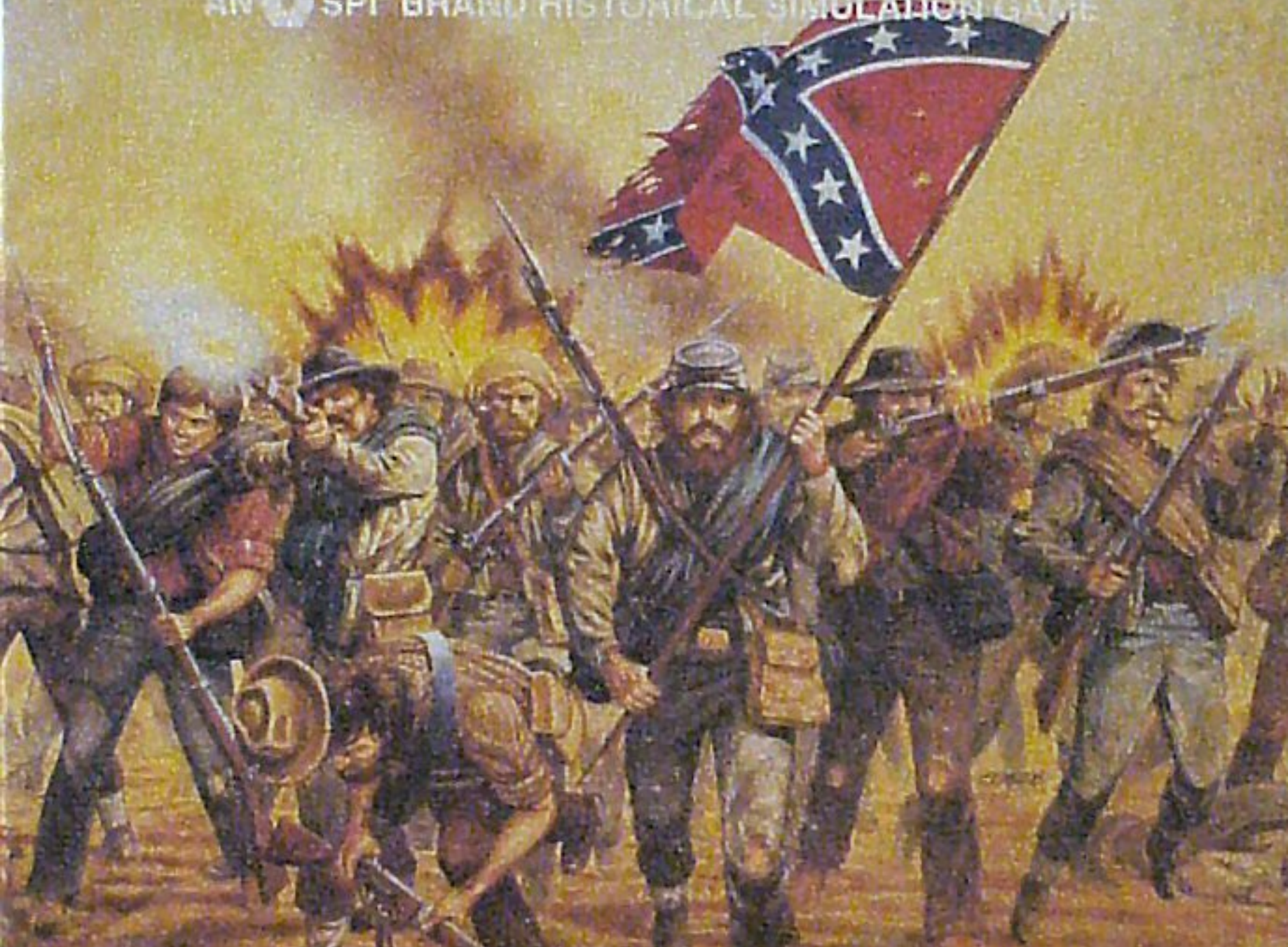


AN SPI® BRAND HISTORICAL SIMULATION GAME



TERRIBLE SWIFT SWORD™

BATTLE OF GETTYSBURG GAME



T&E, Inc.
PRODUCTS OF YOUR IMAGINATION™

RICHARD H. BERG
DESIGNER
2ND EDITION

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TERRIBLE SWIFT SWORD™

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INTRODUCTION

The TERRIBLE SWIFT SWORD™ Second Edition Game is a regimental-level simulation of the Battle of Gettysburg, July 1-3, 1863. The game enables the players to recreate the encounter between Robert E. Lee's Army of Northern Virginia and George G. Meade's Army of the Potomac.

The first edition of the TERRIBLE SWIFT SWORD Game, published in 1976, spawned an entire series of games, known collectively as the GREAT BATTLES OF THE AMERICAN CIVIL WAR™ series. TSS Second Edition updates the battle of Gettysburg in the GREAT BATTLES system.

This is not a simple game; there are a great number of rules and concepts that will, at first, be unfamiliar to many players. However, the flow of the game is relatively smooth and most players will find that a working familiarity with the rules will be enough to get the game started. It is thus suggested that the players first study the Sequence of Play (Section 4.0) as it is the backbone of the game. The Sequence will give the players a pretty good idea of what happens and in what order. The players should then set up one of the scenarios and go through the rules as they push the counters around. After a few turns of this, most players will be ready to pitch into the battle proper.

[1.0] GLOSSARY OF TERMS

Brigade Combat Effectiveness (BCE): A measure of a brigade's ability to function at full effectiveness in relation to casualties suffered.

Column or In Column: One of three formations possible for infantry units to adopt. It enables units to move more rapidly along roads at some cost in combat ability. See also "Line" and "Skirmish Formation".

Command Points Rating: A number based on the ability of a division commander. Each division commander has a number of Command Points available each Game-Turn. Command Points are used to increase the Effectiveness Radius of brigade commanders subordinate to the division commander. One point is expended for each hex added to the Effectiveness Radius of a brigade commander. Thus, a commander with a total of two Command Points could increase the Effectiveness Radius of one brigade commander by two, or two brigade commanders by one.

Corps Integrity Radius: A numerical rating of each Corps Commander representing the range in hexes over which that Corps Commander may command his subordinate Divisional Commanders. Different rules apply to Confederate and Union commanders; see section 17.0.

Current Strength: A unit's combat strength

(measured in Strength Points) may be reduced during play when the unit suffers losses. Such losses decrease the combat ability of the unit; each unit's current strength is therefore kept track of by using a numbered marker (see also "Initial Strength").

Current Strength Multiplier: A number by which a unit's current strength is multiplied to reflect the effects of range (the distance between the firing unit and the target) on fire.

Divisional Integrity Radius: A numerical rating of each division commander which represents the range in hexes over which that division commander may command his subordinate brigade commanders. As long as a brigade commander is within his division commander's radius in the Initial Command Phase, he may move freely in the subsequent Movement Phase.

Effectiveness Radius: A rating which measures the relative ability of each brigade commander to control his troops. The Effectiveness Radius is given in terms of hexes; the higher the number, the greater the distance over which that brigade commander can effectively control his troops. Note that division commanders have no Effectiveness Radius; see also "Divisional Integrity Radius" and "Command Points Rating."

Enemy (see also "Friendly"): Term used to distinguish the units and actions of one player from those of an opposing player when both players are mentioned in the context of the same rule.

Friendly (see also "Enemy"): Term usually used to distinguish the units or actions of one player from an opposing player when the Friendly Player is the Phasing Player or when both players can act in a single Phase (see also section 4.0, Sequence of Play).

Green Regiment: A regiment with a "?" morale rating. A green regiment must use the Seeing the Elephant Table to determine its morale rating every time it makes a morale check (see "Morale Check").

In Command: A unit is in command relative to a particular leader when it is either within that leader's Effectiveness Radius or in the same hex with that leader. Note that a unit will generally be in command of the leader to which that unit is subordinate, but that this is not necessarily true (see also "Subordinate Unit" and "Effectiveness Radius.")

Initial Strength: A unit's combat strength (measured in Strength Points) at the start of the game; this value is printed on the counter representing the unit (see sample units). See also "Current Strength."

Morale Check: A game function performed by a player whenever something happens (usually casualties) that brings into question the relative value of discretion and valor. As a result of an unsuccessful morale check, a unit may rout.

Morale Rating: The numerical rating of each

combat unit's ability to withstand the psychological effects of battle. The numbers range from 6 (best) to 2 (worst). This rating is referred to whenever a player is required to check a unit's morale. Units with a morale rating of "?" are green regiments (see "Green Regiment").

Movement Allowance: The total Movement Points that a unit or leader has available for use in the owning player's Movement Phase. Movement Allowances for each type of unit are listed in the Terrain Effects on Movement Chart 5.19, not on the units themselves (see also "Movement Point").

Movement Point: Used by units and leaders to move, also used by units to change formation. The number of Movement Points needed to cross a hexside or enter a hex depends upon the terrain crossed or entered.

Rally Rating: This is the number of units in a brigade commander's Effectiveness Radius which he can rally in a given Final Command Phase, in addition to any that are in the same hex with him. Thus, if a brigade commander had a Rally Rating of 2, he could rally two units of his command which are within his Effectiveness Radius in addition to any stacked with that brigade commander. NOTE: Corps and division commanders have no Rally Rating and may only rally units with which they are stacked.

Skirmish Formation: A special formation used by some Union dismounted cavalry units and by Union sharpshooter units.

Staging Area: The various staging areas are numbered and represent the areas through which troops arrive and/or deploy before they enter the game map.

Subordinate Unit: A subordinate unit is one which has the name of a leader or numeric designation abbreviated on it. That unit is considered to be subordinate to the specified leader (or successor). Also see "In Command."

Weapon Type: A letter-code, such as "R" or "HB", printed on a regiment or artillery battery to show the specific weapon the unit uses. Some cavalry regiments have two weapon types, one used when mounted, the other when dismounted.

[2.0] SETTING UP THE GAME

[2.1] ASSEMBLING THE MAP

[2.11] The game map is composed of three separate 22" x 34" mapsheets, which, when placed together, form the battlefield at Gettysburg. A hexagonal grid is printed on the game map to regulate movement and location of the playing pieces and to calculate ranges when units fire in combat. There are several different types of terrain on the map, all of which are covered in the Terrain Key on the game map.

[2.12] The three map sections are identified by letter: A, B, or C. Section A is in the upper left; Section B, in the upper right; and Section C, the bottom. Hexes for placement in the Scenarios are prefixed by a letter to identify which map section the hex is on.

[2.13] The three map sections have been designed so that they overlap each other when placed together. The bottom of Map B overlaps the top of Map A, while the left edge of Map C overlaps the right edge of both Maps A and B. Simply note the correct direction of each map section and match the terrain in the overlapping hexes. A quick glance will tell you whether the map sections are aligned properly. Note that Map C does not run the full length of the other two maps.

[2.14] The map scale used is 1 inch = 190 yards; at this scale, one hexagon (hex) measures approximately 120 yards across.

[2.2] SORTING COUNTERS

Sort the unit counters into their corps components for the Union and their divisional command for the Confederacy. This will make it easy for players to bring reinforcement units into play at the appropriate time. The unit counters are distinguished by color; each unit in a Union corps or Confederate division uses the same corps or divisional color.

[2.3] PLACING UNITS

[2.31] Set up units in their appropriate hexes, according to the scenario set-up listings. When units are stacked in a hex, the owning player stacks them in the order he wishes. A unit can be set up with any facing the owning player chooses, but all units stacked in a hex must have the same facing.

[2.32] If the scenario lists units with casualties taken before the turn play begins, place markers on the units to show their current strengths and mark the strength points or guns lost on the appropriate Order of Battle Roster.

[2.33] If the scenario lists breastworks in use, set up the markers in the appropriate hexes with the completed sides showing. Players must pay careful attention to the facing of the markers.

[2.4] ROSTERS AND TRACKS

[2.41] Set the DAY and HOUR markers on the Turn Track according to the starting time of the scenario.

[2.42] Record the ammunition levels of the wagons and trains used in the scenario; this information is found in cases 11.27 and 11.37, respectively.

[3.0] GAME EQUIPMENT

[3.1] GAME CHARTS AND TABLES

Various charts and tables are provided with

the game. These handle certain game functions; they are included in the rules.

[3.2] THE PLAYING PIECES

There are three types of counters in the game, combat counters (called units), leaders, and markers. Combat units include infantry regiments, cavalry regiments, supply wagons, and artillery batteries. There are four kinds of leader counters: brigade commanders, division commanders, corps commanders, and army commanders. There are several types of markers (see Summary of Marker Types).

[3.21] Combat Units. Each infantry or cavalry unit is a regiment or battalion of 100 to 1100 men. Each artillery unit is a battery of 2 to 6 guns. Each strength point represents one gun or approximately 100 infantry or cavalry troops.

[3.22] Strength Markers. When a unit's Combat Strength is reduced by casualties, a Strength Marker is placed under the unit to represent that unit's Current Strength. Thus, if a regiment with an Initial Strength of 4 takes a 1 Strength Point loss, place a 3 strength marker under the unit. When a battery takes a loss caused by enemy artillery fire, the number of guns is reduced by placing a strength marker under the battery in the same manner as an infantry or cavalry unit.

[3.23] Unit Designations. The designation of a unit is the historical name or military designation of that unit or leader.

[3.24] Weapon Type. A unit's weapon type refers to the type of armament that unit had in the battle. Weapon type affects the Fire Combat Strength of the unit when it engages in Fire Combat. The letter on the counter is an abbreviation for the weapon type with which that unit is armed. The abbreviations are summarized and the effects of range on that weapon are displayed on the Range Effects Chart (9.25).

[3.3] LEADER RANKS

[3.31] Union Rank Insignia

Major General ★ ★

Brigadier General ★

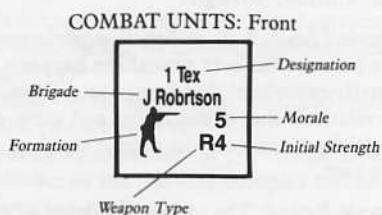
Colonel ★

[3.32] Confederate Rank Insignia

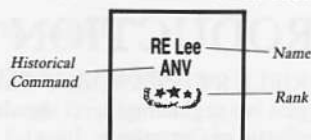
General ★ ★ ★

Colonel ★ ★ ★

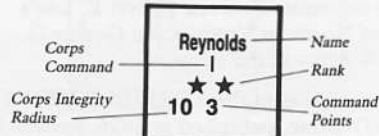
The Confederate Army used the same insignia for all general officers.



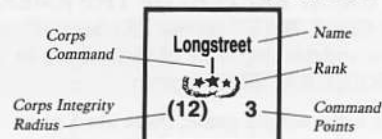
ARMY COMMANDER: Front



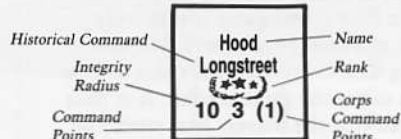
CORPS COMMANDER (USA): Front



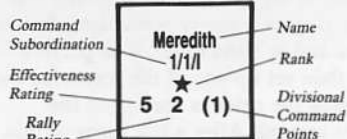
CORPS COMMANDER (CSA): Front



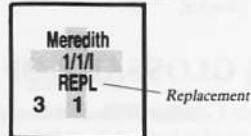
DIVISION COMMANDER: Front



BRIGADE LEADER: Front

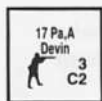


BRIGADE LEADER: Back

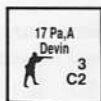


SUMMARY OF COMBAT UNIT TYPES

Front		Back
1 Tex J Robertson 5 R4	Infantry	1 Tex J Robertson 5 RTD
5 Va F Lee 2 P2	Cavalry	5 Va F Lee 4 P2
C 5US 1 REG 6 N6	Artillery	C 5US 1 REG 6
EG 1US 2 CAV 6 N4	Horse Artillery	EG 1US 2 CAV 6
Supply Hood 3	Supply Wagon	Supply Hood 3 uncrewed
Supply RES 3 R3	Supply Train	Supply RES 3 uncrewed



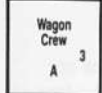
Cavalry Skirmisher



SUMMARY OF MARKER TYPES



Strength Marker



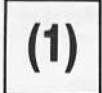
Supply Wagon Crew



Artillery Crew*



Provost Guard (CSA)



Ammunition Marker



Detached/Abandoned Guns



Unit Engaged/Pinned



Out of Command/Ammo Depleted



In Column/Routed



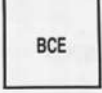
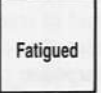
Turn Marker-Hour



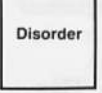
Turn Marker-Day



Exhausted/Fatigued



BCE/Rapid March



Disorder/BCE



Breastworks Marker



[4.0] SEQUENCE OF PLAY

GENERAL RULE

The play of the game is organized into Game-Turns. Each Game-Turn is divided into two Player-Turns. During his Player-Turn, each player moves his units and then resolves combat in sequence. At the conclusion of the final Game-Turn, the Victory Conditions are consulted and a winner is declared.

GAME-TURN OUTLINE

Each Game-Turn is divided into a First Player-Turn and a Second Player-Turn. The player whose Player-Turn is currently in progress is the Phasing Player. The Sequence of Play must be executed in the following order.

1. First Player-Turn

A. Initial Command Phase.

A1. If the Union player is the Phasing Player, he checks his division commanders to see if they are within the Corps Integrity Radius of their respective corps commanders; division commanders who are not out of command. The Confederate Player is exempt from this requirement.

A2. The Phasing Player checks the Divisional Integrity Radius of his division commanders to determine which brigade commanders are in command. Division commanders can spend Command Points to increase the Effectiveness Radius of subordinate brigade commanders. The Phasing Player then checks the Effectiveness Radii of all his brigade commanders to see whether the units within each brigade commander's command can move and fire.

A3. The Phasing Player can attach and detach brigades which are within the Divisional Integrity Radius of their division commander.

B. Offensive Artillery Bombardment Phase.

The Phasing Player can conduct Fire Combat with any of his artillery units that are capable of firing at any of the non-Phasing Player's artillery units, within the rules for Fire Combat (see section 9.0), Stacking (see case 8.14), and Overshoot (see case 15.6).

C. Defensive Counter-Battery Fire Phase.

The non-Phasing Player can conduct Fire Combat with any of his artillery units that are capable of firing at any of the Phasing Player's artillery units that fired in B. above, and only at those units, within the rules for Fire Combat, Stacking, and Overshoot.

D. Movement Phase. The Phasing Player moves all, some, or none of his units as he desires and can bring reinforcements onto the map, as determined by the Reinforcement Schedule. The non-Phasing Player's units cannot move during this Phase, but they may conduct Withdrawal Fire (see case 10.1), when appropriate.

E. Defensive Fire Phase. The non-Phasing Player can conduct Fire Combat with any of his units that are capable of firing at any of the Phasing Player's units, within the provisions and restrictions of Fire Combat (see section 9.0). Neither player can move his units during this Phase, except as a result of combat.

sions and restrictions of Fire Combat (see section 9.0). Neither player can move his units during this Phase, except as a result of combat.

F. Offensive Fire Phase. The Phasing Player can conduct Fire Combat (see Phase E).

G. Retreat Before Melee Phase.

G1. The Phasing Player announces his melee attacks for the Melee Phase (see case 12.27A).

G2. The non-Phasing Player then has the option to retreat eligible units that are in the Zone of Control of Enemy units, thus avoiding melee (see cases 12.27B and 12.8). The retreating units undergo withdrawal fire and retreat one or two hexes; the owning player must roll for possible rout at the end of the retreat, whether or not a casualty has been suffered as a result of withdrawal fire.

G3. The Phasing Player can advance eligible units into the vacated hex.

H. Melee Phase. Phasing infantry and cavalry units which begin this Phase adjacent to enemy units can now attempt to initiate Melee Combat and enter the hex occupied by that enemy unit(s) to engage in melee combat (see section 12.0). The melee combat is resolved and retreat and casualty results are applied as a result of the melee combat.

I. Ammunition Resupply Phase. The Phasing Player can resupply eligible units that are out of ammunition (see section 11.0).

J. Rally Phase.

J1. The Phasing Player removes Pin markers from his units.

J2. The Phasing Player can rally his routed units which are stacked with leaders or in the Effectiveness Radius of their brigade commander (see case 13.5).

J3. The Phasing Player rolls a die for each of his routed gun crews, wagon crews, and independent units to determine whether or not they rally (see case 13.54).

K. Final Command Phase.

K1. Friendly leaders that have been killed are replaced and leader promotion is performed if necessary (see cases 17.7 and 17.8).

K2. Uncrewed supply wagons can be recrewed (see case 11.17).

2. Second Player-Turn.

The second player becomes the Phasing Player and proceeds to follow the Player Sequence, Steps A through K, as described above.

3. Game-Turn Record Interphase.

Advance the Game-Turn Marker one space on the Game-Turn Record Track to mark the passage of one Game-Turn. Note that some night turns cover more time than usual.

4. Straggler Recovery and BCE Adjustment Interphase. (Grand Battle Scenario only).

This interphase occurs after the 0300 Turn on both July 2 and July 3. (See sections 24.0 and 25.0).

*Use of infantry silhouettes on artillery crew markers is an error. Treat these markers as artillery crews for all purposes.

[5.0] MOVEMENT

GENERAL RULE

Each type of unit and leader in the game has a Movement Allowance which is listed on the Terrain Effects on Movement Chart (5.19). The number listed for each unit type is the number of Movement Points the unit or leader can spend in a single Movement Phase. Moving from one hex to another requires a specific number of movement points, determined by the terrain crossed or entered; terrain costs in movement points are also on chart 5.19. Each player moves his units during the Movement Phase of his Player-Turn.

PROCEDURE

Units can be moved one at a time, or in stacks, hex-by-hex, in any direction or combination of directions the moving player chooses. The Movement Phase ends when the player announces that he has finished moving his units.

CASES

[5.1] MOVEMENT CONDITIONS AND PROHIBITIONS

[5.11] During its Movement Phase each unit can move as far as its movement allowance permits. A unit cannot exceed its movement allowance, although it can move less than its movement allowance. A unit is never forced to move during its Movement Phase. Unused movement points cannot be saved for subsequent Game-Turns or transferred from unit to unit.

[5.12] The number of movement points a unit must spend to enter a hex depends on the type of terrain in the hex and the formation the unit is in. The movement point cost to enter each terrain type is listed on the Terrain Effects on Movement Chart, 5.19.

[5.13] Movement from hex to hex must be consecutive; units cannot skip hexes.

[5.14] A unit cannot move or retreat off the map. A unit which would be forced to retreat off the map is captured by the Enemy player. (Exception: see case 22.5, Blocking Entrance Through Staging Areas, and specific scenario exceptions).

[5.15] A unit cannot enter a hex containing an enemy unit during the Movement Phase (Exception: a friendly unit can enter an enemy-occupied hex if the only enemy units in the hex are abandoned guns, uncrewed wagons, or uncrewed trains).

[5.16] Units can move into and out of enemy Zones of Control (see section 10.0), although they may be subject to Withdrawal Fire (see case 10.1) when they do so.

[5.17] Fire Combat does not take place during the Movement Phase unless the moving player's units trigger withdrawal fire or Retreat Fire (see cases 10.1 and 10.2).

[5.18] Retreats conducted during any Phase do not require the expenditure of movement

points and are not considered normal movement.

[5.19] Terrain Effects on Movement Chart (See Charts and Tables)

[5.2] THOROUGHFARES

[5.21] The three types of thoroughfares on the map are Pikes (turnpikes), Roads, and Trails. Only infantry in column, mounted cavalry, limbered artillery, wagons, trains and leaders can benefit from movement along thoroughfares. For a unit to gain any benefit from movement on any of these thoroughfares, the unit must be in the appropriate formation and it must move from one thoroughfare hex directly into an adjacent, connected thoroughfare hex through a thoroughfare hexside. Units which are moving on thoroughfares ignore, for movement purposes only, any other terrain in the hex.

[5.22] Pikes represent hard-surfaced, paved thoroughfares which were generally impervious to weather conditions and the constant march of armies.

[5.23] Roads represent well-traveled highways that had a hard-packed dirt surface. Because of the several days' rains preceding the battle, these roads were in generally poor condition.

[5.24] Trails represent the network of country lanes and paths that intertwined among the farms and houses. Trail hexes are treated as Clear terrain for movement purposes.

[5.3] ELEVATIONS

[5.31] **Crests.** Whenever two elevations are contained within the same hex, the hex is considered to be entirely at the lower level. The hexsides that separate such a hex from an adjacent hex or hexes at a higher elevation are crest hexsides. A unit pays crest movement costs only when actually crossing a crest hexside. The cost to cross from a lower elevation to a higher is different from the cost to cross from higher to lower.

[5.32] **Steep Crests.** There are several places on the map where a two-level elevation change occurs between two hexes. These are steep crests and present greater difficulties in movement and combat (see cases 5.19 and 9.52).

[5.33] **Ridges.** A ridge hexside represents an abrupt rise in elevation not great enough to constitute a different terrain level. A ridge is 20 feet higher than the elevation of the two hexes that form it. A unit that occupies a hex that shares a ridge hexside is at the elevation of the ridge.

[5.4] GETTYSBURG

[5.41] Units on thoroughfares can move through town at the thoroughfare rate if they are in the proper formation to use thoroughfares.

[5.42] All infantry units and dismounted cavalry units in line formation can move only one hex per Turn in any town hex within

Gettysburg (i.e., it costs these units their total movement allowance to enter a town hex).

[5.43] Limbered artillery units can move through the town only on thoroughfares. They can unlimber in clear terrain town hexes, but in no other town hexes.

[5.44] Supply wagons and trains can move through town only on thoroughfares.

[5.5] RAILROADS

Finished and unfinished railroad hexes are treated as trails for movement purposes (see case 5.24). Units must be in the proper formation to get a movement benefit.

[5.6] STREAMS, BRIDGES, AND FORDS

[5.61] There are five streams on the map; all of them are crossable as per Chart 5.19, except for Marsh Creek. Marsh Creek can be crossed only at bridges and fords. All other hexsides of Marsh Creek are impassable; they cannot be crossed.

[5.62] Bridges are treated as if they were pikes. Infantry and dismounted cavalry units in line formation cannot cross bridges (Exception: During a friendly Melee Phase, one Infantry or dismounted Cavalry unit can melee across a bridge on Marsh Creek).

[5.63] A ford enables units to cross an otherwise impassable stream hexside.

[5.7] SPECIAL TERRAIN

[5.71] The Railroad Cut. Running just north of and parallel to the Chambersburg Pike is an unfinished railroad bed that cuts directly through the hilly terrain northwest of the town. Where the bed cuts through the ridges and creates man-made passes, the hexsides have been so marked (see the Terrain Key). No unit of any type can ever cross a Railroad Cut hexside. The unfinished railroad bed can be used as if it were a trail hex for units in column. The Railroad Cut also has additional special effects on combat and Line of Sight (see case 9.74A).

[5.72] The Sunken Road. The Sunken Road runs southwest out of Gettysburg; terrain peculiarities made the Sunken Road into a kind of trench. Sunken Road hexes are treated as normal road hexes for movement purposes; they have no special movement cost or effect. The Sunken Road does affect combat (see chart 9.56).

[5.8] MOVEMENT OF ROUTED AND OUT OF COMMAND UNITS

[5.81] Routed and out of command regiments can move only one hex (regardless of terrain costs) in the friendly Movement Phase. These units cannot change formation. They cannot enter any enemy Zone of Control (hereafter ZOC, see section 10.0) or enter a hex adjacent to an enemy unit. If a routed or out of command unit begins the friendly Movement Phase in an enemy ZOC, they can move out of the ZOC hex but cannot

enter another enemy ZOC hex or a hex adjacent to an enemy unit.

[5.82] An out of command brigade commander can only move one hex (see case 17.21), but his subordinate units can move normally if within his Effectiveness Radius (i.e., they are still in command).

[5.83] Certain regiments enter the game map as reinforcements separate from their parent brigade. These units are always considered in command for all functions of movement until they come within their brigade commander's Effectiveness Radius for the first time. At that time the normal command rules apply thereafter. These individual units must attempt to link up with their parent brigade commander as quickly as possible (see case 22.7).

[5.84] Certain brigades and Union divisions enter the game map as reinforcements separate from their parent formation. These units must attempt to link up with their parent formation as per case 5.83. While a reinforcement is considered detached it does not count against the standard detachment limitations for the parent formation (see case 17.6).

[5.9] HISTORICAL SITES

The various farmhouses, churches, and other sites noted on the map have no effect on the play of the game and are included as historical landmarks only.

[6.0] FORMATIONS

GENERAL RULE

All combat units can be in one of two different formations. Infantry units can be in either Line or Column; artillery units are either Limbered or Unlimbered; cavalry units are either Mounted or Dismounted (the equivalent of infantry in line formation). Supply wagons, trains and leaders have no formation. A unit's formation affects the unit's ability to move and engage in combat.

CASES

[6.1] UNIT FORMATIONS

[6.11] Infantry units in Column gain increased mobility while sacrificing combat capability. An infantry unit in column (as well as a limbered artillery unit or a mounted cavalry unit) can move on a throughfare through a hex occupied by any friendly unit with one exception: if a unit occupying a throughfare hex is mounted, limbered, or in column formation, all other units passing through the hex must ignore the throughfare and pay the movement point cost of the other terrain in the hex. Infantry units can use roads, pikes, trails, and bridges only when in column. Infantry in column cannot initiate Melee Combat, though they defend normally in melee. Infantry in column cannot engage in Fire Combat. To designate a unit as being in column, place a column marker on top of it. When a long line of infantry units in column is using a road or pike, it is necessary to mark only the lead unit. A unit in column formation that is fired upon automatically

goes into line formation after fire has been resolved (Exception: if all firing units are artillery firing at a range of 9 hexes or more, a target unit in column does not go into line unless at least one firing unit receives an "Accurate" result on the Overshoot Table (see case 15.6).

[6.12] Infantry units in Line formation can move and engage in combat normally. Infantry units are considered in line at all times, unless otherwise designated (see case 6.11). Infantry in line cannot benefit from pikes or roads, nor can they use bridges to cross streams (i.e., the presence of a road, pike, or bridge in a hex is disregarded for the purposes of moving a unit in line formation).

