The Three Days of
Gettysburg

RULEBOOK

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1.0 Introduction

The *New* **Three Days of Gettysburg** (*3-DoG*) game allows players to recreate the most famous, and perhaps most important, battle—Gettysburg—of the American Civil War on a regimentally detailed level.

3-DoG (and the classic GBACW™ game system) concentrates on the use, effects, and personalities of battlefield command, and on the tactical difficulty in maneuvering such large numbers of troops and bringing them to bear tellingly on the enemy. The combat system concentrates on the combined effects of unit morale, momentum, and fatigue.

This is a new, simplified, edition of the rules. While many of the original 3DoG rules remain intact, a large nunmber do not. The biggest changes are to Command, plus the fact that turns are now one hour in real time.

2.0 Components/ Terminology

3-DoG includes the following:

- Three 33" x 22" game maps
- 1680 Diecut counters
- Rules Book
- Scenario Book
- Charts and Tables Sheets
- One 10-sided die

2.1 The Game Maps

3-DoG contains three game-maps that cover the Gettysburg battlefield. Not all maps are used with each scenario.

Each game map depicts an area over which part of the battle was fought, covered by a hexagonal grid that regulates movement and combat.

When referring to the maps in any examples within the rules, we have labeled the maps "Map A" (West), "Map B" (East), and "Map C" (South) (as noted on the mapsheets). So, a location noted as B3435 is hex 3435 on the East map.

2.2 Counters

There are three types of counters in the game: combat units, Leaders, and game markers.

2.2.1 Combat Units: Combat units are either infantry, cavalry, or artillery. Union Cavalry (only) has two types of counters: Mounted and Dismounted.

Each combat unit is rated for its Weapon Type (in the flag) and its Combat Strength, Cohesion, and Movement Allowance (left-to-right across the bottom).

Also given is the unit's parent organization, usually its Brigade. For the CSA, that will be the commanding Brigade Leader, his Division commander, and Corps (III). For the Union, this information is given numerically: 2/1/C being the 2nd Brigade of the 1st Division of the Cavalry Corps.

The individual units are color-coded so that they can be identified by Brigade. The color on the top band identifies the Corps (Union) or Division (CSA) to which that unit belongs; the colored Cohesion box identifies the Brigade within that Corps or Division to which the unit belongs.

Artillery Fire Strengths are bracketed to show they are used for Fire only.

The back side of all combat units is their Disordered side, indicated by a "d" on the reverse of the counter. The values and ratings for Disordered units are lower, except for the Combat Strength, which remains the same.

2.2.2 Supply Wagons have the same Combat Strength, Cohesion Rating, and Movement Allowance values printed on their counters as do combat units. Their Combat Strengths are bracketed, indicating that they may only be used to defend in Shock or to perform Reaction Fire. They have no Weapon Type listed on their counters; all Supply Wagons have "R" Weapons. Also listed on their counter is their maximum Artillery Ammunition Points rating. [See 8.4.6.]

2.2.3 Leaders: There are four levels of Leaders: **Brigade Leaders**, **Division Commanders**, **Corps Commanders** and **Army Commanders**. They are pictured and discussed in section 4.1.

New **3DoG** requires some additional Leader ratings. These are included herein, and so noted.

2.2.4 Informational Markers include Step Loss Markers to record combat losses, Rout markers, Extended Line indicators, markers related to special events (Drunk, Frozen in Place, etc.), and other similar indicators of status. Application of markers is explained throughout the rules.

There are no Leader Initiative Markers (LIM) in this version of 3DoG.

2.3 Game Scale and Weaponry

2.3.1 Unit Scale: Infantry and cavalry units are mostly regiments, although there are some individual infantry battalions (e.g., the 22nd Va Bn), and many cavalry regiments are divided into two battalions. Artillery units are mostly batteries (of 4-6 guns each); however, where the guns within the battery were not uniform as to caliber (usually a Confederate battery), each gun type is given a section of one to three guns.

Each infantry or cavalry combat strength point represents 50 men, and each artillery Strength Point is one gun.

2.3.2 Map Scale: Each hex covers 125 yards. Terrain elevation changes represent fairly gradual increases in height, usually about 20 feet. Where the elevation changes are more abrupt, we have so noted. The "Fire Strength Points per hex" and Extended Line rules are based on the frontage assumed by a unit within this hex scale and on unit line doctrine.

2.3.3 Time Scale: Each turn encompasses about 1 hour of real time. The game uses a military clock: 1000 is ten o'clock in the morning.

2.3.4 Weaponry: Most units were equipped with the by-now standard rifled-musket (R). There were some with pre-war muskets, and a few with European (usually Austrian) rifled-muskets. A few of the cavalry units had the newer breechloaders, usually Sharps carbines, and some even had the vaunted Spencer Repeaters. The revolvers carried by most cavalry are factored into their shock capability.

2.4 Terminology

The following words and phrases are used throughout the rules. The definitions below are not, in themselves, rules.

Command: A group of units commnanded by a leader. This can be a brigade, a division or a corps.

Continuity: The method of determining which player gets to move his units. The ability to continue to play depends on a dieroll measured against a Leader's Continuity Rating.

Orders: The type of Movement Mode a command is in which determines what the units in that command may do.

Phasing Player: The Player who is moving his units. His opponent is the non-phasing player.

Initiative: Determined at the beginning of each game turn. The Player with the Initiative gets to choose which command - Brigade or Division - he will use to start the Activation Phase.

Command Range: The maximum distance a combat unit may be from its Brigade Leader, or a subordinate Leader may be from his superior to be in-command.

Zone of Control (ZOC): This version of 3DoG does not use ZOCs.

Cohesion: The measure of a combat unit's morale, training, regimental-level command, equipment, and *esprit de corps*, all of which equate to how well that unit can fight and how it performs after taking losses.

Fire: The use of small arms and cannon to inflict casualties on the enemy.

Shock: Hand-to-hand combat in which the main weapon is the size, momentum, and spirit of the formation. The object is to dislodge the enemy from its position, disrupt it, demoralize it, and, hopefully, put it to flight.

Historical Note: *In reality, hand-to-hand melee-style combat was quite rare at this time, with such exceptions as the 20th Maine atop Little Round Top.*

Charge: Cavalry Shock, in which the cavalry moves to effect the assault.

DRM: Dieroll modifier, a numerical adjustment to the actual dieroll.

Leader: A generic term for all Division and Brigade Leaders in the game.

Commander: An inclusive term for the Corps and Overall Comanders.

2.5 The Die

The game includes one ten-sided die that is used to resolve certain game functions. The "0" is read as zero, *not* ten, as in some other games.

Exception: See 7.7.6.

2.6 The Universal Disorder Die

Roll (UDD)

Civil War units still moved and fought in linear formations that could and did frequently fall into disorder. During play, you will often have to perform a Universal Disorder Dieroll (UDD) to determine whether a unit becomes disordered.

When a unit is required to undergo a UDD, the owning player rolls one die and compares the result to that unit's Cohesion Rating.

•• If the result is the same as or lower than the unit's Cohesion Rating, the unit passes, usually without penalty.

•• If the result is higher than the unit's Cohesion Rating, the unit fails, and a penalty usually applies.

2.7 Questions?

If you have any questions about the rules, we'll be glad to answer them by mail—if you provide us with a self-addressed, stamped envelope.

3.0 Overview and Sequence of Play

3.1 Game System Overview

New 3DoG uses a totally revised Command/Activation system. We suggest that you read this section in conjuction with the Sequence of Play.

Essentially, the player with the Initiative at the start of the turn gets to choose with which Command - either an individual brigade or all in-command brigades within a division - he wants to start the turn.

After he undertakes actions (see below) with the combat units in that Command, if he wishes to "go" with another of his commands, he must use the Continuity mechanic to determine whether or not he can.

To do this, he designates the command which he wants to use next and rolls the die, comparing that DR to the command's Leader's Contuinity Rating.

•• If the DR is the same as or lower than that leader's C-Rating, he goes with that command.

•• If the DR is higher, play passes to his opponent, who now gets a "freebie" selection (with some minor exceptions) as to which command *he* wants to use.

In the Activation Phase, units get to Move, Fire, Shock, Rally, etc.

After the Activation Phase has been completed, some minor housekeeping steps are performed, and the turn is complete.

3.2 The Sequence of Play

The Sequence of Play is the order in which you perform the functions governed by the rules of the game.

I. Initial Segment

1. **Determine Initiative**: Players determine who has the Initiative for that turn. [See 4.2.]

2. **Straggler Designation** [2000 Night Turn only]. Players may designate units for Straggler Recovery. [See 13.0.]

3. **Reinforcement Orders.** Give Orders to all arriving reinforcements. [See 4.6]

II. Activation Segment

A. **Initiative Activation.** The Initiative player selects which "Command" he wishes to activate. Each unit in that command may perform one of the five actions below:

1. *Move and/or Fire + Shock*. The Brigade Leader may move with his units. Fire is part of movement. [See 7.0 and 8.0.] After all movement and Fire, eligible units may Shock; *or*

2. *Rally* Disordered or Routed units. [See 9.4.] *or*

3. *Resupply*. [See 8.4.2.] *or*

4 *Construction* of breastworks. [See 11.1.]

5. *Recover from Fatigue.* Activated (and eligible) units that do nothing (except Rally) may Recover from Fatigue. [See 14.0]

B. **Continuity** When the player is finished with his Activatied units, he now either

•• Passes play to his opponent; or

•• Rolls for Continuity by selecting a new command (it may not be the command that just went) and rolling against its Leader's C-Rating.

If the player succeeds in retaining Continuity he goes back to II A-1 and undertakes the listed actions.

If play passes to his opponent, that player goes to "II A", selects a command (no DR) and begins actions.

III. End of Turn Segment

A. Superior Commander Movement Phase::

All Corps and Overall Commanders may move. This is the only time in the turn they may do this (voluntarily).

B. Replacement Phase:

1. Replace any killed Leaders. [See 8.8.]

2. If it is the 0400 Night Turn, roll for Straggler Recovery. [See 13.0.]

3. Remove all Command Finished markers.

C. Command Efficiency Phase

Players check to see if any brigades or divisions are Combat Ineffective [See 9.8.]

D. Turn Record Phase

1. Advance the Turn marker one space on the Turn Track. If the new turn is the 0200 turn, move the Day marker to the next day.

2. Begin a new Turn.

4.0 The Activation System

4.1 Chain of Command

There are four levels of command in *3-DoG*. The Chain of Command goes, downward, from Army Commander to Corps Commanders to Division Leaders to Brigade Leaders. *One of the game's is that combat units tend to undertake their orders more efficiently when the Chain of Command is maintained.*

4.1.1 The Chain of Command is maintained through the Command Range of the Leaders. This range is the *number of Leader Movement Points* (not hexes) over which the Leader may extend his influence, use his ratings, etc. Command Range is always counted from the superior to the subordinate Leader, including the subordinate's hex but not the superior's hex. *This premise applies to all Command Ranges.*

Exception: if a unit is outside its Brigade Leader's Range but *adjacent* to a unit from the *same Brigade* that *is* within Range, it is considered as In-Command.

Play Note: *Therefore, if only one unit of a command is within range, but all the units in that command are adjacent to at least one other, they're all In-Command.*

4.1.2 *Overall (Army) Commanders* are the generals in command of the battle: Lee and Meade. They have four stars on their counters. Essentially, you, the player, are the Overall Commander. Therefore, the OC have only one purpose: to determine Initiative each turn, for which they have two ratings

•• **Initiative Rating (the old ME Rating)**: This Rating is added to the Initiative DR, as per 4.2

•• **Command Range** (the old "Normal Range #): Used to determine which command the OC may activate when he has the Initiative; **4.2.3. (The Extended Range # is not used.)**

4.1.3 *Corps Commanders* have three stars (***) on their counters. A Corps commander has the following ratings:

•• **Command Range**: used in relationship to the Division commanders in that Corps.

•• **Division DRM (The old Div Activation Rating)**: A negative DRM (-#) which may be used to help Division commanders that are within range to Activate and Change Orders.

4.1.4 *Division Leaders* have two stars (**) on their counters. They command all Brigade Leaders in their Division, and they are subordinate to their Corps Commander. They have the following ratings:

•• **Command Range**; used in relationship to the Brigade Leaders in that Division.

•• **Continuity Rating** (*This is not on the counter; it is given on the Chart provided*). This is the number that the player most roll equal to or lower than in order to Activate all in-command brigades in that Division, as per the Continuity Rule (4.4.1).

•• **Brigade DRM**, a dieroll modifier (always "minus" or "zero") used to adjust any in-Command Brigade leader's (from that Division). Continuity or Orders Dieroll.

4.1.5 *Brigade Leaders* are the Leaders directly commanding troops. These include Artillery Battalion (CSA) and Artillery Brigade (Union) commanders. They have one star (*) on their counters. Brigade Leaders have a(an):

•• **Brigade Efficiency Rating** , used to determine both Continuity and Orders Changes, as needed.

•• **Action Profile** This rating is used when a Brigade Commander fails his Orders Change dieroll, to determine his result on the Confusion Table, (Artillery commanders do *not* have this rating.)

•• **Command Range** used in relationship to the combat units in his Brigade.

4.1.6 The two Overall Artillery commanders—Hunt (Union) and Pendleton (CSA)—are used only to implement Artillery Barrage [See 4.5.1]

4.1.7 Brigade and Division Leader Movement Allowances: Leaders do *not* have their Movement Allowance printed on the counter; It is '12' for all Brigade and Division Leaders.

4.1.8 Corps and Overall Commander Movement Allowances: The MA for these leaders is '40'. However, that rather large number may be misleading:

•• They may move only in the Superior Commander Movement Phase; and

•• If they moved more than 10 MA, they may not use their ratings.

4.1.9 Replacement Leaders: The Reverse Side of a Leader counter is his Replacement side, showing the Leader who will replace him if he becomes a casualty. [See 8.8.]

4.2 Initiative

4.2.1 To determine which player will have the Initiative each turn, each player rolls one die, to which the following adjustments (DRMs) may be made:

•• The player who had the Overall Initiative the previous turn adds one (+1) to his DR.

•• If the Army Commander is actually on the game-map, his player may add his Initiative Rating to the DR. However, if that OC used more than 10 Movement Points in his Movement Phase, he may **not** add his Rating to the DR.

4.2.2 The player with the higher total has the Initiative. Ties? Roll again.

4.2.3 The Player with the Initiative gets to choose which Command will be used first in the Activation Phase. He may pick any

•• Division whose leader is in his Corps Commander's range, and the Corps Commander is in the OC's Range; or

•• Brigade whose brigadier is within the OC's Range (even if out of range of his Division leader, etc.).

Play Note: *Some scenarios state which player automatically has the Initiative for the first turn of the game.*

4.3 Activation Capabilities

4.3.1 Activation in General. A Player, when it is his turn - either by Initiative or through the Continuity Rules - may choose to activate either a Division, a Brigade, or an individual unit.

•• The Player may (attempt to) activate any one Brigade (or individual unit), regardless of where it's leader is, including an entering reinforcement.

