2 DF modifier for the hill. Had the attack come from G3, then the defending unit would get *no* benefits. G3 and G2 are *not* connected by *any* terrain, which means a defending unit in G3 attacked from G2 would receive both a modifier for the woods (+1 DF) *and* the hill (+2 DF) for a total +3 DF modifier.

a result of previous battles. It is therefore a good idea to access the situation and come up with a strategic plan for resolving combat.

Each combat is resolved based on the combat factors (CF, see §1.2) of the units involved in the combat and the terrain occupied by the *defending* units.

§13.1 Combat factors and modifiers

When resolving the a combat, the current up-ward facing units' CF values are used (§1.2). The attacking faction adds up all attacking units' CF and the defending faction adds up the CF of *all* the defending units. These are the base offensive (AF) and defensive (DF) CFs.

Then, the terrain of the *defending* units is inspected and relevant modifiers, as given in the Terrain Effect Chart (Table 1), are applied.

In some cases, defensive modifiers depend on whether *any* attacker are in a hex connected by the same terrain as the defending units. Woods (●), hills (●), and rocky hill (●) hexes are *connected* to an adjacent hex *if* that terrain is present on *both* sides of the dividing hex side. Thus, what matters for combat is the *hex-side*(s) attacked over. Figure 12 shows some examples.

- ● **Clear** No modifiers.
- ● **Woods** *Defending* regular units receive a +1 DF modifier, if *no* attacker is attacking from a *connected* ● hex.
- ● **Hill or** ● **Rocky hill** *Defending* regular units receive a +2 DF modifier, if *no* attacker is attacking from a *connected* ● *or* ● hex.
- ● **Town** *Defending* units in Gettysburg receive a +1 DF modifier.

Note that hill (●) and rocky hill (●) hexes are interchangeable for combat modifier purposes.

Note that these modifiers are *per* defending *stack* of units, and are cumulative. Thus, if 2 units are defending from woods hexes, then the *total* DF is modified by +1 DF. See also Figure 14.

The terrain modifiers are added to the respective base AF and DF to obtain the total AF and DF. Any AF or DF larger then 10 is then capped to 10, and any AF or DF smaller than 0 is treated as 0.

Mathematically, this can be written

$$\mathrm{AF}' = \sum_{\text{units}} \mathrm{CF}$$
$$\mathrm{AF} = \min\left(\max\left[\mathrm{AF}', 0\right], 10\right)$$
$$\mathrm{DF}' = \sum_{\text{units}} \left(\mathrm{CF} + \begin{cases} +1 & \\ +1 & \\ +2 & \\ +2 & \end{cases} \right)$$
$$\mathrm{DF} = \min\left(\max\left[\mathrm{DF}', 0\right], 10\right)$$

☐ §13.1.1 Defensive indirect fire

This section is only relevant if the ☐ *Indirect fire* optional rule is in use.

A *defending* artillery unit (☐ or ☑) that

- is not itself engage in combat, i.e., *not* in enemy ZOC,
- has *not* itself been bombarded by indirect bombardment (§12), and
- has line-of-sight (LOS, see §9) to *at least* one attacking unit,

may provide defensive indirect fire in a single combat. An artillery unit may only provide defensive indirect fire to *one* and only one combat per turn. Multiple defending artillery units may provide defensive indirect fire to a single combat, as long as they meet the above requirements. See also Figure 10.

The defending faction adds the combat factors (CF) of artillery units that provide defensive indirect fire to the combats defensive (DF) CF. Artillery units that provide defensive indirect fire *does not* receive any terrain bonus.

§13.2 Combat resolution

Each side then rolls a 10-sided dice (d10) and adds the die roll to their respective total AF and DF. This is then the *final* die roll modified AF and DF which ranges between 1 and 20.

☑ *Initiative* If this optional rule is in effect, then the faction that holds the initiative marker *may* decide to play the initiative.

If the initiative marker is played, then *both* die rolls are immediately discarded and *both* factions re-roll their combat rolls. These new rolls are then binding and are used for the combat resolution (§13.2).