[6.13] Artillery is either Limbered or Unlimbered. When an artillery battery is limbered, it can move but cannot fire; when it is unlimbered, it can fire but cannot move (however, see case 15.5, *Retire by Prolongue*). When artillery is attacked in melee combat only the status of the gun crew is considered (see case 12.14). (The same applies to small-arms fire, which affects only the gun crew). Gun crews are considered to be in line, for purposes of melee combat, fire combat, rout, and movement without guns (see case 6.11 and 15.1).

[6.14] Cavalry units are printed on both sides, each side representing either mounted or dismounted status. To change from one to the other, simply pay the cost in Movement Points and turn the unit over. A cavalry unit that changes formation in the friendly Movement Phase cannot move any further in that phase. Mounted cavalry units can engage in melee combat (or can charge), but they can fire only with pistols (P weapons) in fire combat. Dismounted cavalry units are considered line infantry for all purposes and they fire, engage in melee combat, and move as such (except that they cannot go into column). Units firing at mounted cavalry receive a two column adjustment to the right on the Fire Combat Results Table. For special rules pertaining to ability of mounted cavalry to charge or retreat before combat, see section 16.0.

[6.2] CHANGING FORMATION

[6.21] To change formation a unit must expend Movement Points. The movement point cost to change formation is listed under the Formation Change Column of the Terrain Effects on Movement Chart, 5.19. Infantry and artillery can change formation at any time during a Friendly Movement Phase, and can change formation more than once per Movement Phase if they pay the movement point cost each time. Cavalry can change formation only at the end of a Friendly Movement Phase and must pay the movement point cost to do so. A unit cannot change formation if it cannot pay the movement point cost to do so.

[6.22] A unit that is outside the Effectiveness Radius of its brigade commander and not stacked with its division commander or corps commander (or army commander; see case

17.31) in the Initial Command Phase cannot change its formation during the ensuing friendly Movement Phase although it could move one hex in some cases (see cases 17.1 and 5.81).

[6.23] If an artillery or cavalry unit changes formation within range and line of sight of any enemy small-arms unit (excluding supply train Provost Guards—see case 11.1) those enemy small-arms units can fire at the friendly unit before it changes formation. This fire is a form of Withdrawal Fire (see case 10.1). If, as a result of such fire, the friendly unit is pinned or suffers a casualty, it cannot complete its change of formation. This rule can be used regardless of the stacking order (see case 8.43) of the friendly unit in its hex. Pin results affect all friendly units in the target hex; other results affect only the unit fired upon.

[6.24] Any unit that changes formation in the ZOC of an enemy unit triggers withdrawal fire from the enemy unit (see case 10.1).

[6.3] UNIT FORMATION EFFECTS ON COMBAT

[6.31] A unit's formation itself has no effect on defense against fire combat. Whether a unit is in line or column will affect fire only in that a unit in line will present a different (less vulnerable) facing than a unit in column (see 7.0).

[6.32] Limbered artillery units cannot fire.

[6.33] Infantry in Column cannot fire or initiate melee. The melee strength of mounted cavalry may be doubled when in melee with infantry (see case 16.2).

[6.34] Mounted cavalry units can fire only with pistols (P weapons).

[6.35] Routed units are always considered enfiladed when fired upon.

[7.0] FACING

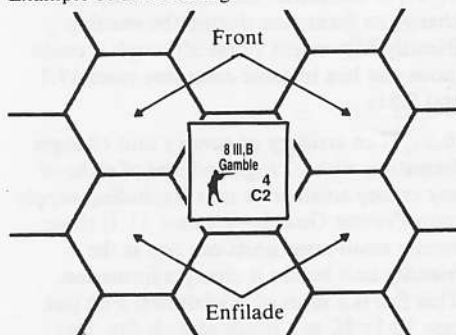
GENERAL RULE

All infantry, artillery and cavalry units have a specific facing dependent on their formation. Line infantry, dismounted cavalry, and unlimbered artillery have three hexsides which are Frontal hexsides, and three which are Enfilade hexsides (see following illustration). The front of each unit (for facing) is the top of each unit counter, the top hexside and the hexsides to either side of the top hexside. The three rear hexsides are the enfilade hexsides. Infantry in column, mounted cavalry, and limbered artillery are always considered enfiladed whenever fired upon regardless of the direction of the fire. All other types of units have no facing and present frontal hexsides at all times.

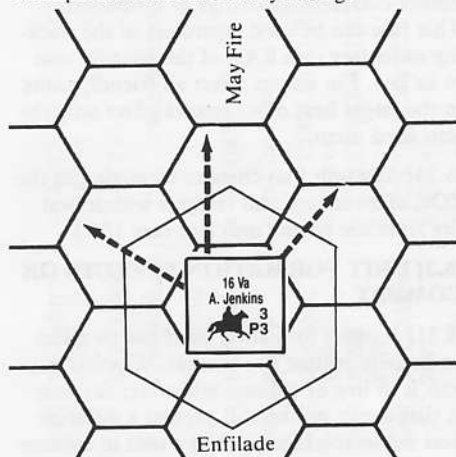
PROCEDURE

Each unit must be oriented so that the top edge of the unit counter is facing toward a specific hexside and is not situated between two adjacent hexsides. All units stacked in

Example of Line Facing:



Example of Mounted Cavalry Facing:



the same hex at the end of a Movement Phase must maintain the same facing. A unit moving into a hex assumes the facing of the unit(s) already in that hex.

CASES

[7.1] EFFECTS OF FACING ON MOVEMENT

[7.11] A unit can move into any adjacent hex regardless of which hex it was facing before it moved. However, a unit must be faced toward the hex (i.e., the top of the counter pointed toward the hex) that unit is to enter before it is moved into a hex. Thus, a unit can never "back" into a hex (Exception: see case 15.5). This is important when resolving Withdrawal Fire (see case 10.1).

[7.12] There is no cost in Movement Points to

change facing. All units can change facing freely throughout the Friendly Movement Phase. Changing facing is not movement; therefore, units normally restricted in movement (units that are out of command, for example) can still change facing during their Movement Phase. When changing facing, a unit can turn in place as many hexsides as desired.

[7.13] A unit can change facing only during a Friendly Movement Phase, or after a melee.

[7.2] EFFECTS OF FACING ON FIRE COMBAT

[7.21] Units can fire through only their frontal hexsides.

[7.22] Units can be fired upon through any hexside. A unit that is fired upon through one (or more) of its rear hexsides is Enfiladed (see section 7.0, General Rule). A unit that is enfiladed by at least one firing enemy unit has the total Fire Strength being directed against it adjusted one column to the right on the Fire Combat Results Table, in favor of the firing player. (Exception: if the enfiladed unit is mounted cavalry, fire is shifted two columns to the right). If a Line of Fire (see case 9.7) bisects a frontal hexside and an enfilade hexside, the unit is considered to be fired on through its frontal hexside.

[7.3] EFFECTS OF FACING ON MELEE

[7.31] A unit can advance only through one of its frontal hexsides into a hex to melee one or more enemy units.

[7.32] In any melee combat in which a defending unit is attacked from both a frontal and enfilade hexside, the final differential is shifted one column to the right on the Melee Combat Results Table (see table 12.98). The facing of any units in melee combat can be rearranged by the owning Player(s) when melee is concluded.

[8.0] STACKING

GENERAL RULE

Generally, units can move through other Friendly units freely (with the exception of infantry units in column and mounted cav-

alry; see case 6.11). There is no cost in Movement Points to stack or unstack, and stacking restrictions apply only at the end of a Movement or Combat Phase.

CASES

[8.1] UNIT STACKING RESTRICTIONS

[8.11] The number of units and Combat Strength Points that can occupy any single hex at the same time depends upon the type of terrain and, for infantry, whether or not the unit is in column. The Stacking Restrictions Chart (see chart 8.18) lists all the limits (Exception: regardless of the strength point limits, a single unit can occupy any hex containing terrain it could normally enter; the excess strength points are ignored).

[8.12] For stacking, the Current Strength of a unit (unadjusted by terrain, etc.) is its number of Stacking Points, with the exception of supply wagons, which are worth 4 stacking points each, and batteries, which are worth 1 stacking point each (see case 8.13). All corps trains and the US Reserve Train are worth 8 stacking points each. As an exception to the stacking restrictions, Union corps trains can stack with the US Reserve Train in clear terrain for purposes of resupply only, even though this exceeds the normal stacking point limits.

[8.13] The number of artillery batteries that can be stacked in a given hex is listed on the Stacking Restrictions Chart (8.18). Batteries can be stacked with infantry and other unit types in the same hex (Exception: see case 8.17). An artillery battery counts for one Stacking Point.

[8.14] Leaders and markers never count against stacking restriction. Any number of these counters can be in any one hex.

[8.15] A unit cannot retreat into or through a hex occupied by friendly units. If a retreating unit is forced to enter a friendly-occupied hex, the other units in that hex are displaced and must then undergo a Morale Check (see cases 14.3 and 23.5).

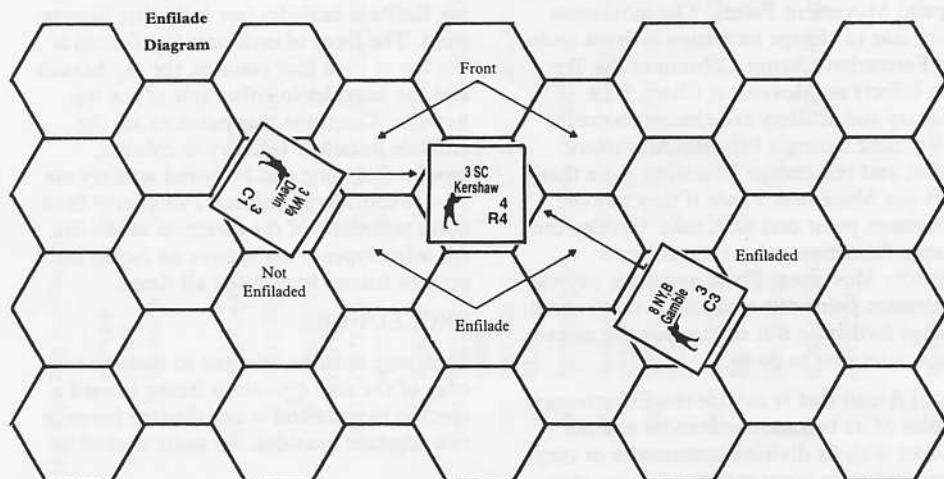
[8.16] An infantry unit in column formation cannot move into a hex containing any other combat unit (Exception: see case 6.11).

[8.17] Mounted cavalry units cannot enter a hex containing any friendly unit other than mounted cavalry, limbered or unlimbered artillery, or leaders (Exception: see case 6.11).

[8.18] Special Unit Stacking

A. Elite Unit Stacking. Units from brigades listed on the Order of Battle Roster (OB Roster) as Morale Class A or B can stack up to 12 Strength Points (SP's) in a single hex, regardless of the number of units involved. All such stacks must be composed solely of units from the same brigade. This rule represents the high cohesion and effectiveness of certain elite brigades.

B. The 5th Alabama Regiment (O'Neal's Brigade). This unit is actually represented by two counters. Each of the two counters which make up this regiment can operate and



stack with any other unit normally. However, when the two counters are stacked together, they are considered as one unit for stacking purposes, with a combined morale of "4".

[8.19] **Stacking Restrictions Chart** (See Charts and Tables)

[8.2] EFFECTS OF STACKING ON COMBAT

[8.21] Only the top infantry or cavalry unit in a stack takes losses when the hex is fired on. However, if a combat result calls for losses greater than the number of Strength Points possessed by the top unit, the remainder of losses must be taken from the next infantry or cavalry unit in the stack. Thus, if a "1" Strength Point (SP) infantry unit is stacked on top of a "3" SP unit and the units undergo fire with a casualty result of "2", the top unit is eliminated and the bottom unit loses one Strength Point. Artillery crews only suffer losses if no infantry or dismounted cavalry units are present in the hex (Exceptions: see cases 6.23 and 8.22).

[8.22] If a stack of units is fired upon by artillery at a range of two hexes or greater, the artillery fires separately at each unit type in a hex (Infantry/Dismounted Cavalry; Mounted Cavalry; Wagons/Trains; Artillery) separately; the die is rolled separately for each target type. The fire affects only the topmost unit of each type in the stack unless it is eliminated; then the second unit of the affected type incurs any additional casualties (see case 8.21).

[8.23] For purposes of case 8.22, density (see case 8.32) is considered for each target type fired upon and not the hex as a whole.

[8.24] The Stacking Restrictions Chart (see chart 8.18) lists the maximum number of SP's and/or batteries which are stacked in the same hex that can fire out of that hex through a given hexside at the same target or at different targets. The key word in this rule is "hexside"; all limits apply to fire through a hexside. A maximum of 8 SP's of small-arms can fire out of any hex, even if there are more than 8 SP's in the hex. Fire Strength per hexside limitations (see case 9.3) remain unchanged.

EXAMPLE: Three infantry regiments with a current strength of 3 SP's each are stacked in a clear hex. Only 4 of these 9 strength points can fire through any one hexside. Additionally, 4 of the remaining 5 strength points can fire through the other frontal hexsides, while the last remaining strength point cannot fire at all. If one of those units was an artillery battery, 4 of the infantry strength points plus all of the guns could fire through the same hexside (see case 9.3).

[8.3] DENSITY AND FIRE COMBAT

[8.31] The number of Strength Points in a hex can affect the efficiency of enemy fire. The more "crowded" the hex, the more effective the enemy fire will be.

[8.32] In determining the column for Fire Strength on the Fire Combat Results Table

(see table 9.16), the firing player must consult the Density Adjustment Chart (see chart 8.36). He looks under the column with the correct number of Strength Points in the hex, and makes any column adjustment as given.

[8.33] For density purposes, each artillery battery is considered only one Strength Point. A battery that is attacked by enemy artillery fire never receives a column shift in its favor for density. This applies only to artillery fire; an artillery battery attacked by small-arms fire would shift the one column to the left (Exception: see case 8.35).

[8.34] For density purposes a supply wagon or train is considered 4 strength points. Leaders and markers have no effect on density.

[8.35] A battery that attempts to limber or unlimber in range and LOS of an enemy small-arms unit is subject to Withdrawal Fire (see case 6.23) and does not receive any column shifts in its favor for density. (Also remember that a battery that changes formation in enemy LOS is considered Enfiladed; see General Rule, section 7.0).

[8.36] **Density Adjustment Chart** (see charts and tables)

[8.4] STACKING ORDER

[8.41] Units can stack, or change their stacking order, only during a Friendly Movement Phase, with one exception: If the top unit runs out of ammunition (see section 11.0), the owning player can change the stacking order at the end of the Fire Phase in which depletion occurred. Otherwise, it remains the same.

[8.42] All units stacked in the same hex must maintain the same facing, regardless of unit type or stacking order. Units moving into a hex assume the facing of the unit in the hex.

[8.43] If a unit suffers a Pin result in fire combat, all units in the hex are considered pinned, regardless of the actual stacking order of the pinned unit in the hex.

[9.0] FIRE COMBAT

GENERAL RULE

Combat units can fire their weapons at Enemy units in accordance with the rules on Range of Weapons, Fire Combat and Line of Sight. Fire occurs during the Offensive and Defensive Fire Phases within each Player-Turn. Fire can also be triggered during the Movement Phase (if a unit withdraws or changes formation) and during the Retreat Before Melee Phase (if a unit retreats). The Fire Combat Results Table has two rows on it, one used for small-arms fire and artillery fire against artillery or supply wagons and the other used when artillery fires on infantry or cavalry. Units are never required to fire.

Small-arms fire and artillery fire are resolved using the same Procedure, but artillery Fire Strength can never be combined with small-arms Fire Strength; the two kinds of fire are always resolved separately.

Units do not have to be in command to fire defensively, but must be in command to fire offensively (Exception: out-of-command units can fire offensively at adjacent enemy units).

PROCEDURE

The firing player announces which of his units are firing on a given enemy unit. The Current Strength of each separate firing unit is modified by the range of that unit from the target unit. The Range Effects Chart lists the effect of range on each weapon type. The current strengths of all firing small-arms units are added together, after the effects of range have been applied. The total Fire Combat Strength is then located on the Fire Combat Results Table (Fire CRT). The CRT is adjusted to the right or left accordingly if any column shifts apply. The firing player rolls a die and the result of that combat is indicated at the intersection of the CRT column and the row corresponding to the die roll result. After results are applied, a Morale Check (see 9.8) may be required.

The Fire CRT column can be shifted to the right or left by terrain, target density, enfilade, or other factors. All column shifts are cumulative, but the final net adjustment cannot be more than two columns in either direction (Exception: see section 23.0); any further column shifts are ignored (see case 9.55 for example). The Fire CRT can never be shifted above the highest column or below the lowest column.

CASES

[9.1] COMBAT STRENGTH

[9.11] The Initial Combat Strength and weapon type of each unit is printed on the counter. As a unit suffers losses, place Strength Markers under the unit to indicate its Current Strength. Strength markers are neutral and can be used by both sides. The combat strength represents the unit's current manpower, fire strength, melee capabilities, and stacking points.

[9.12] All infantry units have a Fire Strength equal to their combat strength. This is the current strength, which can be different from the initial strength (see case 16.54 for rules on cavalry).

[9.13] All artillery units have a Fire Strength equal to their current gun strength. As with infantry, this can be different from the battery's initial strength. The fire strength can be further modified by the status of the gun crew.

[9.14] Artillery fire against infantry or cavalry units is resolved using the Grapeshot row of the Fire CRT. Artillery fire against artillery and supply wagons is resolved using the Small Arms and Counter-Battery row of the Fire CRT (see chart 9.16).

[9.15] Units armed with small-arms weapon types always resolve fire combat on the Small-Arms and Counter-Battery Fire row of the CRT.

[9.16] **Fire Combat Results Table** (see charts and tables)

[9.2] WEAPON TYPE AND RANGE

[9.21] The type of weapon used by each unit is printed on the counter for that unit. Units that have no weapon type cannot engage in fire combat. The different weapon types are listed on the Range Effects Chart (see chart 9.28).

[9.22] A unit's weapon type determines how far and how effectively it can fire.

[9.23] The maximum range (in hexes) for each weapon type is listed on the Range Effects Chart (see chart 9.28). No friendly unit can fire at an enemy unit that is beyond the maximum range for the friendly unit's weapon. Calculate the range by counting the distance in hexes from the firing hex to the target hex. The firing unit's hex is not counted as part of the range figure; the target hex is counted. A unit's Fire Strength can be greatly affected by range.

[9.24] If a stack composed entirely of combat units carrying "B", "C", "SR", or "P" units are fired upon in either player's Fire Phase, the firing player adjusts the Total Fire Strength column one to the left. All "B", "C", "SR", and "P" units carried weapons capable of being loaded while lying down, thus affording the firer much greater protection than the standard rifled or smoothbore muskets, "R", "A", and "M" weapons.

[9.25] Units that carry "B", "C", "SR", and "P" type weapons do not receive a weapon type defensive shift when fired upon by Withdrawal Fire (see case 10.1) or Retreat Fire (see case 10.2). Units with "B", "C", "SR", and "P" weapons do not receive a defensive fire shift for weapon type if they are stacked with units that carry "R", "A", or "M" type weapons;

"B", "C", "SR", and "P" units do receive a weapon type shift if stacked with artillery batteries or with unarmed wagons or trains.

[9.26] Units in column formation and mounted cavalry units do not receive any defensive shift from their weapon type when fired upon.

[9.27] Adjacent opposing units can always engage in fire combat against each other; they can also fire at other, more distant opposing units (Exception: see case 9.74A).

[9.28] **Range Effects Chart** (see charts and tables)

[9.3] FIRE STRENGTH PER HEXSIDE

[9.31] The number of small-arms strength points that can fire out of (not into) a given hex is limited by the number of frontal hexsides to fire through. Up to 4 Strength Points can fire out of a hex through each of its frontal hexsides. However, the total number of small-arms strength points that can fire out of a hex is limited to 8 SP's.

[9.32] The 4 Strength Points that can fire out of a hexside are "Pre-Range Effects Modification Strength Points." Thus, the 4 Strength Points can be doubled, halved, etc. as an effect of range.

[9.33] Artillery is not limited to 4 Strength Points of fire per hexside. All batteries in a hex can fire out of one hexside (Exception: artillery fire out of a woods hex or rough/woods hex is restricted to 4 guns per hexside (see chart 8.19)).

[9.34] **Hexside Fire Zone Diagram**

[9.4] MULTIPLE UNIT FIRE

[9.41] If two or more friendly units fire at the same enemy-occupied hex, all firing units

must combine their fire strength into a single total, regardless of whether the firing units are stacked together or in different hexes. Each unit's fire strength is computed separately for range, and then all are added together. Small-arms Fire Strength and artillery Fire Strength are never added together; the two types of fire are always resolved separately.

[9.42] When a unit is fired on by both artillery and small-arms, both attacks are resolved before any resulting casualties are applied. This can be important because the chance of causing a casualty is affected by the density of strength points in the hex. All casualties (if any) from both attacks are then applied before resolving any Morale Check (see case 13.2). Thus, a unit does not "escape" for example, artillery fire because small-arms fire causes it to rout and run away.

[9.43] During a Fire Phase, small-arms fire generally affects only the top infantry or cavalry unit in a stack (see case 8.21).

[9.44] No unit can be fired upon more than once in any given Fire Phase by small-arms fire, and no unit can be fired upon more than once in a Fire Phase by artillery. A unit can be fired upon by small-arms and artillery in any one Fire Phase, but only once by each (Exception: see case 10.2).

[9.45] No unit can fire its entire fire strength more than once in any given Fire Phase (Exception: see case 10.2). However, within any given Fire Phase a unit can choose to split its fire strength, directing it at any number of target hexes, as long as it obeys the rules on facing and on maximum fire strength per hexside. A unit that divides its fire strength can fire at several targets, at the same range or at different ranges, resolving each fire separately.

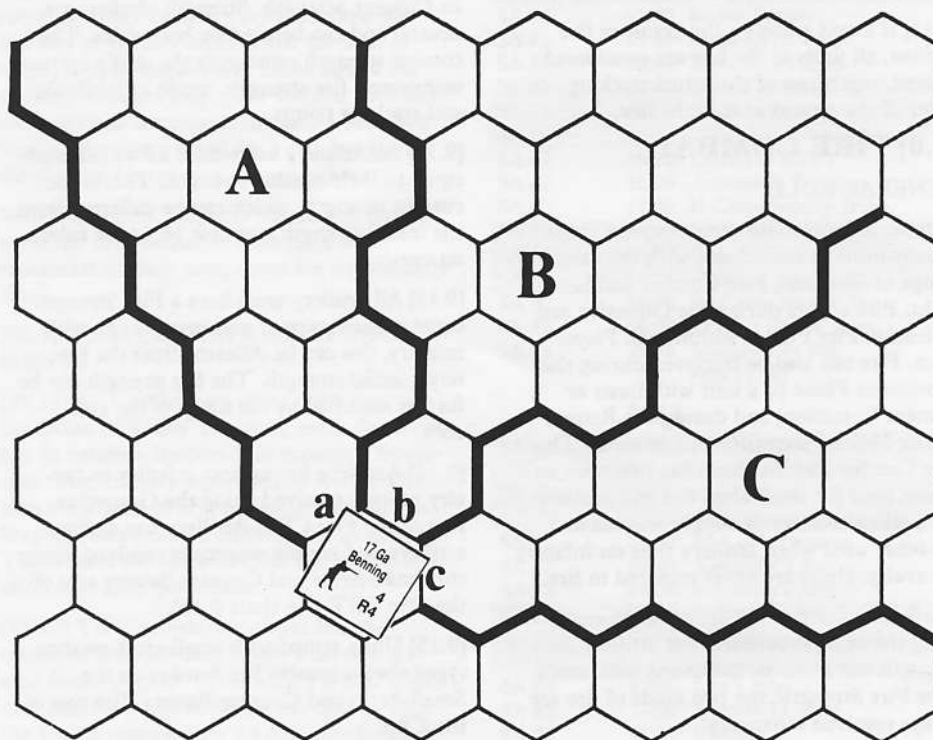
EXAMPLE: An infantry regiment with a current strength of 3 SP's can fire with a strength of 1 at three different enemy hexes or it can fire with a strength of 2 at one hex and 1 at another. Note that the current strength is divided, not the Final Fire Strength (which can be the current strength modified by terrain, range, etc).

[9.46] In splitting units' fire strengths, the current strength cannot be so divided as to make the Final Fire Strength against any one hex less than 1. This restriction applies only when splitting fire strength; a unit can always fire its whole strength—no matter how much it is reduced—at a single target.

EXAMPLE: A battery of 6 TB guns could not fire at six individual targets sixteen hexes distant, since the final fire strength would be $\frac{1}{2}$ point per target. The battery would have to split its fire among only three of the targets to produce the necessary 1 point minimum per target.

[9.5] TERRAIN EFFECTS ON FIRE COMBAT

Cumulative Terrain Effects. Some terrain features on the map provide column shifts that



benefit the defender in fire combat. A defending friendly unit receives the benefit of terrain as long as at least one of the firing enemy units is firing through or into that terrain. All terrain effects are cumulative. Terrain effects are listed in chart 9.56 and in case 9.57.

[9.51] **Gettysburg Hexes.** If a friendly target unit occupies a non-clear Gettysburg town hex, the total fire strength of the firing enemy unit(s) is shifted one column to the left on the Fire CRT. Clear terrain town hexes have no effect on fire combat.

[9.52] **Steep Crest and Crest Hexsides.** If a friendly target unit occupies a hex with a steep crest hexside, and any firing enemy unit is firing through the steep crest hexside from two elevations lower than that of the target unit, the total fire strength of the firing unit(s) is shifted one column to the left on the Fire CRT. Unlike steep crest hexsides, crest hexsides have no effect on fire combat.

[9.53] **Woods, Woods/Rough, and Orchard Hexes.** If a friendly target unit occupies a woods, woods/rough, or orchard hex, the total fire strength of the firing enemy unit(s) is shifted one column to the left on the Fire CRT.

[9.54] **Pikes, Roads and Trails.** Thoroughfares have no effect on fire combat (Exception: see case 9.57). For any terrain effects, refer to the other terrain in the hex.

[9.55] **Example of Terrain Effects and Fire CRT Column Shifts**

An unlimbered artillery battery in a woods hex is fired upon by three enemy infantry regiments with a combined fire strength of 13 SP. One of the regiments is firing through a steep crest hexside; another regiment is firing through one of the battery's enfilade hexsides. The battery receives three column shifts in its favor (target density; target in woods hex; unit firing through steep crest hexside). The firing units receive one shift in their favor (target is enfiladed). The final net adjustment is two shifts in favor of the defender; the attack is resolved on the "4 to 6" column. If the battery had not been enfiladed, it would still have received only two column shifts (the maximum allowed); the third shift would be ignored.

[9.56] **Terrain Effects on Combat** (See Charts and Tables)

[9.57] **Special Terrain Effects**

A. The Sunken Road: The Sunken Road (Long Lane) affects fire combat in that it acts as a quasi-trench. Units in a Sunken Road hex derive the benefit of the depression; if they are fired upon, the firing player adjusts the fire strength one column to the left (Exception: the column shift does not apply if units in the Sunken Road are firing in a straight line along the length of the Sunken Road at enemy units also in the Sunken Road.) Artillery units in the Sunken Road cannot fire at enemy units outside the Sunken Road, but can fire along the length of the Sunken Road at enemy units in the Sunken Road.

B. The Railroad Cut: Units in a Railroad Cut hex (a hex containing the Unfinished Railroad bed that has a Cut hexside as a side of its hex) cannot fire through a Cut hexside. They can fire into any hex or through any hex that does not contain a Cut hexside. However, units outside the unfinished railroad hex (i.e., on top of the Cut) can fire into the Cut through a Cut hexside at a unit only if they are adjacent to that particular hexside (see also case 9.74).

C. Breastwork Markers. See section 20.0 for effects of breastworks on fire combat.

D. Orchards. Orchards do not block Line of Fire; a unit that traces a line of fire through an orchard hex to a target hex beyond the orchard receives one shift to the left on the Fire CRT.

[9.6] EFFECTS OF FACING AND FORMATION

[9.61] Units can fire only through their frontal hexsides; however, they can be fired upon through any hexside of the target hex.

[9.62] Infantry units in column and limbered artillery cannot fire in any Phase. Mounted cavalry can fire only with pistols (P weapons) and then only through the three frontal hexsides. (See section 7.0.)

[9.63] The total fire strength of the firing unit(s) is shifted one column to the right on the Fire CRT if the target is enfiladed (see case 7.2).

[9.7] LINE OF SIGHT (LINE OF FIRE)

The ability of a unit to fire from the hex it is in to some other hex depends on the terrain between those hexes along the Line of Sight (LOS). An LOS can either be clear or be blocked; "having a clear LOS" is defined as the ability to see the target. An LOS is represented by a straight line drawn from the center of the firing unit's hex to the center of the target hex. The LOS can only be blocked (depending on elevation) if it passes through a blocking hex or through a blocking hexside which is not common with either the firing unit's or the target unit's hex.

A clear LOS always exists out of a blocking hex containing a firing unit, and into a blocking hex containing a target unit, but generally not (depending on elevation) through a blocking hex. Thus, units can always fire into an adjacent hex (Exceptions: see cases 9.57 and 9.74A). If the LOS is blocked, fire is not possible.

[9.71] Types of blocking terrain are listed on the Terrain Effects on Combat Chart, 9.56. In addition, units, friendly or otherwise, are considered blocking terrain. Whether blocking terrain actually blocks LOS is dependent upon the elevation of both the firing and defending units.

[9.72] For purposes of determining LOS, infantry, artillery, and dismounted cavalry stand 5' tall; mounted cavalry and supply wagons stand 10' tall. Ridges are 20' high. Trees in woods, orchards and woods/rough

hexes are 20' feet high. Buildings in non-clear town hexes are 25' high.

[9.73] The Line of Sight Algorithm and the Line of Sight Gauge. Players can determine the Line of Sight in two ways: they can use the basic algorithm (mathematical expression of the Line of Sight) or they can use the Line of Sight Gauge, which is a graphic representation of the algorithm. Usually, players will find themselves using the algorithm only to check the occasional "close call" on the gauge.