•• The Player may (attempt to) activate any Division, regardless of where it's leader is, including an entering reinforcement. However, that activa tion will apply only to Brigades of that Division whose brigadiers are within the command range of the Division leader. Brigadiers outside that range must be activated separately.

•• See 4.2.3 for Initiative Activation.

4.3.2 Brigade Activation. When a brigade is activated, all combat units that are, at the instant of activation, within the brigadier's Command Range, may do one of the following:

•• Move and/or Fire + Shock. The Leader may move with his units. Fire is part of movement. At the conclusion of all Movement/Fire, the units, if eligible, may Shock.

•• Rally. This includes Rallying Disordered or Routed units (9.4).

•• Artillery Ammo Resupply; see 8.4.2.

•• Construction. This means building breastworks. See 11.1.

•• Recover from Fatigue; 14.4. **All units in the brigade must do this.**

The brigade may include as a combat unit any one (1) artillery battery (all sections) that is from that Division.

Example: A Brigade has four regiments. The player may now rally one of its Disorded units, Construct with another, and move/Fire the other two.

4.3.3 Division Activation When a Division is activated, all brigades of that division whose brigadiers are within Command Range of the Division Leader are activated, as per 4.1.2. When a Division is activated, one brigade (that is eligible to do so) must complete all its actions before the next brigade goes.

4.3.4 *Artillery Batteries and Battalions*. Because of their relative independence and mission, artillery units have a slightly less restrictive command structure.

Artillery batteries are organized in Brigades (or battalions, although it doesn't really make any difference game-wise), with each Brigade having an Artillery Brigade Leader. These Brigades are attached either at Corps level or to the Artillery Reserve, for the Union, or, for the CSA, at the Division Level or to Corps Artillery Reserve.

Artillery Brigade Leaders are treated as brigadiers for purposes of Activation. All batteries assigned to that Artillery brigadier may Move, Fire, etc. However, they may not use Artillery Barrage unless eligible (as per 8.2.4).

4.3.5 Activation Limitations. A Command - and its combat units - may be activated a maximum of four (4) times - the Max Activation Level (MAL) in any one turn…unless the Reinforcement schedule says differently, as per 7.6.5. (And see the Fatigue Rules.) We have provided both Activation Markers and an Activation Record Sheet (which you may copy) to keep track of each Command's level of Activation.

However, any attempt to activate a Command at its MAL

•• must be by DR (it is never automatic), and

•• it is treated as that Command's final activation for that turn…and the Command is then considered Finished (for that turn).

Exception: A command with an MAL of '1' ignores this rule.

Example: A brigade has entered the game as a Reinforcement with a MAL of '3' It has already been activated twice that turn. If the player wants to activate that brigade its 3rd (and maximum) time that turn he must do it by DR. If he fails, that brigade is now Finished.

4.4 Continuity

After a player has undertaken all his actions with his selected Command he may either **Pass** play to his opponent or try to move other units from other commands, He does this through **Continuity.**

4.4.1 In order for a player to Continue his turn he selects which Division or Brigade (or individual unit) with which he wishes to do so and rolls one die.

•• If a Division was selected, the player uses the Continuity Rating of that Divisions' Leader. If the Division Leader is within his Corps Commander's Range, he may use the latter's Division DRM Rating to modify that dieroll.

•• If a Brigade is selected the player uses the Continuity Rating of that Brigadier. If the Brigadier is within his Division Leader's Range, he may use the latter's Brigade DRM Rating to modify that dieroll.

•• If an individual unit (and by this we mean all units in any one hex, whether In Command or Out of Command) is selected, the Activation DR must be a "0" or "1", with no possible modifier.

If the DR falls within the adjusted Rating/ Range, the command is activated (as per 4.3). If not, play passes to the opponent.

4.4.2 Whenever play Passes - either by a failed DR or by a player simply "passing" - to the opponent, that player gets to select one of his commands.

•• If he selects a Brigade or an Individual Unit, he does not have to roll the die; such Command is activated "free".

•• If he selects a Division, the player must Roll, as above.

4.4.3. If a Player gets three (3) consecutive Activation Phases, his opponent gets a free (no DR) Brigade Activation, after which the original player may resume his Continuity attempts.

4.4.4 No Command may ever be selected for activation twice in a row. A player, having activated Command "A" must either select a different Command for

Continituity or Pass to is opponent. An opponent's "Pass" is considered an "interruption" for this purpose.

Exception: If the player has only one Command left eligible to be activated, he may select that command. However, even if his opponent just "passed", in order to select a Command twice in a row under these circumstances, the player must DR for Continuity … and a "fail" DR finishes that Command for that turn.

4.5 Ending the Activation Phase

The Activation Phase ends whenever one of the following occurs:

•• Both Players Pass (consecutively).

•• Neither Player has a Command that is eligible to be activated (they are all "Finished).

•• A Player passes and the opponent, who has only "commands attempting their MAL activation , fails on his Activation DR for such unit (as per 4.3.5)..

4.6 Orders

4.6.1 All Commands/Units operate under "Orders". Orders are assigned by Brigade, and, to do so, players may use either the Orders markers or the Activation Sheet to keep track.

••The In Command combat units of a given Commandall operate under one Order

•• Out of Command units operate under the Order with which they either entered as a Reinforfement or that of their parent brigade before becoming Out of Command.

4.6.2. There are three types of Orders, similar to the type of Movement units may undertake (7.2): Strategic, Regular, and Tactical. A unit/command must be under one of these 3 Orders. If it is not clear because of lack of indication, the Order is considered to be Regular.

4.6.3. At the start of the game, the Initial Deployment instructions state which Orders a command is under. If it says

"Player's Choice", he may choose from any of the three. All other commands must be assigned Orders the first time they are Activated to enter the map.

4.6.4 A Command retains its Orders until the player wishes to change them. He does this after that Command has been activated (4.4). To change the Orders of an Activated Brigade, the player rolls trhe die (but see 4.6.5). He may subtract from that DR the Division Leader's Brigade DRM Rating, if the brigadier is within the latter's Range.

•• If the adjusted DR is the same as or lower than the Brigadier's Efficiency Rating, the player may change that brigade's Orders to whichever of the three he wishes.

•• If the adjusted DR is higher, the player must use the Confusion Table (4.7) to see what the units in that brigade do.

4.6.5. **Chain of Command Exception.** The player does not have to roll the die to change the Orders of a brigade that, at that time, has a Chain of Command - thru Division thru Corps - back to the Overall Commander (by Command Ranges, of course). Such change is automatic.

4.6.6 A Command may be given Strategic Orders only if it either starts a Phase with no unit in that command within four (4) hexes of an enemy combat unit or is an enteing Reinforcement. See 7.2.

4.7 Confusion

Handling huge armies invariably means that large sections will not be getting up-to-date orders which, in turn, means that lower-level subordinates will have to rely on their initiative … or lack thereof. And given the opportunity to act independently, some commanders are better than others. The end result is that, despite what you want them to do, subordinates sometimes do what appears to be just the opposite.

4.7.1 Whenever a Brigadier fails his Orders Change DR, the player must consult the Confusion Table to see what that brigade does. Unless the Table says otherwise, the original Orders remain in place following execution of the Confusion instructions.

4.7.2 When referring to the Confusion Table, the player uses the **Action Profile** of the Brigade Leader in question: Aggressive (A), Normal (N), Cautious (C), or Unreliable (U). Roll the die, and check under the applicable Action Profile for the result. Whatever line that dieroll is on is what the units in that command must do:

•• Advance and Shock Attack: The units in the command must use either Tactical Movement to move adjacent to the enemy, if at least one unit is in position to do so; or, if no unit is close enough, it must use the most rapid form of movement available to move closer to the enemy than they started. If they can move adjacent to an enemy unit, they must Shock. The command retains the Orders they used to carry out these instructions

Exception: Dismounted Cavalry satisfies this simply by firing at an enemy unit. If it is not within fire range it must move so that it is, or at least so that it is nearer to an enemy unit.

•• *Stand*: The Command does nothing. (The only good point here is that, in doing nothing, it does not trigger Fatigue).

•• *Move towards their Division Commander*: All units must use the most rapid Movement Type available to move towards their Division Commander. They may stop movement early if they move within three hexes of the Division Commander.

•• *Retreat one hex*: Units must move so that they are at least one hex further away from the nearest enemy unit, if they can. They may change facing as they wish. If they cannot do so, treat as Stand. They may not Fire.

•• *Retreat two hexes*: Same as retreating one hex, but now it's two hexes.

•• *Random Event*: Something highly unusual may have occurred.

Design Note: *There are three "U" Brigade Leaders: O'Neal and Iverson of the CSA, and Rowley of the Union, all of whose facilities were probably inhibited by too much alcohol.*

4.7.3 Random Events: Whenever a '9' is rolled on the Confusion Table, the rolling player must now refer to the Random Event Table. Roll the die again, and check the Action Profile of the Brigade Leader who started it all for the result. The table—and the events therein—are self-explanatory. Unless otherwise stated, this result takes the place of whatever the player was attempting to do with the command that caused the confusion. If the event is inapplicable, treat as No Event, and change (or retain) the Orders as Regular.

Play Note: *Most of the events listed will not happen during the course of a single battle, although that depends on how much a player relies on the initiative capabilities of his Brigade Leaders.*

4.7.4 Confusion does not apply to artillery. If the Orders dieroll for an artillery battalion falls outside the Leader's Brigade Efficiency Rating, the battery simply retains Orders.

5.0 Facing

The direction in which a unit is faced determines which hexes surrounding it that unit controls.

5.1 Facing

5.1.1 A combat unit must face towards a vertex (joint) of the hex it is in—not a hexside—as per the diagram, below. All units in a hex must face in the same direction. Routed units do have facing.

Design Note: *The admonition that all units in the same hex must face in the same direction arises purely from a need to keep the game manageable. There is really no historical reason for this restriction; so, if both players agree, they should ignore it. Be aware, though, that it raises a host of tangential and entangling play questions.*

5.1.2 Facing determines which adjacent hexes, and which of the unit's hexsides, are *Front*, which are *Flank*, and which are *Rear*.

5.1.3 Units may move, Fire and/or Shock only into their Front hexes (through their Frontal hexsides).

5.1.4 Changing Facing is treated as movement. A unit may change facing without actually leaving the hex. A unit may change facing at a cost of 1 MP during movement, regardless of how many vertices are changed.

  Exception: Road movement [See 7.4.2.]

Units may also change facing—but at *no* MP cost—during

•• Advance after combat [See 9.3.7], or

•• as a Reaction to enemy Movement or Flanking Fire [See 5.1.6.]

5.1.5 A phasing unit in an enemy Frontal Hex may change facing by (only) one vertex in that hex. (This is considered movement and, as such, may draw Reaction Fire; 8.1.4.) A non-phasing unit may only Change Facing in an enemy Frontal Hex by Reaction to Enemy Movement or Reaction to Enemy Fire.

5.1.6 Reaction to Enemy Movement or Fire: A non-phasing infantry or cavalry unit (even if Disordered) may undertake a Reaction Facing Change to enemy movement that brings the latter adjacent to the non-phasing unit, or enemy Fire through its flank or rear. There is no MP cost to do so (as it is not a phasing unit).

•• It may not do so if it is already in the Frontal Hex of another enemy unit.

•• It may change only one vertex.

•• It may do so only once per Phase.

•• It undergoes a UDD when it does so. If it fails, the unit suffers a Disorder Result.

5.1.7 Units suffering certain combat results have the following abilities and restrictions concerning changing facing:

•• **Retreat**: Unit maintains original facing; no change allowed.

•• **Rout**: Unit changes its facing to the same direction as that of the enemy unit that caused the Rout, or as close as possible. (It's running away.)

•• **Rally:** Upon being Rallied, a rallied unit may freely change its facing to any direction.

5.2 Unit Influence

Design Note: *New 3DoG does not use Zones of Control, per se, although the following rule is somewhat similar (but not totally) in effect.*

5.2.1 Only units under Tactical Orders may move adjacent to an enemy Combat Unit.

5.2.2 Combat units must cease movement for the Phase when they move adjacent to an enemy Combat unit, even if separated by what would be impassable terrain.

5.2.3 A unit that s**tart**s an Activation Phase adjacent to an enemy unit may move, as long as it obeys 5.2.2.

6.0 Unit Size

6.1 Stacking Limits

Play Note: *Basically, only one combat unit is allowed in any one hex at any time. There are, however, important exceptions.*

6.1.1 Stacking refers to having more than one combat unit in a hex at any given time. There are no stacking restrictions for Leaders or informational markers. Stacking limits apply at *all* times during the turn even (and especially) during movement.

6.1.2 Only *one* combat unit is allowed per hex.

  Exception #1: Any number of infantry units from the *same Brigade* whose total strength is 7 or less may stack in the same hex. However, they may not stack together when using Strategic Movement. Such units may total their

strengths when firing or shock assaulting, but *not* when firing. Note that single units with more than 7 SPs *are* allowed in one hex.

Exception #2: One battery, *or* all sections of one artillery battery, may stack with any *one* infantry unit. If the infantry is using Extended Lines, one battery may stack in each of the extended unit's hexes. The artillery may fire regardless of whether it is on top or on bottom.

Exception #3: One Cavalry unit (Mounted or Dismounted) may stack with one Horse Artillery Battery (10 MPs). It may not stack with a Field Artillery Battery (8 MPs).

Exception #4: Up to two Artillery batteries may stack in any one hex—except when using Strategic Movement—as long as there are no other units. All units may fire.

6.1.3 Regardless of the above exceptions, Routed units may *not* stack. If both units in a stack are routed, they each go their separate ways. If they cannot do so, eliminate the unit with the lower cohesion. In case of a tie, roll a die to determine which unit is eliminated.

6.1.4 Units in Extended Line (6.4) or Extended Column (6.5) may not stack, even if 6.1.2 would allow such stacking. The Extended Line marker is considered part of the combat unit.

6.2 Stacking and Movement

6.2.1 During a Movement Phase, each unit must be moved *one unit at a time*. A combat unit may *not move through* another combat unit, although a unit may move *into* a hex with another unit, as per the 6.1.2 exceptions, and *end* its movement there. If the moving unit entered the stationary unit's hex

•• through a Front or Flank hexside, it is placed on top of the stack.

•• If it entered through a Rear hex, it is stacked **beneath** the non-moving unit(s). [See 6.2.2 and 6.2.5.]

6.2.2 There are two exceptions to 6.2.1:

1. The **Artillery Exception**: Combat units may move through artillery units. [See also 6.2.5.]

2. **The Road Movement Exception**: Units moving along Pikes and Roads (but not trails) *may* move through friendly units in such a hex, as long as the latter is *not* using Strategic Movement. [See 6.2.5.]

6.2.3 Stacking order may be changed during Activation *instead of* Movement—but only then, and never if the stack is adjacent to an enemy combat unit.

6.2.4 Units using Strategic Movement (SM) may *not* stack, even at the end of such movement. They may, however, start the phase stacked. For purposes of SM, all sections of a battery are considered to be one unit when stacked.