The initiative marker is then handed over to the *other* faction which may then use it in any *later* combat, including other combats this turn.

The initiative marker can be played during *any* combat, but *at most* once per combat. A faction is *never* required to play the initiative marker.

To resolve the combat, the attacking faction subtracts the final die-roll modified DF from the final die-roll modified AF to get the combat factor difference ΔCF. Mathematically this can be written

$$\Delta\mathrm{CF} = \mathrm{AF} + \mathrm{d10} - \mathrm{DF} - \mathrm{d10} \quad .$$

The combat difference takes values between −19 and +19[2]. The result is then looked up in the Combat Resolution Table (CRT, Table 4) to get the result of the combat.

If the CF difference is

- zero or less (ΔCF ≤ 0), then the defending units wins the combat, and the attacker *must* retreat (AR, §13.3).

  ☐ *Indirect fire* During an indirect fire bombardment

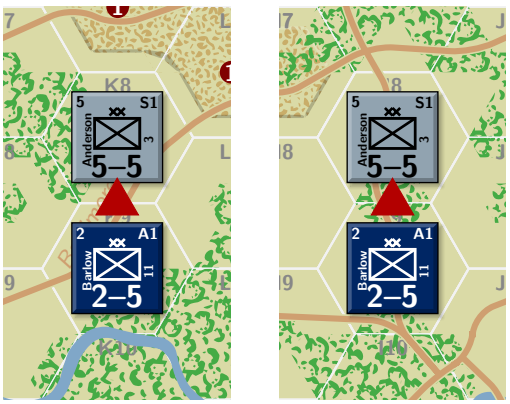


Figure 13: Combat factors. In both examples, US BARLOW/11 ID (2 CF) attacks CS ANDERSON/3 ID (5 CF). Left: CS ANDERSON/3 ID is in a woods hex (K8) which is *not* connected to the hex (K9) from which the attack comes. Thus, CS ANDERSON/3 ID receives a +1 DF for a total of 6 DF. Right: The attacked hex (I8) *is* connected via woods to the hex (I9) from which the attack is conducted, and thus CS ANDERSON/3 ID receives *no* DF modifier and has a total of 5 DF.

CF difference (ΔCF)					
≤ −6	−5 −4 −3	−2 −1 0	+1 +2	+3 +4 +5	≥ +6
A2	A1	AR	DR	D1	D2
A2: Attacker two step loss *and* AR					
A1: Attacker one step loss *and* AR					
AR: Attacker retreat *at least* one hex					
DR: Defender retreat *at least* one hex					
D1: Defender one step loss *and* DR					
D2: Defender two step loss *and* DR					

Table 4: Combat resolution table. CF difference of 0 or less is a defender *win*, while CF difference larger than 0 is an attacker *win*.

[2]For the statistically inclined, the difference between two d10 rolls is triangular distributed with a mean of 0 and standard deviation of 4. This means that more then two thirds of combat rolls fall between −4 and +4.

(§12) this result is ignored.

- smaller or equal to -3 ($\Delta CF \leq -3$), then the attacking units take one step loss (A1, §13.4), and *must* retreat (AR, §13.3).

  ⊡ *Indirect fire* During an indirect fire bombardment this result is ignored (§12).

- smaller or equal to -6 ($\Delta CF \leq -6$), then the attacking units take an *additional* step loss (A2, §13.4), and *must* retreat (AR, §13.3).

  ⊡ *Indirect fire* During an indirect fire bombardment this result is ignored (§12).

- 1 or greater ($\Delta CF \geq 1$), then the attacking units wins the battle, and defending units *must* retreat (DR, §13.3).

  ⊡ *Indirect fire* In case of an indirect fire bombardment (§12), defending units *do not* retreat.

- 3 or greater ($\Delta CF \geq 3$) then the defender takes one step loss (D1, §13.4), and *must* retreat (DR, §13.3).

  ⊡ *Indirect fire* In case of an indirect fire bombardment (§12), defending units *do not* retreat.