1. The Basic Algorithm Procedure.

A clear Line of Sight exists if:

H/D is equal to or greater than hp-5/dp

H = Height (in feet) of higher position minus height of lower position.

D = Distance (in hexes) from higher position to lower position.

hp = Height (in feet) of potential obstacle minus height of lower position.

dp = Distance (in hexes) from potential obstacle to lower position.

2. Line of Sight Gauge Procedure

Note that the heights are expressed in increments of five feet. Horizontally, distance is measured in undivided yard increments (corresponding to the hexes). On the zero distance line, locate the height of the higher position. Measuring from this point (horizontally, in hexes) locate the height of the lower position. Connect these two points with a straight edge (a transparent plastic ruler is ideal). Now locate the height and distance of any suspected obstacle. Remember that a man adds 5 feet to the height of any level and a woods hex adds 20 feet to the height of any obstacle. If the obstacle is higher than the Line of Sight at the point of intersection, then the Line of Sight is blocked. If the Line of Sight exactly intersects the obstacle, or passes over it, then the Line of Sight is not blocked. If there is any doubt, players should resort to the algorithm. Note that, technically speaking, the Line of Sight could pass as much as five feet below the obstacle and still not be blocked (this accounts for the average height of a man's musket and the target above the terrain on which the soldiers stand).

[9.74] **Special Line of Sight Cases**

A. The Unfinished Railroad Cut. Railroad Cut hexsides never block LOS for hexes outside the Cut. Thus, units on the opposite side of the Cut can fire at each other if there is no other intervening blocking terrain. Units within the Cut cannot fire through a Cut hexside, even if the target unit is adjacent. Units outside the Cut can only fire into the Cut through a Cut hexside if they are adjacent to a Cut hexside that forms a part of the Cut hex in question.

B. The Sunken Road. The Sunken Road has no effect on LOS. It only provides a defensive benefit against fire. Players should not consider the Sunken Road a trench where units on the same level can fire over heads of other units in the trench.

[9.8] RESULTS OF FIRE COMBAT

Each casualty number on the Fire CRT represents a strength point of men killed or one gun destroyed, depending on which type of unit is defending. The other results are "P"(Pin), "R" (Rout), and "P/R" (Pin/Rout), which restrict an affected unit's actions.

[9.81] When the Fire CRT yields a numerical result and the target unit is infantry or cavalry, that unit has lost that number of Strength Points. The owning player adjusts the unit's strength marker and records the loss on his OB Roster. Players should keep an accurate count of losses as they are important for determining who wins the game. The owning player must make a Morale Check for the affected unit after all artillery and small-arms fire has been resolved against the unit (see case 9.42 and section 13.0). A unit is removed from the map if all its strength points are lost.

[9.82] If an artillery battery is stacked with an infantry or cavalry unit, the artillery unit does not suffer casualties from small-arms fire unless the infantry or cavalry unit is eliminated by casualties. When a battery is affected by small-arms fire, only the crew suffers casualties. If a battery suffers a result of "1" from small-arms fire, the gun crew counter is flipped over to its reduced strength side; another point loss and the crew is eliminated. A small-arms result of "2" or "3" eliminates the crew immediately. If an artillery crew is eliminated, the unit remains on the map and is marked with an Abandoned Guns marker. The guns themselves are affected only by artillery fire and each point in an artillery fire combat result eliminates a gun. If a battery's guns are all destroyed, remove the unit from the map.

[9.83] When a Pin/Rout (P/R) result is obtained against an infantry or cavalry unit, the player owning the affected unit must determine which will apply. To do so he first notes the unit's current Morale Rating (see case 13.1), rolls one die and compares the die roll to the current morale rating. If the die roll is higher than the Morale Rating, the unit is routed; if it is the same as or lower than the rating, the unit is pinned. When rolling for P/R results, if the unit has been enfiladed add 1 to the die roll. Subtract 1 from the roll if the unit is stacked with a leader of its own command, regardless of the number of leaders; see case 17.4.

[9.84] Whenever any fire causes a P/R result to an artillery battery, treat the effect as an automatic Pin result. If any fire causes an R result to an artillery battery, treat the result as P instead.

[9.85] When a unit is Pinned, place a Pin marker on top of all the units in the hex the pinned unit occupies; if any unit in a stack becomes pinned, all units in that hex are pinned. Units in a pinned hex cannot move (except to retreat as a result of Melee Combat). Pinned units can change facing but they cannot change formation. Pinned units cannot

fire in a friendly Offensive Fire Phase, but can fire in the friendly Defensive Fire Phase at enemy units in their ZOC; they cannot fire at enemy units not in their ZOC. The final fire strength of pinned units firing in the Defensive Fire Phase is halved; round fractions down. Pinned units can use withdrawal fire (see case 10.1) and retreat fire (see case 10.2). A pinned unit retains its Zone of Control, if it is in a formation that would normally give it a ZOC (see section 10.0). Routed units can become pinned (and remain routed).

[9.86] Pin markers are removed in the friendly Rally Phase before units are rallied. If a pinned unit participates in melee combat, it becomes unpinned; remove the Pin marker from that unit.

[9.87] Leaders can be killed or wounded by enemy fire (see case 17.7). A leader can be pinned, but the leader does not lose his Effectiveness Rating when pinned. A pinned leader cannot move (except to retreat as a result of melee).

[9.88] A combat result of "P" or "R" requires a morale check for the affected unit. The owning player rolls a die; if the result is greater than the unit's morale, it is pinned or routed, respectively (Exception: see case 9.84). If the result is the same or lower than the unit's morale, there is no effect.

[9.89] Some numerical results are followed by an asterisk(*), which means that the affected unit can also become pinned. After the casualty is recorded, the owning player makes a morale check for that unit. If the unit does not rout, roll a second die; a result greater than the unit's current morale rating results in the unit being pinned. A result on the second roll equal to or less than the unit's current morale rating has no effect.

[9.9] ADVANCE AFTER FIRE COMBAT

If an enemy-occupied hex is vacated as a result of fire combat in the friendly Offensive Fire Phase, adjacent friendly units that fired into the hex in the friendly Offensive Fire Phase can advance into the vacant hex in the friendly Melee Phase; however, the advancing units are still bound by the stacking restrictions for the vacant hex (see chart 8.19). The advance is automatic; the units do not have to make a morale check to advance. (This rule and case 12.88 explain the only methods for entering a vacant hex in the friendly Melee Phase).

[9.91] A unit cannot advance as a result of retreat fire or withdrawal fire.

[9.92] Friendly units cannot advance as a result of fire in the friendly Defensive Fire Phase.

[9.93] Batteries, wagons, and trains cannot advance as a result of fire combat.

[10.0] ZONES OF CONTROL GENERAL RULE

All infantry units in line formation, dis-

mounted cavalry units, and unlimbered artillery batteries have a Zone of Control (ZOC) extending into three hexes adjacent to their frontal hexsides. Mounted cavalry exerts a ZOC into all six adjacent hexes. The ZOC's of these units affect withdrawal, retreat, supply, and command.

Supply wagons, trains, and leaders have no ZOC.

CASES

[10.1] WITHDRAWAL FIRE

If a friendly unit leaves an enemy-controlled hex during the Friendly Movement Phase or the Friendly Retreat Before Melee Phase, the enemy unit exerting that ZOC can take Withdrawal Fire at the moving unit before it leaves the hex.

A friendly small-arms unit can also take withdrawal fire at any enemy cavalry unit or artillery battery that changes formation within range and LOS of the friendly unit. In this form of withdrawal fire, range is not limited to friendly ZOC hexes.

Important Note: Units that are out of ammunition have a limited ability to conduct Withdrawal Fire; see case 11.24).

[10.11] Withdrawal fire takes place before the withdrawing unit leaves the hex, i.e., the range is one hex.

[10.12] Withdrawal fire is in addition to any normal offensive or defensive fire. Units can fire withdrawal fire any number of times.

[10.13] If there are two (or more) units in the same hex in the ZOC of an enemy unit and they both wish to withdraw, the enemy unit can fire once at the stack.

[10.14] If there are two (or more) units in a stack and some (but not all) of the units wish to withdraw, they can do so without being fired upon; however, in such a case, the unit(s) remaining in the hex suffers withdrawal fire. In effect, they are "covering" for the withdrawing unit(s). If a unit suffers withdrawal fire as a "covering unit" for other units that are withdrawing from a hex, the density adjustment for fire combat is based on the size of the covering force only, not the size of the entire stack.

[10.15] A unit suffering casualties during withdrawal fire is treated as if it had suffered casualties during any regular Fire Phase; the owning player must roll for possible rout or leader loss, etc. If a unit suffers a pinned result in withdrawal, it can move one hex and then it becomes pinned. **Important Exception:** See 12.88.

[10.16] A unit can withdraw from an enemy ZOC through any hexside it wishes, as long as it does not enter an enemy-occupied hex. However, if in withdrawing the unit presents its enfilade hexsides to the firing unit, the unit firing withdrawal fire then gets the benefit of enfilade fire. Note: A unit withdrawing will almost invariably present its enfilade to an enemy unit.

[10.17] Withdrawal fire takes place in the Movement Phase and Retreat Before Melee Phase, not during any Fire Phase. (A unit that is in the ZOC of an enemy unit during a Fire Phase and is forced to retreat out of that ZOC during that Fire Phase does not suffer withdrawal fire). Withdrawal fire is not considered part of any Fire Phase, and units that use withdrawal fire can fire regularly during any Fire Phase in that Player-Turn. Withdrawal fire is, in effect, a free shot. Note: Remember to check firing units for ammunition depletion.

[10.18] Leaders that withdraw from an enemy ZOC do not trigger withdrawal fire.

[10.19] When a unit triggers withdrawal fire, it can be fired on once by every eligible enemy unit. There is no limit to the number of enemy units which can fire at a withdrawing unit (provided each enemy unit is eligible). A single enemy unit can perform withdrawal fire as many times as there are friendly units which trigger such fire.

[10.2] RETREAT FIRE

A unit forced to retreat into the ZOC of an enemy unit, other than the unit which caused the retreat, can undergo Retreat Fire. The procedure for retreat fire is the same as for withdrawal fire (see case 10.1) with two exceptions: units entering the ZOC trigger the fire, as opposed to units leaving the ZOC (as in withdrawal fire), and retreat fire can occur during a Combat Phase.

Important Note: Units that are out of ammunition have a limited ability to conduct Retreat Fire; see case 11.24).

[10.21] Each time a unit retreats into the hex of a different enemy unit, the possibility of retreat fire is triggered; therefore, a retreating unit can be fired on by several enemy units as it retreats.

[10.22] Enemy units firing on retreating units can only fire once at a given unit during any retreat. Units firing retreat fire must check for ammunition depletion as for normal Fire. Retreat fire, like withdrawal fire, is a free shot.

[10.23] Retreating routed units that suffer casualties from retreat fire do not roll for additional rout.

[10.3] EFFECT OF ZOC ON AMMUNITION SUPPLY

Units attempting to trace a Line of Supply to their supply wagons (see case 11.2) cannot trace this line through an enemy ZOC, unless the hex is occupied by a friendly unit.

[10.4] EFFECT OF ZOC ON LEADER CONTROL

Units attempting to trace a leadership radius from a leader to a unit (or another leader) cannot trace this line through a hex in an enemy ZOC unless the hex is occupied by a friendly unit.

[10.5] EXTENT OF ZONES OF CONTROL

ZOC's do not extend through impassable hexsides except for fire purposes. The presence of a friendly unit negates an enemy ZOC for purposes of supply and leadership lines. However, the presence of a friendly unit does not negate an enemy ZOC for purposes of withdrawal or retreat fire.

[11.0] AMMUNITION SUPPLY

GENERAL RULE

All units capable of Fire Combat are subject to ammunition depletion. Artillery ammunition depletion is represented by the number of rounds fired as compared to the total rounds available. Small-arms units suffer ammunition depletion as a result on the Fire CRT. These units can be resupplied by being within supply range of a supply wagon or corps train.

There are two types of supply units: Divisional and Corps. Divisional supply units will be referred to as "wagons" while Corps units (including the US Reserve unit), will be referred to as "trains." Trains carry both artillery and small-arms ammunition while wagons carry only small-arms ammunition.

Supply wagons and trains are always independent units and are always considered in command.

CASES

[11.1] WAGON AND TRAIN CREWS AND THE PROVOST GUARD

[11.11] Both wagons and trains include a crew. In addition, trains incorporate a Provost Guard, which is indicated by a weapon type and strength number on the counter. Normal train and wagon crews, unlike the Provost Guard, are unarmed. Crew markers and Provost Guard units are generic and are placed on the map only if routed due to a combat result. If the Provost Guard or crew is killed or routs away, turn the train or wagon unit over to indicate its uncrewed status and place a Provost Guard counter and/or a crew counter on the map if a rout is called for.

[11.12] Wagon and train crews and Provost Guards cannot voluntarily abandon their unit. A Provost Guard or crew counter is only placed on the map if it routs.

[11.13] Wagon and train crews cannot engage in any form of fire combat. A Provost Guard can fire only in the friendly Defensive Fire Phase. Provost Guard units do not have a ZOC and are incapable of retreat fire and withdrawal fire.

[11.14] Wagon and train crews cannot initiate melee combat; nor can Provost Guard units. Wagon and train crews can defend in Melee Combat but do so at a value of zero for the melee differential. A Provost Guard defends with its normal strength in melee combat.

[11.15] Wagons and trains can retreat in the Retreat Before Melee Phase. In other forms of retreat, the Provost Guard and/or crew retreats but the wagon or train does not.

[11.16] Wagon and train crews and Provost Guard units suffer casualties only from small-arms fire, although they can be pinned or routed due to artillery fire. Wagons and trains are affected only by artillery fire.

All casualty losses due to fire and/or melee combat affect the Provost Guard first before any losses are taken on the train crews. Whenever a Provost Guard routs away from its train, the train crew is assumed to have accompanied the Guard. Use a Provost Guard counter with the appropriate strength in the same fashion as a crew marker. When a train's Provost Guard is eliminated, it cannot be replaced for that train. Flip the Provost Guard unit to its eliminated side and leave it with the train.

Small Arms Fire Results:

Pin: The wagon or train is pinned and cannot move or resupply units.

Rout: The Provost Guard and/or crew routs. A Provost Guard and/or crew marker is used, and routs three hexes. The wagon or train counter is turned over to show it is uncrewed.

"1," "2," "3": The Provost Guard, if present, is reduced until eliminated; subsequently, the crew is eliminated and the wagon or train is turned over to indicate that it is uncrewed.

Artillery Fire Results:

Pin and *Rout* results affect the crew in the same manner as *Pin* and *Rout* results from small-arms fire.

"1," "2," "3": This number is used to determine the column on the Ammunition Loss Table (see table 11.34). The player owning the wagon or train rolls a die and cross-indexes it with the column to determine the number of ammunition rounds the wagon or train loses.

[11.17] A wagon or train can be recrewed if its crew has been eliminated by moving an infantry unit onto the wagon or train and removing one strength point from that unit during the final Friendly Command Phase. Only one strength point can ever be assigned to an uncrewed wagon or train at a time; once assigned, the strength point cannot be withdrawn and used to augment the strength of another unit. A reassigned infantry strength point immediately assumes all restrictions placed on crews. The reassigned strength point is marked on the OB Roster (see case 18.42).

[11.18] An uncrewed supply wagon or train cannot be used to resupply units.

[11.2] SMALL-ARMS AMMUNITION SUPPLY

Infantry and dismounted cavalry units are subject to possible ammunition depletion

each time they fire. Cavalry units are not subject to ammunition depletion while mounted (see case 11.21).

Units can only be resupplied with small-arms ammunition from a wagon from their own division or a division to which the unit is attached (see case 17.6). If a division wagon is destroyed or captured, those units belonging to that division can then draw resupply from their Corps Train. This is the only situation whereby units can draw small-arms supply directly from their Corps Train. Union units can be resupplied by the Union Reserve Train if their Corps Train has been lost.

[11.21] Each time a small-arms unit fires and a "1" is rolled on the Fire Combat Results Table, there is a possibility of the unit running out of ammunition. (see exceptions below). The firing player rolls again for each unit that fired in that combat result: if the number rolled is "1" or "2," that unit is "ammo depleted"; the firing player places an Ammunition Depletion marker on top of the unit to show its status. Units with certain weapon types are subject to Ammunition Depletion on a second die roll of 1, 2 or 3 (see chart 9.28).

Exceptions to Ammo Depletion: Provost Guards when stacked with their train are not subject to ammunition depletion. Mounted cavalry units are not subject to ammo depletion. If a dismounted cavalry unit that is currently ammo depleted mounts, leave the marker with the unit, but ignore it for all fire purposes while the unit is mounted. The unit would return to its ammo depleted status when it dismounts.

[11.22] A unit out of ammunition can move and engage in melee combat normally; ammo depletion never affects a unit's ability to move.

[11.23] An ammo depleted unit cannot fire in the Offensive or Defensive Fire Phases until it is resupplied (Exception: see case 11.21).

[11.24] **Important:** Ammo depleted units can conduct Retreat Fire and Withdrawal Fire at enemy units in their ZOC: the ammo depleted unit fires at one-half its normal fire strength; round fractions down. However, it cannot fire withdrawal fire in the Retreat Before Melee Phase.

[11.25] To be resupplied, a unit must be able to trace a supply path to a friendly supply wagon in its Friendly Resupply Phase. This supply path is traced from the unit to the wagon, not vice versa. The maximum length of the path is equal to the distance that an infantry unit in column could normally move in a single Movement Phase, based on the normal movement allowance, not Rapid March (see section 29.0). The normal movement point costs are paid for the terrain through which the path is traced; this may greatly affect the actual length of the supply path. The unit tracing supply does not actually move; rather, this is simply the method of tracing the maximum length of the supply

path. The supply path cannot pass through a hex in an enemy ZOC (unless it is occupied by a friendly unit) or through an enemy occupied hex or an impassable hexside.

[11.26] A division's units can be resupplied with ammunition during a friendly Ammunition Resupply Phase, as long as the requirements of case 11.25 are satisfied and the supply wagon has enough ammunition. Divisional wagons begin play with a full load of 6 rounds of small-arms ammunition (Exception: Buford's cavalry division wagon carries 8 rounds). No wagon can carry more than its full load of ammunition. One round of small-arms ammo removes an Ammo Depleted marker from one friendly unit of that division.

[11.27] Wagons can be resupplied with small-arms ammunition by their Corps Train. For a wagon to be resupplied it must be stacked with its corps train for one full game turn. Each corps train carries an unlimited amount of small-arms ammunition. The ammunition supply level for each wagon is noted by placing a Supply Strength Marker underneath the wagon counter.

[11.28] A wagon or train cannot resupply units in the same Player-Turn in which the wagon or train has moved.

[11.3] ARTILLERY AMMUNITION

Artillery batteries begin the game carrying a full load of ammunition: eight rounds for Union batteries, six for Confederate batteries. No battery can ever have more than its full load of rounds.

[11.31] Each time an artillery battery fires, it expends one round of ammunition (Exception: see section 26.0). A battery does not expend additional rounds by splitting fire among several targets. Place an ammunition marker underneath the battery counter to show the number of rounds the battery has available. When all rounds have been expended, the battery cannot fire until resupplied with ammunition.

[11.32] Batteries can receive additional rounds of ammunition by tracing a supply line to its proper train, using the procedure of case 11.25. Generally, artillery batteries can only be resupplied by their own corps train, with the following exceptions:

- Union batteries can be resupplied directly from the US Reserve Train if their own Corps Train is lost, has run out of ammunition, or begins the game with no artillery rounds in the train.
- Horse Artillery batteries can be resupplied by any friendly train.
- US Artillery Reserve batteries can only be resupplied by the US Reserve unless the Artillery Reserve battery has been attached to a specific corps (see case 15.2). An attached Artillery Reserve battery can be resupplied either by the Reserve Train or by the appropriate corps train.

[11.33] Players can transfer rounds of ammu-

nition between friendly artillery batteries of the same weapon type. Both batteries involved must spend one entire Game-Turn, without firing, in the same or adjacent hexes. In the Resupply Phase of that Game-Turn the owning player can redistribute the rounds of ammunition between the two batteries. If an artillery battery is captured or eliminated in combat, its ammunition supply is likewise eliminated. No use can be made of captured Enemy guns or ammunition (Exception: see case 11.4).

[11.34] Ammunition Loss Table (see charts and tables)

[11.35] US Corps trains carry certain amounts of artillery ammunition into the battle. Each train can be resupplied up to its original level by the US Reserve Train, using the procedure in case 11.26. Note: The US III and VI Corps left their artillery supply wagons behind on the march, thus those Corps trains can never be supplied with artillery ammunition.

[11.36] Use the OB Rosters to keep track of the rounds carried by each train. At the beginning of the game, write the number of rounds carried by each corps train on the corps roster in pencil. As batteries are resupplied, erase and change the number.

[11.37] Trains enter the game map with varying artillery ammunition levels as follows:

US Trains

Reserve	400
I Corps	50
II Corps	25
III Corps	0
V Corps	50
VI Corps	0
XI Corps	50
XII Corps	50

CS Trains

I Corps	100
II Corps	100
III Corps	100

[11.4] CAPTURING WAGONS AND TRAINS

[11.41] A wagon or train is considered captured at the end of any Phase in which an unrouted enemy infantry or cavalry unit occupies the same hex with an uncrewed friendly wagon or train.

[11.42] If a friendly crew or Provost Guard is away from its wagon or train and the wagon or train is subsequently captured, immediately remove the friendly crew or Provost Guard, regardless of its position on the map; the friendly crew or Provost Guard does not count as a loss for victory conditions.

[11.43] When a wagon or train is captured, it immediately becomes friendly to its new owner. Captured wagons and trains can be used to resupply friendly units on the Game-Turn after they have been recrewed (see case 11.17).

[11.44] If the Confederates are lucky enough to capture the US Reserve Train, the rules of cases 11.32 and 11.35 apply to the new CS Reserve Train.

[12.0] MELEE COMBAT

GENERAL RULE

Melee Combat is hand-to-hand fighting that takes place when friendly units attempt to dislodge enemy units from a hex. Melee combat occurs in the Melee Phase when a Phasing player moves a unit (or units) into an enemy-occupied hex. The ensuing combat is mandatory, and the result is obtained from the Melee Combat Results Table (Melee CRT). As a result of melee combat, units may be captured, suffer casualties, be forced to retreat and possibly be routed, or remain engaged in the melee. Melee combat can occur only in the Melee Phase; it cannot occur during any other phase.

PROCEDURE

To fight melee combat with an enemy unit, a friendly unit must begin the friendly Melee Phase adjacent to that enemy unit. Then in the Melee Phase, the friendly unit initiates melee (see case 12.27) and moves into the hex with the enemy unit. The combat ratio is expressed as a difference between the total strength points of the attacker (the Phasing player) and the total strength points of the defender. The defender's strength points (adjusted for leaders, terrain, and morale) are always subtracted from the attacker's regardless of who has more points; thus differentials of zero or negative differentials are possible. The column of the Melee CRT that corresponds to the differential is used to resolve the attack. Differentials lower than -4 or higher than +9 use the -4 or +9 columns, respectively.

CASES

[12.1] DEFINITION OF MELEE STRENGTH

[12.11] The melee strength of an infantry unit is its Current Strength (which may be different from the Initial Strength).

[12.12] The melee strength of a mounted cavalry unit is its current strength (which may be different from the initial strength). However, if mounted cavalry is charging (see Case 16.2), their melee strength is double their current strength.

[12.13] Dismounted cavalry units and units in skirmish formation have modified melee strengths (see case 16.5 and section 23.0.)

[12.14] Artillery batteries melee with the strength of their crew. The melee strength of a full-strength gun crew is "1." The melee strength of a reduced-strength gun crew is "0." (Remember, melee combat uses a differential, so the "0" can be used as a comparison figure.)

[12.15] Wagon and train crews melee with a strength of "0". There is no half-crew status for wagon and train crews.

[12.16] Provost Guards melee with their current strength.

[12.2] MELEE INITIATION AND RESTRICTIONS

[12.21] To engage in melee combat, an attacking unit must begin the friendly Melee Phase adjacent to the enemy unit that is to be attacked. Furthermore, the attacking unit must be able to move into the defending unit's hex and through one of the attacking unit's frontal hexsides.

[12.22] A unit cannot fire at an enemy unit in a Offensive Fire Phase and then melee with a different enemy unit in the ensuing friendly Melee Phase; the friendly unit can melee only with a unit at which it fired. A unit that did not fire in the friendly Offensive Fire Phase can melee with any enemy unit, within the restrictions of case 12.21.

[12.23] Units that split fire (see case 9.4) between two or more hexes can melee units in only one of those hexes. Individual units cannot split their melee strength between hexes.

[12.24] If a unit in column formation is meleed, it goes into line formation as soon as melee combat is resolved.

[12.25] The following unit types cannot initiate melee combat: infantry in column; artillery crews, wagon and train crews, and Provost Guards; pinned units (Exceptions: see case 12.94). Routed units can never initiate melee combat.

[12.26] A unit is not required to initiate melee combat simply because it is eligible to do so; however, if a unit does initiate melee, the attack must be resolved.

[12.27] Melee Initiation

Units cannot automatically initiate melee combat. They must be in command (see case 17.11) and must pass a modified morale check to do so.

PROCEDURE

A. In the Retreat Before Melee Phase, the Phasing player announces all melee attacks he will attempt in his Melee Phase. He indicates each enemy-occupied hex he will attack, as well as the friendly units participating in each attack. Once he declares his attacks, the attacking player cannot change his mind later in the sequence. He is committed to these attacks and these attacks only.

B. The defending player may retreat all units that are eligible to retreat before melee (see cases 12.81 and 12.84). Any adjacent enemy unit(s) can advance into the vacated hex and/or execute withdrawal fire.

C. All attacking units announced in Step A which are stacked with leaders of their own command automatically initiate melee (Exceptions: a morale check is necessary if the leader has a zero Command Point rating; see also Melee Initiation Morale Check Modifiers, and cases 17.14, 21.25, and sec-

tion 27.0).

D. The attacking player conducts a Morale Check for attacking units which are not stacked with leaders. The player rolls a die (see Melee Initiation Morale Check Modifiers) and if the result is equal to or less than the unit's Morale Rating, it must attack; if the result is greater, it cannot attack at all. Each unit makes the morale check separately, unless it is in a stack, in which case only the top unit makes a check; the result applies to the entire stack. The top unit must be eligible to melee in order to use its morale rating for the stack; otherwise, the second unit (if eligible) is used, etc.

E. Attacking units that successfully initiate melee enter the defender's hex. Melee is resolved, using the General Rule and Procedure for melee combat.

MELEE INITIATION MORALE CHECK MODIFIERS

A melee initiation Morale Check die roll is modified if the following factors apply. All modifiers are cumulative.

Add 1 to the die roll if:

- The checking unit is ammo depleted.
- A unit's current strength is less than one-half its initial strength.
- If there are units from two or more brigades stacked together in a hex (regardless of whether or not they all attempt to melee).
- The melee occurs during a night game turn (see Turn Track).

Subtract 1 from the die roll if:

- All the defending units are ammo depleted.
- The checking unit occupies one of the defending unit's enfilade hexes.
- The checking unit is stacked with its brigade commander with a zero Command Point rating.
- The checking unit(s) is adjacent to its leader during a daytime Game-Turn, unless the leader is a brigade commander with a zero Command Point rating.
- The checking unit is stacked with its leader during a night Game-Turn. See Night Combat (case 21.25) and Leadership (case 17.14), Replacement Commanders Restrictions (optional section 27.0).

[12.3] EFFECTS OF TERRAIN

[12.31] If attacking units enter a melee hex by crossing a stream, crest, ridge, or breastwork hexside, the melee strength of that attacking stack is reduced by 1 SP. A stack that crosses a steep crest, bridge, or ford hexside is reduced by 2 SPs. These reductions are only for purposes of resolving the attack; they are temporary and do not change the actual Current Strength.

[12.32] A defending stack adds 1 SP to its total melee strength if defending in a wooded rough hex.

[12.33] A defending stack subtracts 1 SP

from its total melee strength if defending in a town hex.

[12.34] If units are engaged ("Eng"; see case 12.94) in melee, terrain effects are ignored after the first round of melee for the original combatants; the terrain effects do apply to any additional units joining it.

[12.35] A unit can melee into a hex only if it could move into that hex normally.

[12.4] EFFECT OF LEADERS ON MELEE STRENGTH

If a stack of units contains a leader of its own command, add 1 SP to the stack's melee strength, regardless of whether the stack is attacking or defending. Only one leader per side can be used in the melee, regardless of the actual number of leaders in the hex.

[12.5] EFFECTS OF MORALE AND ROUT ON MELEE

[12.51] When defending in melee, a routed unit's melee strength is divided in half, round fractions down. Routed units cannot initiate melee; if "engaged" in melee, a routed unit must retreat from melee during the next Retreat Before Melee Phase, if possible. If the routed unit cannot retreat from the engaged melee without entering an enemy ZOC, it is captured.

[12.52] If the unit with the lowest printed morale in a stack of friendly meleeing units has a morale rating that is at least 2 points higher than the highest printed morale rating of an enemy unit that is in the same melee, the friendly units add 1 SP to their melee strength. Morale ratings of artillery batteries, trains, provost guards, and wagons are ignored for this purpose.

[12.6] MELEE AND FIRE COMBAT

Neither player can have a unit fire into a hex in which units are engaged in melee (Exception: see case 15.64).

[12.7] STACKING IN MELEE

[12.71] The maximum number of units and/or strength points that a player can have conduct a melee in a single hex is listed in the Stacking Restrictions Chart (see chart 8.19). A hex can always be occupied by a single unit, even if the unit's current strength is higher than the terrain in the hex would normally allow.

[12.72] Neither the attacker nor the defender can engage in melee with more units or strength points than the terrain in the combat hex allows (Exception: a player can always engage in melee with a single friendly unit, even if the unit's melee strength is higher than the terrain in the hex would allow; the strength points over the maximum are ignored when calculating the combat differential; however, they are affected by such combat in all respects.)

[12.73] Stacking limits in melee apply to each side separately. Thus, both players can each have up to the maximum strength limit for

that hex.