6.2.5 Units using SM by pike, road, trail, etc., may move *around* units in their way (6.2.2 [2]) on a pike, road, or trail (but not ford or bridge) by paying the cost of the actual terrain in the hex.

Play Note: *The difference between 6.2.2 and 6.2.5 has to do with the movement status of the stationary unit.*

6.3 Stacking and Combat

6.3.1 The maximum number of infantry Strength Points that may fire out of a single hex is 7, regardless of the actual strength of the unit(s). Thus, if you have a 10 SP unit, you could still fire with only 7 SPs. However, see Extended Lines, 6.4.5

6.3.2. The maximum number of mounted cavalry SP that may fire out of any of hex is four (4).

6.3.3 The maximum number of artillery SPs that can fire out of any one hex is 12. Artillery may always fire, regardless of its position in a stack.

6.3.4. 6.3.1 and 6.3.3 may be combined, so that 7 infantry SPs and 6 artillery SPs (the maximum strength of one artillery battery, as per 6.1.2) in the same hex can both fire out of that hex. If an infantry and an artillery unit are stacked together, they may each fire at separate targets or at the same target. They may not, however, combine their fire.

6.3.5 If 8 or more infantry/cavalry SPs are in a hex, that hex is subject to a *Massed Target* penalty. A player firing artillery (not small arms) at a Massed Target gets a +1 dieroll adjustment on the Fire Table. Conversely, artillery firing at hexes where there are 2 or less SPs (again, excluding artillery SPs), get a *Dispersed Target* adjustment of -1 to the DR.

6.3.6 The top unit takes step losses and Disorder results before any other unit. If the top unit becomes Disordered, however, the player must make a UDD [See 2.6.] for all other units in the hex.

Exception: Artillery Fire at 4 hexes or greater. [See 8.2.7.] See, also, 9.3.4.

6.4 Extended Lines

6.4.1 Individual infantry units with 8 or more SPs may extend their presence into an adjacent flank hex by placing an Extended Line marker in that adjacent hex. It must be placed either in the hex to the direct left or right *flank* of that unit. This hex may not be occupied by another unit or be adjacent to an enemy unit, and it must not cost more than 2 MP to enter. [See 6.4.4.]

6.4.2 There is one unit—the 26 NC from Pettigrew's Brigade—that may extend to both sides, because it has 17 SPs. (It doesn't have to do this, it simply may). It loses this capability when it drops below 16 SPs.

6.4.3 An extended unit occupies both (all) hexes for all purposes.

•• For fire, each hex is treated individually. [See 6.4.5 and 6.4.6.]

•• For both shock and movement, it is treated as *one, solid unit*, with points paid for entering the most costly hex. The unit may only move into a frontal hex, so it must pivot to change its direction (and facing). It may pivot to advance after combat.

Example: An 8 SP infantry is in 2122, extended into 2123. It Shock Assaults an enemy infantry unit in 2223, causing it to retreat. The victorious unit may advance after combat by moving directly ahead, into, say, 2222-2223, or it may pivot into the abandoned 2223, leaving the Extended Line marker in 2123. The Extended Line marker, of course, has its facing adjusted to reflect its flank extension.

6.4.4 The cost to voluntarily Extend or Retract is the same as if that unit moved into the hex. Thus a unit extending into a Woods hex would use up 2 MPs. [See 6.4.1.] If an Extended unit is reduced in strength by combat below 8 SPs, it is *automatically*—and immediately—retracted: remove the Extend marker without spending a movement point.

6.4.5 For purposes of **Fire** and **Massed Target** determination, an extended unit has its strength divided among all the hexes it occupies as equally as possible, with any fractional points assigned to the actual combat unit counter.

Example: A 10 SP regiment in Extended Line would have 5 SPs in each hex.

6.4.6 An extended unit may fire all its (allowable) SPs into any enemy unit in one of its frontal hexes , in essence combining the fire of the separate counters, or it may fire each portion separately. Note that, when so combining fire, both hexes must be able to fire into that target hex.

Play Note: *This is, in effect, in line with 8.17, which requires separate resolution of each unit's fire, as the extended unit is still only one unit. Therefore, the 26 NC, even when fully extended (6 - 6 - 5), could fire and combine only 12 of its SPs into an adjacent, defending target, because at least one of the extended sections could not fire at the target, given the hex configurations. It would be able to combine its fire capability if the target were 2 or more hexes distant, and the lines of fire were clear.*

6.4.7 When Shock attacking, an extended unit must attack *all* enemy units in its Frontal hexes in the same resolution. Moreover, any extended unit that Shock Assaults incurs a -1 to the attacker's dieroll;

conversely, if an extended unit is shock attacked (as defender), the enemy attacker gets a +1 to his Shock dieroll.

- • If the extended unit must *Advance*, it must advance extended, unless it *cannot* do so, in which case the Extended Line marker must be removed before advancing. The latter is not voluntary.

- • If either part of an extended unit must retreat, it must retreat extended. If it cannot do so, the Extended Line marker must be removed before it retreats. After the retreat is finished, the player makes a UDD [See 2.6.]. If it fails, it suffers a Disorder result.

- • An extended unit that is Routed has the Extended Line marker removed automatically.

6.4.8. Wrap-Around. (This is an exception to 6.4.3) When an Extended Line unit Shock attacks a single-hex enemy unit, and part of the Extended Line is not "in contact" with the enemy but, if it could move forward, would be, that half of the Extended unit MAY move forward, into the empty hex if:

•• it would place the defender in one of its Frontal Hexes, and
•• that hex is not in theFrontal Hex of another enemy unit.

Example: Map A. Defender in 3311 facing west; attacker in 3109-3110, extended, facing east. Attacker moves into 3210-3211 to Shock. The "3210" portion is not in contact with the defending unit but it may become so by moving the half that is in 3210 into 3310. The effects are as follows:
1. There is no -1 DRM for attacking Extended (and there will probably be a +3 for attacking through the Flank)
2. After the result of the Shock is applied the attacker is immediately Retracted (6.4.4). This would take place before any Continued Shock, etc.

If/when using this rule 6.4.3 is changed so that, when computing SP for Shock only consider the part(s) of an Extended Unit that have a defender in its Frontal Hexes as contributing points (in addition to the -1 for attacking Extended).

6.5 Extended Columns

Infantry units of 8 SPs or more wishing to use Strategic Movement, or any type of Movement that takes advantage of Pikes, Roads, Trails, or Bridges, must extend one hex to the rear, to represent the length of that column. (The 26 NC would have to extend two hexes to the rear when at full strength.) Place the Extended Column marker, as below. It, too, is treated as part of that unit (as if they were one).

Extended Column markers may be removed voluntarily *only* at the beginning of a command's Activation, or, if the unit is Shock attacked, at the conclusion of the Shock.

7.0 Movement

7.1 Movement Allowance

All combat units have their Movement Allowance (MA) printed on the counter. Leaders do *not* have their MA on their counter; it is 12for Brigadiers and Division leaders, and 40 for Corps Commanders and OC.

The MA represents the total number of Movement Points (MPs) that that unit may use in that phase for Regular Movement (see 7.2.2). Units expend MPs to enter hexes and cross hexsides, moving into adjacent, contiguous hexes. Combat units may also expend MPs to fire; see 8.1.2. These MPs may not be saved or transferred in any way. A unit does not have to use all of its MA: the player may choose to expend less; he may never expend more.

7.2 Movement Modes

7.2.1 There are three different modes of Movement, and these correspond to the Orders under which a unit is operating. The entire command must use one type of Movement. The types of Movement are:

- • Regular; see 7.2.2.

- • Strategic; see 7.2.3.

- • Tactical ; see 7.2.4.

7.2.2 An Activated combat unit under Regular Orders uses Regular Movement, as follows:

- • May use all or some of its printed MA to move and/or fire.

- • May *not* move adjacent to an enemy combat unit.

7.2.3 An Activated combat unit under Strategic Orders uses Strategic Movement, as follows:

- • Doubles its printed MA.

- • May not Stack with any other combat units.

  Exception: All sections from the same Artillery battery may occupy a hex.

- • Must use Extended Column (6.5) where applicable.

- • May not move into any hex that is within four hexes and within Line of Sight (8.3) of an enemy combat unit at *any* time during, or at the start of, movement.

- • May *not* Fire.

7.2.4 An Activated combat unit under Tactical Orders uses Tactical Movement, as follows:

- • Infantry (and dismounted cavalry) subtract two (-2) from their Movement Allowance.

- • Mounted Cavalry subtract four (-4) from their Movement Allowance

- • Artillery may *not* use TM.

7.3 Leader Movement

7.3.1 Brigade, Division, and all Artillery Leaders may move with their combat units when that command is activated. A Leader may move only once per Phase; i.e., he

must undertake all of his movement at one time; he may not break up his movement into sections.

7.3.2. Brigadiers must end an Activation Phase stacked with a unit from his brigade.

7.3.3 Corps and Overall Commanders may move only in the Commander Movement Phase. However, any Commander that uses more than 10 of its allowed 40 MP may not use any of his ratings in the following turn!

Play Note: *The 10 Max rule is important because, if exceeded, it makes it difficult to obain/retain Initiative and also limits which units may be used to start the turn if Initiative is attained.*

7.3.4. Players, if they wish, may choose to make all Commander moves (7.3.3) secret. They do this by writing down the destination hex and then revealing it simultaeneously.

7.4 Terrain and Movement

Design Note: *The 3-DoG maps were researched and drawn by Rick Barber, who lives only a few miles from the battlefield. They represent not only extensive use of period resources, but endless hours traversing the field, checking lines of sight, stream depth, elevation effects, etc., as well as many conversations with the local guides and historians.*

In General: The types of terrain in each hex have their own costs to enter (such as Woods) or cross (such as streams and slopes), depending on unit type. For example, it costs an infantry unit 2 MPs to enter a Woods hex, whereas it will cost an artillery unit 4 MPs to do the same. Most terrain types are self-explanatory; those that are not are discussed below. If a unit does not have the necessary MPs to enter a hex—for whatever reason—it may not enter that hex.

Exception: a unit may always move one hex, as long as it is not Prohibited from moving into that hex.

Note: The elevation level or terrain type of any given hex is that which occupies the centerpoint of the hex or majority of the hex area.

7.4.1 Pikes, Roads, Trails, Fords, and Bridges are available to speed movement for artillery, supply wagons, and Leaders, regardless of the Movement Type they use. However, the movement cost for pikes, etc., may be used by infantry and cavalry *only* when those units are using Strategic or Regular Movement. They may not be used with Tactical Movement. When being used:

• Pike and Road movement rates apply regardless of the terrain, including elevation changes.

• Trail movement rates are one half the non-trail rate for the terrain in the hex, rounded down, to a minimum of 1 MP.

 Example: Artillery moving into a Woods hex would normally pay 4 MPs; if it is using a Trail, it pays 2 MPs.

• Bridges negate the cost of the Stream or River entirely.

• Fords reduce the cost of crossing the Stream or Creek by 1. They also remove any automatic D effect.

Design Note: *Although pikes were macadamized and roads were packed dirt, tactically they had the same effect (unless it rained).*

The Lott's Ridge Bridge: On Map A, across the RR cut in 1523, there is a bridge! This is treated like any other bridge (see above), with the following exceptions:

• Units may use this bridge only when moving from 1522 to 1723, or vice versa.

• A unit—or its Extender—may *not* end movement in hex 1623 when using the bridge.

• If there is an enemy unit in the cut in hex 1622, 1623, or 1523, a unit may not use the bridge.

• The bridge has no effect on Line of Sight.

Design Note: *The Lott's Ridge Bridge was only about ten yards across—the cut is very narrow here—and incapable of holding more than a few men at a time.*

7.4.2 Units may use the benefit of roads, etc., only if they are in Strategic or Regular Mode, and they enter such a hex from a connecting road hex. In addition, units using roads, etc., do *not* pay any MPs to change facing during movement, as long as they are moving from one road/trail hex directly into another, connected road/trail hex.

7.4.3 Unfinished Railroads are treated as if they were Trails. Finished RRs are ignored for all purposes. However, the infamous RR Cuts (Map A) are something else. Where construction (stopped when the war broke out) had cut through hills, it had left gorge-like passes: cuts. No unit of any type may move or Shock Assault across a Cut hexside. The cuts affect Fire only in that they may block Line of Sight. However, the rule about being able to fire into any adjacent hex still applies.

7.4.4 The Sunken Road, running SW out of Gettysburg, is treated as a Road for movement purposes. The road does have effects on combat, though, because it acts like a defensive trench. The defensive benefits for fire, given on the Terrain Chart, however, do not apply if the target unit is fired at along the length of the road. Similarly, artillery units in a Sunken Road hex may not fire out of that hex, only along the road at targets actually in the road.

Play Note: *In essence, we're telling you not to put artillery in the Sunken Road.*

7.4.5 The map is criss-crossed with a large number of Brooks, which run through the hex, not along the hexside. These brooks have No Effect on anything, with one exception: it costs artillery and supply wagons one extra MP (+1 to the cost of the other terrain) to enter that hex. Also, note that the game terminology for creeks and streams often does not match the local name. Thus, Plum Run is a stream, etc.

7.4.6 *3-DoG* uses a graduated Elevation system to represent changes in terrain height. In doing so, we have determined that whereas some changes in elevation are so gradual as to be imperceptible, others are not. Therefore, there are three different types of hexsides to represent elevation changes:

• Gradual: no cost to traverse

•• Minor: small cost to traverse

•• Steep: large cost to traverse, plus possible unit disorder. Note that aretillery may cross steephexsides, but only by paying their entire MA to do so, after which they become disordered. (This allows guns to be moved to Little Round Top, et al.)

7.4.7 Gettysburg. It is very difficult to move through the town of Gettysburg, except on the roads. The presence of buildings, fences, and other annoying terrain, not only slows movement but possibly disorders any unit formation cohesion. Town hexes are considered one elevation higher than the actual ground elevation for the purpose of LOS.

7.4.8 Hexes with more than one building in the hex, other than Town hexes, are treated as Farms. Farms add +1 to movement costs (to account for fences, etc.). Farms also have minor benefits for defenders. Hexes with individual houses or buildings have no effect on movement or combat.

7.4.9 Certain terrain carries with it Disorder possibilities.

•• If a unit enters or crosses terrain with a D that unit is automatically Disordered the instant it enters/crosses that hex/ hexside.

•• If a unit enters or crosses terrain with a dr that unit undergoes a UDD the instant it enters/crosses that hex/hexside. If the unit fails, it is Disordered.

7.5 Enemy Units and Movement Restrictions

7.5.1 A friendly unit may never enter a hex containing an enemy combat unit.

7.5.2 A unit may move adjacent to an enemy combat unit only if it is using Tactical Movement.

7.5.3 A unit must stop moving when moving adjacent to an enemy combat unit

7.5.4 Artillery units may *never* move adjacent to an enemy unit unless that hex is already occupied by a friendly unit.

7.5.5 A friendly combat unit may enter a hex containing only an enemy Leader, in which case the latter is immediately placed with the nearest combat unit in his command after rolling for possible elimination. [See 8.8.2.]