- 6 or greater ($\Delta CF \geq 6$) then the defender takes an *additional* step loss for a total of *two* step losses (D2) (§13.4), and *must* retreat remaining units (DR, §13.3).

  ⊡ *Indirect fire* Treat as D1 in case of an indirect fire bombardment (§12).

See also Figure 14 and 15 for examples.

▭: Headquarter units (▭) do not directly suffer the same results as other attacking or defending units. If, however, the loosing faction's units are all eliminated, then so are any ▭ units in the same hexes as the eliminated units. Also, when units are required to retreat, then ▭ units *must* retreat with the other retreating units in its hex.

§13.3 Retreat

If the defender suffered a DR, D1, or D2 result, then *all* defending units *must* be retreated at least one hex by the defending faction, following the procedure below. Likewise, if the attacker suffered an AR, A1, or A2 result, then *all* attacking units *must* be retreated at least one hex by the attacking faction .

- Units must be retreated the least number of hexes, but at minimum one hex.
- Retreating units *must* retreat to a hex *not* in enemy ZOC (§6). *Only* if this is not possible may the retreating units retreat into an hex in enemy ZOC.
- Units *cannot* retreat into a hex occupied by enemy units.
- Units *can* retreat through enemy ZOC, but *only* if there are no other viable retreat routes.
- Units that occupied the same hex during the combat *must all* retreat to the *same* hex.

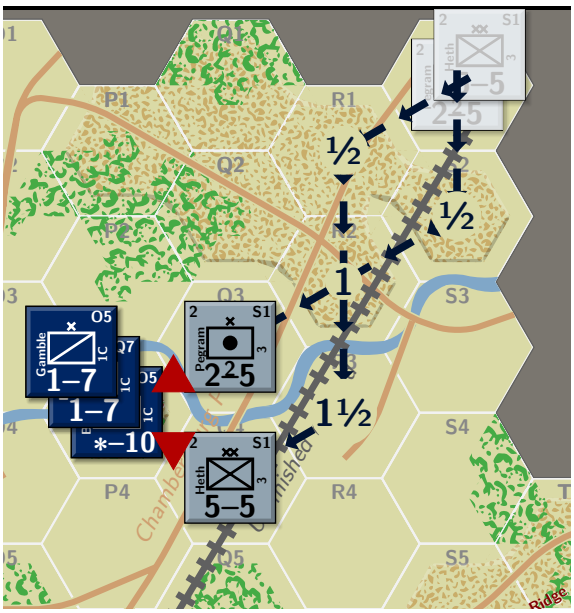


Figure 14: Movement and combat. On the 1st of July, at 0800 (Turn 2) CS PEGRAM/3 ABRD and CS HETH/3 ID moves into engage US BUFORD/1C HQD, US DEVIN/1 CBRD, and US GAMBLE/1 CBRD that have taken up a defensive position at McPherson's woods (P3, ⬢ *and* ⬢). Since the Union units occupy the same hex, they *must* be attack in a single combat. As they occupy a ⬢ *and* ⬢ their total comes to $1+1+1+2=5$ DF. The confederate units total comes to 2+5=7 AF, and thus 2 ΔCF. On a die-roll difference of less than −2 (e.g., die rolls 1 and 3 for the Confederate and Union factions, respectively), then CS PEGRAM/3 ABRD *must* retreat to Q2, R2, or R3 (P2 is not possible since it is in enemy ZOC), and CS HETH/3 ID *must* retreat to Q5, R4, or R3 (P4 is in enemy ZOC). Note that both units *cannot* retreat to R3 since that would violate stacking limitations. On a die roll difference of −1 or larger (e.g., die rolls 6 and 7), the Union units *must* retreat to O3 or O4 (P2 and P4 are in enemy ZOC). *All* Union units *must* retreat to the *same* hex, including the headquarter unit. If the Union units are retreated, then *one* of the Confederate units may advance into P3. Both units *cannot* advance since that would violate stacking limitations.