[12.74] Friendly units occupying different hexes can enter the same hex to melee enemy units there.

[12.75] Melee losses are always taken from the topmost unit in a stack (Exception: if infantry or dismounted cavalry is stacked with a battery, wagon, train, wagon crew or gun crew in melee, losses are taken from the infantry or cavalry before the others, regardless of the stacking order of the units). If the attacking units were originally located in different hexes (see case 12.74), any multiple strength point loss can be taken from any of the former topmost attacking units.

[12.76] Units cannot move through a hex where units are engaged in melee.

[12.8] RETREAT BEFORE MELEE

During the Retreat Before Melee Phase, the attacking player (i.e., the player whose Melee Phase immediately follows the current Retreat Before Melee Phase) must announce which defending units he intends to melee. The defending player must either immediately exercise his option to retreat before melee (if it is available to him), or declare that he will accept the melee (see cases 12.81 and 12.84).

[12.81] All units in hexes announced as melee targets are eligible to retreat before melee except for the following: unlimbered artillery units, uncrewed wagon or train units, pinned units, routed units, and units entirely surrounded by enemy units or enemy ZOC. Eligible units can retreat before melee regardless of whether or not they are in command.

[12.82] The non-Phasing player can retreat any eligible units one or two hexes away from the hex they are in.

[12.83] Units retreating before melee cannot enter an enemy ZOC.

[12.84] Normally, only units announced as melee targets can retreat before melee. However, when a defending unit that is not a melee target is adjacent to one or more defending units that are melee targets and are actually retreating before melee, the adjacent non-target unit can also retreat before melee, if it is within the Effectiveness Radius of its brigade commander.

[12.85] Units that retreat before melee are subject to withdrawal fire. The owning player must conduct a morale check for those retreating units, regardless of whether or not they are fired upon by withdrawal fire (Exception: see case 23.3). Each unit is subject to only one Morale Check when retreating before melee even if casualties are received by withdrawal fire. The morale check occurs at the end of the retreat before melee movement.

[12.86] Mounted cavalry units (see case 16.1) and limbered horse artillery batteries (see case 15.7) can retreat before melee without drawing withdrawal fire. They are simply

moved the one or two hexes. A morale check is not required.

[12.87] If a unit is attempting to retreat before melee and is pinned by withdrawal fire, it cannot retreat (see 12.81); it is forced to stand and accept a melee attack.

[12.88] Phasing units can be advanced into a hex vacated by a unit retreating before melee by any units that were going to melee the retreating units. The advancing units are still bound by the Stacking Restrictions Table (8.19). A unit so advancing cannot initiate melee in that Game-Turn.

[12.9] RESULTS OF MELEE COMBAT

As a result of melee, units and/or strength points of both sides can be captured, suffer casualties, be forced to retreat, or remain engaged. Also see 15.2 for further explanation of melee results regarding artillery batteries and gun crews.

[12.91] A result of "K" plus a number on the Melee CRT shows the number of strength points eliminated from the affected unit(s), if the affected units are infantry or cavalry. A "K1" result on an artillery unit eliminates one-half a full-strength gun crew, or completely eliminates a half-crew.

[12.92] A result of "R" plus a number (e.g., R2) means that all the affected units must retreat the given number of hexes. The path of retreat is generally away from enemy lines and toward one's own lines (see section 14.0). Units that cannot retreat legally are captured. Units which are forced to retreat as a result of melee combat into or through an enemy ZOC trigger the appropriate retreat fire. At the end of the prescribed retreat movement, the owning player conducts a morale check for each unit. Units that fail their morale check are routed and perform the three-hex rout movement.

[12.93] A result of "C" plus a number indicates the number of Combat Strength Points that have been captured. The affected unit is reduced by that number of Strength Points as if it were a normal casualty, except the loss is recorded on the OB Roster as a capture, not a kill. Captured strength points are more costly, in Victory Points, to lose. Prisoners cannot escape but guns can be recaptured.

[12.94] An "Eng" result means that all units in that hex are engaged; i.e., the fighting is still raging. Engaged units can neither fire nor move, nor can that hex be fired upon by other unengaged units. Engaged units have no ZOC's. Leaders that are "engaged" cannot rally other units; they retain their Effectiveness Radii. Other units cannot move through a hex containing engaged units, although units can be moved into the hex. Place an Engaged (ENG) Marker in the hex to indicate that the meleeing units are engaged. In the ensuing Player-Turn, the former defending player has the following options:

1. He can fight another melee in his Melee Phase with the same units, recomputing the

differential. For this purpose, units that could not normally initiate melee (see case 12.25) are allowed to do so, unless they are currently routed.

2. He can, within stacking restrictions, bring in more units and fight another melee as in 1.

3. He can retreat his engaged units two hexes during the Retreat Before Melee Phase, making morale checks at the end of the retreat; units that fail are routed. Units retreated from a melee do not suffer withdrawal fire from the enemy unit(s) with which they were engaged. Note that this is different from retreat before melee. There is no advance by the unit(s) left in the hex. A player can choose to retreat one or more units. Unlimbered artillery cannot be retreated. Option 3 can not be combined with options 1 or 2.

Units that were routed at the beginning of melee combat have no choice when engaged. They must retreat in their Player-Turn.

[12.95] An "Rpls" result indicates that the Phasing player must retreat two hexes, then roll for leader loss on the Leader Casualty Table (see table 17.76) if a leader is present, and then perform a morale check for the affected unit(s). The non-Phasing player does not retreat although he rolls for leader loss and performs a morale check for his affected unit(s); units that fail their morale checks are routed.

[12.96] Pin markers are removed from units involved in melee.

[12.97] If, in a melee combat, the result is such that both sides are totally eliminated (either through a "K" or "C", etc.), ignore that result and consider the units engaged.

[12.98] **Melee Combat Results Table** (see charts and tables)

[13.0] MORALE AND ROUT

GENERAL RULE

Each combat unit possesses a Morale Rating. A unit's morale rating is used for two purposes; adjusting melee strengths and determining whether or not a unit will rout. A morale check must be made for a unit each time it suffers a casualty: #, "R", "P/R," or #* result on the Fire Combat Results Table, and whenever it retreats before melee or receives an "R" result in melee. Routed units are forced to retreat and they remain routed until rallied. Routed units are restricted in what they can do.

CASES

[13.1] MORALE RATINGS

[13.11] Each combat unit has a morale rating consisting of a number from 6 (best) to 2 (worst). See the sample units.

[13.12] Green units have a printed morale rating of "?" (see case 13.14).

[13.13] Numbered morale ratings are perma-

nent; they never change.

[13.14] Each time that a green unit (one with a "?" morale rating) is required to make a morale check (known as "seeing the elephant") the owning player immediately refers to the Seeing the Elephant Table (13.15). He then rolls one die to determine the morale rating of the green unit during that phase. Green units do not acquire a permanent rating. They must check for a morale rating every game phase if required. They retain that rating during that entire phase only.

[13.15] Seeing the Elephant Table (see charts and tables)

[13.2] MAKING MORALE CHECKS

[13.21] When there is a possibility that a rout will occur, the player with the affected unit makes a Morale Check: he rolls a die and compares the roll to the unit's morale rating (see case 13.14). If the number rolled is greater than the unit's morale rating, that unit has routed. Flip infantry units to their routed sides; for other units, place a Rout Marker on a routed unit.

[13.22] All casualties are taken prior to making a morale check (Exception: see case 13.25).

[13.23] A morale check die roll can be modified by various circumstances. When making a morale check, all modifiers are cumulative (See also case 14.5).

Subtract 1 from the die roll if:

The unit is stacked with a leader of its own command.

Add 1 to the die roll if:

1. The unit has suffered greater than 50% losses from its initial strength.
2. The unit is enfiladed.
3. The unit is stacked with a unit from a different friendly brigade.

[13.24] Unlimbered guns never rout. However, their crews may rout, thus abandoning the guns (see case 15.16).

[13.25] Whenever a unit takes multiple casualties during its own Movement Phase due to withdrawal fire, it immediately checks morale in each hex where it sustains a casualty.

[13.3] EFFECTS OF ROUT

[13.31] Units that are routed must retreat three hexes (not as an expenditure of movement points), in addition to any other retreats that may have been required in that Combat Phase. Units unable to retreat those three hexes for any reason (prohibited terrain or enemy units) are captured. Units can, however, rout through enemy ZOCs, undergoing Retreat Fire (see case 10.2).

[13.32] Routed units have a Movement Allowance of one hex per turn, regardless of terrain cost; however, they cannot enter or cross impassable terrain. They have no Zone of Control. Routed units cannot engage in

any kind of fire combat. They cannot retreat before melee or initiate melee combat; if forced to melee they melee at half-strength (round fractions down).

[13.33] A unit that is routed and suffers additional casualties while in a state of rout will rout again. Routed units suffering a second rout result (e.g., from a P/R result on the Fire CRT) must retreat an additional three hexes, remaining routed. Routed units that become pinned are both pinned and routed; but a pinned unit that routs is no longer pinned; it is routed.

[13.34] Leaders are never routed or affected by a rout result that affects units with which they are stacked (however, see case 13.43).

[13.4] EFFECTS OF STACKING ON ROUT

[13.41] If there is more than one unit in a hex for which a morale check is necessary, each unit is checked separately.

[13.42] If only the top unit is affected by the combat (as in fire), that unit's morale is checked first. If the top unit does not rout, no morale check is needed for the units beneath it; if it routs, the units beneath must check morale. If the top unit is eliminated entirely, the unit beneath it must make a morale check as if it were the top unit.

[13.43] Leaders only affect units within their own command in a hex. Leaders in a stack may choose to retreat with a routed unit or remain with a unit beneath (and take their chances there). However, a leader cannot remain in a hex if all his units are no longer present; he must retreat.

[13.5] RALLY

[13.51] Routed units remain routed until they are rallied in a friendly Rally Phase.

[13.52] Non-independent units (except batteries) are rallied under the following circumstances:

1. They are stacked with the brigade, division, corps, or army commander for that unit (this does not require expending a Rally Point; see cases 17.15 and 17.31).
2. They are within the Effectiveness Radii of the brigade commander for that unit and that brigade commander expends a Rally Point (see case 17.15) to rally that unit.

[13.53] The Effectiveness Radius cannot be traced through enemy combat units, enemy ZOC's (although the presence of a friendly unit in that hex negates the effect of such a ZOC) or impassable terrain.

[13.54] Routed artillery crews, wagon and train crews, provost guards, and independent units can rally without leaders. If such a unit has been routed, the owning player rolls one die during the Rally Phase. If the die roll result is higher than the unit's morale rating, the unit remains routed. If the die roll is equal to or lower than the unit's Morale Rating, it rallies. Leaders can rally independent units only by being stacked with them

in the Rally Phase.

[14.0] RETREATS

GENERAL RULE

Units can be forced to retreat as a result of rout or as a direct result from the Melee Combat Results Table; the number of hexes retreated depends on the circumstances that apply. Players must observe certain restrictions when retreating units.

PROCEDURE

All retreats are conducted by the player owning the retreating unit. A retreating unit must always end its retreat the number of hexes it is required to retreat away from the hex in which it began the retreat. A unit cannot enter the same hex twice during any one retreat. Units must retreat away from enemy units and toward their own lines. See also case 14.4.

CASES

[14.1] RESTRICTIONS ON RETREATS

A unit cannot retreat through an enemy unit or an impassable hexside; nor can it retreat off the map. If a unit is unable to retreat because it is completely surrounded by enemy units, impassable terrain and/or edge of the map, it is captured.

[14.2] RETREATING THROUGH ENEMY ZOC'S

Units can retreat through or into hexes in enemy ZOCs (Exception: units retreating before melee cannot enter enemy ZOC). Units that retreat into enemy ZOC are subject to retreat fire (see case 10.2).

[14.3] PRESENCE OF FRIENDLY UNITS AND RETREAT

[14.31] A unit cannot be retreated through a hex containing a friendly unit if there is another path open to it (unless that path includes one or more hexes in enemy ZOC).

[14.32] If a unit must retreat onto or through a friendly unit, except artillery batteries that friendly unit is displaced (retreated) one hex and the owning player must conduct a morale check (Exception: see case 14.33). If the displaced unit is already routed, it routs again and must retreat an additional three hexes. A displaced unit must retreat into a vacant hex if possible; if not, the third unit in turn is displaced one hex and the owning player must conduct a morale check for that unit. In this manner, a chain reaction of retreats and routs is theoretically possible. If a stack is displaced, a morale check is performed on the top unit. If it does not rout, the other units need not make morale checks.

[14.33] Retreating crews and skirmishers do not cause displacement if they are forced to retreat onto or through friendly units. The crew or skirmisher retreats through the other unit until it reaches the first available open hex. Their retreat does not cause a unit to check morale.

[14.34] If an unlimbered artillery battery suffers a retreat result, the artillery crew retreats, and the guns remain in the hex. If the guns are not immediately captured by the enemy, place an Abandoned Guns marker on the guns.

[14.4] THE PATH OF RETREAT

[14.41] The path of retreat should follow the terrain of least resistance, (i.e., the "cheapest" in terms of Movement Points), whenever practical; for example, if the cheapest path would force the unit to undergo retreat fire, a different path can be used instead. In anomalous situations use common sense; however, the retreating player has the final say.

[14.42] There is usually no advance after retreat by a friendly unit into an enemy-vacated hex, unless such retreat is a retreat before melee (see case 12.8) or occurs after offensive fire combat (see case 9.9).

[14.5] EFFECTS OF TOWN HEXES (GETTYSBURG) ON RETREAT AND ROUT

[14.51] A unit forced to make a morale check while in a Gettysburg town hex subtracts 1 from its printed Morale Rating. This modification is in addition to any other morale modification the unit may be subject to.

[14.52] Units forced to retreat into a town hex from a non-town hex are automatically routed.

[14.53] Routed units which begin a Final Command Phase in a town hex cannot be rallied unless they are stacked directly with their leader.

[15.0] RESTRICTIONS ON ARTILLERY MOVEMENT AND FIRE

GENERAL RULE

Artillery units can either move or fire in any one Player-Turn. They cannot do both. Once an artillery unit has fired, it may not move, and once an artillery unit has moved, it may not fire. However, if an artillery unit does not move but changes formation (from limbered to unlimbered), it may fire. See also Retire by Prolonge, case 15.5.

CASES

[15.1] ARTILLERY CREWS

Each artillery unit includes a battery crew. These are the men needed to service and fire the cannon. The fire strength of a battery may be reduced or eliminated by killing and capturing the battery crew. An artillery crew is part of its original unit and not represented by a separate marker unless a combat result affects the crew; when circumstances require it, place a crew marker on the map. Each crew marker has a letter code on it. Players should record on a scrap paper which crew belongs to which battery. The crew marker is removed from play only if the crew manages to get reunited with the guns of its original

battery.

[15.11] Gun crews suffer casualties only as a result of Melee Combat or small-arms Fire Combat, though crews can be routed or pinned as a result of artillery fire. Combat results inflicted by artillery fire affect the guns only, leaving the gun crew intact.

[15.12] Each gun crew can sustain a maximum of two step-losses. When a battery's gun crew takes 1 Strength Point loss, that battery's crew counter is turned over to the half-crew side. When the gun crew loses a second Strength Point, the crew is eliminated. If a crew is eliminated, place an Abandoned Guns marker on the battery.

[15.13] A battery with a half-crew may limber, move, and unlimber normally. A battery with a half-crew can fire no more than half its Initial Gun Strength (round fractions up). If losses to the guns reduce a battery's Current Gun Strength to half its initial strength or less, the half-crew can fire the battery's full current strength.

[15.14] The Melee Strength of a battery is "1" with a full crew and "0" with a half-crew (see case 12.14).

[15.15] Gun crews may not be transferred from unit to unit or replaced in any way.

[15.16] When an unlimbered artillery battery suffers a rout result, the crew routs but the guns remain in the original hex; place an Abandoned Guns marker on the battery. When a limbered battery routs, the entire battery is moved in rout movement.

[15.17] A battery is recreated when it is stacked with its original, rallied crew. Both the Crew and the Abandoned Guns markers are removed and the battery may fire normally in the same Turn (i.e., a crew may move back and fire the guns in the Offensive Fire Phase of the same Turn). If an abandoned battery is captured and then retaken by the owning Player, he may recreate the battery with its original crew and use it normally.

[15.18] Abandoned guns have no significance until recreated. Abandoned guns do not block line of sight and may be freely moved through by both Friendly and Enemy units.

[15.19] Batteries are removed from play only when one of the following conditions is met:

1. All the guns of the battery have been eliminated by counter-battery fire; or
2. An enemy infantry or cavalry unit spends two consecutive enemy Melee Phases in the hex with the abandoned guns. For this purpose, the enemy unit must remain in the hex with the abandoned guns, although it could perform other actions (changing facing, fire combat, etc.). NOTE: This rule allows friendly units two turns of counter-attack to retake a captured battery. If the enemy units have not been dislodged by the end of the second Friendly Melee Phase, the guns are captured and removed from the map. Captured guns and battery ammunition can

never be used by the enemy player.

EXAMPLE: A Union regiment melees a Confederate battery and the crew is forced to retreat, thereby abandoning the guns. If the Union regiment is still in the same hex with the abandoned guns at the end of the second following Confederate Melee Phase, the guns are captured and are removed from the map.

3. When the owning player occupies the hex with an unrouted friendly infantry or cavalry unit, the guns may be removed from the map in the friendly Final Command Phase at the owning player's discretion.

[15.2] MELEE RESULTS ON BATTERY CREWS

[15.21] If a battery is stacked in a hex with infantry and/or cavalry and the hex receives a "K" or "C" result in melee combat, the lost strength points are taken first from the infantry or cavalry units. Artillery crews suffer casualties only if all infantry or cavalry strength points in the hex are eliminated, and there are losses yet unfulfilled; one-half crew fulfills 1 SP loss. All units in the hex are subject to any additional retreats and routs, including artillery crews (regardless of whether or not they actually suffered casualties). When a crew routs or retreats, place an Abandoned Guns marker on the battery. If the enemy player rolls a "K" or "C" result in a melee in which the only friendly unit is a gun crew, the entire crew is eliminated, regardless of the number of strength point losses called for.

[15.22] When a "K" or "C" result in melee combat eliminates a crew, the guns are abandoned and are subject to capture under the conditions of case 15.19.

[15.23] When an "R" result against an unlimbered battery occurs during melee combat, the crew retreats the required number of hexes, makes a Morale Check, and the guns are then considered abandoned and subject to capture as per case 15.19.

[15.3] EXPLODING CAISSONS

Any time that an artillery battery is hit by artillery fire and suffers a loss of "1," "2," etc., there is a chance that some ammunition is lost, too (the shells hit the caissons, blowing up the ammo.) The player suffering the loss rolls a die; if he rolls a "1," a caisson has been hit. The player now rolls one die again; the resultant number is the number of ammunition rounds lost. If an exploding caisson destroys all a battery's ammunition, place an Ammo Depleted marker on the battery.

[15.4] ARTILLERY SUBORDINATION

Artillery units are subject to a limited command control. CSA batteries are subordinate to either divisional or corps command. USA batteries, with the exception of the Artillery Reserve, are subordinate to corps command.

[15.41] To be in command, batteries must be within the command radius of any leader from within the same command.

[15.42] To be in command, batteries of the US Artillery Reserve must either be within the command radius of Generals Hunt or Tyler (see case 17.3) or may be assigned to a specific corps. Entire Reserve brigades or individual Reserve batteries may be assigned to a Corps in the same manner as an infantry brigade is attached to a division (see case 17.64).

[15.43] Artillery batteries that are clearly behind their own lines but not within the command radius of an appropriate leader are still considered in command. Players should use common sense in these situations.

EXAMPLE: Confederate batteries on Oak Hill are in command even if the closest leaders have advanced with the infantry to Gettysburg town and are beyond normal command radius.

[15.44] Artillery batteries that are out of command suffer the following effects:

- A. They cannot unlimber.
- B. They cannot fire in an Offensive Fire Phase.
- C. They cannot enter an enemy ZOC.

[15.45] Out of command batteries have the following capabilities:

- A. They can limber and move normally.
- B. They can fire in a Defensive Fire Phase.
- C. They can fire Withdrawal Fire and Retreat Fire.
- D. They can retire by prolonge.

[15.5] RETIRE BY PROLONGE

Artillery batteries eligible to fire in a Defensive Fire Phase may Retire by Prolonge in that phase. Retire by prolonge enables an unlimbered battery to fire and move in the Defensive Fire Phase, although movement is limited. Retire by prolonge occurs only in the Defensive Fire Phase.

[15.51] The owning player must announce that a battery will attempt to retire by prolonge, indicating the retiring unit, before the attempt is made. The retiring battery must fire, halving its final Fire Strength (Exception: see case 15.55). Immediately after firing, and before any other battery fires, the retiring battery retreats one hex directly to the rear. In effect, it backs out of the hex, maintaining its original facing. The battery remains unlimbered.

[15.52] A battery can attempt to retire only if it begins and ends its movement in a clear hex. The hexside crossed must also be a clear hexside. Any thoroughfares in either hex, or between the two hexes, are ignored. The battery cannot cross an elevation hexside.

[15.53] A battery can retire by prolonge from an enemy Zone of Control, undergoing With-

drawal Fire. However, artillery cannot retire by prolonge into an Enemy ZOC. If the battery is pinned by withdrawal fire it is pinned in the original hex and cannot retire.

[15.54] A battery with a half-crew has a reduced ability to retire by prolonge. A half-crew may only remove (retire by prolonge) up to one-half the battery's Initial Gun Strength, rounding fractions up.

[15.55] If a battery must abandon some guns, use a Abandoned Guns marker and a Strength Marker to show how many are left behind. The owning player must make a note of this on the OB Roster, or on another piece of paper. If counter-battery fire reduces a battery's gun strength to one-half or less of the initial strength, a half-crew could remove all the guns.

EXAMPLE: A battery with an initial strength of 6 guns, loses half its crew to withdrawal fire; the battery has not lost any guns. The half-crew may only retire 3 guns, abandoning the other 3 in the original hex. (If the battery's current strength were 3 guns or less, all the guns could retire.)

[15.56] Generally, only a battery that fires can retire by prolonge. However, if there are two batteries stacked in the same hex, both may retire by prolonge even if only one battery fires.

[15.57] A pinned battery cannot retire by prolonge.

[15.58] A battery that begins a Defensive Fire Phase out of ammunition cannot retire by prolonge (Exception: see case 15.56). However, a battery that fires its last round of ammo in a Defensive Fire Phase can retire in the same phase.

[15.59] A battery cannot retire by prolonge if it is charged by mounted cavalry (see case 16.2).

[15.6] ARTILLERY OVERSHOOT

GENERAL RULE

When a battery fires at a target at a range of 9 hexes or more, there is a chance that the fire will miss the target and land in a hex behind the hex the target occupies. (This rule simulates the sometimes gross inaccuracy of long-range artillery fire at Gettysburg.)

The following procedure is used to resolve all artillery fire combats executed at a range of 9 hexes or greater (Optional Exception: see case 15.65).

PROCEDURE

1. The Player announces aloud all the artillery units which are combining fire against units in the same target hex.
2. The firing player rolls one die for each battery firing at a range of 9 hexes or more and consults the Overshoot Table to determine whether or not the battery has hit the

target hex.

3. All batteries which received an "accurate" result on the Overshoot Table (and all batteries firing at a range of 8 hexes or less) combine their fire strengths and resolve fire normally.

4. The fire from an overshooting battery will land either one hex or two hexes behind the original target hex, as indicated on the Overshoot Table (15.66).

5. If the hex is unoccupied, there is no combat; if occupied by any units, enemy or friendly, the player resolves a normal attack against the hex, according to the rules of fire combat. The strengths of all batteries which overshoot into the same hex are combined as usual and are not treated as individual attacks.

[15.61] A player may never attack a vacant hex in the hope that his fire will overshoot into a hex containing enemy units. A target hex for artillery fire must contain an enemy unit.

[15.62] If the line of the overshoot fire directly splits between two hexes roll one die to determine its final location.

[15.63] If artillery fire overshoots into a hex to which the firing battery does not have a clear Line of Sight or into a hex beyond maximum range for that gun type, the fire is still executed normally. (The above two fire effects commonly occurred on the battlefield.)

[15.64] If overshoot fire lands in a hex in which an engaged melee is in progress, the battery resolves a normal fire attack against each side. This is the only way in which a melee hex can be affected by fire combat.

[15.65] (Optional) The CS Whitworth unit, Hardaway B, comprised two advanced breech-loading steel guns which possessed exceptional accuracy at long ranges, manned by a highly-trained crew. Players may exempt this unit from the Overshoot Rule.

[15.66] Overshoot Table (see charts and tables)

[15.7] HORSE ARTILLERY

Horse artillery consists of all batteries originally assigned to cavalry commands. Horse artillery functions as normal artillery, but also has some of the abilities of cavalry.

[15.71] Horse artillery has a Movement Allowance of 10, not 8 as with normal artillery.

[15.72] When limbered, horse artillery can retreat before melee as if it were mounted cavalry (see case 12.86).

[15.73] Horse artillery can retire by prolonge (see case 15.5).

[16.0] SPECIAL CAVALRY RULES

CASES

[16.1] CAVALRY RETREAT BEFORE MELEE

[16.11] Any mounted cavalry units in danger of being attacked only by infantry or dismounted cavalry can refuse melee combat and retreat one or two hexes. Unlike normal Retreat Before Melee (see 12.8) a morale check is not necessary and there is no withdrawal fire. Dismounted cavalry units retreat before melee as if they were infantry.

[16.12] Limbered horse artillery batteries (see case 15.7) can retreat before melee as if they were mounted cavalry units.

[16.2] CAVALRY CHARGE

Mounted cavalry units can charge enemy units. Mounted cavalry can also melee in a normal manner. Combat strength values are listed in case 16.32.

[16.21] Mounted cavalry can charge any unit, including other mounted cavalry.

[16.22] Cavalry charges are prohibited in certain types of terrain or across certain hexsides. The terrain types which cavalry cannot charge into, through or across are listed in the Terrain Effects on Combat Chart 9.56. These terrain prohibitions do not affect normal melee combat.

[16.23] In order for a mounted cavalry unit to charge, it must begin the friendly Movement Phase no more than four hexes from the enemy unit it is charging, and it must have a clear LOS to that unit. When the cavalry unit charges, it ignores the presence of any thoroughfares in the hexes it moves through and pays the cost of the other terrain in the hex. The mounted cavalry unit must move in as direct a path as possible to the enemy units it is charging; i.e., it cannot ride around to the rear of a unit if this requires the cavalry to expend more Movement Points than charging the front of the unit would.

[16.24] In order to conduct a charge, the owning player moves a mounted cavalry unit that is situated in accord with Case 16.23 adjacent to the target hex. If it is still adjacent at the beginning of the Melee Phase, it may then charge, participating in the Melee Combat at twice its current Melee Strength.

[16.25] Cavalry units conducting a charge are automatically routed after the completion of the Melee Combat resulting from the charge. If the melee combat yields an "engaged" result, the charging unit does not become routed until the melee combat is resolved; the charging unit is then automatically routed. Mounted cavalry units that rout as a result of a charge can be rallied in the normal manner.

[16.26] Units being charged (except mounted cavalry and limbered horse artillery) cannot retreat before melee. Mounted cavalry units and limbered horse artillery batteries can retreat before melee in the face of an enemy charge, in which case the charging units are not routed. Artillery cannot retire by prolonge when being charged by mounted cavalry.

[16.3] SPECIAL MOUNTED CAVALRY RULES

[16.31] A mounted cavalry unit has a ZOC (for the purposes of tracing enemy supply and leader Effectiveness Radius paths) that comprises all six surrounding hexes. For purposes of Withdrawal Fire and Retreat Fire, only the frontal hexes are considered ZOC hexes.

[16.32] The melee strength of a cavalry unit varies, depending on its formation and whether it is initiating or defending in melee combat.

When initiating melee combat, the current strength of the unit is:

Unchanged when mounted but not charging. Doubled when charging.

Unchanged when mounted against mounted cavalry.

When defending in melee combat:

Doubled when mounted and meleed by infantry.

Unchanged when meleed by mounted cavalry.

[16.33] Mounted cavalry units can fire through any of their three frontal hexsides (see also case 16.36).

[16.34] Units firing upon mounted cavalry receive a two-column shift to the right on the Fire CRT (See 9.16).

[16.35] Whenever a mounted cavalry unit becomes Pinned, the owning player may dismount that unit immediately, receiving no withdrawal fire as a result of the change of formation.

[16.36] Mounted cavalry never suffer ammo depletion when firing "P" weapons.

[16.4] MOUNTED CAVALRY AND LEADERS

[16.41] A mounted cavalry unit not in command may move freely and dismount. A dismounted cavalry unit cannot mount unless it is in command.

[16.42] A mounted cavalry unit cannot charge or initiate melee combat unless it is in command.

[16.43] Dismounted cavalry units are treated as infantry for command purposes (see also case 16.5).

[16.5] LIMITATION ON DISMOUNTED CAVALRY

[16.51] Most cavalry units will have a lower Morale Rating when dismounted, to reflect their lower efficiency when operating as infantry.

[16.52] Dismounted cavalry can initiate melee combat only against enemy artillery, supply wagons, trains, or other cavalry. They cannot initiate melee combat against infantry. However, a dismounted cavalry unit can continue an engaged melee against enemy infantry (see case 12.94).

[16.53] Whenever dismounted cavalry in a stack is involved in melee with enemy infantry, each dismounted cavalry unit subtracts 1 SP from its melee strength for purposes of calculating the melee differential (it is not an actual casualty); if this subtraction would reduce the unit's melee strength to zero or less, treat it as zero.

[16.54] Historically, when a cavalry regiment dismounted, every third or fourth man was assigned to hold several horses. To reflect this, the following rule is used: A dismounted cavalry unit with a current strength of 3 SP or more has its Fire Combat strength reduced by 1 SP for every 3 SP in the unit (round fractions down) before computing range effects. This particular reduction affects Fire Combat Strength only, not density, melee strength, etc.

[17.0] LEADERSHIP

GENERAL RULE

For combat units and brigade commanders to function at their full potential, they must be under the command of their immediately superior leader. Leadership affects the ability of these units to move, fight Melee Combat, and conduct Offensive Fire. Leaders also affect Morale Checks and rallying routed units.