7.5.6 No unit may voluntarily leave the map. Units forced to do so are eliminated.

  Exception: 7.7 and 7.8.

7.6 Reinforcements/ Staging Areas

7.6.1 All reinforcements enter through the Staging Area listed in the scenario. Staging areas consist of a Direct Entrance hex (the one with the road/pike) and several Adjacent Entrance hexes.

•• Units entering from the Direct Entrance hex may use any type of Movement/ Orders they wish. [See 7.2.4.]

•• Units entering from an Adjacent entrance hex hex *must* use Regular or Tactical Movement.

7.6.2 If more than one unit enters through the same hex, the first unit pays the cost of the entrance hex, the second pays two times the cost of the entrance hex, and so on. Reinforcements may not enter the map by moving into a hex occupied by enemy units, but they may move adjacent to an enemy unit. The corollary of this is that no friendly unit may move into or adjacent to an enemy Staging Area hex.

Play Note #1: *The chain effect, above, is very important when bringing in large numbers of units, which happens fairly often.*

Play Note #2: *Yes, the enemy movement restriction is artificial; however, consider the alternative. For this rule, Area #9 is considered an enemy Staging Area to all friendly units.*

7.6.3 Reinforcements that cannot enter the map during a turn due to stacking limits can enter on the following turn. Such units are considered to have moved adjacent to the Entrance hex. The cost to enter the map [See 7.6.2.] starts over again.

7.6.4 Some Reinforcements have Priority Numbers, indicating they must enter before the next group of units. E.g., in the July 1, 1200 turn, Garnett's and Poague's Artillery battalions must enter before Iverson's Brigade.

7.6.5 Some Reinforcements are restricted as to the number of Activation Phases they may undertake in the Turn in which it enters: the MAL of 4.3.5.E.g., in that 7/1, 1200 turn, Iverson's brigade is limited to only one Activation Phase.

7.6.6. Entering Reinforcements that are given Strategic Orders must be given a **Destination** towards which they must head as directlyas possible. The destination must be a "named" geographic location either

•• on the map by which they enter, or

•• on any map on a road or pike contiguous with the one by which they entered.

Units that reach their named Destination are automatically under Regular Orders the Activation Phase after at least one unit reaches that Destination (unless those orders have been changed before).

Example: July 1, 1600. William's 1/XII Division is given Strategic Orders with a Destination of Cemetery Hill.

7.7 Conditional Cavalry Reinforcements

The Master Reinforcement Schedule, used for the Campaign Game, allows both players to choose whether to bring in and/or withdraw cavalry units to the east. This applies only to the Campaign Game, as the historical usage of these units is presented in the individual day scenarios.

7.7.1 On or before the 0900 turn of July 3rd, the CSA player must decide whether to either *not* bring in Cavalry Brigades scheduled to arrive or to withdraw those that have. The CSA player has 4 Brigades from which to choose:

•• Fitz. Lee's Brigade (arrives July 2, 1600)

•• Hampton's Brigade (arrives July 3, 0700)

•• Chambliss' Brigade (arrives July 2, 1600)

•• Jenkins' Brigade (arrives July 1, 1900)

Imboden's Brigade may *not* be so chosen. however, with each Brigade selected, *one* of the Confederate Horse Artillery batteries—Breathed, Griffin, Hart, and/or McGregor—must accompany that Brigade (1 battery per Brigade).

7.7.2 Confederate cavalry designated to Not Arrive is simply not brought on as a reinforcement. Cavalry designated to be Withdrawn must be withdrawn by the 1200 game-turn of July 3rd. A Brigade may not be Withdrawn if any of its units (including the designated battery) is adjacent to an enemy combat unit or cannot trace a path of hexes clear of enemy units/ZOCs to Entry Areas 8 or 9. To Withdraw, simply remove the units from the map.

7.7.3 During the 1220 game-turn of July 3rd, the Union player may designate any one or more of his Brigades as Not Arriving. (It will not be part of the game). With each Brigade so designated, one of the conditional Horse Artillery batteries must be included. Buford's Brigades (Devin and Gamble), or their substitutes (see note b on the Master Reinforcement Schedule), may *not* be included.

7.7.4 If both sides have designated an equal number of cavalry Brigades as being Withdrawn, as above, all of those units are out of the game, and there is no further effect.

7.7.5 If one side Withdraws more Brigades than the other,*that* player may, if he wishes, return, as a Reinforcement, that number of Brigades (in excess of those withdrawn by the other player), in any turn starting with the 1720 July 3rd turn, as follows:

•• The CSA player may bring his cavalry back through Entry Areas 9 or 10, with all units entering through the same area.

•• The Union player may bring his cavalry back through Entry Areas 8 or 9, with all units entering through the same area.

7.7.6 The player must check for any units returning as per 7.7.5 to see whether they suffered any casualties. Roll the die, *treating the "0" as a "10."* The result is the number of cavalry SPs lost off-map. The player immediately apportions these losses among the returning units, as he sees fit.

Design Note: *This rule recreates the off-map cavalry battle (Low Dutch Road) that took place betwen 1300 and 1700 on July 3rd, as the Union cavalry stopped Stuart from flanking the Union Army .*

7.8 Off-Map Movement

At the southern end of Map C there are several roads/trails that allow players to move from one entry hex to another, if they so wish. Players may use these roads/trails to either enter as reinforcements or leave the playing area of the map.

•• No unit may move adjacent to an enemy unit that is using an off-map road/trail.

•• This rule is an exception to 7.5.7.

8.0 Combat

Combat is divided into two parts: fire and shock. Although the former is undertaken either as part of Movement (Phasing Fire) or in Reaction to enemy movement or fire, Shock is effected and resolved after all movement has been completed and is not dependent on efficiency status. The combat units use their Strength Points for both fire and shock.

8.1 Fire

Infantry and cavalry Units may Fire at the enemy only when using Tactical Movement/Orders or in Reaction to certain enemy actions. Artillery may fire in Regular Mode.

8.1.1 A unit may fire at any enemy unit within its Range (per Weapon Type) and Line of Sight (8.3). The Range is the number of hexes from the firing unit to the target, counting the target unit's hex but not the firing unit's hex. Each Weapon type has a Maximum range, listed on the Range Effects Chart. No unit may fire at a target that is outside its maximum range. All fire must be through a unit's frontal hexes, as depicted below:

Example: *Units with "R" (rifled-muskets) have a maximum range of 5, and those with "M" (muskets) have a range of 2.*

8.1.2 Phasing Fire: A phasing unit fires during Movement by expending Movement Points. The number of MPs expended to fire depends on the distance the firing unit is from the target and the unit's weapon type; the expenditures are listed on the Phasing Fire MP Expenditure Chart. A unit may combine fire with movement, including facing changes, in any way desired. A unit may use Phasing fire as many times as its Movement Allowance permits.

Play Note: *Simply announcing a unit is going to fire expends the points, even if it doesn't fire—which may occur, for example, when a cavalry unit retreats before fire.*

Design and Play Note: *We have made the ability to fire, in terms of MPs, related to how far away from the target a unit is. For the most part, this is a rule that reflects tactical doctrine—most firefights were at ranges of 150 yards or less. To allow otherwise would be to change the nature of warfare as the people who fought it at that time understood it.*

Example: The 40th Virginia (ME) starts four hexes from the 2nd Mass. It is using Regular Movement. It may not Fire under those Orders. However, if it were underTactical Orders (with 4 MP to spend) it could expend two MPs to move to within two hexes of the 2 Mass, stops and then fire at a cost of 2 MPs. It has thus used all its allotted MP for that Order/Movement Mode.

8.1.3 The following units may *not* use Phasing Fire:

•• Routed units,

•• Infantry/cavalry units using Regular or Strategic Movement,

•• Artillery using Strategic Movement

These units may be eligible to fire in Reaction to enemy operations; see 8.1.4.

8.1.4 Reaction Fire: Reaction Fire is the ability of the non-phasing player to fire while the phasing player is moving or fir-

ing. Reaction Fire does not cost MPs, and is not part of Movement. Units using Strategic Movement/Orders may not Reaction Fire.; all other Movement/Orders types allow Reaction Fire.The ability to use Reaction Fire is further limited.

a. Non-phasing infantry or cavalry units may Reaction fire, as follows:

1. **Return Fire**. Each time a non-phasing infantry or cavalry unit is fired at, it may fire back at the unit that fired at it, if it can do so (frontal hexes, range, and LOS all being taken into consideration). This type of Phasing Fire-Reaction fire is considered simultaneous; both fires are resolved before any results are applied.

    Play Note: *A moving unit can fire, take Reaction Fire (possibly), and then continue movement.*

2. **Pre-Shock Reaction Fire** A non-phasing infantry or cavalry unit may fire after passing a pre-Shock Cohesion Check. [See 8.5.7.]

3. **Withdrawal**. Whenever an enemy unit attempts to leave a non-phasing unit's Frontal Hexes the unit may Reaction Fire before the enemy unit withdraws. This Reaction Fire occurs whether the withdrawing unit fires or not, but only once in any case.

b. Non-phasing Artillery may fire in Reaction, as follows:

1. **Movement into Frontal Hex**. When an enemy unit moves into its Frotnal Hex(es).

2. **Pre-Shock Reaction Fire**. A non-phasing Artillery unit may fire after passing a pre-Shock Cohesion Check.

    Artillery may *not* do both of the above in a single phase; it may do only one.

    Play Note: *Therefore, the player with the artillery must decide whether to fire when the enemy approaches **or** just as it is shocking.*

3. **Return Fire.** At any enemy unit that fires at it, if it can. Unlike small-arms fire, Artillery Return Fire is not simultaneous; it is resolved *after* the enemy fire is resolved.

4. **The One-Time Reaction**. Any *one* other time during the turn. Use Arty Reaction #4 Fired markers to indicate that a unit has so fired. When firing under this subsection, the non-phasing player simply announces he is doing so—even if in the midst of enemy movement—and then pounds away.

    Note: *This may occur only during an enemy Activation Phase.*

Remember, artillery may always fire, regardless of where it is within a stack of units.

Play Note: *Thus, an artillery unit may fire once under b.4 plus any number of times under b.1 (or b.2) and b.3, above.*

8.1.5 The only limits to a phasing unit's ability to Fire are Orders Mode, available MP, Fatigue Levels and, for artillery, ammo.

8.1.6 No unit is ever required to fire; fire is always voluntary. However, each phasing unit must complete its movement/fire before any other phasing unit starts.

8.1.7 Each unit fires separately; *no two units may ever combine fire:*

    Exception #1: Infantry using Extended Lines, as per 6.4.6.

    Exception #2: See 8.2.3 for combined artillery fire and 8.2.4 for Barrage.

8.1.8 A single unit - and this includes Extended units - may split its fire among all possible targets in its frontal hexes. Such splitting must be done as evenly as possible.

8.1.9 To resolve fire, the player determines the number of Strength Points firing (remember the 7 SP maximum for infantry, etc., as per 6.3.1) and rolls one die, cross-referencing the dieroll with the Fire Strength on the Fire Table. The dieroll may be

modified by several DRMs, all listed below the Fire Table. The results are applied immediately, as per 9.2.

A General Terrain Note: *The terrain adjustment forfiring up/down certain slopes applies regardless of where the slope actually is; it doesn't have to be adjacent to either firing or target unit.*

8.2 Artillery Fire

For the most part, the mechanics for artillery fire and small-arms fire are the same: roll the die, adjust the dieroll for range and other listed DRMs, etc., and find the result. There are, though, some rules specific to artillery.

8.2.1 Like infantry/cavalry, artillery may move and fire in the same phase. It costs artillery 6 MP to Fire.

8.2.2 Artillery batteries may move and/or use Phasing Fire either when activated as part of a Brigade (one battery only), or when their Artillery Leader is activated (all batteries in that brigade/battalion).

8.2.3 Guns of a different type may combine fire, as per below, but only if the DRM for range is the same. Otherwise, they must fire separately.

•• The Artillery Leader has been used as a brigadier for Activation. In this case, batteries in hexes adjacent to each other may combine fire strength.

•• Barrage [See 8.2.4.]

(8.24) A Player may undertake an Artillery Barrage by Activating

•• Union: Hunt (all batteries within his range)

•• CSA: The Reserve Artillery Commander all in-range batteries in their specific command. However, only one such commander may do so in any one turn, and he may do so only if stacked with or adjacent to Pendleton.

When an Artillery Barrage Activation is succesful, any/all batteries within range of the Activating Artillery leader - they do not have to be adjacent -

•• may combine fire (within the 8.23 exception)
•• may fire twice in that Phase
•• may not move that Phase.

Barrage may be used only for fire at ranges of 4 hexes or more. It's use is limited only by activation requirements and available ammunition.

Historical Note: *The nominal CSA Arty Commander, Pendleton, actually does very little. CSA artillery was not well organized; coordination between corps was virtually nonexistent. Pendleton was supposed to effect this sort of thing, but he wasn't very good at it.*

(8.25) Individual artillery batteries - but not individual sections - may split fire into more than one hex. If an artillery battery is alone in a hex, and it is in the Frontal hex of an enemy unit and wishes to fire, it must, if it can, fire at that enemy unit. Artillery using Reaction Fire, like any other defending unit, must fire at its attacker (if it can), except for 8.14 (b/4)..

8.2.6 To fire artillery, the firing player states which unit is firing at which target. He notes the number of SPs firing, the type of guns firing, and the range at which they are firing. He then checks the Range Effects Chart to find the DRM for range (for that gun type) and proceeds to the Fire Table, as in 8.1.9.

Design and Historical Note: *The drop-off in capability over 8 hexes (1000 yards) is not because of any problem with the guns themselves. It's just that sight effective range for virtually all guns in this period was around 1000 yards. Anything farther than that was out of visual range, at least in terms of sighting in.*

8.2.7 Shot and Shell Artillery Fire—fire at 4 hexes or greater—affects *all* units in the target hex. Step losses, however, are the total for that hex and must be distributed as evenly as possible, with the first step loss being the firing player's choice. Disorder results apply to each unit in the hex. Artillery Fire at 1, 2, or 3 hexes is treated as small-arms fire for loss purposes. [See 6.3.6.]

Design Note: *The 1-3 hex range represents use of grape and/or canister, as opposed to shot and shell.*

8.2.8 Disordered artillery may not Fire. It may move.

8.2.9 Rapid Fire. Smoothbore guns—artillery types "N," "H6," and "H12"—may use Rapid Fire to increase their Efficiency at a range of 1 to 3 hexes. However guns that moved (excluding changing facing) may not use Rapid FireRapid Fire may not be combined for any sections not in the same hex.

•• When using Rapid Fire, add three (+3) to the DR.

•• Guns using Rapid Fire use the "0" and "10" Ammo results, in addition to the other #. (And see 8.4.1)

8.3 Line of Sight

Design Note: *We'll try to keep this as simple and basic as possible, knowing full well that it is impossible to cover every angle. There are sure to be anomalies; try to solve them based on the underlying principles these rules portray.*

8.3.1 Units firing at a target two or more hexes distant may fire only at targets to which they can trace a Line of Sight (LOS); i.e., they must be able to see it. LOS is traced from the center of the firing hex, through the front of the unit (see 5.13), to the center of the target hex.