- If retreating units cannot retreat to hex because it would violate stacking limitations then the retreating units *must* be retreated further until stacking limitations are observed (§7).
- If there is no viable retreat route except off the board, for example because the units are surrounded by enemy units, then the units *must either* stay in the hex and take a further step loss (§13.4), *or* retreat off-map. If the units are retreated off the map edge, then the unit is considered *eliminated* and counts towards the opposing factions victory points (§14).
- If there is no viable retreat route, for example because the defending units are surrounded by enemy units, then the retreating units stay in their original hex

but takes an *additional* step loss to any other step loss incurred in the battle (§13.4).

: If there are *any* headquarter units ( ) in the same hexes as other retreating regular units, then those units *must* retreat with the regular units.

See also Figure 14 and 15 for examples.

Indirect fire Artillery units providing defensive indirect fire *does not* retreat under any circumstances.

§13.4 Losses

When a combat result (or some other rule) calls for a step loss, the controlling faction *must* decide which unit will absorb that reduction (casualties in case of combat).

In D1 and D2 combat results, the defending faction chooses how to distribute the casualties, while the attacking faction chooses in case of A1 and A2 combat results.

The controlling faction is free to choose among the affected regular units, *not* headquarter units ( ), *as long as* the choice does not cause stacking limitations to be violated (§7. The controlling faction may chose to let one or more units absorb multiple step losses, e.g., A2 or D2 combat results.

A unit absorb a step loss by flipping it from its full-strength side to its reduced-strength side (§1.2.1). If the unit is already at its reduced-strength side when it suffers a step loss, it is eliminated instead. A two-sided unit that suffers two step losses is therefore eliminated. Likewise, if the back-side of the unit counter is empty, then the unit is eliminated when suffering a step loss.

See also Figure 14 and 15 for examples.

: Headquarter units *cannot* absorb step losses. If all regular units in a hex are eliminated as a consequence of combat (step losses or impossible retreats), then *any* units in that hex are also eliminated.

Indirect fire Artillery units providing defensive indirect fire *cannot* absorb step losses under any circumstances.

§13.5 Elimination

When a unit has no more steps to lose, it is automatically eliminated when absorbing another step loss.

Step losses accumulate over turns. That is, to eliminate a two-step unit, both step losses does not *need to occur in the same turn. Such a unit could have suffered one step loss in a previous turns, and then be eliminated by a second step loss in a subsequent turn.*

When a unit is eliminated, through step losses or other means, it is

- *immediately* removed from the map, and
- placed off to the side in an eliminated unit pile. Since these units count towards the opponents victory points, the faction may decide that it is the opponent that keeps track of eliminated units.

:If all regular units in a hex are eliminated, then are so are any headquarter units in the same hex as the eliminated regular units.