Combat units are commanded by brigade commanders; these in turn are commanded by division commanders. Union and Confederate corps command are handled differently. Special rules apply to detached and independent units, and to certain commanders.

A commander's command radius can be increased or decreased under various circumstances, but a unit or leader stacked with its appropriate commander is always in command.

PROCEDURE

In the Initial Command Phase, the Phasing player checks to see which of his commanders and units are in command and also decides whether or not to detach or attach brigades or divisions for the current Game-Turn.

1. The Phasing player checks his brigade commanders to see which are within the Division Integrity Radius of their division commander; brigade commanders outside the Divisional Integrity Radius are out of command, unless the brigade commander is detached or independent.

2. The Phasing Player checks his combat units to see which are within the Effectiveness Radius of their brigade commander. Combat units outside the Effectiveness Radius of their brigade commander are out of command unless they are independent.

3. The Phasing player decides whether or not to attach or detach brigades or divisions this turn (see case 17.6).

CASES

[17.1] BRIGADE COMMANDERS

Brigade commanders are brigade leaders,

controlling all regiments assigned to a brigade. All regiments within a brigade, and each regimental command unit has the name of its brigade commander (CSA) or organization (USA) printed on the counter. Brigade commander counters have three Rating Numbers. The first is that brigade commander's Effectiveness Radius, the second is his Rally Rating (usable each Game-Turn), and the third is his Divisional Command Point rating (the DCP rating is used if the brigade commander is required to become a division commander; see case 17.8).

[17.11] The Effectiveness Radius is the maximum number of hexes a unit can be from its brigade commander during the Initial Command Phase and still be in command (possessing full movement and combat capability). A unit that is out of command can move only one hex during the friendly Movement Phase and cannot move adjacent to an enemy unit. It can fire during the Offensive Fire Phase only at enemy units that are adjacent and in LOS. A unit that is out of command cannot initiate melee combat (unless already engaged in one) or change formation (Exceptions: see cases 15.45 and 16.41). However, a unit out of command can still fire in the Defensive Fire Phase, can use Withdrawal Fire and Retreat Fire, and retains its ZOC.

[17.12] The Effectiveness Radius of a brigade commander can be increased by his division commander, if the brigade commander is within the Divisional Integrity Radius of his division commander and if the division commander possesses the necessary Command Points (see 17.22).

[17.13] A brigade commander's Effectiveness Radius becomes his Divisional Integrity Radius if he is promoted to division command (see case 17.8).

[17.14] Brigade commanders Iverson, O'Neal, Rowley, and Kane, due to illness, drunkenness, or ineptitude, have a Rally Rating of zero; they can only rally subordinate units stacked with them. In addition, these officers are restricted in their ability to initiate melee combat (see case 12.27). Officers without a Divisional Command Points rating cannot assume divisional command.

[17.15] Brigade commanders' Rally Ratings are used to rally routed units during the friendly Final Command Phase. For each Point in his Rally Rating a brigade commander can rally one regiment in his command that is within that brigade commander's current Effectiveness Radius. Any units stacked with a brigade commander are automatically rallied at no cost in Rally Points.

[17.16] Units within the Effectiveness Radius of a brigade commander are in command, even if the brigade commander himself is out of command (see 17.21).

[17.2] DIVISION COMMANDERS

Division commanders are leaders responsible for the movement and detachment of brigade

commanders and their brigades. Division commander counters have two rating numbers. The first is the commander's Divisional Integrity Radius and the second is his Command Points rating, usable each Game-Turn.

[17.21] The Divisional Integrity Radius is the maximum number of hexes a subordinate brigade commander can be away from his division commander and still be in command. A brigade commander which is outside the Divisional Integrity Radius and not detached or independent can move only one hex during the Friendly Movement Phase, regardless of terrain.

[17.22] During the Initial Command Phase, a division commander can spend his Command Points to increase the Effectiveness Radius of subordinate brigade commanders which are within his Divisional Integrity Radius. One Command Point is spent for each hex added to a brigade commander's Effectiveness Radius. A division commander may split his Command Points among several brigade commanders so long as all the brigade commanders are within his Divisional Integrity Radius. A brigade commander can have his Effectiveness Radius increased by only one commander at a time. This increase in Effectiveness Radius cannot be used in the Rally Phase; brigade commanders use their normal Effectiveness Radius when rallying units.

[17.23] A division commander can command any combat units of his division which are stacked with him during the Friendly Initial Command Phase.

[17.24] Cavalry brigades are not subject to divisional integrity for command control purposes; in effect, they are independent. However, cavalry brigade commanders must be within their division commander's Divisional Integrity Radius to receive an increase in Effectiveness Radius.

[17.25] When a division commander is promoted to corps command, he uses his printed Division Integrity Radius as his Corps Command Radius.

[17.3] OTHER COMMANDERS

[17.31] Army Commanders. Historically, Lee and Meade left the conduct of the battle largely to their subordinates, so the army commanders have no command effect on the course of play. (As an optional rule, the army commanders can command or rally any friendly units stacked with them.) The loss of either army commander will be disastrous for the owning player; see section 33.0.

[17.32] Union Wing Commander (optional rule, section 28.0).

[17.33] Corps Commanders

A. Using Command Points. In the Initial Command Phase, a corps commander can spend his Command Points to increase the Divisional Integrity Radius of subordinate division commanders which are within his Corps Integrity Radius. One Command Point is expended for each hex added to a division

commander's Divisional Integrity Radius. A corps commander may split his Command Points among several division commanders, as long as all the division commanders are within his Corps Integrity Radius. A corps commander can also use Command Points to increase the Effectiveness Radius of brigade commanders of his corps that are within his Corps Integrity Radius.

B. CSA Corps Command. Confederate division commanders are not required to be within the Corps Integrity Radius of the corps commander for command purposes; CSA division commanders are always in command. They may, however, be attached to another corps.

C. USA Corps Command. Union division commanders must be within the Corps Integrity Radius of their corps commander to be in command, unless the division is detached. Division commanders that are out of command can move only one hex; brigade commanders are still in command if within the Divisional Integrity Radius.

[17.34] Corps and division commanders can rally any units of their own command stacked with them during the friendly Rally Phase.

[17.35] Special Commanders

A. Maj. Gen. Warren. He can attach up to two brigades and act as an ad-hoc division commander. He can attach these brigades regardless of and superseding any detachment restrictions in case 17.6.

B. Brig. Gen. Hunt. Any Union artillery battery or artillery brigade within his Command Radius is in command.

C. Brig. Gen. Tyler. Any Union artillery battery or brigade from the Artillery Reserve is in command if within his Command Radius.

D. Gen. Trimble. He is a replacement division commander for any Confederate II or III Corps division. Trimble becomes available with the 13:20, July 1 turn, but he is not placed on the map until needed. Place him in any hex containing a unit or brigade commander of that division. Trimble can retroactively assume command of a division that lost its division commander before Trimble became available; the superseded division commander returns to his brigade. Trimble can also become a corps commander (see case 17.85). The Confederate player is never required to use Trimble.

[17.4] EFFECT OF LEADERS ON MELEE AND MORALE

[17.41] A unit stacked with a leader of its own command can initiate melee combat without a Morale Check (Exception: see 17.14). The presence of the leader adds 1 SP to the unit's Melee Strength.

[17.42] Players subtract 1 from the die roll on morale checks for any unit stacked with

its leader.

[17.5] LEADER STACKING RESTRICTIONS

[17.51] There is no limit to the number of leaders that can stack in a given hex. However, a unit can be affected by only one leader, regardless of how many leaders are in a hex.

[17.52] Leaders must end a friendly Movement Phase stacked with a friendly combat unit if there is an enemy unit within five hexes. If there is no enemy unit within five hexes, a leader is not required to stack with a combat unit.

[17.53] If all units a leader is stacked with are eliminated by fire combat and the leader is not killed or wounded, immediately place the leader on the nearest combat unit in his command. If, as a result of fire or melee, a leader is alone in a hex that is surrounded by enemy units, enemy ZOC's and/or impassable terrain, the leader is captured.

[17.54] A leader is automatically captured if he is the only friendly counter in a hex that is occupied by an enemy combat unit.

[17.6] DETACHMENT AND ATTACHMENT OF BRIGADES AND DIVISIONS

Brigades subordinate to one division commander can be reassigned to another division commander, within limits (see case 17.63).

The maximum number of brigades that can be attached or detached within a corps is restricted to the Command Point rating of the corps commander to whom the division is subordinate, minimum of one (Exception: see 17.35A).

Both players can also detach and attach divisions to corps commands in the same fashion as attaching and detaching brigades to division commands.

[17.61] Brigade detachment occurs in the Initial Command Phase. To detach a brigade the player announces which brigade is detached for the coming Game-Turn for each division capable of detaching a brigade.

[17.62] To be detached, the brigade commander of the detaching brigade must be within the Divisional Integrity Radius of his division commander during the friendly Initial Command Phase. Once detached, that brigade commander and the units subordinate to him can be attached to another division or can be treated as a separate command. There is no limit to how long a brigade can be detached.

[17.63] A given division can have only one of its original brigades detached at any one time and can only have one "non-original" brigade attached to it at any one time. If a brigade commander is out of the Divisional

Integrity Radius of his division commander during the Initial Command Phase, that brigade commander is out of command, unless the brigade was detached in a previous Game Turn.

[17.64] A brigade may be attached to a division other than the one it was assigned to at the start of the game if that brigade commander is within the Divisional Integrity Radius of the attaching division commander during the Initial Command Phase. The owning player states that the brigade is being attached. Only one brigade can ever be attached to a division at a time, although during the course of the game the brigade which is attached can be changed.

[17.65] A division's brigades are never considered detached simply because that division commander has been killed or a brigade commander is out of divisional integrity.

[17.66] A brigade which has reached its Brigade Combat Effectiveness Limit cannot be detached from its original division, although it can be reattached to its original division if it is currently detached or attached to another division.

[17.67] All units in a detached brigade are still subordinate to the brigade commander (not independent).

[17.68] In the Grand Battle Game, up to two US Infantry divisions may be detached from their original corps. This restriction applies to the entire Army of the Potomac. Divisions entering the game map as reinforcements do not count against this detachment limit but they must attempt to link up with their corps at the earliest reasonable time. Detaching and attaching US divisions to corps uses the same procedure as for detaching and attaching brigades to divisions; only the leaders involved are different (see 17.61, 17.62, 17.64).

[17.69] Certain units designated as independent units on their counters, or by the scenario rules, are exempt from command control rules. Independent units can move, change formation, and conduct both fire and melee combat normally, without regard for the proximity of leaders. Independent units can also self-rally (see case 13.54) and can draw ammunition from any friendly wagon or train.

[17.7] LEADER CASUALTIES

[17.71] Leaders may be killed, wounded, or captured as a result of being involved in combat.

[17.72] Whenever a leader is stacked with a unit that suffers a combat casualty, the owning player rolls two dice and refers to the Leader Casualty Table (see table 17.76), following the instructions therein. Each leader in a hex is rolled for separately. Leader loss is checked before morale checks are conducted for the units in the hex.

[17.73] If a leader becomes a casualty, he is immediately removed from the game and his status, either killed, wounded, or captured, is noted on the OB Roster for Victory Point purposes.

[17.74] Leaders never rout, although they can retreat with units that do rout.

[17.75] An enemy leader alone in a hex is instantly captured at any point if a friendly unit is moved into that hex.

[17.76] Leader Casualty Table (see charts and tables)

[17.8] BATTLEFIELD PROMOTIONS

Because of casualties, brigade and division commanders may have to be replaced from the lower ranks and other leaders promoted in their place. New leaders are placed on any unit of their command during the next friendly Final Command Phase after the leader was removed from play.

[17.81] If a brigade commander is killed, wounded, or captured, flip the leader counter over to reveal the replacement commander for that brigade. These represent brigade-level commanders who take command when the original leader is lost.

[17.82] If a replacement brigade commander is killed, wounded, or captured, the counter is not actually removed from the game. Instead, it is simply redeployed on the map during the next friendly Final Command Phase and the loss is recorded on paper. (The Replacement counter then represents a different man who has risen to brigade command.) There is no limit to the number of times a replacement leader can become a casualty and then be replaced. Victory Points are scored for the elimination of replacement leaders each time the replacement leader becomes a casualty.

[17.83] If a division commander is killed, wounded, or captured, a brigade commander that is subordinate to the eliminated leader is promoted in his place (Exceptions: see 17.35D and 17.86). An anonymous replacement leader takes command of the brigade belonging to the promoted brigade commander. Promotions happen during the Final Command Phase. This same process is used to promote a division commander to corps command if a corps commander becomes a casualty.

[17.84] All promotions take place at the end of the friendly Final Command Phase of the game-turn in which the promotion is necessary, regardless of when the leader needing replacement was removed.

[17.85] Battlefield Promotion Priority

The officers on the promotion list are to be promoted in order.

Confederate Army

I Corps—McLaws, Hood, Pickett.
McLaws's Division—Kershaw, Semmes,

Barksdale, Wofford.

Pickett's Division—Kemper, Armistead, Garnett, Corse (optional).

Hood's Division—Law, Anderson, Robertson, Benning.

Ransom's Division (optional)—Jenkins, Cooke, M. Ransom.

II Corps—Early, Trimble*, Johnson, Rodes.

Early's Division—Trimble*, Hayes, Gordon, Smith.

Johnson's Division—Trimble*, Steuart, Jones, Walker.

Rodes's Division—Trimble*, Doles, Ramseur, Daniel.

III Corps—Anderson, Trimble*, Pender, Heth.

Anderson's Division—Trimble*, Wilcox, Mahone, Wright, Posey.

Heth's Division—Trimble*, Archer, Pettigrew, Davis.

Pender's Division—Trimble*, Lane, Thomas, Scales.

*See case 17.35D.

Union Army

I Corps—Doubleday, Wadsworth, Robinson.

1/I—Meredith, Cutler.

2/I—Baxter, Paul.

3/I—Rowley, Stannard (after arrival).

II Corps—Gibbon, Hays, Caldwell.

1/II—Zook.

2/II—Webb, Harrow.

III Corps—Birney, Humphreys.

1/III—Ward, Graham.

2/III—Carr.

V Corps—Ayers, Barnes, Crawford.

3/V—Weed.

VI Corps—Newton, Howe, Wright.

1/VI—Russell, Torbert, Barlett.

2/VI—Neill.

3/VI—Wheaton, Shaler.

XI Corps—Schurz, Von Steinwehr, Barlow.

1/XI—Ames.

3/XI—Schimmelfennig.

XII Corps—French (optional), Williams, Geary.

1/XII—Ruger.

2/XII—Greene.

3/XII (optional)—Kenly, Morris.

Note: Army commanders (R.E. Lee and Meade) and cavalry division commanders are not replaced.

[17.86] Promotion Restrictions

A. No officer may be promoted to corps command who did not begin the game as a division commander. If no original division commander is available from the affected corps, a leader must be transferred from another corps. This must be: a Major General (if available), or Brigadier General (USA); General (CSA).

B. No Colonel is eligible for division command. If no eligible leader is available within the corps, one must be transferred from

another corps.

C. Whenever a commander is promoted all subordinate commanders of that division or corps are considered out of command until they are within the radius of the new commander.

D. Eligible brigade commanders beginning the game subordinate to a division commander who becomes a casualty are promoted before attached eligible brigade commanders.

E. An attached eligible brigade commander may only be promoted to division commander status if all the original eligible brigade commanders of that division are either detached or casualties.

F. If no eligible infantry commanders are available, cavalry generals become eligible for infantry command under the restrictions of A and B.

G. In the absence on the game map of any eligible commander under the restrictions of A and B, the commander with the highest Rally rating must be temporarily promoted until an eligible commander enters the game map. The temporary commander uses his printed command radius as his integrity rating.

[17.87] Optional Historical Commander Removals

Certain officers were removed from their commands by Meade or Lee and replaced by others. Doubleday (3/I) replaced by Newton (3/VI) as commander of I Corps, and O'Neal (Rodes' Division) replaced by Col. Battle (generic Brigade Commander). Players may choose to duplicate these historical changes of command during any Night Game Turn. The Union replacement option is possible only if Reynolds (I Corps) becomes a casualty and is replaced by Doubleday.

[17.9] EFFECTIVENESS RADIUS AND "IN COLUMN" UNITS

Infantry units of the same brigade are considered to be within the Effectiveness Radius of their brigade commander so long as each unit is in Column, adjacent to another unit in column, and one of these units is actually within the Effectiveness Radius of the brigade commander. In this way a long column of men can still be controlled by one leader.

[18.0] BRIGADE COMBAT EFFECTIVENESS

GENERAL RULE

Brigade Combat Effectiveness (BCE) is a measurement of the morale of each brigade.

A brigade's BCE is reduced by casualties. Reduction of the BCE beyond a certain degree (which varies from brigade to brigade) will result in a brigade "losing BCE."

PROCEDURE

Each time an infantry or cavalry unit suffers

casualties, a number of boxes, equal to the number of Strength Points lost, are marked on the OB Roster for that unit's brigade. When the number of boxes marked off reaches the BCE limit, the brigade has lost Combat Effectiveness. The effects of BCE loss begin at the end of the Phase in which BCE loss occurs.

CASES

[18.1] EFFECTS OF BCE LOSS ON INFANTRY AND CAVALRY

[18.11] Add 1 to the die roll for any Morale Check made by an infantry and cavalry unit of a brigade that has lost BCE.

[18.12] No unit in a brigade that has lost BCE can initiate Melee Combat (Exception: a unit that is in an "Engaged" melee can attack, even if its brigade has lost BCE.) Units of a brigade that has lost BCE defend normally in melee combat.

[18.13] No unit in a brigade that has lost BCE can move adjacent to any unrouted enemy combat unit except enemy abandoned guns, or abandoned wagons or trains.

[18.2] BRIGADE RETREAT

If an infantry or cavalry unit of a brigade which has reached or exceeded its BCE limit routs, and that unit is in the Effectiveness Radius of its brigade commander, all the unpinned, unrouted units of that brigade in the Effectiveness Radius of that leader must retreat two hexes. At the end of the two hex retreat, all retreating units make a Morale Check and undertake rout movement (three hexes) if they rout.

[18.21] The routed units of a brigade subject to brigade retreat must retreat three hexes, rather than two, but do not check for additional rout.

[18.22] The pinned units of a brigade undergoing brigade retreat remain pinned and do not retreat.

[18.23] Units that retreat out of enemy ZOC's are subject to Withdrawal Fire (see 10.1). If, due to the fire, a unit is pinned, it must retreat one hex and make a Morale Check. If it passes the morale check, it is pinned; if it fails the morale check, it is routed.

[18.24] Units that are unable to retreat are subject to capture (see case 14.1).

[18.25] A brigade can only undergo brigade retreat once per Phase. If a second unit routs as a result of Morale Check made during brigade retreat, the brigade does not retreat again and make more Morale Checks. In addition, the routed unit which triggered brigade retreat does not retreat with the brigade. It simply routs the three normal hexes (not five or six hexes).

[18.26] Any artillery battery within the Effectiveness Radius of a brigade commander whose brigade is undergoing brigade retreat has the option to retreat; it is not mandatory.

If unlimbered, they may limber in order to retreat, subject to normal Withdrawal Fire. This is the only way an artillery unit can ever change formation in a phase other than the friendly Movement Phase.

[18.27] Once a brigade has lost BCE, the owning player should not deliberately leave units of that brigade out of command to avoid the penalties of brigade retreat.

[18.3] EFFECT OF BCE LOSS ON ARTILLERY

Whenever an artillery battery is assigned to a brigade by either the initial Order of Battle or by player assignment, the effects of BCE are as follows:

[18.31] A brigade's batteries are unaffected by the loss of BCE. The batteries can fire normally and do not add 1 to morale check die rolls.

[18.32] Gun and crew losses never apply to the BCE limit.

[18.4] OB ROSTER SHEET (See charts and tables)

[18.41] The Order of Battle Roster Sheet is used to record the number and type of losses suffered by each player's units for Brigade Combat Effectiveness. The OB Roster Sheet includes:

A. The designation of all brigades, divisions, and corps, and the names of all leaders.

Each time a leader becomes a casualty or is captured, the box next to his name is marked off. Extra boxes are provided for replacement leaders.

B. The battery strength (total number of batteries) at the start of the game.

C. The Brigade Combat Effectiveness limit of each brigade as compared to the total number of Strength Points in the brigade (for example, 12 of 25).

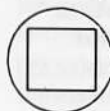
There is one row of boxes to indicate the total number of strength points and a slash (/) is placed along that row to indicate the current BCE level for the brigade. When all boxes to the left of the slash have been marked off, the brigade has reached its BCE limit.

D. A blank for recording the ammunition level of corps trains.

The symbols used to mark boxes are:



= Strength point or gun eliminated; or leader killed.



= Strength point, gun, or leader captured.



= Leader wounded.

[18.42] If a player assigns an infantry strength point as a wagon or train crew (see

case 11.1), he marks the reassigned SP as an eliminated SP on the brigade's OB Roster; the last box on the roster is marked to avoid confusion. Reassigning a SP as a crew never affects the brigade's BCE.

[18.43] Players should always use a pencil when writing on the OB Roster Sheet since the optional rules allow for straggler recovery and BCE adjustment. (See sections 24.0 and 25.0.) Retain one copy of each OB Roster Sheet without marks on it, since duplicate copies will be needed. Duplicate copies are not available from TSR, Inc.

[18.44] TSR, Inc. grants players permission to photocopy the OB Roster Sheets for personal use only.

[18.5] BCE MARKERS

A limited number of BCE markers are included in the game. Players can place them on brigade commanders whose brigades have lost BCE, as an easy reminder of the brigade's status. However, players are not required to use the markers; they can keep the BCE status of their brigades secret from the opponent.

[19.0] SPECIAL UNITS

[19.1] UNION SHARPSHOOTERS (Berdan's Sharpshooters)

The 1 US SS and 2 US SS regiments (III Corps) have several special capabilities.

[19.11] These regiments are independent and not subject to command control restrictions; they are always in command. If routed, they can self-rally using the same procedure for artillery and wagon crews (see case 13.5).

[19.12] US sharpshooter units are not subject to BCE loss.

[19.13] US sharpshooter units can draw ammunition from any Union divisional wagon or corps train.

[19.14] US sharpshooter units can employ skirmish formation (see section 23.0).

[19.2] CSA SHARPSHOOTERS

Two Confederate units are designated as sharpshooter units. While they were better-armed and could act somewhat more independently than the average Confederate regiment, they did not contain specially handpicked individuals as did Berdan's US Sharpshooters.

[19.21] Confederate sharpshooter units are quasi-independent. They are actually part of their designated brigade and can stack without morale penalty with other units of the same brigade. They are not considered out of command if beyond the Effectiveness Radius of their brigade commander. When within their commander's Effectiveness Radius, they are treated as part of the brigade for command purposes. They are subject to BCE restrictions and their losses count against their brigade's BCE.

[19.22] Confederate sharpshooter units can

attempt to self-rally if outside their brigade commander's Effectiveness Radius. When within their commander's Effectiveness Radius, they are rallied normally.

[19.23] Confederate sharpshooter units can only draw ammunition from their own divisional wagons.

[19.24] Confederate sharpshooter units cannot employ skirmish formation.

[19.25] The 5th Alabama sharpshooter unit (O'Neal's Brigade) is actually part of the 5th Alabama Regiment. See 8.18.B for stacking procedure.

[19.26] The Palmetto sharpshooter unit (M. Jenkins' Brigade) is an optional Confederate reinforcement.

[19.3] CSA CORPS CAVALRY

Two Confederate cavalry units are designated as II Corps units. These cavalry units have certain command restrictions throughout the battle.

[19.31] II Corps cavalry units are in command only when within the Effectiveness Radius of any II Corps brigade commander or within five hexes of any II Corps divisional commander or the corps commander. This five-hex range is treated as any normal command range (subject to terrain and enemy ZOC).

[19.32] If placed out of command by enemy action, II Corps cavalry units may assume command status as Leaderless Reinforcements (see case 22.7).

[20.0] BREASTWORKS

GENERAL RULE

Breastworks markers represent temporary fortifications constructed by troops from various materials. When breastwork markers are placed on the map they are always oriented so that the actual breastwork contour runs along the hexsides the player wants protected; in effect, breastwork markers have a facing. Breastworks affect combat only through the three hexsides indicated by the breastwork contour.

CASES

[20.1] BUILDING AND DESTROYING BREASTWORKS

[20.11] Breastworks can be built by infantry units only. A unit must be in command to initiate breastwork construction. To construct a breastwork, the player takes a breastwork marker at the beginning of the Friendly Movement Phase and places the infantry unit building the breastwork under the marker, with the "under construction" side of the marker facing up. After three turns of construction, at the end of the Friendly Movement Phase of that third Turn, the infantry unit can be placed on top of the breastwork marker, with the breastwork side of the marker face-up, indicating that the breast-

work is complete. The three turns of construction do not have to be consecutive, but the unit that began construction cannot leave the breastwork hex until construction is either finished or totally abandoned.

[20.12] Breastworks can be built only during night game turns. Construction must begin and end at night. Any breastworks uncompleted by daybreak are removed from the map (Exception: see scenarios).

[20.13] Breastworks cannot be built in any town hex or marsh hex. Only one breastwork can be built in any given hex. A breastwork has no stacking value. There is no limit to the number of breastworks that can be built during the game; players can use counters from other games to make more breastwork markers.

[20.14] Once built, the facing of a breastwork marker cannot be changed.

[20.15] Once a breastwork is under construction, the original constructing unit must remain in the hex until it is finished, unless the breastwork is abandoned. Furthermore, no other unit can enter and remain in the construction hex unless it joins in the construction; i.e., any unit entering a construction hex is placed under the original unit. While the second unit does not speed construction, it does not stop it by leaving, as long as the original unit remains in the process of construction. Any unit can pass through a hex containing a breastwork under construction by paying one additional Movement Point. If, for any reason, the original constructing unit(s) move from that hex, the breastwork marker is removed. Once a breastwork marker is removed, a unit must start over to build a breastwork in that hex.

[20.16] Units building breastworks cannot fire in the Offensive Fire Phase. They have no Zones of Control and cannot engage in Withdrawal Fire or Retreat Fire, but they can block enemy supply and command paths. Constructing units can fire in the Defensive Fire Phase; however, the final Fire Strength is shifted one column to the left on the Fire CRT. In any game turn that a constructing unit fires, the construction is temporarily suspended for that turn. It can continue normally in subsequent turns.

[20.17] Units building breastworks cannot initiate melee combat; however, if they are, themselves, attacked in melee combat, they defend normally. Constructing units can attack if the combat result is an "Engaged" melee. In any game turn that a constructing unit fights in melee, the construction is temporarily suspended for that turn. It can continue normally in subsequent turns. If constructing units are forced to retreat from the hex, the breastwork is abandoned and the marker is removed.

[20.18] Breastworks can be dismantled by an infantry unit that spends one entire friendly Player-Turn in the hex. The dismantling unit cannot fire (except defensively, including

withdrawal fire and retreat fire) and cannot initiate melee combat (although it defends normally and can fight "engaged" melees). Breastworks can be dismantled in both day and night turns.

[20.2] EFFECTS OF BREASTWORKS

[20.21] A breastwork hexside affects movement (see Terrain Effects on Movement Chart, 5.19).

[20.22] A unit pays the movement point cost for breastworks only when it crosses a breastwork hexside. If a unit leaves a breastwork hex through a non-breastwork hexside, only the normal terrain cost is paid.

[20.23] If a unit within a breastwork hex is fired upon through a breastwork hexside, the total Fire Strength is shifted one column to the left. For the purposes of fire combat, the defensive benefits of a breastwork can be added to that of any terrain, with the provision that the final adjustment cannot be more than two columns in any one direction.

[20.23] In melee combat, if the defending units are in a breastwork hex, any attacking stack of units that enters the melee hex through a breastwork hexside subtracts one from its melee strength.

[20.3] DURATION OF BREASTWORKS

Once constructed, breastworks remain in place for the remainder of the game, unless dismantled (see 20.18).

[21.0] NIGHT ACTION

GENERAL RULE

Units have a restricted ability to move and fight during night Game-Turns. The number of night turns has been reduced to simulate the difficulty of maneuver; the range of weapons has been severely restricted because of the inability to pick out targets over any great distance.

CASES

[21.1] DURATION OF NIGHT TURNS

The sun sets, for game purposes, after the 1940 (7:40 P.M.) Turn; it rises at the beginning of the 0500 (5:00 A.M.) Turn. All Turns in between are night turns. Night turns from 2000 to 0300 are hourly in duration.

[21.2] EFFECTS OF NIGHT

During night turns all normal game functions may take place, with the following exceptions.

[21.21] Small-arms units cannot fire at a range of more than one hex. The fire effectiveness at that range is normal; i.e., the Range Chart is followed as if it were daylight for a range of one hex.

[21.22] Artillery units have a maximum range of two hexes; the range modifier is the same as for daytime fire.

[21.23] The Effectiveness Radius of all brigade commanders is reduced by one hex at

In addition, division and corps commanders can use their Command Points to extend the Effectiveness Radius of brigade commanders only when stacked with the brigade commanders.

[21.24] For purposes of movement only, all brigade and divisional commanders are considered out of command, regardless of their actual proximity to their superior commanders; in effect, brigade and division commanders can move only one hex per turn at night (Exception: a brigade or division commander can move normally on a thoroughfare if he begins a night turn stacked with a unit of his own command which is in column and is on or adjacent to that thoroughfare). A commander-unit stack using normal movement cannot enter an enemy ZOC or voluntarily change formation during the turn. Corps and army commanders move normally at night.

[21.25] The melee initiation procedure is modified at night (see 12.27). Units stacked with leaders do not automatically initiate melee combat. Units adjacent to leaders receive no melee initiation morale benefits. All units attempting to initiate melee combat at night must make a successful morale check to do so. All units attempting to initiate melee combat at night add 1 to the die roll, in addition to the usual modifiers; all modifiers are cumulative.

[21.26] Units fighting an "Engaged" melee at night conduct melee combat normally.

[22.0] REINFORCEMENTS

GENERAL RULE

Reinforcements arrive at various times throughout the game according to the Reinforcement Schedule of each scenario. Reinforcements must first enter a Staging Area designated for that particular group of reinforcements before moving onto the map.