8.3.2 Certain *terrain hexes* block LOS. If the LOS is blocked, fire is not possible. Blocking terrain hexes can always be fired into, but never through. (Consequently, you can always fire—through frontal hexsides—into an adjacent hex.) The following terrain hexes may block LOS, depending on their location:

•• Hexes at a higher elevation than both the firing and target hexes.

•• **Gettysburg Town hexes and Woods are treated as being one full level higher than the actual hex elevation. Orchards do *not* block LOS.

•• Infantry or cavalry units (but not artillery, which never blocks LOS) are treated as being one-half a level higher than the hex they are in.

If both firing and target hex are on the same or different level: any intervening terrain of a higher elevation than both blocks LOS.

If firing and target hex are on a different level, and target is lower:

•• If intervening terrain is higher than both, LOS is blocked.

•• If intervening terrain is same as firing hex, LOS is blocked only if intervening terrain is closer to the target than the firing unit. (Exactly halfway is *not* considered to be closer.)

If firing and target hex are on a different level, and target is higher:

•• If intervening terrain is higher than both, LOS is blocked.

•• If intervening terrain is the same elevation as target hex, LOS is blocked only if intervening terrain is closer to the firing unit than the target (Exactly halfway is *not* considered to be closer.)

Example: A unit in W2620 could not fire at a unit in W2617. A unit in W2721 could fire at a unit in W2716, but not at one in W2715.

8.3.3 Elevation Change Hexsides may block LOS. Gradual slope hexsides have *no* effect on LOS. A Minor or Steep Slope hexside, or a RR Cut hexside, will block LOS if

•• the firing unit is on a different level than the target, *and*

•• the hexside is not part of the target hex, *and*

•• the firing unit is closer to the blocking hexside than the target. (Halfway is not closer.)

Example: A unit in W2216 could not fire at a unit in W2314 because the blocking Minor Slope hexside is closer to the firing unit.

8.3.4 Given no intervening, blocking terrain, combat units block LOS for artillery only if they are within two hexes of the target hex. Intervening combat units block LOS for small-arms as if they were a higher terrain level than the terrain they are in (not including woods and town hexes).

8.3.5 If LOS runs down a hexside adjacent to a hex that blocks LOS, the LOS is blocked.

8.4 Artillery Ammunition

This rule covers only artillery ammo. There is no rule for ammo for infantry/cavalry; that is taken care of by the Fatigue rule.

8.4.1 Certain dierolls on the Fire Table, noted as "Ammo," result in ammunition depletion for artillery: the unit is "Ammo Low." If it is already "Ammo Low", it is now "No Ammo," or out of ammunition, and may no longer fire.

8.4.2 A unit that is Ammo Low or No Ammo may be resupplied—brought up to full supply—by a Resupply Action. This is undertaken during any Activation phase by an unit which chooses the Resupply Action. Routed units and units in an enemy Frontal hex may not be resupplied. Disordered units may be resupplied. No dieroll is required.

8.4.3 To resupply an artillery battery or section, the unit must be within 6 infantry Movement Points of a Supply Wagon (any friendly wagon), and that path must be free of

•• enemy combat units or their Frontal hexes (unless the latter is occupied by a friendly unit), or

•• impassable terrain.

The battery then undergoes a Resupply Action and all guns in that hex are now fully resupplied. The supply wagon however, loses 1 Artillery Ammo Point (AAP). See 8.4.6, and use the SP markers to indicate the supply status of that supply wagon.

Play Note: *There are no Supply Wagons for the Union III and VI Corps. The batteries from those Corps must get their artillery ammo from other sources.*

8.4.4 Supply Wagons are used solely for Artillery resupply; they move using Artillery rates. They have a Strength of 1, with R weapons, which they may use only in Defense (Shock) or Reaction Fire (types 1 and 2), although their Cohesion is high (8). Their Maximum AAP capacity—the number of AAPs with which they arrive—is also printed on the counter. They may *not* stack with any other unit (as they represent many actual wagons). They may be moved, or Rallied, during the Phase in which their command is activated. They do not need to be In-command to resupply, move, or Reaction Fire.

•• Disordered Wagon Trains cannot be used to resupply ammunition.

•• Step Losses are treated as an automatic Disorder (ignoring any additional Disorder result at that time).

•• If they are routed they are eliminated instead.

8.4.5. Division Supply Wagons may be resupplied - brought up to their maximum AAP capacity - by spending an entire turn stacked with a Reserve Supply Wagon (from their corps, for the CSA). Simply subtract the AAP added to the division wagon from the Reserve Wagon. During a turn in which this is happening, neither wagon may provide supply to artillery.

8.5 Shock Assault

The term "shock" simulates hand-to-hand, charge-and-assault. Although there is some firing going on, most of what is happening is an initial, short charge, followed by a rather disorganized melee intended to get the other guy to abandon his position. Shock was intended to take advantage of the casualties and Disorder caused by fire. In itself, it caused few losses; but when effective, it could throw an enemy unit, teetering on the edge of indecision, into, if not headlong flight, a widespread loss of cohesion, rendering it totally ineffective for a long time.

Design Note: *Much of the Shock mechanic is what some gamers call "procedural'. This arises from our desire to show "why" things are happening - and how - rather*

than what the end result is. It is not that one design choice is "better" than the other; it is simply our choice.

General Shock Procedure:

1. Designate all targets of Shock, including Cavalry Charges.

2. Perform Retreat Before Shock.

3. Green Attacker Commitment Check

4. Defender's Pre-Shock Cohesion Check

5. Pre-Shock Reaction Fire

6. Resolve Shock and Apply Disorder

Each of the above steps must be undertaken in the order listed, and each step must be completed—for each unit—before the next is undertaken. Other than that, players may choose whichever units they wish to go first, second, etc.

8.5.1 Shock is resolved after all movement-fire is completed for that phase. A unit is eligible to Shock Attack if:

•• It is from the command that was active in that phase; and

•• It did not undertake Rally or Construction; and

•• There is an enemy unit in its Frontal Hexes.

8.5.2 Mounted cavalry that has Charged [See 8.6.] *must* Shock Attack. All other unrouted infantry/cavalry units, including Disordered units, *may* Shock Attack. Routed units and Artillery units *may not* Shock Attack (although they may defend).

8.5.3 Target Designation: In the Target Designation Segment, the attacker must designate which enemy units are being attacked by which attacking units. A unit does not have to attack (except for Charging cavalry), but if it decides to do so, all defending units in the Frontal hexes of an attacking unit must be the subject of a Shock attempt by at least one attacker. As long as all defending units in Shock-designated hexes are targeted, there is no other

requirement. Use the Shock markers to indicate attackers and targets, removing them as the combat proceeds.

8.5.4 Retreat Before Shock: Infantry and cavalry (if not routed) about to be shock assaulted by *infantry* may Retreat Before Shock**.** Artillery may not Retreat Before Shock. Retreat Before Shock does *not* apply to shock attacks (even if not a Charge) by mounted Cavalry. [See 9.4.1 for basic Retreat procedures.]

- •• To Retreat Infantry (or dismounted cavalry), the player moves one hex away from the enemy, maintaining facing.

- •• Mounted cavalry may Retreat up to two hexes, maintaining facing.

- •• A Disordered unit may retreat before *infantry* Shock, after which it undergoes a UDD. If the unit fails, it Routs.

- •• A Unit Retreating into a friendly-occupied hex it normally could not enter because of Stacking Restrictions may use *Displacement* [See 9.4.3.] to do so.

- •• A Retreating unit may not enter an enemy Frotnal Hex, unless stacking with a friendly unit (if allowed).

- •• The attacking enemy infantry may advance into the vacated hex—even if it has no MPs left—but may not do anything more (other than change facing, as per 5.1.4). The attacking/moving unit may *not* fire at the Retreating unit.

Design Note: *To understand why units so retreating would not be fired at, one has to visualize the attack and the retreat all as one piece. To fire, the attacking units would have to stop, which would put a large dent in the impetus of the charge, not to mention the difficulty of issuing such an order in the midst of the ongoing events.*

8.5.5 Infantry or dismounted cavalry from the same Brigade may combine their strengths when shock assaulting the same unit(s). Charging cavalry may never combine their strengths (each such attack is resolved separately); cavalry may combine their strengths if they are attacking but not charging. A single unit may assault more than one enemy unit, but it may never

split its strength into two or more separate attacks. A defending unit may be shock attacked more than once in a segment.

8.5.6 Green Attacker Commitment Check: If an attacking unit is Green (see 10.1), it must pass a UDD before shock attacking. If it fails, it will *not* shock.

8.5.7 Defender's Pre-Shock Cohesion Check: Before resolving Shock Assaults, all *defending* units in the designated attacks undergo a Pre-Shock Cohesion Check. For each defending unit, the player makes a UDD.

•• If the unit passes, the unit defends normally

•• If the unit fails, the defender suffers a Disorder result (9.2.1). If this Disorder causes a Rout, see 9.5.

Exception: Units involved in Shock Continuation (8.5.9) do not pre-shock check.

Certain DRMs apply to the Defending unit (only) in Pre-Shock Check. These are listed in the Defender Pre-Shock DRM section of the Shock Charts.

8.5.8 The Procedure for Resolving Shock:

1. Reaction Fire

2. Determine Shock Ratio

3. Check for and apply DRMs

4. Resolve Shock, including possible Shock Continuation

5. Apply Post Shock Automatic Disorder

Each step is undertaken by all units involved before proceeding to the next step.

1. **Reaction Fire**: Defending, targeted units may Reaction Fire (8.1.4) at the units designated to Shock them. When being attacked from more than one hex, the defender/firing unit may Split Fire, if it wishes..

2. **Determine Shock Ratio.** The players compare the combat strengths of the opposing sides to obtain the Shock Ra-

tio. If more than one unit from a given side is involved, total their SPs. The Attacker compares his SPs to that of the Defender and rounds that comparison to a simple set of odds (those given on the Shock Table), with all such rounding made as follows:

- •• *Round off in favor of the Attacker* if the Attacker moved during the phase *and* the Defender is *not* receiving any DRM benefit from terrain.

- •• *Round off in favor of the Defender* in all other instances.

Example: 5 SPs shock attacking 3 would be at 2:1 odds if the attacker moved, but 1 1/2:1 if the attacker started adjacent or the defender is in the Woods. (Odds are always expressed attacker to defender.)

Odds of less than 1:4 or more than 5:1 are treated as if they were at those ratios. The Shock Ratio is used as a Dieroll Modifier; see the Shock Dieroll Adjustment Chart.

3. **Check for and Apply Dieroll Adjustments.** Before rolling the die, the players check the Shock DRM Chart to see what, if any, adjustments are made to that dieroll. Each shock attack often takes into account factors other than just the sheer numbers involved. These factors are *all* integrated as adjustments to the resolution dieroll.

The Shock DRM Chart lists all the adjustments as they pertain to either the Attacker (additions to the dieroll) or Defender (subtractions from the dieroll). All such dieroll adjustments are cumulative. Each section is further divided into subsections for each type of effect.

Position benefits only the Attacker and refers to whether the attacker is shock attacking through the defender's Flank or Rear hexes, or a combination of Front, Flank, and or Rear. " Surrounded" means that all hexes adjacent to the defender are either occupied by an attacker or are in his Frontal hex zone. Friendly,. defending units negate enemy frontal hex positioning for purposes of this rule.

4. **Resolve the Shock**. Shock is resolved by rolling the die, adjusting it for the DRMs listed on the Shock DRM Chart, and applying the result listed for the adjusted dieroll, as detailed on the Shock Dieroll Table.

Results are applied immediately (including any advances, retreats, pursuits, whatever) before going on to resolving the next Shock. When there is more than one Shock attack to be resolved, the order of resolution is up to the attacker.

5. **Apply Post Shock Automatic Disorder**: At the conclusion of each Shock attack and Cavalry Charge [See 8.6.]:

   •• All attacking units suffer an automatic Disorder result.

   •• Cavalry that was already Disordered is now Blown. [See 8.6.8.]

Play Note: *Automatic Disorder applies only to those attackers that have actually engaged in Shock. It does not apply to an attacker when the defending unit voluntarily retreats before Melee or vacates the hex because of a Defender Pre-Shock Cohesion check.*

8.5.9 Continued Shock: When an attacking unit, including Charging cavalry, achieves a Shock DR of 7 or higher *or* the Shock DR is 0-2 and the Defender chooses to continue shock, *or* the defender has Routed from a Pre-Shock Cohesion check (8.5.7), the attacking unit immediately advances into the hex(es) vacated by the retreating unit and Shock attacks again. It will continue to advance-and-shock as long as it attains a 7+ DR and there are enemy units in its Frontal Hexes, as follows:

•• It may advance one or two hexes.

•• It must stop upon moving adjacent to an enemy combat unit.

•• It may change facing one vertex for each hex it enters in an advance.

•• It may not enter or cross impassable terrain or enter any hex that would normally cost it more than 2 MPs to enter.

•• There is *no* pre-Shock Dieroll.

•• Automatic Disorder does *not* apply until the conclusion of Continued Shock.

•• For each Continued Shock a unit undertakes, subtract one (-1) from the Shock DR. Thus, the second CS will earn a -2 DRM.

Note: *Continued Shock will draw enemy Reaction Fire prior to Shock, if the target has not been subject to Shock by that unit before and is not in the Frontal Hex of another unit. The movement that is part of CS does not draw Reaction Fire.*

8.6 Cavalry Charge

Design Note: *By this time, it was evident that Napoleonic-style cavalry charges were a thing of the past. The Union cavalry was more mounted infantry than anything else, and the Confederates were better suited to scouting and screening. However, both sides occasionally engaged in old-fashioned hell-bent-for-leather charges.*

Mounted cavalry units that use Tactical Movement to move adjacent to an enemy unit and Shock are Charging. Cavalry that did not move in the Phase cannot Charge and must use normal Shock rules. Charge applies only to Mounted cavalry.

8.6.1 The Charge Path: For a Cavalry unit to be considered Charging, it must have moved (TM only; maximum 5 MP) adjacent to the targeted enemy that phase. The last 3 hexes of that movement are called the Charge Path. While in the Charge Path, the charging unit may not have changed facing. (It may, of course, have moved more than three hexes, but it may not change facing in the last three.) The Charge Path (which does not include the target hex) may not include any terrain that it would cost more than one MP to enter, except for crossing streams.

8.6.2 Cavalry may charge only those enemy units it can see—trace a LOS to—before starting its movement. Routed, Disordered, and Out-of-command cavalry may not attempt a charge, although cavalry that becomes Disordered during the attempt will complete the charge. [See 8.6.3.] Moreover, Charging cavalry may *not* fire during any portion of a charge.

8.6.3 A player wishing to Charge announces the intention, and, before moving, makes a UDD.

•• If the unit passes, it *must* Charge.

•• If the unit fails, it will *not* charge, remains in place, and immediately ends its Activation.