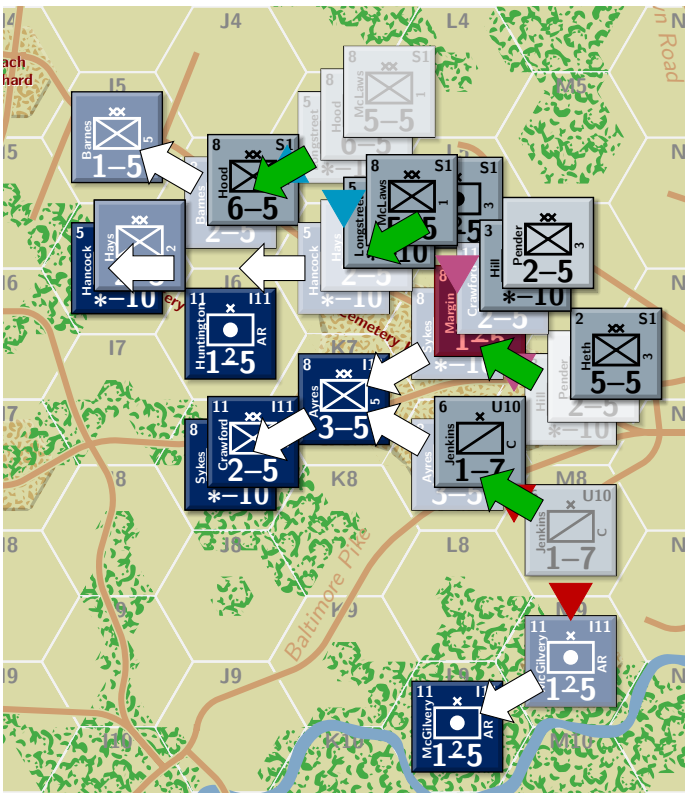


Figure 15: Resolution of combat, continuing Figure 11 (see that figure for combat factors and modifiers).Red, bottom, Confederate faction rolls an 8, and the Union faction a 1, for a final result of $8-1-6=1$ in favour of the attacker. The combat result is DR, and the Union units must retreat. US AYRES/5 ID retreats to K7 and US MCGILVERY/AR ABRD retreats to L9. Then CS JENKINS/C CBRD advances into L7. Magenta, middle, the attacker rolls 6, the defender 5, for an end-result of $6-5+6=7$ or D2. US MARTIN/5 ABRD absorbs both losses and is eliminated. The remaining units (including) must retreat. The Union faction chooses J7 (M6 is in enemy ZOC, K7 contains a unit already retreated, and J6 would force further retreat). The Confederate faction advances all attacking units, except CS HETH/5 ID, to L7 (possible because the allows stacking of two regular units). Cyan, top, with rolls 7 and 8, for a total of $8-7+4=5$, or D1. US BARNES/1 ID absorbs the loss and retreats to I6. Had the reduced US HAYS/2 ID absorbed the step loss, it would have been eliminated, and so would US HANCOCK/2 HQC since it would be left alone in K6. The two Union units retreat to I7. CS HOOD/1 ID advances into the vacated J5, while CS LONGSTREET/1 HQC and CS MCLAWS/1 ID advance into K6.

Enemy units	VP
Eliminated	CF
Flipped	1
Objective	x

Table 5: Victory points.

§13.6 Advance after combat

If the *defending* units are retreated or the attacked hexes otherwise left vacant (§13.3), then any attacking units that partook in the combat, may *immediately* advance into the hexes attacked and left vacant by the retreated defending units.

It is up to the attacking faction which and how many of the eligible units that are moved into the vacant hex, *as long as* the stacking limitations are not violated (§7). Note, however, that the stacking limitations can be *temporarily* broken in an advance, as long as they are observed at the *end* of the combat phase.

Attacking units can advance after combat *even if* that would mean passing through enemy ZOC (§6). It costs no MFs to advance after combat.

See also Figure 14 and 15 for examples.

Defending units *may not* advance after combat, even if an AR, A1 or A2 result would vacate a hex from whence the attack came.

☐ *Indirect fire* Artillery units that perform indirect fire bombardment *may not* advance after combat (§12).

§14 Victory points

After the last turn of the chosen scenario (§15), the total number of victory points (VP) for either faction is calculated. For a given faction, the number of VPs are determined from the casualties of the *opposing* side, the number of reduced-strength units the opposing side has on the map, and objectives controlled (§8). The different sources of VPs are summarised in Table 5.

The victory points from enemy casualties are awarded as follows.

- For every opposing unit eliminated, of *any* size, is worth its full-strength combat factor (CF, see §1.2.1) in VPs.
- Every opposing *reduced* strength regular unit still on the map counts for 1 VP.

In the 2nd of July OOB, the Union faction has already suffered some losses, and the Confederate faction therefore starts out the game with a number of casualty victory points.

Hex		VPs
F6	Little Round Top	5
I11		3
K6		1
K7		1
L6	Cementery Hill	1
L7		1
M7		1
M9	Culp's Hill	3

Table 6: Objective hexes

End day	wins if …
Jul 1	VP $\geq 2 \times$ VP
Jul 2	VP $\geq$ VP + 15 VP
Jul 3	VP $>$ VP

Table 7: Victory conditions. The scenarios end turn dictates the victory conditions of the scenario. To win on the 1st of July, the Confederate faction must have at least 3 times more victory points than the Union. faction. Conversely, the Union faction wins if Confederate faction does not win. On the 2nd of July, the Confederate faction wins if it has *at least* 15 VP more than the Union faction. Finally, which ever faction has the most VP at the end of the 3rd of July wins (they tie if their VPs are equal).