[22.1] THE STAGING AREA

The various Staging Areas are numbered "1" through "13" and represent the areas through which troops can arrive and/or deploy before they enter the game map. Each staging area contains a road or pike by which units can directly enter the game map. This road or pike hex is the entrance hex; the hex with the arrow is the Arrow Hex.

[22.2] ENTERING THE STAGING AREA

Most reinforcements enter the Staging Area (not the actual game map) in column formation, limbered, or mounted. They must enter the Arrow Hex and can enter the Staging Area through no other hex (Exception: Rodes' Division, see section 35.0). There is no movement point cost to enter the Arrow Hex.

[22.3] ENTERING THE GAME MAP

Units can enter the game map from the staging area in either of two ways: they can enter directly through the entrance hex or they can deploy inside the staging area and then enter the map through any hex adjacent

to the staging area hex.

[22.31] Units entering the map through the entrance hex must be in column, limbered, or mounted. There is no cost to enter the Arrow Hex, but units must pay the normal terrain cost to enter the entrance hex. Units entering in column should be visualized as a chain of units. The first unit costs, for example, one movement point to enter; the second, 2 movement points; the third, three, etc.

[22.32] Units that change formation and/or deploy within the Staging Area can enter the game map on the Turn they are scheduled to appear if they have sufficient movement points remaining to do so. The Arrow Hex costs no movement points to enter. However, all other hexes within the Staging Area are treated as Clear terrain. Units can move into and through these hexes normally, deploying into a battle line, etc., before entering the map. The units pay the full movement point cost of the first map hex they enter; however, units entering through hexesides containing Pikes, Roads, or Trails pay the thoroughfare cost.

[22.4] EFFECTS OF THE STAGING AREA

[22.41] None of the hexes inside a Staging Area are considered to be on the game map. A unit in a Staging Area can, however, fire at a unit on the game map. A unit on the game map fired on by a unit in a Staging Area can fire back at a unit that fired—but only at a unit that fired.

[22.42] Units in a staging area can be affected by artillery overshoot (see case 15.6). The artillery resolves fire normally.

[22.43] Once a unit leaves the Staging Area it cannot move back into it (Exception: a unit that moved out of a staging area to initiate melee combat is allowed to retreat into the staging area, see case 22.53). Units cannot retreat out of the boundaries of the particular Staging Area they are in.

[22.44] Zones of Control do not extend into or out of Staging Areas.

[22.45] Units must observe normal stacking restrictions in Staging Areas.

[22.5] BLOCKING ENTRANCE THROUGH STAGING AREAS

[22.51] If an entrance hex is occupied by an enemy unit, that entrance hex cannot be used to bring in friendly reinforcements. However, reinforcements can move and/or deploy within the staging area and then enter the game map through adjacent map hexes. If all hexes adjacent to a staging area are occupied by enemy units, no friendly unit can enter the game map through that staging area during that Movement Phase.

[22.52] Units in a staging area can attempt to initiate melee combat against adjacent enemy units (see cases 9.9 and 12.27).

[22.53] Reinforcements forced as the result of combat to retreat or rout into or from a staging area hex do not leave the staging area; rather, they are considered retreated or routed

in that staging area hex. They must be rallied using normal rally procedures, if routed.

[22.54] A player can choose to bypass any staging area regardless of whether the staging area is blocked, subject to the ownership restrictions of cases 22.56 and 22.57. Moving between staging areas delays the entry of reinforcements. It costs three game turns to move between any adjacent staging area with the exceptions of 3 to 4 and 4 to 5, which cost two game turns; and 2 to 3 and 8 to 9, which cost six game turns.

[22.55] Players can elect to jump more than one area, paying the appropriate time costs.

[22.56] The CSA staging areas are 1, 2, 3, 4, 5, 6, 7, 8, and 9. The USA staging areas are 9, 10, 11, 12, and 13. Friendly units cannot enter the game map through enemy staging areas (Exception: both players can enter units through staging area 9).

[22.57] The USA Player cannot choose to jump from staging area 10 to 9 if the CSA Player occupies or controls Cemetery Hill and Powers Hill.

[22.6] OFF-MAP INTELLIGENCE

The Friendly Player must inform the Enemy Player of the status of friendly troop reinforcements whose entrance hex is blocked. He must inform the other player of their presence, if they have moved, and in what direction those troops moved.

[22.7] LEADERLESS REINFORCEMENTS

Regiments sometimes enter the game as reinforcements separate from their parent brigade. Special command rules apply to such regiments.

[22.71] If a leaderless reinforcement regiment is unable to reach its parent brigade within two Game-Turns, on the third turn or thereafter the owning player can use a replacement commander to command the regiment. The replacement commander enables the reinforcement to move and fire normally. The replacement commander can rally the unit, but does not add any benefit for melee or rally. As soon as the regiment links up with its parent brigade, the replacement leader is removed.

[22.72] A reinforcement regiment has joined its brigade when it enters the Effectiveness Radius of its brigade commander. Such regiments must attempt to link up with their parent brigades as soon as possible.

[22.8] DETACHMENTS

Two units of the US XI Corps entered the battle with significant troops detached which later joined their parent regiments. The Order of Appearance lists times of arrival for these detachments. When these appear, simply increase the current strength of the parent unit by 1 SP. If the parent unit has been eliminated, the Union player can recreate the regiment at 1 SP within the Command Radius of its brigade commander (but not in an Enemy ZOC).

[23.0] SKIRMISHERS (Optional Rule)

The initial Confederate advance by Heth's Division in the early morning hours of July 1, 1863, was not conducted as aggressively as the Confederate Player is likely to do in the game. Additionally, Buford's troopers were deployed as skirmishers, rather than in a true line formation. Use of this rule will not greatly affect the rate of Confederate advance but will greatly reduce the number of casualties suffered by both sides. (Buford's actual losses were under 200.)

[23.1] ELIGIBLE UNITS

[23.11] The breakdown counters 8 Ill A, 8 Ill B, 8 NY A, 8 NY B, 9 NY A, 9 NY B, 17 Pa A, and 17 Pa B may be used in place of the regimental counters. Berdan's Sharpshooters (1 US and 2 US SS) (see case 19.1) may also employ this optional rule. There are four additional units available to the Union player due to the breakdown counters for four of the cavalry regiments.

[23.12] Any dismounted cavalry breakdown counter or dismounted regimental counter whose current strength is 3 SP's or less can enter skirmish formation, which is considered a change of formation (see 5.19, Terrain Effects on Movement Chart). Units cannot deploy directly from mounted to skirmish formation or skirmish to mounted; two changes of formation are required.

[23.13] The units of Buford's cavalry can use skirmisher formation until the end of the July 1, 1300 turn. The 1 US and 2 US sharpshooter regiments can use skirmish formation throughout the game.

[23.2] SKIRMISH UNITS AND MOVEMENT

[23.21] The Terrain Effects on Movement Chart (5.19) has a column for skirmish units. This column is used only when the unit is in skirmish formation. When the unit is in any other formation (line, dismounted, mounted) use the appropriate column on the chart.

[23.22] Units in skirmish formation have the same facing as infantry in line formation and the same ZOC.

[23.23] Friendly units can freely pass through a skirmish unit (and vice versa) but skirmish and non-skirmish units cannot end a Friendly Movement Phase stacked in the same hex (Exception: artillery batteries can stack with skirmish units).

[23.24] If friendly skirmish and non-skirmish units intend to participate in melee combat in the same hex, the skirmish units would have to change from skirmish formation to line or dismounted formation during the Movement Phase.

[23.3] EFFECTS OF SKIRMISH FORMATION ON COMBAT

[23.31] Whenever a unit fires while in skirmish formation it does so with a one-column shift to the left on the Fire CRT; in addition to all normal column shifts; this skirmish

column shift also applies when skirmish units combine fire with non-skirmish units (see also case 16.54). Any unit firing on a skirmish unit does so with a one-column shift to the left on the Fire CRT. This is in addition to all normal shifts.

[23.32] The maximum number of column shifts allowed for fire involving units in skirmish formation is three, instead of two.

[23.33] Skirmish units can be enfiladed normally in offensive or defensive fire. They are also enfiladed during retreat fire, but they are not considered enfiladed by withdrawal fire (such as fire received in the Retreat Before Melee Phase). A skirmish unit does not receive a favorable shift for its weapon type when it is subject to withdrawal fire or retreat fire.

[23.34] Any Fire CRT result requiring a morale check is performed normally, except that the unit's morale is not modified for enfilade.

[23.35] Skirmishers failing morale checks caused by a Pin result in fire combat retreat 2 hexes instead of becoming pinned (no further morale checks are made for retreating.) On a P/R result the skirmisher retreats 2 hexes as above if it does not rout from the initial morale check.

[23.36] No unit in skirmish formation can initiate Melee Combat against enemy cavalry or infantry, regardless of the formation of the enemy unit; this applies to routed as well as unrouted enemy units (Exception: see case 12.94). Skirmish units can initiate melee with artillery, wagons, trains, and crews.

[23.37] For purposes of calculating the melee differential, infantry skirmish units subtract 1 SP from their Melee Strength for being in skirmish formation. Cavalry skirmish units subtract an additional SP if in melee with enemy infantry (see case 16.53). The melee strength of a skirmish unit cannot be reduced below zero.

[23.38] Units in skirmish formation and units that attack them in melee combat are not subject to Melee Fatigue (see section 30.0).

[23.4] SKIRMISH UNITS AND RETREAT BEFORE MELEE

In the Retreat Before Melee Phase, skirmish units can choose to retreat either one or two hexes. If the length of retreat is one hex, there is no morale check made for retreating (this is an exception to 12.8); the unit makes a normal morale check if it retreats two hexes.

[23.5] SKIRMISH UNITS AND ROUT

[23.51] When a unit in skirmish formation routs, it can freely move through unrouted non-skirmish units without causing the non-skirmish units to displace or check morale. The routing skirmisher continues its retreat until it reaches a vacant hex (which is at least 3 hexes from the hex from which the rout began). This rule applies to retreat as well as rout.

[23.52] If a routed skirmisher retreats through a hex containing another skirmisher or any routed unit, the other unit does not displace but

must make a morale check. If it fails, it is routed and performs rout movement.

[23.53] Routed skirmish units lose all benefits of being in skirmish formation at the end of their rout movement. From that point on they are for all intents and purposes considered to be a routed line (or dismounted) formation. When rallied, skirmishers assume line (or dismounted) formation.

[24.0] STRAGGLER RECOVERY (Optional Rule)

The number of actual casualties suffered by each side in the battle does not account for the disorganization actually incurred by the individual units. Many casualties received during play represent disorganization and straggling, not actual casualties. Therefore, during the Straggler Recovery and BCE Adjustment Interphase, players may restore the reduced strength of infantry brigades. Cavalry brigades are not eligible for straggler recovery.

[24.1] THE STRAGGLER RECOVERY INTERPHASE

[24.11] The Straggler Recovery Interphase occurs immediately after the 0300 turn on both July 2 and July 3.

[24.12] In this Interphase, each player counts the number of total infantry "K" casualties (ignoring "C" casualties) for his entire army and then takes 10% of that total, rounding fractions up. This number represents the total number of stragglers recovered during that day's Interphase.

[24.2] ADDING STRAGGLERS TO UNITS

[24.21] The recovered stragglers may be added to any existing on-map regiment within the following restrictions.

- Eligibility for straggler recovery is based on total brigade casualties. Each player lists the brigades in his army in order of casualties suffered, from most to least. Brigades which have suffered less than 5 SP's casualties are not eligible for straggler recovery.
- Recovered straggler strength points are added to brigades beginning with the brigade with the greatest casualties, until all eligible brigades have received one strength point. Continue distributing stragglers in this way; a second strength point to all eligible brigades, then a third, etc.

[24.22] A recovered straggler strength point may be added to a regiment within an eligible brigade that meets these conditions: the regiment must have suffered casualties but cannot have been eliminated from the map; no regiment can be reinforced beyond its original printed strength.

[24.3] CHANGING OB ROSTERS

Once all stragglers for his army are distributed, a player must erase the correct number of boxes on the OB Rosters to reflect the recovered strength.

[25.0] BCE ADJUSTMENT (Optional Rule)

BCE Recovery and Adjustment occurs immediately after Straggler Recovery during the Straggler Recovery and BCE Interphase. Player are never required to adjust BCE for a particular brigade if that adjustment results in a reduction of its BCE limit.

[25.1] ELIGIBLE BRIGADES

[25.11] Any infantry brigade that is at or below its BCE limit, either having never lost it or having recovered sufficient stragglers during the night to regain it, may have its BCE limit increased for the next day.

[25.12] Cavalry brigades are not eligible for BCE adjustment.

[25.2] BRIGADE MORALE CLASS

For the purposes of BCE adjustment, brigades are grouped into five general morale categories, A, B, C, D, or E, based on overall unit morale. These categories are noted on the OB Rosters.

[25.3] ADJUSTING BCE

[25.31] Each brigade's revised BCE is determined by the BCE Calculation Table, 25.5.

[25.32] To adjust the BCE level of a brigade, find the brigade's Morale Class on the BCE Calculation Table and cross-reference it with the total current strength of the brigade. The result on the table is the brigade's new BCE limit.

[25.33] The "1st Adjustment" column is used the first time a brigade is adjusted; the "2nd Adjustment" column is used the second time. No brigade can ever have its BCE level adjusted more than twice.

[25.4] THE BCE ADJUSTMENT INTER-PHASE

See the Sequence of Play, section 4.0.

[25.5] BCE Calculation Table (see Charts and Tables).

[26.0] ARTILLERY RAPID FIRE (Optional Rule)

[26.1] ELIGIBLE GUN TYPES

Smoothbore guns, types N, HA, and HB may use Rapid Fire at a range of 1 or 2 hexes. Rapid fire increases the battery's Strength Multiplier by 2. The higher multiplier is multiplied by the current strength of the battery to find the final Fire Strength.

EXAMPLE: A battery of 4 N's fires at one hex range (x8) normally for a fire strength of 32 on the Fire CRT. If the same battery used rapid fire it would fire with a strength of 40 (the strength multiplier increases from 8 to 10 at one hex range).

[26.2] RESTRICTIONS ON RAPID FIRE

[26.21] The owning player must announce that he is using Rapid Fire before calculating the battery's fire strength.

[26.22] There is no limit to the number of eligible batteries that may rapid fire at a single target. Rapid firing and non-rapid firing batteries may combine their fire at a single target.

[26.23] A battery using rapid fire may split fire among several targets, as long as all targets are within rapid fire range. A battery cannot split fire using rapid fire and normal fire in the same Fire Phase.

[26.24] Rapid fire is allowed during night game-turns.

[26.25] Batteries attempting to retire by prolonge cannot use rapid fire.

[26.26] Pinned batteries cannot use rapid fire.

[26.3] RAPID FIRE AND AMMUNITION SUPPLY

[26.31] A rapid fire attack always expends two rounds of ammo per battery using rapid fire.

[26.32] A smoothbore battery cannot use rapid fire unless it has at least two rounds of ammunition.

[27.0] REPLACEMENT COMMANDERS MELEE RESTRICTIONS (Optional Rule)

When a generic replacement commander is commanding a brigade, that leader's ability to initiate Melee Combat (see case 12.27) is limited in comparison to a regular brigade commander. The units stacked with the officer do not automatically initiate melee. Rather, the player must make a Morale Check for the unit; subtracting 1 in addition to any other normal die roll modifications. The replacement commander never affects adjacent stacks for melee initiation.

[28.0] WING COMMANDERS (Optional Rule)

During the Gettysburg campaign and battle the Army of the Potomac was divided into ad hoc wings commanded by two senior corps commanders. Players may duplicate this with the following rules.

[28.1] WING ORGANIZATION

[28.11] Major General Reynolds' (I Corps) wing consists of I, II, III, and XI Corps. Major General Slocum's (XII Corps) wing consists of V, VI, and XII Corps.

[28.12] Wing commanders can automatically command and rally any unit of their respective wings when stacked with the unit. Their subordinates, within their respective, original corps, are temporarily promoted to corps command utilizing the Promotion Priority List (17.85).

[28.13] Union corps commanders are not required to remain within the integrity radius of their wing commander for command purposes. Union corps commanders are always in command.

[28.2] REPLACING WING COMMANDERS

[28.21] If Reynolds becomes a casualty, he is succeeded as wing commander by Howard (XI Corps) until Hancock (II Corps) arrives; Hancock then succeeds Howard as wing commander. If Hancock becomes a casualty, wing command reverts to Howard.

[28.22] If Slocum becomes a casualty, he is succeeded by Sedgwick (VI Corps).

[28.23] The only officers eligible to be wing commanders are listed in cases 28.11 and 28.21. If all eligible officers in a wing become casualties, the wing organization is discontinued for that wing; normal corps organization continues.

[29.0] RAPID MARCH AND FATIGUE (Optional Rule)

GENERAL RULE

The use of Rapid March increases an infantry regiment's Movement Allowance from 6 movement points to 9. Regiments must assume column formation to use rapid march. At the end of each Movement Phase of rapid marching, the owning player makes a die roll for each brigade to determine whether or not the march caused that brigade to fatigue or become exhausted.

PROCEDURE

The regiments of a brigade may Rapid March if they are in command during the Initial Command Phase. A Rapid March marker is placed on the brigade commander's counter. During the following Movement Phase all the regiments of that brigade can rapid march. At the end of that Movement Phase, a Morale Check is made for each rapid marching brigade; if it fails, the brigade is fatigued; if it passes, it is unaffected by the march. A fatigued brigade that fails a rapid march morale check becomes exhausted. Exhaustion affects a unit's movement, morale, Melee Strength, and Fire Strength. Units can recover from fatigue and exhaustion by resting.

CASES

[29.1] WHICH UNITS MAY RAPID MARCH

[29.11] Only infantry brigades in column can rapid march. However, units of a brigade can use part of its rapid march movement allowance to change into column formation. In other words, at the start of rapid march movement a regiment in line formation must spend two movement points to go to column formation and then has seven movement points available.

[29.12] Units already in column at the start of a Movement Phase can go into rapid march at any point during their movement, adding three more movement points to their movement allowances, for a total of nine movement points.

[29.13] Units of a BCE'd brigade and regiments out of command can never use rapid march.

[29.14] Independent regiments can never use rapid march.

[29.2] RAPID MARCH RESTRICTIONS

[29.21] Units can rapid march through clear, crest, ridge, and orchard terrain only. All other terrain is prohibited. Thoroughfares (pike, road, trail, railroad) negate all other terrain for purposes of rapid marching if the rapid marching regiments enter and leave the prohibited hexes through thoroughfare hex-sides. A unit cannot rapid march across prohibited hexsides (marsh, steep crests, creeks, and streams) unless on a thoroughfare.

[29.22] During a Movement Phase, a regiment in column can move through prohibited terrain (see case 29.21) using normal movement, then change to rapid march when it enters allowable terrain, adding three movement points to its remaining movement allowance. However, once a regiment has begun rapid march movement, it must use rapid march movement until the end of the Phase. A regiment cannot change from rapid march to normal movement in a single Movement Phase. Once a unit has begun rapid march, it cannot enter any hex or cross any hexside through which it could not rapid march, for the remainder of that Movement Phase.

[29.23] A regiment using rapid march must end its movement if it changes from column to line formation.

[29.24] A player always has the option to rapid march all or only some of the regiments of a brigade.

[29.3] RAPID MARCH MORALE CHECKS

[29.31] When a rapid marching brigade makes a morale check the brigade's Morale Class (see OB Roster) is used.

[29.32] One check is made for the entire brigade. An A or B class brigade becomes fatigued (see case 29.4) on a die roll of 6; a C or D class brigade becomes fatigued on a die roll of 5 or 6; an E class brigade becomes fatigued on a die roll of 4, 5, or 6. If the brigade is already fatigued, add 1 to the die roll. A fatigued brigade becomes exhausted (see case 29.5) when it fails a rapid march morale check.

[29.4] EFFECTS OF FATIGUE

[29.41] When a brigade becomes fatigued, place a Fatigue Marker on the brigade commander to indicate its status. (If some units in the brigade used rapid march while others did not, mark fatigued units individually.)

[29.42] Add 1 to all morale check and Melee Combat initiation die rolls for fatigued units.

[29.43] Add 1 to all rapid march morale checks made for the brigade.

[29.5] EFFECTS OF EXHAUSTION

When a fatigued brigade fails a rapid march morale check it becomes exhausted. The

Fatigue Marker is flipped to its Exhausted side. The following effects apply until the brigade rests.

[29.51] The effective Current Strength of an exhausted regiment is reduced by 1 Strength Point. This loss is temporary and is not marked on the OB Roster, nor does it affect BCE.

[29.52] The movement allowance of an exhausted regiment is reduced to 4 Movement points. It can no longer rapid march.

[29.53] An exhausted regiment cannot engage in offensive melee combat (except to resolve an engaged result).

[29.54] An exhausted regiment adds 1 to the die roll for all morale checks.

[29.6] RECOVERING FROM FATIGUE AND EXHAUSTION

Fatigued brigades recover after one turn of rest. An exhausted brigade becomes fatigued after one turn of rest, and fully recovers after two turns of rest.

[29.61] For a brigade to rest it must spend one entire Game-Turn without moving. Its units must be at least six hexes from all enemy combat units or not within the Line of Sight of any enemy small-arms unit for the duration of the Game-Turn. If an enemy unit moves within the six hex range and establishes a LOS to the resting unit during the turn, the rest is "broken" for that turn and the brigade does not recover.

[29.62] A resting brigade cannot engage in Fire Combat or melee combat. If fired upon by enemy small-arms or artillery at a range of 8 hexes or less, the rest is broken. Artillery fire at 9 hexes or greater breaks the rest only if the fire results in any unit of the resting brigade being affected, i.e., pinned, routed, or taking losses.

[30.0] MELEE FATIGUE (Optional Rule)

Infantry and cavalry units may be subject to fatigue and exhaustion due to melee combat.

[30.1] HOW UNITS BECOME FATIGUED

[30.11] At the end of the Melee Phase, any infantry or cavalry unit that participated in melee combat may become fatigued. The owning player rolls one die for each unit. If the roll is 1 or 2, the unit is fatigued; if the unit is already fatigued (due to melee combat or Rapid March, 29.0), it becomes exhausted. If the roll is 3 to 6, the unit is unaffected.

[30.12] The fatigue die roll is modified as follows:

- 1 if the unit has suffered a K or C result
- 1 in second and subsequent rounds of an "Engaged" melee
- 1 if the unit is already fatigued

All die roll modifiers are cumulative.

[30.13] Fatigued and exhausted units are marked individually.

[30.2] EFFECTS OF MELEE FATIGUE

The effects of melee fatigue and exhaustion are the same as for units that are fatigued or exhausted by Rapid March (see section 29.0).

[30.3] RECOVERING FROM FATIGUE AND EXHAUSTION

Units recover from melee fatigue and exhaustion in the same way as units that have been fatigued or exhausted by Rapid March (see section 29.0).

[31.0] UNIT DISORDER (Optional Rule)

Players may wish to experiment with a Disorder fire combat result in lieu of the following results from the Fire CRT: P, R, P/R, and #*.

CAUTION: Disorder is a new and relatively untested concept in this game system and could dramatically affect the flow of play. Players should be thoroughly familiar with the other concepts of the game before using this rule.

[31.1] HOW UNITS BECOME DISORDERED

[31.11] A unit becomes Disordered when it fails a Morale Check required by a P, R, P/R, or #* fire combat result. A disordered result replaces the P, R, or P/R results, and is in addition to the casualties required by the #* result.

[31.12] A limited number of Disorder markers are included in the game. If these run out, use Pin markers to mark disordered units.

[31.2] EFFECTS OF DISORDER

Disorder has the following effects on the affected unit:

- The unit's Movement Allowance is halved, rounding fractions up.
- The unit cannot change formation.
- The unit's Fire Strength is halved.
- The unit's Melee Strength is reduced by 1 (but not below zero).
- The unit cannot initiate melee, but can counter-attack if in an "Engaged" melee. The unit can retreat before melee in the normal fashion.
- The unit adds 1 to all morale check die rolls.
- The unit cannot use Rapid Fire or Retire By Prolong (if artillery).
- The unit cannot be resupplied, and cannot provide supply (if a wagon or train).

[31.3] RECOVERY FROM DISORDER

Units recover from disorder automatically in their friendly Final Command Phase, in the same way that Pin results are removed.

[32.0] OPTIONAL UNITS

The Order of Appearance (35.0) lists several

units as optional. These are units that could have participated in the Gettysburg Campaign but did not do so to a significant degree. The optional units are not used in the historical scenarios but are included in the counter mix to allow for variations in play. Players should mutually agree in advance which, if any, of the optional units will be used.

[33.0] VICTORY

GENERAL RULE

Victory is won through the accumulation of Victory Points which are awarded for the elimination or capture of enemy strength points, batteries, and leaders. The level of victory can be modified by the occupation of certain geographical objectives listed in the scenarios.

PROCEDURE

Each player keeps track of his casualties on the OB Roster. At the end of the scenario, the player adds up the number of victory points he receives for enemy strength points, batteries, and leaders that he has killed, captured, or wounded (see case 33.1). The two players' victory point totals are compared in a ratio. The level of victory is determined by the ratio, possibly modified by terrain objectives.

CASES

[33.1] VICTORY POINT AWARDS

Strength Point Losses

Per enemy infantry strength point	
Eliminated	1 VP
Captured	2 VPs
Per enemy cavalry strength point	
Eliminated or captured	3 VPs
Per Union artillery battery	
Eliminated or captured	6 VPs
Per Confederate artillery battery	
Eliminated or captured	4 VPs
Per enemy supply wagon	
Eliminated	5 VPs
Captured	10 VPs
Per enemy corps supply train	
Captured	25 VPs
Per Union Reserve Train	
Captured	100 VPs
Per Brigade BCE'd at the end of the scenario VPs as listed on the OB Roster (first number listed)	
Per Brigade totally eliminated at the end of the scenario	
VPs as listed on the OB Roster (second number listed)	
Leader Losses	
Major General George G. Meade	
Wounded	50 VPs
Killed or captured	100 VPs
General Robert E. Lee	
Wounded	See below
Killed or captured	See below

Per enemy corps commander	
Wounded	4 x CPs
Killed or captured	6 x CPs
Per enemy division commander	
Wounded	2 x CPs
Killed or captured	3 x CPs

Per enemy brigade commander	
Wounded	1 x CPs
Killed or captured	2 x CPs

Per enemy replacement brigade commander
1 Victory Point each time lost, regardless of cause of loss

For calculating Victory Points from lost leaders, use only the leader's original command status, ignoring any promotion or transfer he may have received during play. Brigade commanders with zero Command Points are worth 1 Victory Point, regardless of the circumstances of their loss.

General Robert E. Lee: If Robert E. Lee is wounded, the Level of Victory (see case 33.2) is shifted one in the Union player's favor (Example: a Draw becomes a Union Tactical Victory). If Robert E. Lee is killed or captured, the Level of Victory is shifted three in the Union player's favor (EXAMPLE: a Confederate Tactical Victory becomes a Union Substantial Victory).

[33.2] VICTORY LEVELS

At the end of the game, regardless of scenario, divide the smaller victory point total into the larger and find the ratio on the table below. If the result is not a Draw, the player with the larger victory point total has won a victory.

Decisive Victory	2 to 1 or greater
Substantial Victory	At least 1.6 to 1, but less than 2 to 1
Tactical Victory	At least 1.2 to 1, but less than 1.6 to 1
Draw	Less than 1.2 to 1, but at least 1 to 1

[33.3] STRATEGIC VICTORY IMPLICATIONS (Grand Battle Game only)

Victory or defeat at Gettysburg had far-reaching strategic implications. The following guidelines are suggested for players to assess the impact that a certain level of victory would have on the outcome of the war.

Confederate Decisive. The Army of the Potomac is shattered and routs toward Washington. Lee pursues, Washington and Baltimore fall to Confederate assault, and the Lincoln administration (or its replacement) sues for peace. The Confederacy wins its independence.

Confederate Substantial. The Union Army retreats to the defenses of Washington while the Confederates raid throughout Maryland and southern Pennsylvania before withdrawing to northern Virginia. Union forces are brought in from the West to help defend the Northeast, enabling Bragg to recover most of Tennessee and Kentucky for the Confederacy. The Northern Peace Democrats are strengthened and Lincoln's re-

election in 1864 is in doubt.

Confederate Tactical. The Union Army retreats to Meade's pre-selected Pipe Creek defense line. Gettysburg is strategically inconclusive; the armies are forced to fight another battle in Maryland.

Union Tactical. The historical result of the battle. The Confederates retreat into Virginia, with ineffective Union pursuit. The war continues for two bloody years.

Union Substantial. The Army of the Potomac vigorously pursues the Confederates into Virginia, keeping them strictly on the defensive. The Confederates are unable to shift troops to Bragg in Tennessee; the battle of Chickamauga is a major Union victory. Atlanta falls by Christmas and the Union wins the war by the summer of 1864.

Union Decisive. The Army of Northern Virginia is severely damaged. The Union captures Richmond and the Rebellion collapses by the end of 1863.

Draw. Strategically, the same as a Union Tactical Victory.

[34.0] SCENARIOS

The game has three one-map scenarios depicting various crucial times in the battle of Gettysburg, as well as a Grand Battle Game that encompasses the entire battle. The Grand Battle Game itself can be started at any of four times and played to conclusion on July 3.

This battle, fought on the rolling plains of southern Pennsylvania, was the South's last opportunity to end the war decisively on Northern soil.

On the afternoon of June 30, 1863 two brigades of Union cavalry under General John Buford were camped west of Gettysburg. To the far west they could see a column of Confederate infantry trudging through the heat toward the town. A brief exchange of fire caused the Southern troops (Pettigrew's Brigade of Major General Heth's Division) to withdraw. Buford sent word to the nearest Union troops—Major General John Reynolds' I Corps—and prepared his 2900 troopers for the assault that was sure to come the next day. Buford decided to hold the ground, for the hills around his position would afford the Union army an excellent position for receiving the Confederate attack.