8.6.4 If a unit is Charging a defender that does not receive a favorable terrain DRM, the Charging unit earns the following benefits:

•• If Charging through Flank or Rear, add two (+2) to the Shock Resolution DR.

•• Defending units add one (+1) to pre-Shock DR checks. **Exception**: Mounted Cavalry ignore this modifier.

A cavalry unit can choose to Shock with its printed strength, without Charge modifiers.

8.6.5 If Cavalry charges a Routed unit the latter is *automatically eliminated*, without using the Shock Table. However, 8.6.7 still applies. This result occurs only from a charge, not from normal shock, which must be resolved.

8.6.6 If all defending units vacate the hex, victorious charging cavalry must advance into the vacated hex. [See 9.3.7.]

8.6.7 Automatic Disorder. As per 8.5.8[5], at the conclusion of a charge, all charging (and defending mounted cavalry) are automatically Disordered. If the cavalry unit was already Disordered, it is now *Blown*. Blown applies *only* to the Automatic Disruption at the end of Shock. Place a Blown marker on the unit.

8.6.8 Blown cavalry is a Disordered unit with the following additional restrictions:

•• Its Movement Allowance is halved (rounded up) for all purposes except determining Rout Retreat. [See 9.5.3]

•• A Blown unit that suffers any adverse combat result automatically loses 1 additional SP in addition to that result and then must make a UDD to check for possible Rout. If it fails, it routs.

•• Blown cavalry may *not* dismount.

A Blown marker is automatically removed at the end of the next Activation Phase for the Blown unit's command. After the Blown marker is removed, the unit remains Disordered.

Example: Hampton's Legion Cavalry is Blown in its first Activation of the 1600 turn. In its next Activation, Hampton's Blown marker is removed; the unit is now Disordered.

8.7 Artillery and Shock Capability

8.7.1 Artillery may not enter an enemy Frontal Hex, nor may it ever Shock attack.

8.7.2 Artillery does not use its printed combat strength to defend against Shock; its strength is used only for fire. If artillery is *alone* in a hex (that is, there are no infantry/cavalry units with it) and that hex is shock attacked, the artillery has a total Shock strength of 1 when defending, regardless of the number of artillery batteries in the hex.

8.7.3 If artillery is stacked with infantry/cavalry that is involved in a Shock Attack, it does not add any SPs to the Shock resolution. All step losses must be taken from the infantry or cavalry first. If artillery is forced to take a step loss from Shock it is, instead, eliminated. The artillery may retreat, if required.

8.8 Leader Casualties

8.8.1 From Fire: If a Leader is in a hex that is fired upon—either artillery or small-arms—and the *result* is at least one Step Loss, the Leader's player rolls the die. If he rolls a 0 that Leader has been killed and is removed from play. (This effectively renders all units in that command out-of-command until the Replacement Phase.) [See 8.8.5 for replacement method, and see 8.8.3.]

8.8.2 From Shock: **Defending Units**

If units with which a Leader is stacked suffer a Step Loss, or a Leader is alone in a hex and an enemy unit moves adjacent, the Leader's player rolls one die.

1. If he rolls a 0-7:

   •• If stacked with a combat unit, there is No Result;

   •• If alone in the hex, the Leader is immediately placed with the nearest combat unit in his command (and the enemy unit continues moving as if the Leader hadn't been there). If all his combat units are eliminated, or if there is no path to the new combat unit free of enemy units, Frontal Hexes, or impassable terrain (i.e., he is surrounded), the Leader is Killed.

2. If the dieroll is an 8 or 9, the Leader is Killed. [See 8.8.5 for replacement method.]

8.8.3 From Shock: **Attacking Units**

In the Pre-Shock Reaction Fire segment of the Shock Resolution, if the attacking unit is stacked with a Leader, and it incurs any "D" or Step Loss result, roll as per 8.8.1.

In addition, if, as a result of the Shock, the attacking units suffer any Step Loss, the Leader's player rolls one die and resolves as per 8.8.2.

Play Note: *The above can happen as a result of Automatic Disorder when it is already Disordered, even though the Shock Resolution Table, itself, has no adverse results for the attacker.*

8.8.4 Leaders stacked with units that must retreat or rout *may* stay with that unit for some or all of a retreat/rout. Leaders, themselves, are never routed nor do they have to retreat.

8.8.5 To replace a Leader in the Replacement Phase, flip the killed Leader over to the Replacement Leader side and place the new Leader with any unit in that command. If it is already a Replacement Leader, simply bring that Replacement back in the Replacement Phase.

8.8.6 If a Replacement Leader happens to be the same person as a lower-level commander, flip the latter's counter over to his Replacement Leader side in the Replacement Phase.

8.8.7 If a Replacement Leader is one who is already out of the game, use the Leader for the next level of subordinate from the highest numbered unit in that lower command. Thus, 1/III would be chosen before 2/III, etc.

Example: General Hancock, II Corps Commander for the Union, is killed. Flipping his counter over, you see that his replacement would normally be General Caldwell. But Caldwell, too, is dead. Therefore, the Union player replaces Hancock with Gibbon, 2/II, (still using the Caldwell/Replacement side of Hancock's counter), and flips Gibbon to his Replacement side.

Design Note: *We have been fairly strict about whose name gets to be used as a replacement, attempting to stick as close as possible to seniority. We have ignored actual events, such as having General Newton (3/VI) being placed in charge of the I Corps upon Reynolds' death, etc. We apologize for any possible mistakes as to who would actually succeed whom.*

8.9 Combat Tables

8.9.1 The Range Effects Table

This table lists the maximum range for all weapons—both small-arms and artillery—as well as the DRM for firing that weapon at the listed range.

Example: A carbine has a -4 DRM at a three hex range and cannot fire at a target four hexes distant.

8.9.2 The Fire Table

The Fire Table applies to both artillery and infantry fire. The dieroll may be adjusted—shifted up or down—by a variety of factors, listed below the table. Shifts down (+) favor the firing player; shifts up (-) favor the defender. Dieroll adjustment effects are cumulative.

The # of SP Firing Line covers both small-arms and artillery and is geared to the 19th century equation that the canister fire of

one battery at about 300-400 yards is the equivalent of musket (not rifled-musket) fire of 700 men at 100+ yards.

8.9.3 The Shock Table

The Shock Table is a simple adjusted dieroll listing the possible results from that dieroll, with all possible DRMs given below. DRMs lower than '0' are treated as '0'; higher than '9' as 9.

9.0 Combat Results

9.1 Combat Units

9.1.1 All combat units have Combat Strength Points (SPs)— incremental steps representing their manpower (infantry/cavalry) or guns (artillery) at the start of the battle. Thus, the 80th NY regiment, with 6 SPs, starts with six such steps, and the 3rd NC regiment, with 11SPs, starts with eleven steps.

9.1.2 The value on the counter is the maximum strength that unit may ever have.

9.1.3 The Fire Results and Shock Dieroll Tables show when Strength Point losses occur. SP losses also occur from Additional Disorder results, as per 9.3.2. To indicate lost Strength Points, place a numbered Strength Point Loss Marker beneath the counter to keep track of its current strength. When a unit has taken Strength Point Losses equal to its original strength, it is eliminated.

Play Note: *Some players like the marker to indicate Strength Points lost; others, current strength. It matters little which method you use, as long as both of you agree what method **is** being used.*

9.1.4 The reverse side of all combat units is their Disordered side. A unit's Cohesion Rating and Movement Allowance are reduced when Disordered; not the Strength. Note that Routed units must always be on their Disordered side.

9.2 Strength Point Losses

9.2.1 How Units Take Strength Point Losses

Units take Strength Point Losses from enemy fire (as indicated by the numbered results on the Fire Table), Shock (where indicated by the Shock dieroll), and due to additional Disorder. [See 9.3.]

•• Losses from **Fire** always apply to the top unit, except for Shot and Shell Artillery Fire, 8.2.7, where they are Distributed among the Stack, as below.

•• Losses from **Shock** apply to the top unit in a stack.

9.2.2 How Strength Point Losses are applied to **Artillery**:

•• Strength Point losses from *small-arms fire* are treated as loss of one gun per Strength Point loss.

   Design Note: *In reality, it would be crew loss that makes operation of that gun impossible, the gun being abandoned.*

•• A Strength Point loss from enemy **Artillery fire** destroys (eliminates) a gun (reduces the strength). However, all Strength Point losses from any single fire result greater than 1 are treated as Ammo losses (consider the round to have exploded the caissons). The first loss > 1 is considered an Ammo Low (or No Ammo if already Low). Step losses >2 are an automatic No Ammo.

•• If artillery takes any step losses from **Shock** it is, instead, eliminated.

9.2.3 Collapse: An *infantry* unit that has taken step losses that reduce it to *less than half* of its original strength is *automatically and permanently Disordered* the instant such loss takes effect. It is considered Collapsed; place a Collapsed marker on this unit. A Collapsed unit has these characteristics:

•• It may never be rallied to normal status.

•• Moreover, each time a Collapsed unit takes additional SP losses, the player must make a UDD [See 2.6.]. If it fails, it Routs.

Example: an 8 SP unit that has suffered 4 SP losses is still normal. The instant it loses its 5th SP it is permanently Disordered. This is in addition to any other D's that occur from that combat.

9.2.4 Cavalry and Artillery units never become Collapsed.

9.3 Disorder

9.3.1 Initial Disorder

A **'d'** means that all affected units must make a UDD. Roll one die for each unit. The UDD is modified by any DRM listed with the combat result (e.g., "d+2"). If a unit fails, it is Disordered. Flip the unit to its Disordered side, and use the strengths and ratings listed thereon.

A **'D'** means that the Disorder result is automatic to all affected units.

9.3.2 The effects of being Disordered are:

1. Units may not voluntarily move adjacent to an enemy . However, if a Disordered unit is already adjacent to an enemy it may shock attack, and Cavalry that is disordered during a **Charge** is still eligible to move adjacent and must attack.

2. Disordered units may Retreat before Shock, but must undergo a UDD check upon doing so. Failure means Rout.

3. Disorder also causes dieroll adjustments for both Shock and Fire.

4. Disordered Artillery may not fire; it may move, however.

5. A unit Disordered by fire while it is moving assumes the MA of its Disordered status for the remainder of that phase.

9.3.3 Additional Disorder

Units that are already Disordered and that incur another Disorder suffer the following effects:

1. **2nd Disorder from Fire:**

A Disordered (or Routed) infantry/cavalry unit (including Blown cavalry)that takes an additional Disorder remains Disordered (or Routed) and

•• Takes a 1 Step Loss, and

•• Retreats one or two hexes, player's choice.

2. **2nd Disorder from Shock, from Reaction UDD Failure, or from Displacement**

   a. If a Disordered unit is Disordered a second time *by any of the above three* (including Pre-Shock checks), the unit Routs, undergoing a Rout retreat.

   b. If already Routed, it loses 1 SP in addition to any others required and then Rout retreats. [See, also, 9.5.6.].

   Exception: If the 2nd Disorder is a result of Post Shock Automatic Disorder (8.5.8[5]), the result is a loss of 1 SP, not Rout.

3. **2nd Disorder from Terrain:** If a Disordered infantry unit is Disordered a second time *by terrain* (e.g., Disordered infantry enters a rough woods hex and fails the UDD), it ceases movement in the hex that caused it. There is no other penalty.

   Exception: if the terrain is a GettysburgTown Hex, the unit loses an SP.

4. **2nd Disorder Automatic (Cavalry):** Disordered Mounted Cavalry further disordered *by Automatic Disorder* (8.5.8[5]) are Blown.

5. **2nd Disorder to Artillery:** If a Disordered artillery unit suffers an additional Disorder, the player undertakes a UDD:

   •• if it passes, the artillery retreats two hexes.

   •• if it fails, the artillery is Eliminated.

9.3.4. Small-arms Fire Effects vs Artillery. When small-arms units (or artillery at 3 hexes or less) fire against any hex containing enemy artillery, the following exceptions to the Combat Results are in effect:

•• ALL results to the artillery unit (except for No Effect), whether "d-2" or "4D", are treated by artillery as a "D".

•• If artillery is stacked and beneath infantry, if the protecting infantry unit (6.3.5) suffers any adverse effect (is Disrupted or looses an SP), add three (+3) to the required UDD checks for all sub-stacked artillery.

9.4 Retreats

9.4.1 Units retreat due to a variety of circumstances.

1. **Involuntary Retreats**

   •• As a result of a "0-2" (attacker) or "6-8" (defender) Shock Resolution dieroll: **One Hex**

   •• As a result of "9+" Shock Resolution dieroll: **Two Hexes**

   •• 2nd Disorder from Fire: **One or Two Hexes**

   •• Artillery 2nd Disorder, passed UDD: **Two Hexes**. If an artillery unit is forced to retreat, it is automatically Disordered at the conclusion of the retreat. If artillery is routed it is, instead, eliminated.

2. **Voluntary Retreats**

   •• Retreat Before Shock: **One Hex**

   •• Mounted Cavalry Retreat Before Shock: **Two Hexes**

9.4.2 A unit that must retreat moves one or two hexes away from the attacker within the following restrictions (and see 8.5.4):

1. It cannot retreat off the map, or cross a hexside or enter a hex that it would normally not be able to move across/into. [See 9.3.4.]

2. It cannot enter an enemy-occupied hex

3. It may enter a friendly occupied hex only if stacking restrictions allow it to and it is *not* Disordered; it automatically assumes the facing of the non-retreating unit. [See 9.3.2.]

4. It cannot enter an enemy Frontal Hex unless that hex is occupied by a friendly unit and stacking restrictions allow it.

5. Artillery units forced to retreat are automatically Disordered. If they cannot complete the retreat they are eliminated.

6. See 6.4.7 for treatment of Extended units.

7. If a unit retreats into a hex which carries a "d" or "D", the retreating unit must either UDD (d) or take the Auto Disorder (D) as part of the retreat.

8. Artillery may not retreat into a hex which would normally cost it more than 2 MP to enter.

Units prevented from retreating by the above restrictions lose one SP for each hex they must retreat but cannot.

9.4.3 A unit that must retreat, but which finds its path blocked by friendly units (9.4.1[3]), may attempt to use *Displacement*. Displacement means that the retreating unit enters the occupied hex, and the friendly unit already in that hex then retreats backward one hex (or two, if required), in a form of chain reaction. A displaced unit must undergo a UDD at the end of Displacement. If it fails, it is Disordered.

9.5 Rout

9.5.1 A Rout occurs when:

•• A Disordered unit suffers an additional Disorder during Shock.

•• A Routed unit fails a Rally dieroll that is at least 2x higher than its Cohesion.

9.5.2 If both sides would Rout: If both sides involved in Shock end up Routing, the single unit with the highest Cohesion Rating does *not* Rout; it ignores the Rout result. If there is a tie, the defending unit will Rout; one attacking unit will not.

9.5.3 When a unit is Routed and must Rout Retreat, it must retreat a distance in hexes equal to one-half of its printed Movement Allowance, rounded up, or one hex, whichever uses more MPs. [See 9.5.4 for methodology.]