Union Casualties	
Eliminated	
US ROBINSON/1 ID	*2 VP*
US BARLOW/11 ID	*2 VP*
US SCHUTZ/11 ID	*2 VP*
Reduced	
US DOUBLEDAY/1 ID	*1 VP*
US WADSWORTH/1 ID	*1 VP*
US WAINWRIGHT/1 ABRD	*1 VP*
Total	*9 VP*

Both factions earn *objective* VPs based on the hexes controlled (§8). The hexes worth VPs are marked with a red dot with the number of VPs printed inside (❷). The objective hexes are listed in Table 6.

Sudden death *Factions may decide to use the victory conditions of Table 5* sudden death *conditions. That is, if the Confederate faction has at least twice the VP of the Union faction at the end of the 1st of July (end of turn 8), or 15 VP more at the end of the 2nd of July (end of turn 16) then Confederate faction wins a* sudden death *victory.*

§15 Scenarios

Below are the three possible scenarios. It is recommended to start with the first scenario (§15.1), and if the players are inexperienced in playing historical wargames, probably without any optional rules. The scenarios gen-

erally increase in complexity. The scenarios have different victory conditions based on the end turn of the scenario. These victory conditions are summarised in Table 7.

Note the eliminated units in the scenarios. These *must* be considered when calculating victory points (§14).

☑ *Initiative* The Confederate faction initially holds the initiative marker in all scenarios.

§15.1 First day

This scenario plays out the first day of the battle.

OOB Jul 1

Last turn Jul 1, night

Notes The Confederate faction has *no* units on the map to start with, and does not receive reinforcements until 08:00 (Turn 2). Thus, the Union faction is the only faction that can do anything during the first turn.

§15.2 Second day

This scenario plays out the second day of the battle, starting form the historical situation at that time.

OOB Jul 2

Last turn Jul 2, night

Notes The Union faction has suffered losses at the start of the scenario. Some units on both sides have suffered step losses.

§15.3 Third day

This scenario plays out the third, and final, day of the battle, starting form the historical situation at that time.

OOB Jul 3

Last turn Jul 3, night

Notes The Union faction has suffered losses at the start of the scenario. Some units on both sides have suffered step losses.

§15.4 Full battle

This simulates the full 3 days of the battle.

OOB Jul 1
(Consider to have US 3rd Corps arrive at A8 on turns 7 and 8.)

Last turn Jul 3, night

Notes The Confederate faction has *no* units on the map to start with, and does not receive reinforcements until 08:00 (Turn 2). Thus, the Union faction is the only faction that can do anything during the first turn.

§15.5 Other options

The faction may decide on other options, such as starting on the 1st of July and end on the night turn of 2nd of July, or start on the 2nd and end on the 3rd. In those cases, the factions should start with the OOBs corresponding to the start date, and use the victory conditions corresponding to the end date.

Movement & combat effects

Terrain	MF*	DF	LOS*
Clear	1	–	✔
Woods	+1	+1‡	✘
Hill	–	+2‡	✘
Rocky hill	+1†	+2‡	✘
Stream	+1**	–	–
Road	½¶	–	–
Railroad	½¶	–	–
Town	½¶	+1	✘
Enemy ZOC	+1	–	–

*'–' means as other terrain
**If via ⬡ or ⬡, then road cost
†● may not enter ⬡ *and* ⬡ hex
‡Only if *no* attacker on *connected* terrain
¶For *continued* road or railway movement, *not* in Enemy ZOC ✿

Turn sequence

	Confederate turn
	Movement
*	Artillery
	Combat
	Union turn
	Movement
*	Artillery
	Combat

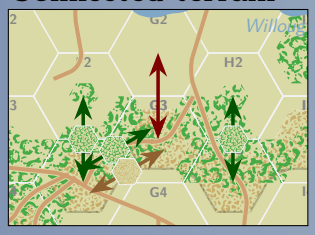
*● *Indirect fire*

Combat resolution

CF difference (ΔCF)					
≤ −6	−5 −4 −3	−2 −1 0	+1 +2	+3 +4 +5	≥ +6
A2	A1	AR	DR	D1	D2