General Heth was convinced that the Union force was only militia. General Robert E. Lee ordered Heth to conduct a reconnaissance in force the following morning. So, at eight o'clock on the morning of July 1, the brigades of Brigadier Generals Archer and Davis tramped down the Chambersburg Pike into one of the most momentous clashes in history.

[34.1] McPHERSON'S RIDGE

This scenario depicts the initial contact between Heth's Division and Buford's cav-

ally, with both sides receiving reinforcements.

[34.11] Scenario Length

Play begins with the 0820 turn of July 1, and ends after the 1540 turn of the same day. The Confederate player is the First Player.

[34.12] Scenario Boundaries

The scenario is played on Map A only. All units must stay within the area bounded by a line running six hexes north-northeast of the unfinished railroad and four hexes south-southeast of the Fairfield-Hagerstown road, inclusive. Units that voluntarily move or are forced to move beyond these boundaries are removed from play. They are not considered eliminated for victory point purposes.

[34.13] Initial Deployment

All Confederate infantry begins the scenario in line formation; Confederate artillery begins in limbered formation. Union cavalry begins the scenario in either dismounted or skirmish formation (Union player's choice); Union artillery begins unlimbered.

Confederate Deployment

HEX NO.	Unit or Leader	TIME	MPs
A0828	HETH	0820	Full
A0828	Heth's Supply	0820	Full
A0824	DAVIS	0820	Full
A0824	42 Miss	0820	Full
A0623	2 Miss	0820	Full
A0724	55 NC	0820	Full
A1427	ARCHER	0820	Full
A1427	13 Ala	0820	Full
A1126	7 Tenn	0820	Full
A1226	14 Tenn	0820	Full
A1327	5 Ala Bn	0820	Full
A1528	1 Tenn	0820	Full
A1025	Fredricksburg Arty	0820	Full
A0927	Purcell Arty	0820	Full
A0927	Crenshaw Arty	0820	Full
A0827	Pee Dee Arty	0820	Full
A0827	Letcher Arty	0820	Full

Union Deployment

HEX NO.	Unit or Leader	TIME	MPs
A1813	BUFORD	0820	Full
A1813	1/Cav Supply	0820	Full
A0516	6 NY	0820	Full
A0616	9 NY	0820	Full
A0817	DEVIN	0820	Full
A0817	17 Pa	0820	Full
A1017	3 WVa	0820	Full
A1419	A, 2 US Arty	0820	Unlimb
A1520	8 NY	0820	Full
A1620	GAMBLE	0820	Full
A1620	8 Ill	0820	Full
A1821	12 Ill	0820	Full
A1922	3 Ind	0820	Full
A1813	sk BUFORD	0820	Full
A1813	sk 1/Cav Supply	0820	Full
A0516	sk 6 NY	0820	Full
A0616	sk 9 NY A	0820	Full
A0717	sk 9 NY B	0820	Full
A0817	sk DEVIN	0820	Full
A0817	sk 17 Pa A	0820	Full
A0918	sk 17 Pa B	0820	Full
A1017	sk 3 WVa	0820	Full
A1419	sk A, 2 US Arty	0820	Unlimb

A1419	sk	8 NY A	0820	Full
A1520	sk	8 NY B	0820	Full
A1620	sk	GAMBLE	0820	Full
A1620	sk	8 Ill A	0820	Full
A1721	sk	8 Ill B	0820	Full
A1821	sk	12 Ill	0820	Full
A1922	sk	3 Ind	0820	Full

[34.14] Reinforcements

A. Confederate Reinforcements. All units appear in the following order at Staging Area #2 (see section 22.0). All units are in column or limbered.

HEX NO.	Unit or Leader	TIME	MPs
SA #2	Pettigrew's Bde	0820	Full
SA #2	Brockenbrough's Bde	0820	Full
SA #2	A.P. HILL	1000	Full
SA #2	PENDER	1100	Full
SA #2	Perrin's Bde	1100	Full
SA #2	Scale's Bde	1100	Full
SA #2	Lane's Bde	1100	Full
SA #2	Thomas' Bde	1100	Full
SA #2	McIntosh's Arty	1100	Full
SA #2	Pender's Supply	1100	Full
SA #2	Heth's Arty	1200	Full
SA #2	Pender's Arty	1200	Full
SA #2	R.E. LEE	1300	Full

B. Union Reinforcements. All units appear in column or limbered at the hexes designated. Some units have less than their full movement allowance on the turn they enter.

HEX NO.	Unit or LEADER	TIME	MPs
A2502	REYNOLDS	0900	12
A2502	2 Me Arty	0940	3
A2502	WADSWORTH	1000	4
A2502	CUTLER	1000	4
A2502	76 NY	1000	4
A2502	56 Pa	1000	3.5
A2502	147 NY	1000	3
A2502	95 NY	1000	2.5
A2502	84 NY	1000	2
A2502	2 Wisc	1000	1
A2502	MEREDITH	1000	1
A2502	7 Wisc	1000	.5
A2502	19 Ind	1000	0
A2502	24 Mich	1020	6
A2502	6 Wisc	1020	5.5
A4215	ROWLEY	1020	3
A4215	151 Pa	1020	3
A4216	142 Pa	1020	3
A4215	80 NY	1020	2
A4216	121 Pa	1020	2
A4215	B, 1 Pa Arty	1020	4
A2502	1/I Supply	1100	7
A2502	DOUBLEDAY	1100	4
A2502	STONE	1100	4
A2502	143 Pa	1100	4
A2502	150 Pa	1100	3.5
A2502	149 Pa	1100	3
A2502	3/I Supply	1140	3
A2502	B, 4 US Arty	1220	5
A2502	5 Me Arty	1220	5
A2502	E, L 1 NY Arty	1220	5

[34.15] Ammunition Supply

All batteries and wagons appear with a full load of ammunition. They receive no additional ammunition during the scenario.

[34.16] Special and Optional Rules

It is recommended that players use the following rules.

A. Skirmishers (23.0). The initial Union set-up is given twice. The set-up marked "sk" is used if the player use rule 23.0.

B. Artillery Rapid Fire (26.0).

C. Wing Commanders (28.0). Reynolds is the wing commander for all Union forces. Doubleday commands I Corps, Rowley commands 3/I, and Repl Comm A commands 1/3/I. If Reynolds becomes a casualty, he is not replaced as wing commander during this scenario.

D. Melee Fatigue (30.0).

E. Rapid March (29.0) is prohibited in this scenario.

[34.17] Victory Conditions

Both players receive victory points as per 33.0. In addition, the player who has control of the ridge line running from hex A1803 through A4506 receives one or more shifts in his favor in the Level of Victory according to the following table:

Player	Shift	Control of Ridge
USA	1	End of 1540 turn
CSA	1	End of 1400 turn
CSA	2	End of 1300 turn

A player controls the ridge his units occupy or were the last to occupy a line of four or more continuous hexes anywhere on the ridge and if no enemy units occupy a line of four or more continuous hexes anywhere on the ridge.

[34.2] LITTLE ROUND TOP

This scenario depicts the attack of Longstreet's Corps against the Union III Corps late in the afternoon of July 2. Sickles' III Corps anchored the Union left. Little Round Top, a high hill whose summit was a strong defensive position, provided a complete enfilade of Union positions to the north. Big Round Top is higher but is a negligible military objective. Longstreet's orders were to turn the Union flank; possession of the hills was critical to the success of the attack.

[34.21] Scenario Length.

The scenario begins with the 1540 turn of July 2, and ends with the 1940 turn of the same day. The Confederate Player is the First Player.

[34.22] Scenario Boundaries.

The scenario is played on Map C only. Units can move anywhere on Map C. Units that leave Map C, either voluntarily or involuntarily, are removed from play and do not return; they are not counted as eliminated for victory point purposes.

[34.23] Initial Deployment.

All units begin the scenario in line or unlimbered formation (Exception: the 2 US SS may start in either line or skirmish formation).

Confederate Deployment

HEX NO.	Unit or LEADER	COMMAND
C0137	Brooks Lt. Arty	ALEXANDER I
C0138	18 Miss	BARKSDALE
C0237	Madison Arty	ALEXANDER I
C0238	13 Miss	BARKSDALE
C0337	Bath Arty	ALEXANDER I
C0338	17 Miss	BARKSDALE
C0338	BARKSDALE	McLAWS
C0339	Cobb's Legn	WOFFORD
C0339	Phillip's Legn	WOFFORD
C0437	Parker Arty	ALEXANDER I
C0438	21 Miss	BARKSDALE
C0439	24 Ga	WOFFORD
C0439	WOFFORD	McLAWS
C0440	Bedford Arty	ALEXANDER I
C0539	16 Ga	WOFFORD
C0539	18 Ga	WOFFORD
C0541	Ashland Arty	ALEXANDER I
C0637	3 SC Bn	KERSHAW
C0637	8 SC	KERSHAW
C0638	50 Ga	SEMMES
C0737	2 SC	KERSHAW
C0737	3 SC	KERSHAW
C0737	KERSHAW	McLAWS
C0738	10 Ga	SEMMES
C0738	SEMMES	McLAWS
C0739	McLAWS	LONGSTREET
C0739	McLaws' Supply	McLAWS
C0836	7 SC	KERSHAW
C0836	15 SC	KERSHAW
C0837	51 Ga	SEMMES
C0838	LONGSTREET	I CORPS
C1036	Troup Co Lt Arty	McLAWS
C0937	53 Ga	SEMMES
C1136	Ellis Lt. Arty	McLAWS
C1236	1 Rich How Arty	McLAWS
C1336	Pulaski Arty	McLAWS
C1536	7 Ga	ANDERSON
C1536	8 Ga	ANDERSON
C1635	Branch Arty	HOOD
C1635	1 Texas	ROBERTSON
C1635	3 Ark	ROBERTSON
C1635	ROBERTSON	HOOD
C1636	9 Ga	ANDERSON
C1636	11 Ga	ANDERSON
C1636	G.T. ANDERSON	HOOD
C1637	German Arty	HOOD
C1637	Palmto Lt Arty	HOOD
C1736	4 Texas	ROBERTSON
C1736	5 Texas	ROBERTSON
C1737	59 Ga	ANDERSON
C1836	HOOD	LONGSTREET
C1836	Hood Supply	HOOD
C1936	4 Ala	LAW
C1936	47 Ala	LAW
C1936	LAW	HOOD
C1937	2 Ga	BENNING
C1937	20 Ga	BENNING
C1937	BENNING	HOOD
C2035	Rowan Arty	HOOD
C2035	15 Ala	LAW
C2036	15 Ga	BENNING
C2036	17 Ga	BENNING
C2136	44 Ala	LAW
C2136	48 Ala	LAW
C0545	Eshl 1 + 2 Co Arty	ESHLMAN I
C0545	Eshl 3 Co Arty	ESHLMAN I
C0545	Eshl 4 Co Arty	ESHLMAN I

Units that begin the scenario overstacked must correct their stacking on the first turn they are committed

Union Deployment

HEX NO.	Unit or LEADER	COMMAND
C0130	63 Pa	1/1/III
C0132	57 Pa	1/1/III
C0132	105 Pa	1/1/III
C0132	GRAHAM	1/1/III
C0133	114 Pa	1/1/III
C0233	E, I RI Arty	III
C0327	HUNT	AOP
C0327	SICKLES	III
C0327	III Corps Train	III
C0331	2 NJ Arty	III
C0332	15 NY Arty	1 VOL
C0333	G, 1 NY Arty	4 VOL
C0333	68 Pa	1/1/III
C0425	6 NJ	3/2/III
C0425	8 NJ	3/2/III
C0426	2 NH	3/2/III
C0426	BURLING	3/2/III
C0427	115 Pa	3/2/III
C0427	7 NJ	3/2/III
C0430	5 Mass Arty	1 VOL
C0432	141 Pa	1/1/III
C0433	3 Me	2/1/III
C0530	9 Mass Arty	1 VOL
C0727	D, 1 NY Arty	III
C0828	BIRNEY	1/III
C0828	1/III Supply	1/III
C0830	17 Me	3/1/III
C0831	3 Mich	3/1/III
C0930	40 NY	3/1/III
C0930	DE TROBRIAND	3/1/III
C1029	5 Mich	3/1/III
C1029	110 Pa	3/1/III
C1220	WARREN	AOP
C1228	99 Pa	2/1/III
C1228	20 Ind	2/1/III
C1328	86 NY	2/1/III
C1426	124 NY	2/1/III
C1426	WARD	2/1/III
C1527	4 Me	2/1/III
C1528	4 NY Arty	III
C1928	2 US SS	Ind/III

Units that begin the scenario overstacked must correct their overstacking on the first turn they are committed.

[34.24] Reinforcements.

Note: Reinforcements are not affected by commitment restrictions (see special rule 34.26A).

Confederate Reinforcements: The only Confederate reinforcements are optional and listed as Scenario Options (see case 34.28).

Union Reinforcements: Units appear either in column or deployed in line (player's choice) in the following order:

HEX NO.	Unit or Leader	TIME	MPs
C0117	20 Me	3/1/V	1620
C0117	83 Pa	3/1/V	1620
C0117	16 Mich	3/1/V	1620
C0117	44 NY	3/1/V	1620
C0117	D, 5 US Arty	3/1/V	1620
C0117	VINCENT	3/1/V	1620
C0117	SWITZER	2/1/V	1640
C0117	2/1/V (less 9 Mass)		1640
C0117	TILTON	1/1/V	1640
C0117	1/1/V (all units)		1640
C0117	BARNES	1/V	1640

C0117	1/V Supply	1/V	1640
C0117	C, F 1 Pa Arty	1 VOL	1640
C0117	AYRES	2/V	1740
C0117	2/V (all units)		1740
C0117	V Corps Arty (all remaining units)	V	1740
C0117	2 Conn Arty	2 VOL	1740
C0120	CALDWELL	1/II	1800
C0120	1/II (all units)		1800
C0120	1/II Supply	1/II	1800
C0108	CRAWFORD	3/V	1800
C0108	3/V (all units)		1800
C0108	3/V Supply	3/V	1800
C0117	6 Me Arty	4 VOL	1840
C0117	WHEATON	3/3/VI	1900
C0117	3/3/VI (all units)		1900
C0117	LOCKWOOD	IND/XII	1920
C0117	Ind/XII (less 1 Md ES)		1920

[34.25] Ammunition Supply.

All batteries, supply wagons, and trains appear with a full ammunition load. They receive no other ammunition in this scenario.

[34.26] Special Rules.

A. Commitment. All units begin the game uncommitted. The movement and combat capabilities of all uncommitted units are restricted. Units may be committed according to the Commitment Table, or as a result of enemy movement or fire.

Uncommitted infantry units cannot move or fire; they can change facing. Uncommitted artillery units cannot move; they can change facing and can fire in the Offensive Artillery Bombardment Phase and Defensive Counter-Battery Phase only.

An uncommitted unit that fails a normal Morale Check and is subject to rout, becomes pinned instead.

Units and commanders become committed at the time listed on the Commitment Table. They may be committed sooner under the following circumstances:

- Committed immediately if fired upon by an enemy small-arms unit
- Committed immediately if an enemy unit moves within three hexes or less

Once a unit is committed, it remains so for the rest of the scenario. Commitment of one unit of a brigade causes the commitment of the entire brigade, as well as its artillery.

Commitment Table

TIME	Unit or LEADER
1600	LONGSTREET
1600	HOOD
1600	Hood's Artillery
1600	Hood's Supply
1600	Law's Brigade
1600	Robertson's Brigade
1600	SICKLES
1600	HUNT
1600	All Union units south of hexrow C0600
1620	Benning's Brigade
1620	Anderson's Brigade
1700	McLAWS
1700	McLaws' Artillery
1700	McLaws' Supply

1700	Kershaw's Brigade
1700	Semmes' Brigade
1700	3/2/III
1720	Alexander's Artillery
1720	Barksdale's Brigade
1720	1/1/III
1720	All remaining Union Artillery
1740	Wofford's Brigade
1740	Eshleman's Artillery

B. Command Control and Detachments.

The following Union units have special command control and detachment status:

- Graham's Brigade and Burling's Brigade begin the scenario detached.
- The 3 Me (2/1/III) begins the scenario attached to Graham's Brigade (1/1/III). Losses suffered by 3 Me are still counted against 2/1/III's BCE.
- The Union player may choose to attach the V Corps artillery batteries to Hunt or to any III Corps commander, as well as V Corps commanders.
- Union Reserve Artillery batteries may be attached to Hunt or to any on-map Union officer.
- Caldwell's Division (1/II), Wheaton's Brigade (3/3/VI), Lockwood's Brigade (Ind/XII), and 2 US SS (Ind/III) are all considered independent units for this scenario.

[34.27] Optional Rules.

The following optional rules are recommended for this scenario:

A. [23.0] Skirmishers. (The only unit affected is 2 US SS).

B. [26.0] Artillery Rapid-Fire.

C. [29.0] Rapid March and Fatigue.

D. [30.0] Melee Fatigue. (Exception: Confederate units are not subject to melee fatigue until the fifth turn after the turn in which they are committed. This exception does not prevent fatigue due to Rapid March.)

Law's Brigade, Pickett's Division (if used; see 34.28B), and 3/3/VI are fatigued for the entire scenario and cannot recover from fatigue. They may become exhausted and can recover from exhaustion.

[34.28] Non-Historical Scenario Options.

If players mutually agree, any or all of the following non-historical options can be used in the scenario.

A. No Commitment Restrictions. Both sides are fully committed at 1540.

B. Optional Confederate Reinforcement. Pickett's Division, plus divisional artillery and supply wagon; these units arrive in column at hex C0145 on the 1720 turn. Corse's Brigade may be included in the division.

C. Optional Confederate Starting Unit. R. Ransom's Division begins the scenario deployed within two hexes of C1541. The division is committed on the 1700 turn, unless the player use A above (in which case, it has no commitment restrictions).

D. Optional Union Set-Up. Sickles' III

Corps sets up from Little Round Top to the Cemetery Ridge line running from hex C1523 to C0123. Brigades are deployed running south to north in the following order: 2/1/III, 3/1/III, 1/1/III, 3/2/III. All artillery batteries listed in the original set-up begin unlimbered anywhere along the line at the Union player's discretion. The 2 US SS can also be deployed anywhere along the line. Trains and supply wagons are deployed anywhere to the rear of the line.

E. Optional Union Starting Unit.

French's 3/XII Division, including artillery and supply wagons, begins the scenario deployed within two hexes of hex C1117. This division is committed on the 1620 turn unless using A above, in which case it has no commitment restrictions.

[34.29] Victory Conditions.

Both players receive victory points as per section 33.0. In addition, if a player has control of all of the following geographical objectives at the end of the 1940 turn, he receives a victory level shift in his favor.

A. Little Round Top: hexes C1522, C1421, C1321, C1220.

B. The Wheatfield: hex C0827 and the six surrounding hexes.

C. The Peach Orchard: hex C0333 and the six surrounding hexes.

Control of these objectives is defined as having unrouted units physically occupying these hexes, or having the last unrouted units to pass through those hexes.

[34.3] CULP'S HILL

This scenario depicts the Confederate attack on the Union forces holding Culp's Hill and east Cemetery Hill during the evening of July 2. Lee intended that this attack be coordinated with Longstreet's attack on Little Round Top, but the assault by the Confederate left began three hours late. The Union forces were outnumbered but strongly entrenched. This attack, had it succeeded, would have unhinged the Union right flank.

[34.31] Scenario Length

The scenario begins with the 1900 turn of July 2 and ends with the 2200 turn of the same day; the last three turns are night turns. The Confederate Player is the First Player.

[34.32] Scenario Boundaries

This scenario is played on Map B only. All units must stay within the area bounded by the following: South—hexes B4701 to B4722, inclusive; West—hexes B4621, B4522, B4421, B4322, B4221, B4122, B4021, B3922, B3821, inclusive; Northwest—a straight row of hexes running from B3721 to B2515, inclusive; North—hexes B2515 to B2501, inclusive. Units that leave the scenario area, either voluntarily or involuntarily, are removed from play and do not return; they are not counted as eliminated for victory point purposes.

[34.33] Initial Deployment

Certain units listed in this section have lost strength points or guns in combat before the scenario begins. The SP's LOST column shows casualties (if any) for each specific unit. Players must adjust unit strengths and mark OB Rosters accordingly.

All units begin the scenario in line or unlimbered formation.

Confederate Deployment

HEX NO.	Unit or LEADER	SP's LOST
B4007	Johnson's Supply	
B4007	JOHNSON	
B4208	10 La	
B4109	WILLIAMS	
B4109	2 La	
B4109	15 La	
B4009	1 La	
B4009	14 La	
B4309	25 Va	
B4310	44 Va	
B4209	JONES	
B4209	48 Va	
B4209	50 Va	
B4110	21 Va	
B4110	42 Va	
B4407	3 NC	
B4407	10 Va	
B4407	37 Va	
B4308	STEUART	
B4308	1 Md Bn	
B4308	1 NC	
B4308	23 Va	
B4206	WALKER	
B4206	2 Va	
B4206	4 Va	
B4205	5 Va	
B4205	27 Va	
B4205	33 Va	
B3415	AVERY	
B3415	6 NC	1
B3316	21 NC	
B3316	57 NC	
B3317	HAYES	
B3317	7 La	
B3317	9 La	
B3217	5 La	
B3217	6 La	
B3217	8 La	
B2916	EARLY	
B2916	Early's Supply	

Union Deployment

B4511	137 NY	
B4411	102 NY	
B4411	78 NY	
B4412	GREENE	
B4412	60 NY	
B4313	149 NY	
B4213	95 NY	1
B4213	7 Ind	
B4314	CUTLER	
B4314	84 NY	2
B4314	76 NY	3
B4415	WADSWORTH	
B4415	1/I Supply	
B4214	56 Pa	1
B4214	147 Pa	3
B4215	MEREDITH (Repl)	
B4215	7 Wisc	2
B4215	6 Wisc	2
B4215	2 Wisc	2

HEX NO.	Unit or LEADER	SP's LOST
B4215	24 Mich	3
B4215	19 Ind	2
B4216	5 Me Arty	
B4217	33 Mass	
B4018	41 NY	
B4018	54 NY	1
B3919	VON GILSA	
B3919	68 NY	1
B3919	153 Pa	2
B3819	17 Conn	2
B3720	COLONEL A (Ames' Replacement)	
B3720	107 Oh	2
B4119	E.L 1 NY Arty	1
B3920	F.G 1 Pa Arty	
B3820	1 1 NY Arty	1
B4120	HOWARD	
B4120	SCHURZ	
B4120	3/XI Supply	
B4020	AMES (Barlow's Replacement)	
B4020	1/XI Supply	
B3721	75 Oh	2
B3821	58 NY	
B3821	KRZYZANOWSKI	
B3821	119 NY	2
B4021	SCHEMMELFENNIG (Repl)	
B4021	82 Ill	1
B4021	61 Oh	1
B4021	45 NY	2
B4122	73 Pa	
B4511	Breastwork	
B4411	Breastwork	
B4412	Breastwork	
B4313	Breastwork	
B4213	Breastwork	
B4214	Breastwork	
B4215	Breastwork	
B4216	Breastwork	
B4018	Breastwork	
B3919	Breastwork	
B3819	Breastwork	
B3721	Breastwork	
B4119	Breastwork	
B3920	Breastwork	
B3820	Breastwork	
B3922	Breastwork	
B3720	Breastwork	
B4122	Breastwork	
B4711	Breastwork	
B4610	Breastwork	
B4512	Breastwork	
B4019	Breastwork	
B3821	Breastwork	

[34.34] Reinforcements

Note: Reinforcements are not affected by commitment restrictions (see case 34.36A).

Confederate Reinforcements. The only Confederate reinforcements are optional and are listed as scenario options (see case 34.38).

Union Reinforcements. The following units arrive at 2000 in column at hex B4721: Carroll's Brigade (1/3/II), 106 Pa, 71 Pa (both 2/2/II).

[34.35] Ammunition Supply

All batteries and supply wagons begin the scenario with a full load of ammunition. They receive no additional ammunition in this scenario.

[34.36] Special Rules

A. Commitment. All units and leaders begin the game uncommitted. The movement and combat capabilities of all uncommitted units and leaders are restricted. Units and leaders may be committed according to the Commitment Table, or as a result of enemy movement or fire.

Uncommitted units cannot move or fire; they can change facing.

Units and commanders become committed at the time listed on the Commitment Table. They may be committed sooner under the following circumstances:

- Committed immediately if fired upon by an enemy small-arms unit
- Committed immediately if an enemy unit moves adjacent

Once a unit or leader is committed, it remains so for the rest of the scenario. Commitment of one unit of a brigade causes the commitment of the entire brigade.

Commitment Table

Note: All units of a given brigade and their leader are simultaneously activated at the time shown on the Commitment Table, unless specified otherwise.

TIME	Unit or LEADER
1900	JOHNSON
1900	Johnson's Supply
1900	Williams' Brigade
1900	Jones' Brigade
1920	Steuart's Brigade
1920	3/2/XII
1920	WADSWORTH
1920	1/I Supply
1920	2/1/I
1920	1/1/I
1940	Walker's Brigade
1940	EARLY
1940	Early's Supply
1940	Hayes' Brigade
1940	Avery's Brigade
1940	HOWARD
1940	AMES
1940	1/XI Supply
1940	33 Mass
1940	1/1/XI
1940	2/1/XI
1940	All Union Artillery
2000	Gordon's Brigade*
2000	Smith's Brigade*
2000	SCHURZ
2000	3/XI Supply
2000	1/3/XI
2000	2/3/XI
2000	73 Pa

*Optional Confederate unit; see 34.38A.

B. Command Control and Detachments.

The following Union units have special command control for this scenario.

- Greene's Brigade (3/2/XII) is attached to Wadsworth (1/I).
- The 73 Pa (from 1/2/XI) is attached to Schimmelfennig (1/3/XI).
- All artillery batteries initially placed on Cemetery Hill are attached to Howard (XI Corps).

- The 33 Mass (from 2/2/XI) is independent.
- The 71 Pa and 106 Pa (both from 2/2/II) are independent.
- Carroll's Brigade (1/3/II) is independent.
- All independent units can be resupplied with small-arms ammunition from any Union wagon.

C. Special Night Rule. Case 21.24 is not used in this scenario. All commanders can move normally during night turns.

D. Brigade Combat Effectiveness (BCE). Both players must record the prior casualties listed for their units on the respective OB Rosters. In addition, certain Confederate and Union brigades have BCE levels adjusted for this scenario. The affected brigades are:

BRIGADE	INITIAL CASUALTIES	BCE LEVEL
Avery	1	5/11
Gordon*	4	8/14
1/1/I	11	5/7
2/1/I	10	4/10
1/1/XI	4	BCE Lost
2/1/XI	8	BCE Lost
1/3/XI	8	3/11**
2/3/XI	7	2/7

*This brigade is an optional reinforcement.

**The total strength of this brigade has been increased by 3 strength points, due to the attachment of the 73 Pa regiment.

Note: The brigade strengths for 1/3/XI and 2/3/XI include the regiments listed as optional units (see 34.37C). The BCE levels of these brigades (3 and 2, respectively) stay the same regardless of whether the optional units are used or not.

[34.37] Optional Rules

The following optional rules are recommended for this scenario.

A. Artillery Rapid Fire B. Rapid March and Fatigue

[34.38] Non-Historical Scenario Options

A. No Commitment Restrictions. Both sides are fully committed at 1900.

B. Confederate Optional Units. Gordon's Brigade begins the scenario deployed within one hex of B2715. The following regiments in Gordon's Brigade have suffered one SP casualty each: 13 Ga, 31 Ga, 38 Ga, 61 Ga. Smith's Brigade also begins the scenario deployed in hex 2613.

Both Confederate brigades are committed in the 2000 turn, unless A. above is used.

C. Union Optional Units. The following XI Corps regiments begin the scenario deployed as follows:

HEX NO.	Unit	SP's LOST
B4122	157 NY	1/3/XI 3
B4122	47 Pa	1/3/XI 1
B3922	82 Oh	2/3/XI 2
B3922	75 Pa	2/3/XI 1
B3922	26 Pa	2/3/XI 2

D. Union Optional Reinforcement. Geary (2/XII) with Candy's Brigade (1/2/XII) and Kane's Brigade (2/2/XII) arrives in

column at hex B4715 on the 2000 turn.

[34.39] Victory Conditions

Both players receive victory points as per section 33.0. However, the Union officer casualties and all SPs lost before the beginning of the scenario do not count for victory points; the lost BCE of 1/1/XI and 2/1/XI is not counted for victory points.

Players can obtain two shifts in the Level of Victory by controlling both Culp's and Cemetery Hill; see case 34.48 for a list of the hexes.

Control of these objectives is defined as having units physically occupying these hexes or having the last unrouted units to pass through them. All the hexes listed for the objective must be controlled for the player to receive the victory shift.

[34.4] THE GRAND BATTLE GAME: THREE DAYS AT GETTYSBURG

This scenario covers the entire length of the battle. The game may be played by two people, but it works well with multi-player teams. The Grand Battle Game is subdivided into four separate starting times, representing critical moments in the battle. Play may begin at any of these times and be carried through to the end of the July 3, 1940 turn.

The Confederate Player is the First Player in this scenario, regardless of the starting turn the players choose.

[34.41] Scenario Length

The full Grand Battle Game begins with the 08:20 turn, July 1 and ends with the 19:40 turn, July 3. The entire game lasts 143 turns.

[34.42] Scenario Boundaries

The Grand Battle Scenarios are played on all three maps. Units cannot leave the map except as a result of rule 22.5 or voluntary withdrawal as allowed in the Order of Appearance (see section 35.0). Any unit forced to retreat or rout off the map is considered captured for victory point purposes.

[34.43] Optional and Special Rules

A. Any or all of the optional rules may be used in the Grand Battle Game by mutual agreement; however, the scenarios may specifically exclude certain optional rules. Each optional rule will add realism and complexity at some sacrifice of playability.

B. In the Order of Appearance (35.0) certain units are listed as optional reinforcements. These units did not participate historically at the battle but were potentially available. These units have been included to give players additional options, and to satisfy the whims of the designers.