Routed units suffer the following effects:

1. They maintain facing.

2. They may not voluntarily move, fire or shock. The only time they move is during Rout Retreat, which occurs once when they become routed and again any time they fail to rally [See 9.7.3.]

3. They may not stack. If stacked when routed, each unit must retreat to a different hex.

4. They defend against Shock, but with a +*4* DRM on behalf of the attacker for being routed; *but*

5. If they are Charged by mounted cavalry, they are automatically eliminated.

6. They use their Disordered side.

9.5.4 Rout retreating units retreat towards the nearest Staging Area usable by that army, in *as direct a path as possible.* Change Facing as needed (at no cost).They may not enter enemy Frontal Hexes or impassable terrain. They may not enter the same hex twice, although they may change direction to avoid enemy units and impassable terrain. If a *friendly* unit is in their path they move *through* the friendly unit, causing the latter to be immediately Disordered. If it was already Disordered there is no further penalty.

•• If the *last* hex it would enter is occupied by a friendly unit, it continues moving (through) until it reaches a non-occupied hex.

•• If a unit cannot Rout Retreat its mandated distance because of the presence of enemy units or their Frontal Hexes, it is eliminated. (It has surrendered.)

•• If a unit cannot Rout Retreat its mandated distance because of terrain, it stops and loses a Step, instead.

•• If a routed unit routs through another routed unit, the latter immediately loses 1 SP and undergoes Rout Move.

Note: *This section is an exception to 6.1.1.*

9.5.5 There are several *exceptions* to 9.5.4:

•• **Leaders**: Routing units may retreat in the direction of their Brigade Leader, if such path would not bring them within three hexes of an enemy combat unit *and* they would be able to *finish* their retreat within one hex of that Leader.

•• **Artillery** units that rout are, instead, eliminated.

•• **Mounted Cavalry**: If a routing unit moves adjacent to a friendly, mounted cavalry unit that is not disordered or routed it ceases Rout Movement, even if such movement is incomplete, with no penalty.

•• **Cover**: If a routing unit reaches a hex, at least five hexes from the nearest enemy unit, in which it could *not* be seen (LOS) by any enemy unit, the player may choose to cease movement with no penalty, or continue on. For this purpose, combat units do *not* block LOS.

Play Note: *Units may not retreat in the direction of friendly cavalry or cover; these exceptions applies only if the cavalry/cover is in the Path of Retreat. We do think, though, that if this has to be afforded interpretation, it should be interpreted liberally.*

9.5.6 Infantry units that are Routed while their Brigade is either Combat Ineffective (9.8.1) or at Fatigue Level 3 or 4 (14.3) are in *Flight*. Effects of Flight are the same as those for Routing, with the following additions or changes:

•• They Rout Retreat using their full, printed MA.

•• Each time they Rout retreat after the initial Rout they lose 1 SP.

•• They may be Rallied *only* by being stacked with their Brigade Commander, as per 9.7.1.

9.6 Advance

If a defender vacates a hex as a result of Combat, the attacker

•• (If from Shock) *must* advance *all* of the attacking units from any one assaulting hex into that vacated hex. If extended, see 6.4.7.

•• (If from Fire or failed Cohesion check) *may* advance the firing unit, which decision must be made immediately. Such advance may be made only if the firing unit started adjacent to the target.

•• Artillery may never advance.

9.7 Rally

Disordered and Routed units may be rallied as part of a Rally operation; see 4.3.3. There is *no* separate Rally phase for combat units. Units wishing to Rally may not do anything else in the phase in which Rally is attempted.

9.7.1 Any unit *stacked* with its Brigade Commander is automatically rallied and returned to Normal status. This is the *only* way an In Flight (9.5.6) infantry unit may be rallied.

Note: *A brigadier can rally a unit with which he starts the turn stacked plus a unit to which he moves, within 7.3.2.*

9.7.2 Other than 9.7.1, to *Rally a Disordered* unit, roll the die, adjusting as per 9.7.4. If the dieroll is

a. **The same as or Lower than Cohesion Rating:** The unit is no longer Disordered. Flip the unit to its normal side.

b. **Higher than the Cohesion Rating:** It remains Disordered. *However*, see "c" and 'd'.

c. **At least two times (2x) Higher than Cohesion Rating:** it remains Disordered and loses 1 SP.

d. **An adjusted '9' or higher**: regardless of the unit's Cohesion Rating, treat as "c," above.

Example #1: US 56 PA is Disordered (Cohesion of '5'). (the letter following each line refers to the relevant condition (a-d) above.)

•• A Rally DR of '4' will flip unit to normal side [a].

•• A Rally DR of '8' will keep unit Disordered [b].

•• A Rally DR of '9' will keep unit Disordered but minus 1 SP [d].

Example #2: US 94 NY is Disordered (Cohesion of '4').

•• a Rally DR of '4' will flip unit to normal side [a].

•• a Rally DR of '5' will keep unit Disordered [b].

•• a Rally DR of '8' will keep unit Disordered but minus 1 SP [c].

9.7.3 To *Rally a Routed* unit, roll the die, adjusting as per 9.7.4. If the dieroll is

a. **The Same as or Lower than Cohesion Rating:** Remove Routed marker; unit remains Disordered

b. **Higher than Cohesion Rating:** it remains Routed, no other penalty.

c. **At least two times (2x) Higher than Cohesion Rating:** it remains Routed, loses 1 SP, and must immediately Rout Retreat, 9.3.3.

Play Note: *To keep things straight, the player should rally Disordered units first before rallying Routed units.*

9.7.4 The following **Dieroll Adjustments**, *all cumulative*, apply to any Rally dieroll:

1. If the unit is adjacent to an *enemy combat unit*, add one (+1) to the dieroll.

2. If the unit is *mounted cavalry*, subtract one (-1) from the dieroll.

3. If a Routed infantry Unit is *adjacent to a friendly, mounted cavalry unit that is not Disordered or Routed*, subtract one (-1) from the dieroll.

4. If *adjacent (but not stacked with) its Brigade commander*, subtract one (-1) from the DR

5. If *stacked with its Division or Corps commander*, subtract one (-1) from the dieroll. If stacked with the Army Commander, subtract two (-2).

9.7.5 Players may choose to not undergo Rally rolls for a unit. Such ignored units simply remain in their present status.

9.7.6 A Leader who moved during the phase may still effect—and affect—Rally after his movement.

9.7.7 Artillery units cannot be rallied and resupplied [See 8.4.6.] in the same phase.

9.8 Brigade and Division Combat Efficiency

The Efficiency of Brigades and Divisions to continue to fight is dependent on how much of a beating their component units have taken.

9.8.1 Brigades become *Combat Ineffective* when one (or more) of the following situations exist:

•• All regiments (excluding those not already on the map) are either Eliminated, Collapsed, Disordered, or Routed.

•• More than one-half of the Brigade's regiments are Collapsed.

9.8.2 The Combat Efficiency of a Brigade is determined in the Command Efficiency Phase (III/C). If either of the above apply, place an Ineffective marker atop the Leader. The Ineffective marker may be removed at the conclusion of the Phase in which enough of the units return to normal status.

9.8.3 A Combat Ineffective Brigade may undergo a maximum of two (2) activations (MAL) in a Turn.

9.8.4 A Division is rendered Combat Ineffective when more than one half of its Brigades are Combat Ineffective. If a Division is Combat Ineffective, it may not be activated as a Division. The Division Ineffective marker may be removed at the conclusion of the Turn in which it no longer has more than half its Brigades ineffective.

9.8.5 This rule does not apply to artillery.

10.0 Special Units

10.1 Green Units

10.1.1 Several of the regiments at the battle had not been in any action before; they had not "seen the elephant." These are Green units, and they are indicated with a "G" next to their Cohesion Rating. Green units remain green the entire course of the game.

Green units have a higher MP cost to Fire, and when they do there is an automatic -1 to the fire dieroll. They also must make a pre-Shock Commitment check when assaulting.

10.1.2 (Optional) Variable Cohesion Ratings: One was never quite sure how an untried unit would react to combat. We have given all Green units a Cohesion Rating of 4. If you wish, and want to expend the extra effort and bookkeeping to do so, you may a add little variability to this.

The first time a Green unit has to use its Cohesion Rating, roll the die and refer to the Green Unit Cohesion Rating Chart to assign the unit the resulting (permanent) Cohesion Rating. The unit, however, is still considered Green.

Regardless, a Green unit always has a disordered Cohesion Rating of 1.

10.2 Union Dismounted Cavalry

10.2.1 Union cavalry (only) can function in one of two states: mounted or dismounted. Therefore, each Union cavalry unit has two counters; one representing the unit when mounted, one representing the unit dismounted.

Play Note: *Jeb Stuart's CSA cavalry Division was neither trained to, nor adept at, fighting dismounted. Like their Leader, they were raiders and chargers. Their*

Cohesion Ratings, were they to dismount, would be so low as to make such a tactical choice prohibitive; therefore we have eliminated that choice by keeping them mounted. Union cavalry were more mounted infantry than anything else.

10.2.2 Units may mount or dismount only at the *beginning* of their Brigade's Activation Phase, before movement. The unit must be In Command and not adjacent to an enemy unit. To indicate status, simply change counters. Its MA for that Activation (only) is one-half, rounded up, the printed MA of its new status.

Exception: Mounted cavalry that is Blown may *not* dismount.

10.2.3 Mounted cavalry is treated as cavalry; dismounted cavalry is treated as infantry.

Exception: Dismounted cavalry may not shock attack, nor may they voluntarily move adjacent to an enemy unit.

10.2.4 Mounted cavalry may fire, but they may never do so when Charging, and they may never use Phasing Fire when adjacent to an enemy unit.

Design Note: *Artificial? Perhaps, but when mounted cavalry got that close they were going to use Shock, not rifles, and their pistol and shotgun capability is built into their Shock combat capability.*

10.2.5 Horseholders: All dismounted cavalry units subtract one (-1) from their current SP if it is 4 or more. This is to account for the fellows holding the horses.

10.3 Berdan's Sharpshooters

Berdan's Sharpshooters (Union)—1 US SS and 2 US SS (nominally attached to III Corps)—are, in essence, fully independent units:

•• They have a Maximum Fire Range of '6' with DRMs of -2 in the 5-7 column

•• They may undertake actions in any Activation Phase, as long as they are within command range of the activated commander.

•• They may Rally themselves, as per 9.7.1.

10.4 Major General Warren, USA

Meade's Chief of Staff, Warren, played a fairly important part in the last two days of the battle, undertaking a variety of command decisions and using his sense of what was happening and his initiative to do something about it. To represent this—albeit simplistically—the Warren Leader counter has the following capabilities:

•• Warren can provide an Efficiency DRM of -1 to any *one* Brigade Leader who is either stacked with or adjacent to Warren, *or*

•• Warren can add one to any *one* Division Commander's Brigade DRM Rating, if that Division Commander is stacked with Warren.

Warren moves in the Commander Movement Phase.

10.5 Major General Trimble, CSA

Isaac Trimble, recently *hors de combat* after Chancellorsville, had reported to Lee's HQ just in time for Gettysburg. However, he had no command. He was, essentially, a spare commander. For game purposes, he may be used to replace any Corps (front side of counter) or Division Commander (reverse side) if needed.

10.6 Imboden's Cavalry

John D. Imboden's 7th Cavalry, nominally attached to Stuart but somewhat used to operating on its own, was not present at the actual battle. But they could have been. Thus, these units are not available unless activated by a Random Event. However, Imboden is always under Regular Orders and he cannot change these, or have them changed.

10.7 Spencer Repeaters

Units with SR weapons pay only 1 MP to fire in an Activation Phase and may fire twice when using Reaction Fire.

11.0 Breastworks

Breastworks represent temporary fortifications that provided a morale (Cohesion) benefit against both fire and Shock. However, they do take some time to construct, as the only available materials for such construction are trees (which are hard to cut and take time to saw) and wooden farm fences.

11.1 Constructing Breastworks

11.1.1 Breastworks may be constructed by any individual, In-command infantry or dismounted cavalry unit that is not disordered or routed. Construction is one of the actions a unit may undertake in its Activation [See 4.4.1], and the constructing unit may not perform any other action that phase. Construction produces Fatigue.

11.1.2 Breastworks may be constructed in any hex, other than a town or marsh hex, that is within 3 hexes of a woods, orchard, or town hex, or a hex with a building/house. Such a hex may not be in an enemy Frontal Hex. There is no limit to the number of breastworks that may be built.

11.1.3 It takes two consecutive Activations to construct breastworks.

•• Place a Construction Marker on top of the unit in the first Activation Phase that it conducts the Construction Action.

•• At the conclusion of the Phase, flip the marker over to its Breastwork side, which is placed so that the breastworks design matches the hex configuration. Once placed, breastworks can never be re-oriented.

11.1.4 If construction is interrupted by the constructing unit's performing any action (including Reaction Fire) other than construction, or if the hex is the subject of enemy Shock assault, construction is canceled and discontinued. Remove the Construction Marker.

11.1.5 Construction started by one unit must be completed by that unit. Additional units in the hex do *not* speed up construction.

11.1.6 Units building breastworks retain all capabilities: defensive Fire, etc. However, if they use any of these—such as Reaction Fire—11.1.4 applies.

11.1.7 Breastworks may be removed by any combat unit that moves across a Breastwork hexside by expending one additional MP to do so.

11.2 Effects of Breastworks

11.2.1 Breastworks have a 2-hexside facing. Place them to conform with the hexsides, and they affect only those hexsides.

11.2.2 Breastworks hinder movement, and the cost to move through a breastworks hexside is listed in the TEC.

11.2.3 Any unit fired at or shock attacked through a breastworks hexside that is part of the hex it is in subtracts two (-2) from all UDD and Shock resolution dierolls.

12.0 Mother Nature: Night

For any game-turn designated as a Night turn, all daylight rules are in effect, with the following changes and additions [See also 13.0.]:

1. All fire range is limited to one hex.

2. There is a DRM of -2 to any type of fire.

3. Artillery batteries/sections each fire separately, regardless of command situation or stacking.

4. Command Ranges are halved, rounding up.

5. Any unit that undertakes any Movement or Combat action undergoes an automatic UDD at the conclusion of such action. If it fails, it is Disordered.

There are no Dusk or Dawn Turns (anymore).

13.0 Straggler Recovery

Not all combat losses were casualties; a not-insignificant number of losses were from soldiers who simply drifted off, fell by the road during marches, opted for discretion, etc. Some of these could be recovered during extended lulls in the battle, which here means at Night.

There are two Straggler Phases, which occur in the first (2000) and last (0400) Night Turns.

In the 2000 Night Turn (only) there is a **Straggler Recovery Designation Phase**. In that phase, the player must designate all units for which he wishes to attempt Straggler Recovery. To do this he places a Straggler Recovery marker on top of the unit's Brigade Leader.

If any unit conducts any action including Reaction Fire, remove the Straggler Recovery marker.

In the 0400 Night Turn Straggler Recovery Segment, the player makes a UDD for each In-command unit in a Brigade that still has a Straggler Recovery marker.

•• If it passes, increase its SP by one.

•• If it fails, there is no effect.