A2: Attacker two step loss *and* AR
A1: Attacker one step loss *and* AR
AR: Attacker retreat *at least* one hex
DR: Defender retreat *at least* one hex
D1: Defender one step loss *and* DR
D2: Defender two step loss *and* DR

Connected terrain



Optional rules

- *Initiative*
- *Control & Command*
- *Indirect fire*
- *Reorganisation*

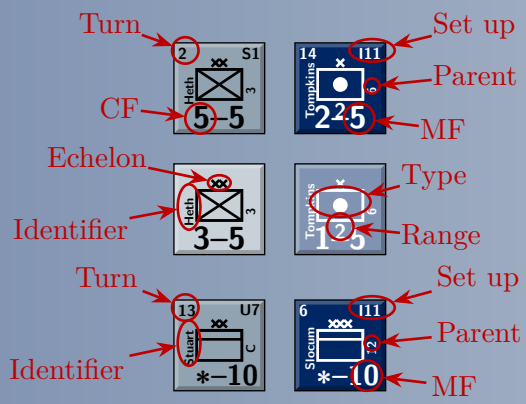
NATO symbology

Main	Echelon
Headquarter	××× Army
Infantry	×× Corps
Cavalry	× Division
Artillery	| Brigade
Horse artillery	|| Battalion

Combat outcome probabilities

ΔCF	A2 ≤ −6	A1 −5 −4 −3	AR −2 −1 0	DR 1 2	D1 3 4 5	D2 ≥ 6	A- ≤ −3	D- ≥ 3	Ar ≤ 0	Dr ≥ 1
−10	85 %	12 %	3 %				97 %		100 %	
−9	79 %	15 %	6 %				94 %		100 %	
−8	72 %	18 %	9 %	1 %			90 %		99 %	1 %
−7	64 %	21 %	12 %	3 %			85 %		97 %	3 %
−6	55 %	24 %	15 %	5 %	1 %		79 %	1 %	94 %	6 %
−5	45 %	27 %	18 %	7 %	3 %		72 %	3 %	90 %	10 %
−4	36 %	28 %	21 %	9 %	6 %		64 %	6 %	85 %	15 %
−3	28 %	27 %	24 %	11 %	9 %	1 %	55 %	10 %	79 %	21 %
−2	21 %	24 %	27 %	13 %	12 %	3 %	45 %	15 %	72 %	28 %
−1	15 %	21 %	28 %	15 %	15 %	6 %	36 %	21 %	64 %	36 %
0	10 %	18 %	27 %	17 %	18 %	10 %	28 %	28 %	55 %	45 %
1	6 %	15 %	24 %	19 %	21 %	15 %	21 %	36 %	45 %	55 %
2	3 %	12 %	21 %	19 %	24 %	21 %	15 %	45 %	36 %	64 %
3	1 %	9 %	18 %	17 %	27 %	28 %	10 %	55 %	28 %	72 %
4		6 %	15 %	15 %	28 %	36 %	6 %	64 %	21 %	79 %
5		3 %	12 %	13 %	27 %	45 %	3 %	72 %	15 %	85 %
6		1 %	9 %	11 %	24 %	55 %	1 %	79 %	10 %	90 %
7			6 %	9 %	21 %	64 %		85 %	6 %	94 %
8			3 %	7 %	18 %	72 %		90 %	3 %	97 %
9			1 %	5 %	15 %	79 %		94 %	1 %	99 %
10				3 %	12 %	85 %		97 %		100 %

A-	Attacker at least 1 step loss
Ar	Attacker retreats
D-	Defender at least 1 step loss
Dr	Defender retreats



Victory points

Enemy units	VP
Eliminated	CF
Flipped	1
Objective	*x*

Victory condition

End day	wins if …
Jul 1	VP ≥ 2 × VP
Jul 2	VP ≥ VP + 15 VP
Jul 3	VP > VP

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