A unit's strength may never be increased to its original, face value (or higher). The best it can do is to return to its original strength minus 1.

Units may Recover Stragglers *and* Fatigue (14.4); they are *not* mutually exclusive.

14.0 Fatigue [Optional Rule]

Play Note: *We've made this optional because it adds another layer of complexity to the game. However, **we recommend it highly.***

14.1 Who Gets Fatigued?

Fatigue applies to all combat units, except artllery, which it does not affect.

Fatigue is applied at a Brigade Level, and a Brigade incurs a new level of Fatigue even if *one* unit in that Brigade does any of the actions that incur fatigue.

14.2 How Fatigue is Incurred

14.2.1 Brigades start the game with *no* Fatigue Level. This is indicated by the absence of any Fatigue Indicator with the Brigade Leader.

14.2.2 Any turn in which a brigade undertakes more than two Activations, its Brigade's Fatigue Level (14.2.6) increases by one. However, if the only action it undertakes is Rally, that activation does not count. Thus, a brigade that undertakes the maximum of four activations in one turn will increase its Fatigue Level by two

Exception: A unit using **Strategic** Movement solely on Roads/Pikes does not incur Fatigue for its 3rd Actication. It will, however, incur Fatigue for its MAL activation ,if its MAL is '3' or '4..

14.2.3 For any turn labeled "Heat"—those from 1500 to 1700 inclusive—all Activations above one per Turn earn a Fatigue Level increase.

Design Note: *It was quite hot during the battle. However, the hottest points of the day, where heat took its greatest toll, were during the hours listed.*

14.2.6 Other than having no Fatigue marker, the following are the levels of Fatigue incurred, in ascending Order. Place an appropriate marker with the Brigade Leader to so indicate:

1. Fatigue OK

2. Fatigue 0

3. Fatigue 1

4. Fatigue 2

5. Fatigue 3

6. Fatigue 4 (the highest)

14.2.7 Once a unit reaches 4 there is no further effect of undertaking an action that would earn fatigue.

14.3 Effects of Fatigue

All units in a Brigade use the number on the Fatigue Level Marker as a modifier to a variety of actions. Thus, a Fatigue 2 Level will produce a modifier of 2.

•• Subtract the Fatigue Level from the Movement Allowance.

•• Subtract the Fatigue Level from all Shock Resolution DRs when attacking.

•• Subtract 1/2 the Fatigue Level, rounding down, from all Fire DR.

•• Add the Fatigue Level to all UDDs.

•• Add the Fatigue Level to all Pre-Shock Check DRs when defending.

•• Add 1/2 of the Fatigue Level, rounding down, to all Rally Attempts.

In addition,infantry/cavalry units at Level 3 may not Fire in their own Activation Phase; they may Reaction Fire. The same applies to Level 4, except that, at that Level, those units may use Reaction Fire only once per Phase.

14.4 Reducing Fatigue

To reduce a brigade's Fatigue Level, the Player must activate the Brigade (individually, not through a Division Activation) and state it is using that Activation to Recover from Fatigue. This is considered a "Rally" action. He may do this is long as no unit in that brigade is within three hexes of an enemy combat unit. He then reduces that brigade's Fatigue Level by one (and it can do nothing else that Phase).

A brigade may undergo Fatigue Reduction only twice in any one turn. Moreover, it may not undergo more than two activations in any Turn in which it undergoes a Fatigue Recovery Phase.

Explanation of Random Events

The letters MOMTO (below) mean: May Occur More Than Once (during the game). Otherwise, each event may occur only once.

A = **Brigade Finished**. The affected brigade is finished for the Turn. MOMTO
B =**Division Activation**. Instead of undertaking the Brigade Activation attempted, the Player, if he so wishes, may, instead, activate the entire Division that brigade is in … i.e., all brigades in command range of that Division Leader. MOMTO

C =**Flashman at High Tide**. Colonel Harry Flashman, detached by the British Army for duty in the US by Queen Victoria as HRM's official observer to the ACW, is now yours to use at ANY time, as soon, or as late, as you wish (… but keep reading). Place the Flashman counter with any leader or commander. To use, roll the die and apply:

DR   Flashman Acts
0-2 = Place Flashy at the head of any one regiment of your choice that is going to engage in a Shock Attack. When resolving the shock, roll the die for Flashy: odds, he panics (as usual), causing you to subtract two (-2) from that Shock DR; even, despite his best efforts, he leads the charge: add two (+2) to the Shock DR.
3 = Based on Sir Harry's observations while in disguise with the enemy, you may use that information to subtract two (-2) from any one Efficiency DR for the leader with whom he is stacked.
4 = Harry goes undercover, infiltrates enemy HQ, confuses the enemy. Add one (+1) to any one subsequent enemy "Efficiency" DR.
5 = Having travelled with the enemy for several days, Flashy knows quite a bit about several enemy commanders. You may cancel any one Left hand of God moves - see "K", below - by the enemy.
6-8 = Flashman has been captured by the enemy. The opposing player may now use him.
9 = Flashy is caught *in flagrante delicto* in a neighboring farmhouse with the daughter of the owner. He is placed in local lock-up and is out of the game forever.

Flashman may be "activated" by this event

both players, but only once each time he appears. If he is active for one player when this event occurs for the other player, he immediately changes sides. MOMTO (unless #9 is rolled)

Historical Note: *The papers of Sir Harry Flashman, VC, discovered some 25 years ago, indicate that he served on both sides during the war, although in what capacities has not yet been revealed.*

Design Note:*Harry Flashman is, of course, the marvelous invention of George MacDonald Fraser (and, to be sure, Thomas Hughes.) If you haven't read any of the Flashman books, you are missing quite a bit.*

D = **Reinforcements Delayed**. The player rolling this must delay any of his reinforcements scheduled to enter this turn, but have not yet done so, to the next turn. MOMTO

E =**Sniper Fire**. The player may designate any one enemy leader within four hexes - and LOS - of any of his infantry units as a target of Sniper Fire. Roll the die. If the DR is odd that leader has been hit and killed. MOMTO

F = **Shortened Turn**. The number of activations allowed in the turn, per brigade, is reduced by one. This does not affect units that have exceeded the reduced level (although they are Finished). MOMTO

G = **Reinforcement Entry Changed**. The Player may, if he wishes, change the Entrance Hex of any one group scheduled to arrive, this turn or the next, one Entrance Area lower or higher (by number). He does not have to reveal this until the units actually arrive. MOMTO

H =**Imboden**. If rolled by the CSA Player, the units in Imboden's Cavalry brigade are available to enter, next turn, through either SA #1 or #2. If rolled by the Union, treat as No Event.

I = **Loose Cannon Time**. The player may interrupt this phase and move (and fire, shock, etc.) any one individual unit (or all units in any one hex) from one of his commands other than the one for which he is attempting to change Orders. This movement does not incur Fatigue! After he finishes that, he rolls again on the Confusion

Table for the leader that caused all this problem. MOMTO

J = Opponent Moves Reserves: The opposing player may move (only; no fire or shock) the In Command units of any one infantry or cavalry brigade, of which all combat units are at least four hexes from the nearest enemy unit. All movement rules apply, but such movement does not incur Fatigue. MOMTO

K = The Left Hand of God. The opposing player may move any two of your individual units - of any type - from the command in question, up to three hexes. (Also known as the "Perello Ploy".) MOMTO

L = Mo' Better Booze. The leader who caused all this confusion is stone drunk, out of his gourd. He is totally useless for the remainder of the day (literally). His Command Range and Orders rating are Nonexistent; he may move two hexes a turn. He recovers at the start of the next day. However, if he moves - or becomes - adjacent to his Corps Commander while drunk, the player may cashier the drunkard and bring his Replacement in, as if he were killed. MOMTO

M = Thunderstorm. Didn't happen historically, at least not during the battle, but it could have (given the weather). Roll the die; it rains for that number of Activation Phases (treat a '0' as a '1'), including this one. The heavy rain has the following effects during the storm:
•• Halve all unit MA's (rounding down).
•• No Fire is allowed (of any kind)
•• Add two (+2) to all Rally DRs
•• No Straggler Recovery Allowed
•• Halve all Command Ranges (rounding down).
•• No Artillery Ammo Resupply Allowed

For the rest of the day, all roads are treated as Trails, all trails are non-existant. Pikes are unaffected.

May occur only once a game. If it has already rained, roll again on the RE Table. And, roll again for the Brigadier's Orders Change (as that has not yet been resolved).

N = Panic. The enemy player designates any one unit within five hexes of the leader who caused the Confusion and rolls the die. If the DR is higher than the unit's Cohesion,

that unit is in Flight; see 9.36. MOMTO

0 = Free Rally. The player may immediately, and automatically, rally any one, In Command, unit in the command and then continue with the Phase by rolling again under his Orders Rating. MOMTO

P = Our Hero! Take the "Hero" marker. At any time during the game that you need - or want - to influence an important Shock combat (not fire), morale (UDD), or rally DR, you may play the Hero marker and adjust that DR two (2) in your favor. Once played, remove the Hero. More than one Hero marker may be in use, but only one per DR. MOMTO

Q = Chosen to be Frozen. Roll the die for the leader in question, If it is higher than his Orders Rating he has Frozen! He refuses to do anything; he may not move, and he has no Command Range. You now have two choices:
•• starting with next activation of his brigade, try to snap him out of it by rolling against his Orders Rating. This time, if it is the same as or lower, he's now fine and may proceed. Higher, he's still trying to find the nearest tree to hide behind.
•• if you can move his Corps Commander adjacent to him, the instant that happens, you may remove Mr Frosty from the game and bring in his Replacement. MOMTO

R = Hill Ill. It appears that A.P. Hill suffered from some form of illness which often debilitated him at the most inopportune moments. If this event occurs:
•• and Hill is not yet on the map, roll the die. If odd, his entry is delayed by one turn; if even it is delayed by two turrns.
•• if Hill is on the map, halve his Command Range and reduce his Division DRM to '0' for a number of turns equal to a dieroll. (a '0' = '10')

S = Lee Hors de Combat. Theories abound concerning Lee's "less than typical" performance at Gettysburg. Some say a variety of illnesses disabled him, at least to the extent that they dismantled his focus. This event covers that: you add your "disease" of choice. If/when this event occurs, Lee's Initiative Rating drops to '2', and his MA to 10 maximum, for the next two (2) turns (plus this one). MOMTO

Division Leader Continuity Ratings

Union

I Corps
Wordsworth:	4
Robinson:	4
Doubleday:	3

II Corps
Caldwell:	4
Gibbon:	5
Hays:	4

III Corps
Birney:	5
Humphreys:	5

V Corps
Barnes:	3
Ayres:	4
Crawford:	4

VI Corps
Wright:	4
Howe:	4
Newton:	4

XI Corps
Barlow:	4
von Steinwr	3
Schurz:	2

XII Corps
Williams:	4
Geary:	4

Cavalry
Buford:	6
Gregg:	5
Kilpatrick:	5

CSA

Longstreet's Corps
Hood:	6
McLaws:	5
Pickett:	4

Ewell's Corps
Johnson:	5
Early:	6
Rodes:	5

Hill's Corps
Heth:	3
Pender:	5
R. Anderson:	4

Stuart	7

CHANGES TO SCENARIOS

IN GENERAL: We left some of the artillery leaders out when listing deployments, etc. When an artillery battalion is mentioned by name (e.g., Cabell's battalion), that includes the leader counter. Sometimes - usually with the Union - artillery leaders come in when their entire Corps enters. Otherwise, when in doubt, place the leader eithe with any one of his batteries or with his Corps/Division commander.

HERR'S RIDGE

Do not use Fatigue in this scenario.

15.1.2. The scenario starts with the 0700 turn and ends at the conclusion of the 1100 Turn. All references to 0740 should be 0700.

15.1.5 Union troops deploy with Regular Orders.

There has been some discussion about exactly where Devin's troopers started. While they did deploy, originally, in front of Herr's Ridge, they did move quickly back to that location. Exactly when is a good question. Therefore, players, if they wish, may start Devin's brigade in hexes 1411-1812 and/or 2113, with the A2US battery in 2415.

15.1.6 The CSA 0700 Reinforcements may enter using Strategic Movement. Their Destination is the town of Gettysburg.

THE FIRST DAY

15.2.2. The scenario starts with the 0700 turn and ends at the conclusion of the 2000 Turn. All references to 0740 should be 0700.

15.25 Wainwright (I/Arty) starts in C4242.

Union Cavalry deploys with Regular Orders. All other units (on Map C) are under Strategic Orders, with a Destination of Herr's Tavern (A21512).

15.2.6 The CSA 0700 Reinforcements may enter using Strategic Movement. Their Destination is the Town of Gettysburg.

LITTLE ROUND TOP

15.3.2. The game ends at the conclusion of the 1900 turn.

15.3.5. All units may be given whatever Orders their Player wishes.

Note [a] for the CSA. As McLaws is off-map, Longstreet may use his (1) Division DRM for either or both Semmes and/or Kershaw, if they are in Range. McLaws may not be used, and there is no Chain of Command for them.

The [b] note, which was left out, served only to inform the players that the 1st Richmond battery was elsewhere.

Union: A regiment from the 2/1/III may start in 2124 (with the 4NY battery). And III Corps Artillery Leader, Randolph, deploys in 1525.

15.3.6. Union Reinoforcement Entry.
"a" enters 1600 with MAL of '2'
"b" enters 1600 with MAL of '1'
"c" enters 1700 with an MAL of '4'
"d" enters 1700 with an MAL of "3"

The 1700 1/II reinforcements enter after the "c" reinforcements if they choose the same entrance hex.

The Union Artillery Reserve batteries may be assigned to any division or brigade the player wishes, as they enter (or at the start).

A Further Note on Balance. On second thought, after lots of reports from players, and some more testing ourselves, this is a very tough hoe for the rebels, mostly because the terrain is so difficult.

Do not use Fatigue for this scenario.

THE SECOND DAY

Everything remains pretty much as is, except that the game ends at the conclusion oif the 1900 turn. Players may assign commands whatever Orders they wish at the start.

THE THIRD DAY

Everything remains pretty much as is, except that the game ends at the conclusion oif the 1900 turn. Players may assign commands whatever Orders they wish at the start.

THE THREE DAYS OF GETTYSBURG

Use the deployment information for The Furst Day and just keep going.

CHANGES TO CHARTS & TABLES

Turn Record Track: All turns are now hourly, so ignore all turns with --20 and --40.

Fire Table: The "Ammo" result applies only to artillery, and the Ammo results on '0' and '10' only to Rapid Fire.

Adjustments to Fire DR: There are no adjustments for firing at Mounted Cavalry.

Range Effects Chart: Breechloaders (B) have a Max Range of '4', and a DRM of -1 at 3 hexes and -2 at 4 hexes. See, also, 10.31.

Fire Results: Note #1 also applies to Artillery Fire at ranges of 1-3 hexes.

Shock/DRM: For Pro-Defender adjustments: 1. the -1 for Attacker Extended does not apply when using Wrap-Around; and (2), add "-1 for each successive Continued Shock"

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