C. The following units from both armies arrived on the battlefield in a state of fatigue and most were not actively engaged on the day of arrival. It is recommended that these units enter the game fatigued and cannot recover from fatigue until the Straggler/BCE Interphase following their arrival (see the

Sequence of Play, 4.0). If the optional fatigue rules are not used, the Morale Ratings of these units should be reduced by 1 for all morale checks. The affected units are:

Army of the Potomac

VI Corps

Army of Northern Virginia

Anderson's Division
Pickett's Division
Law's Brigade (Hood's Division)
A. Jenkin's Brigade (Cavalry)
F. Lee's Brigade (Cavalry)
Chambliss' Brigade (Cavalry)

D. Multi-Commander Communications.

This rule should not be used unless all players agree to adhere strictly to it.

1. Players may talk to each other only if the leaders they represent are stacked together or are adjacent to each other.
2. If leaders are not stacked together or adjacent, players can communicate through notes only. A note must be only one sentence long (use common sense here) and must be addressed to the leader that will receive it.
3. Players write and read notes in the Initial Command Phase. The turn on which a leader receives a note depends on the distance between them. For every 12 Movement Points between the leaders (using the mounted cavalry rate) one turn elapses before the note arrives. If the leaders are less than 12 movement points apart, the note can be read immediately.
4. A given leader can dispatch or receive as many notes as desired in a single Initial Command Phase.

[34.44] Three Days at Gettysburg (08:20 July 1 through 19:40 July 3)

A. Confederate Initial Deployment. All infantry units begin the scenario in line formation. All artillery batteries (Arty) are limbered.

HEX NO. Unit or LEADER

A0828	HETH
A0828	Heth's Supply
A0824	DAVIS
A0824	42 Miss
A0623	2 Miss
A0724	55 NC
A1427	ARCHER
A1427	13 Ala
A1126	7 Tenn
A1226	14 Tenn
A1327	5 Ala Bn
A1528	1 Tenn
A1025	Fredericksburg Arty
A0927	Purcell Arty
A0927	Crenshaw Arty
A0827	Pee Dee Arty
A0827	Letcher Arty

B. Union Initial Deployment. The Union cavalry set-up is listed twice. The first is the standard set-up, identified by an asterisk (*). Cavalry units (Cav) are dismounted; artillery units (Arty) are unlimbered. The second

cavalry listing is the optional skirmisher set-up that can be used instead of the standard set-up; skirmisher units are identified by (sk). All units on Map C are in column or limbered. All units not identified as cavalry or artillery are infantry units.

HEX NO. Unit or LEADER

A1813	BUFORD 1/Cav
A1813	Supply 1/Cav
A0817	DEVIN 2/1/Cav
A1620	GAMBLE 1/1/Cav
A1419	A, 2 US Arty 2/Cav
A0516	* 6 NY (Cav)
A0616	* 9 NY (Cav)
A0817	* 17 Pa (Cav)
A1017	* 3 WVa (Cav)
A1520	* 8 NY (Cav)
A1620	* 8 Ill (Cav)
A1821	* 12 Ill (Cav)
A1922	* 3 Ind (Cav)
A0516	sk 6 NY (Cav)
A0616	sk 9 NY A (Cav)
A0717	sk 9 NY B (Cav)
A0817	sk 17 Pa A (Cav)
A0918	sk 17 Pa B (Cav)
A1017	sk 3 WVa (Cav)
A1419	sk 8 NY A (Cav)
A1520	sk 8 NY B (Cav)
A1620	sk 8 Ill A (Cav)
A1721	sk 8 Ill B (Cav)
A1821	sk 12 Ill (Cav)
A1922	sk 3 Ind (Cav)
C1937	REYNOLDS I Corps
C1937	WADSWORTH 1/I
C1937	CUTLER 2/1/I
C2036	76 NY
C2137	56 Pa
C2236	147 NY
C2337	95 NY
C2437	84 NY
C2538	2 Me Arty I
C2538	MEREDITH 1/1/I
C2638	2 Wisc
C2739	7 Wisc
C2839	19 Ind
C2940	24 Mich
C3040	6 Wisc
	1/I Supply

C. Reinforcements. All units from the Order of Appearance (35.0) are reinforcements for the three day battle and are brought onto the map at the time specified.

D. Ammunition Supply. All batteries, wagons, and trains are fully stocked (see 11.0).

E. Special Rules.

1. Rapid March (29.0) is prohibited during all July 1 turns.
2. The XI Corps train may supply I Corps batteries with ammunition until the I Corps train arrives.

[34.45] The Missed Opportunity (05:00 July 2 through 19:40 July 3)

One of the most intensive controversies about the battle centers around the lack of a Confederate attack on the morning of the second day. This dawn situation allows the players a chance to mount this attack.

A. Deployment Restrictions. All infantry units begin the game in line formation. All artillery batteries are unlimbered. All cavalry

units are dismounted. All officers are placed in a specific hex as indicated. Regiments are placed within one hex of their respective brigade commanders. Certain batteries and Confederate cavalry units are placed in specific hexes while others are placed within one or two hexes of a specified hex. Division supply wagons and corps trains are set up within one hex of their respective commanders. NOTE: The US III Corps train has not yet arrived.

B. Prior Casualties. Losses suffered during previous combat are listed for each brigade and each artillery battery. Mark these losses on the OB Rosters, carefully distinguishing between kills and captures for victory point purposes. Losses in a infantry or cavalry brigade must be spread as evenly as possible among all units in the brigade. All artillery losses are in terms of guns lost and reduced crews. The following officers have been eliminated, and their replacements are listed in the set-up: **Confederates**—Archer (captured), Heth (wounded), Scales (wounded); **Union**—Reynolds (killed), Meredith (wounded), Paul (wounded), Stone (wounded), Barlow (wounded). Iverson, O'Neal, and Schemmelfennig have been removed from command but do not count for victory point purposes. The 25 Ohio (2/1/XI) and the 154 NY (1/2/XI) regiments have been eliminated and are not placed on the map.

C. Confederate Initial Deployment.

HEX NO.	Unit or LEADER	KILL/ CAP
B2504	JOHNSON	EWELL
B2801	WALKER	JOHNSON
B2803	STEUART	JOHNSON
B2705	WILLIAMS	JOHNSON
B2804	JONES	JOHNSON
B2513	EWELL	II
B2513	EARLY	EWELL
B2513	1 Md Cav	EWELL
B2513	35 Va Bn Cav	EWELL
B2309	GORDON	EARLY 4/0
B2006	SMITH	EARLY
B3214	AVERY	EARLY 1/0
B3116	HAYES	EARLY
B2825	RODES	EWELL
B3021	DOLES	RODES 2/0
B3024	IVERSON (Repl)	RODES 5/3
B3027	RAMSEUR	RODES 2/0
B2528	O'NEAL (Repl)	RODES 3/1
B2528	DANIEL	RODES 7/0
B2632	R.E. LEE	ANV
B2632	LONGSTREET	I
B2632	HILL	III
B1515	JENKINS	STUART
B3534	PENDER	HILL
B3633	LANE	PENDER 1/0
B3934	THOMAS	PENDER
A3603	PERRIN	PENDER 6/0
A3904	SCALES (Repl)	PENDER 3/0
A2010	ANDERSON	HILL
A2011	WILCOX	ANDERSON
A2012	LANG	ANDERSON
A1814	WRIGHT	ANDERSON
A1810	POSEY	ANDERSON
A1712	MAHONE	ANDERSON
A2617	PETTIGREW (Heth's Repl)	HILL
A2315	DAVIS	PETGRW 6/2

A2516	BRKBRGH	PETGRW	1/0
A2717	REPL COMM A (Pettigrew's Repl)	PETGRW	8/0
A2918	ARCHER (Repl)	PETGRW	1/1
B2502	Johnson's Arty	JOHNSON	
(within 2 hexes)			
A2010	Anderson's Arty	ANDERSON	
(within 2 hexes)			
B3932	Heth's Arty	PETGRW	
(within 2 hexes)			
B3431	McIntosh's Arty	III	
(within 2 hexes)			
	2 Rockbridge Arty	McIntosh's Arty	1/0
B3231	Pegram's Arty	III	
(within 1 hex)			
	Pee Dee Arty	Pegram's Arty	1/0
B3534	Pender's Arty	PENDER	
(within 1 hex)			
B2221	Rode's Arty	RODES	
(within 1 hex)			
	Louisa Arty*	Rode's Arty	
B2225	Nelson's Arty	II	
(within 2 hexes)			
B2832	Dance's Arty	II	
(within 2 hexes)			
B2419	Early's Arty	EARLY	
(within 1 hex)			
	Charltsville Arty	Early's Arty	1/0

*Louisa Arty has a half-crew

D. Union Initial Deployment

HEX NO.	Unit or LEADER	KILL/ CAP
C1321	CANDY	1/2/XII
C1120	GEARY	2/XII
C1120	KANE	2/2/XII
C0919	GREENE	3/2/XII
C0516	WARD	2/1/III
C0216	GRAHAM	1/1/III
C0117	BIRNEY	1/III
C0533	DEVIN	2/1/CAV
C0536	GAMBLE	1/1/CAV
C0834	BUFORD	1/CAV
B5920	SICKLES	III CORPS
B5819	HUMPHREYS	2/III
B5720	BREWSTER	2/2/III
B5420	CARR	1/2/III
B5025	STANNARD	3/3/I
B4724	ROWLEY	1/3/I
B4622	DOUBLEDAY	3/I
B4523	STONE (Repl)	2/3/I
B4621	NEWTON (Reynolds' Repl)	I CORPS
B4721	MEADE	AoP
B4721	WARREN	AoP
B4721	HUNT	AoP ARTY
B4420	PAUL (Repl)	1/2/I 4/6
B4619	BAXTER	2/2/I 3/4
B4519	ROBINSON	2/I
B4220	HOWARD	XI CORPS
B4220	AMES (Barlow's Repl)	1/XI
B4220	von STEINWEHR	2/XI
B4220	SCHURZ	3/XI

B4222	COSTER	1/2/XI	3/3
B4022	SMITH	2/2/XI	
B3821	KRZYZANOWSKI	2/3/XI	5/2
B3720	REPL COMM A (Ames' Repl)	2/1/XI	4/4
B3919	von GILSA	1/1/XI	2/1
B4021	SCHMELFNG (Repl)	1/3/XI	4/4
(less 1 SP 61 Ohio)			
B4415	WADSWORTH	1/I	
B4215	MEREDITH (Repl)	1/1/I	9/3
B4213	CUTLER	2/1/I	6/4
B5610	SLOCUM	XII CORPS	
B5804	WILLIAMS	1/XII	
B5702	McCOUGALL (less 3 Md)	1/1/XII	
B5501	RUGER	3/1/XII	
C0834	A, 2 US Arty	2/CAV	
B4221	2 Me Arty*	I	3/0
B4216	5 Me Arty	I	
B4119	E, L 1 NY Arty	I	1/0
B4019	B, 1 Pa Arty	I	1/0
B3921	B, 4 US Arty*	I	2/0
B4221	13 NY Arty	XI	1/0
B3820	I, 1 NY Arty	XI	1/0
B4021	I, 1 Oh Arty	XI	
B4717	K, 1 Oh Arty*	XI	2/0
B4122	G, 4 US Arty	XI	
B5920	III Arty**	III	
(within 1 hex)			
B5509	XII Arty	XII	
(within 1 hex)			
B4313	Breastwork		
B4213	Breastwork		
B4214	Breastwork		
B4215	Breastwork		
B4216	Breastwork		
B4018	Breastwork		
B3919	Breastwork		
B3819	Breastwork		
B3720	Breastwork		
B4119	Breastwork		
B3920	Breastwork		
B3820	Breastwork		
B3721	Breastwork		
B3821	Breastwork		
B4122	Breastwork		
B4019	Breastwork		
B4322	Breastwork		
B3922	Breastwork		
B4222	Breastwork		
B4022	Breastwork		
B4511	# Breastwork		
B4411	# Breastwork		
B4412	# Breastwork		
B4711	# Breastwork		
B4610	# Breastwork		
B4512	# Breastwork		
B4811	# Breastwork		
B5109	# Breastwork		
B5009	# Breastwork		

*This artillery battery has a half-crew

**Less D, 1 NY arty. battery and 4 NY arty. battery

#See G. below

E. Reinforcements. All units from the Order of Appearance (35.0) beginning with the 0500 July 2 turn are reinforcements and are brought onto the map at the time specified.

F. Ammunition Supply. All batteries, wagons, and trains appear with full ammunition loads, with the exception of the following:

CSA	II CORPS Train	60 arty. rounds
	III CORPS Train	60 arty. rounds
USA	III CORPS Train	0 arty. rounds*
	VI CORPS Train	0 arty. rounds*
	XI CORPS Train	10 arty. rounds

*Cannot be resupplied; see 11.35

G. Special Rule. Breastworks noted by (#) were not constructed until the afternoon of July 2. As an exception to rule 20.12, the Union player may build these breastworks in the indicated positions during daylight hours, using the normal procedure for building them.

H. Special Command Rule. Newton (3/VI) has replaced Reynolds as commander of the Union I Corps.

[34.46] The Whole Line Ablaze (15:40 July 2 through 19:40 July 3)

The Confederate offensive finally began late in the afternoon on July 2 with Longstreet's attack on Sickles' III Corps. Lee's plan was to have the attack continue in echelon from right to left until the entire Union position was engulfed. The plan was not executed properly and the determined Union defense thwarted Confederate victory. This scenario begins with the Confederate army poised to attack.

A. Deployment Restrictions. All infantry units begin the game in line formation; all artillery batteries are unlimbered; all cavalry units are dismounted. The 1 US SS and 2 US SS may be deployed in skirmish formation if rule 23.0 is used. Players should refer to the Initial Deployments for both armies in the Little Round Top (34.2) and Culp's Hill (34.3) scenarios (except for Early's and Johnson's Divisions) for unit placements. The remainder of the armies are set up as listed under C. and D. below. All officers, batteries, and certain regiments are placed on specific hexes while all other units, including division wagons and corps trains are placed within one hex of their respective commanders.

B. Prior Casualties. Losses suffered during previous combat are listed for each brigade and each artillery battery; note these losses on the OB Rosters before beginning play, distinguishing between kills and captures for victory point purposes. Losses in infantry and cavalry brigades must be spread as evenly as possible among all units of the brigade. Certain regiments have casualties specified for them in the Initial Deployment lists. The following officers are casualties and their replacements are listed in the Initial Deployments: **Confederates**—Archer (captured), Heth (wounded), Scales (wounded); **Union**—Reynolds (killed), Meredith (wounded), Paul (wounded), Stone (wounded), Barlow (wounded). Iverson, O'Neal and Schimmelfennig have been replaced and do not count for victory point purposes. The 25 Ohio (2/1/XI) and the 154

NY (1/2/XI) have been eliminated and are not deployed on the map.

C. Confederate Initial Deployment.

HEX NO.	Unit or LEADER	COMMAND	KILL/CAP
A5807	Co. B Arty	ANDERSON	
A5223	I Corps Train	LONGSTREET	
A4806	Albemarle Arty	PENDER	
A4806	Charlotte Arty	PENDER	
A4705	Madison Arty	PENDER	
A4705	Warrenton Arty	PENDER	
A4402	Co. C Arty	ANDERSON	
B4333	Co. A Arty	ANDERSON	
B4233	Fredricksburg Arty	PEGRAM	
B4133	Crenshaw Arty	PEGRAM	
B4032	Pee Dee Arty	PEGRAM	1/0
B3932	Purcell Arty	PEGRAM	
B3831	Letcher Arty	PEGRAM	
B3731	Pittsylvania Arty	PETTIGREW	
B3630	Donaldsville Arty	PETTIGREW	
A3804	Norfolk Lt. Arty	PETTIGREW	
A3704	Huger Arty	PETTIGREW	
A3303	Danville Arty	McINTOSH	
A2903	Salem Arty	DANCE	
B3432	2 Rockbrdge Arty	McINTOSH	1/0
B3332	Hardaway A Arty	McINTOSH	
B3332	Hardaway B Arty	McINTOSH	
B3232	Johnson Arty	McINTOSH	
B3131	Powhatan Arty	DANCE	
B2932	3 Rich How Arty	DANCE	
B2331	2 Rich How Arty	DANCE	
B2126	Fluvanna Arty	NELSON	
B2126	Amherst Arty	NELSON	
B2126	Ga Regular Arty	NELSON	
B1923	Jeff Davis Arty	RODES	
B1923	Orange Arty	RODES	
B1922	King Willm Arty	RODES	
B1922	Louisa Arty*	RODES	
B2632	R.E. Lee	ANV	
B2912	35 Va Bn Cav	EWELL	
B2912	1 Md Cav	EWELL	
B2905	Lee Arty	JOHNSON	1/0
B2905	1 Rockbrdge Arty	DANCE	
B3508	Chesapeake Arty	JOHNSON	1/0
B3607	1 Md Arty	JOHNSON	
B3607	Alleghany Arty*	JOHNSON	
B1703	Charlottesville Arty	EARLY	1/0
B1703	Staunton Arty	EARLY	
B1702	La Guard Arty	EARLY	
B1702	Courtney Arty	EARLY	
A5308	WILCOX	ANDERSON	
A5004	LANG	ANDERSON	
A4704	WRIGHT	ANDERSON	
A4403	POSEY	ANDERSON	
A4406	HILL	III CORPS	
A4204	ANDERSON	HILL	
A4103	MAHONE	ANDERSON	
B4134	THOMAS	PENDER	
A4003	SCALES (Repl)	PENDER	3/0
A3803	LANE	PENDER	1/0
A3802	PERRIN	PENDER	6/0
A3905	PENDER	HILL	
B2832	DANIEL	RODES	7/0
B2528	O'NEAL (Repl)	RODES	3/1
B2926	RODES	EWELL	
B3127	RAMSEUR	RODES	2/0
B3125	IVERSON (Repl)	RODES	5/3
B3123	DOLES	RODES	2/0
B3217	HAYS	EARLY	
B3215	AVERY	EARLY	1/0
B2716	GORDON	EARLY	4/0
B2912	EARLY	EWELL	
B2912	EWELL	II CORPS	
B3706	JONES	JOHNSON	
B3201	WILLIAMS	JOHNSON	
B3002	STEUART	JOHNSON	
B2704	WALKER	JOHNSON	
B2702	JOHNSON	EWELL	
B1802	SMITH	EARLY	
B1515	JENKINS	STUART	
A2617	PETTIGREW (Heth's Repl)	HILL	
A2315	DAVIS	PETGRW	6/2
A2516	BRKBRGH	PETGRW	1/0
A2717	REPL COMM A	PETGRW	8/0

(Pettigrew's Repl)			
A2918	ARCHER	PETGRW	1/1
A4529	PICKETT	LONGSTREET	
A4529	Pickett's Arty (within 1 hex)	PICKETT	
A4729	KEMPER	PICKETT	
A4329	GARNETT	PICKETT	
A4130	ARMISTEAD	PICKETT	

*Artillery battery with half-crew.

D. Union Initial Deployment

HEX NO.	Unit or LEADER	COMMAND	KILL/CAP
B3921	B, 4 US Arty*	I CORPS	2/0
B4221	H, 1 US Arty	1 REG	
B4321	C, W Va Arty	3 VOL	
B4421	2 Me Arty*	I CORPS	3/0
B4717	K, 1 Oh Arty*	XI CORPS	2/0
B4219	13 NY Arty	XI CORPS	1/0
B4021	I, 1 Oh Arty	XI CORPS	
B4122	G, 4 US Arty	XI CORPS	
B3921	82 Ohio	2/3/XI	1/0
B3921	75 Pa	2/3/XI	1/0
B3921	26 Wisc	2/3/XI	2/0
B3922	136 NY	2/2/XI	
B4022	55 Oh	2/2/XI	
B4022	73 Oh	2/2/XI	
B4022	SMITH	2/2/XI	
B4121	74 Pa	1/3/XI	2/0
B4121	157 NY	1/3/XI	1/0
B4222	27 Pa	1/2/XI	2/0
B4222	COSTER	1/2/XI	
B4221	134 NY	1/2/XI	1/0
B4418	XI Train	XI CORPS	
B4320	von STEINWEHR	2/XI	
B4320	Supply 2/XI	2/XI	
B4524	I, 1 US Arty	II CORPS	
B4725	A, 1 RI Arty	II CORPS	
B4824	A, 4 US Arty	II CORPS	
B4925	B, 1 RI Arty	II CORPS	
B5125	B, 1 NY Arty	II CORPS	
B5732	K, 4 US Arty	III CORPS	
B5534	1 US SS	Indpnt	
A5703	5 NJ	3/2/III	
B5919	C, F 1 Pa Arty	1 VOL	
B5918	2 Conn Lt. Arty	2 VOL	
B5918	5 NY Arty	2 VOL	
B5917	K, 1 NY Arty	4 VOL	
B5917	6 Me Arty	4 VOL	
B5916	C, 4 US Arty	1 REG	
B5916	C, 5 US Arty	1 REG	
B5915	F, K 3 US Arty	1 REG	
B5814	TYLER	ARTY RES	
B5814	Res Train	ARTY RES	
C0115	1 NH Arty	3 VOL	
C0115	H, 1 Oh Arty	3 VOL	
C0114	1 NJ Arty	4 VOL	
C0114	1 Md Arty	4 VOL	
C0113	9 Mich Arty	1 CAV	
C0113	6 NY Arty	1 CAV	
C0112	B, L 2 US Arty	1 CAV	
B4820	STANNARD	3/3/I	
B4621	ROWLEY	1/3/I	6/3
B4621	DOUBLEDAY	3/I	
B4422	STONE	2/3/I	6/3
B4621	NEWTON	I CORPS	
(Reynolds' Repl)			
B4721	MEADE	AoP	
B4420	PAUL (Repl)	1/2/I	4/6
B4619	BAXTER	2/2/I	3/4
B4519	ROBINSON	2/I	
B5610	SLOCUM	XII CORPS	
B4913	WILLIAMS	1/XII	
B4613	GEARY	2/XII	
B5409	XII Arty (within 1 hex)	XII CORPS	
B5008	LOCKWOOD (less 1 Md Es)	Ind/XII	
B4909	RUGER	3/1/XII	
B4811	McDOUGALL	1/1/XII	
B4514	CANDY	1/2/XII	
B4610	KANE	2/2/XII	
B4622	HAYS	2/II	
B4623	CARROLL	1/3/II	
B4723	SMYTH	2/3/II	
B4724	WILLARD	3/3/II	

B4924	GIBBON	2/II
B4824	WEBB	2/2/II
B4924	HARROW	1/2/II
B5024	HALL	3/2/II
B5223	HANCOCK	II CORPS
B5325	BROOKE	4/1/II
B5424	ZOOK	3/1/II
B5524	CALDWELL	1/II
B5624	CROSS	1/1/II
B5725	KELLY	2/1/II
B5530	BREWSTER	2/2/III
B5831	HUMPHREYS	2/III
B5934	CARR	1/2/III
B5708	McCANDLESS	1/3/V
B5807	CRAWFORD	3/V
B5907	FISHER	3/3/V
B5609	VINCENT	3/1/V
B5808	SWITZER	2/1/V
(less 9 Mass)		
B5908	TILTON	1/1/V
B5709	BARNES	1/V
B5910	WEED	3/2/V
B5809	DAY	1/2/V
B5814	B, 1 Pa Arty	I CORPS
C0106	BURBANK	2/2/V
C0103	V Arty	V CORPS
(within 1 hex)		
B5910	AYRES	2/V
B5608	SYKES	V CORPS

Breastworks: Use all breastworks as in case 34.45.

E. Reinforcements. All units from the Order of Appearance (35.0) beginning with the 15:40 July 2 turn are reinforcements and are brought onto the map at the time specified.

F. Ammunition Supply. All batteries, wagons, and trains appear with full ammunition with the exception of the following:

CSA	II Corps Train	60 arty rounds
	III Corps Train	60 arty rounds
USA	III Corps Train	0 arty rounds*
	VI Corps Train	0 arty rounds*
	XI Corps Train	10 arty rounds

*Cannot be resupplied; see 11.35

G. Special Rule. Newton (3/VI) has replaced Reynolds as US I Corps commander.

H. Command Control and Detachments. The following units are considered detached or have special command status at this stage of the battle:

CSA Detached Brigades: Jones/JOHNSON, Smith/EARLY, Wilcox/ANDERSON

USA Detached Brigades: Graham (1/1/III), Burling (3/2/III)

USA Special Command Control: 5 NJ (3/2/III) independent; 33 Mass (2/2/XI) independent; 3 Me (2/1/III) attached to 1/1/III

[34.47] The High Water Mark (13:00 July 3 through 19:40 July 3)

The Battle of Gettysburg reached its climax on July 3 with the famous Pickett's Charge. However, the tactical situation offered both commanders several other options. Players have the opportunity to decide the fate of their nations in the final hours of the Grand Battle.

A. Deployment Restrictions. All infantry units begin the game in line formation; all artillery batteries are unlimbered; all cavalry units are dismounted. The 1 US SS and 2

US SS may be deployed in skirmish formation if optional rule 23.0 is used. The armies are set up as listed under **C.** and **D.** below. All officers and certain batteries are set up in specific hexes. Regiments, division supply wagons, and corps trains are placed within one hex of their respective commanders. Other artillery batteries are set up within one hex of a specified hex.

B. Prior Casualties. Losses suffered during previous combat are listed for each brigade and artillery battery. Note these losses on the OB Rosters, carefully distinguishing between kills and captures for victory point purposes. All artillery losses are in terms of guns lost and crews reduced. Losses to brigades must be spread as evenly as possible among all units of the brigade. The following officers have been eliminated and their replacements are listed in the set-up: **Confederate**—Archer (captured), Heth (wounded), Scales (wounded), Hood (wounded), G. T. Anderson (wounded), J. Jones (wounded), Barksdale (killed), Semmes (killed), Avery (killed), Pender (killed); **Union**—Reynolds (killed), Meredith (wounded), Paul (wounded), Stone (wounded), Barlow (wounded), Cross (killed), Zook (killed), Willard (killed), Sickles (wounded), Graham (captured), Vincent (killed), Weed (killed). Iverson, O'Neal, and Schimmelfennig have been removed but do not count for victory point purposes. The 25 Ohio (2/1/XI); 154 NY (1/2/XI); I, 5 US Arty (V Corps); 2 NC Bn (Daniel/Rodes) have been eliminated and are not placed on the map.

C. Confederate Initial Deployment

HEX NO.	Unit or LEADER	COMMAND	KILL/CAP
C2336	Rowan Arty	LAW	1/0
C2236	German Lt. Arty	LAW	
C2337	Hart Arty	STUART	
C0734	Palmetto Arty	LAW	
C0633	Branch Arty	LAW	1/0
C0533	Madison Arty	ALEXANDER	
C0432	Brooks Lt. Arty	ALEXANDER	1/0
C0333	Bedford Arty	ALEXANDER	
C0333	Parker Arty	ALEXANDER	
C0232	Bath Arty	ALEXANDER	
C0132	3 Co. Arty	ESHLEMAN	
A5903	4 Co. Arty	ESHLEMAN	
A5903	Ellis Lt. Arty	McLAWS	
A5802	Pulaski Arty*	McLAWS	
A5802	1 Rich How Arty	McLAWS	
A5632	1 + 2 Co. Arty	ESHLEMAN	
A5807	Co. B Arty	ANDERSON	
B5832	Fayette Arty	PICKETT	
B5832	Fauquier Arty	PICKETT	
B5732	Lynchburg Arty	PICKETT	
B5732	Hampton Arty	PICKETT	
A5007	Huger Arty	PETTIGREW	
A5007	Norfolk Lt. Arty	PETTIGREW	
B5033	Ashland Arty	ALEXANDER	
B5033	Troup Co Lt Arty	McLAWS	
B4933	Madison Arty	TRIMBLE	
A4706	Charlotte Arty	TRIMBLE	
A4706	Warrenton Arty	TRIMBLE	
A4502	Albemarle Arty	TRIMBLE	
B2513	EWELL	II CORPS	
B2513	1 Md Cav	EWELL	
B2513	35 Va Bn Cav	EWELL	
A4302	Co. C. Arty	ANDERSON	
A4302	Co. A Arty	ANDERSON	
B4233	Fredricksburg Arty	PEGRAM	
B4133	Crenshaw Arty	PEGRAM	
B4032	Pee Dee Arty	PEGRAM	1/0
B3932	Purcell Arty	PEGRAM	

B3831	Letcher Arty	PEGRAM	
A3804	Donaldsville Arty	PETTIGREW	
A3804	Pittsylvania Arty	PETTIGREW	
B3731	2 Rich How Arty	DANCE	
B3630	3 Rich How Arty	DANCE	
B3630	Salem Arty	DANCE	
B3432	Danville Arty	McINTOSH	
B3332	2 Rockbrdge Arty	McINTOSH	1/0
B3332	Hardaway A Arty	McINTOSH	
B3231	Johnson Arty	McINTOSH	
B3131	Powhatan Arty	DANCE	
B2533	Jeff Davis Arty	RODES	
B2533	Orange Arty	RODES	
B2331	King Willm Arty	RODES	
B2024	Louisa Arty*	RODES	
B1328	Hardaway B Arty	McINTOSH	
B2220	Charlottesville Arty	EARLY	1/0
B2220	Staunton Arty	EARLY	
B2219	La Guard Arty	EARLY	
B2219	Courtney Arty	EARLY	
B2905	1 Rockbrdge Arty	DANCE	
B3507	Fluvanna Arty	NELSON	
B3507	Amherst Arty	NELSON	
B3606	Ga Regular Arty	NELSON	
B3907	1 Md Arty	JOHNSON	
B3906	Alleghany Arty*	JOHNSON	
B3905	Chesapeake Arty	JOHNSON	1/0
B3905	Lee Arty	JOHNSON	1/0
C2437	ANDERSON	LAW	6/1
C2026	REPL COMM B (Law's Repl)	LAW	4/1
C1726	ROBERTSON	LAW	4/1
C1829	LAW	LONGSTR	
(Hood's Repl)			
C1528	BENNING	LAW	4/1
C1228	SEMMES (Repl)	McLAWS	3/1
C0933	McLAWS	LONGSTR	
C0634	KERSHAW	McLAWS	6/0
C0234	WOFFORD	McLAWS	2/1
C0327	BARKSDALE (Repl)	McLAWS	6/1
(within 3 hexes)			
A5505	LONGSTREET	I CORPS	
A5303	WILCOX	ANDERSON	4/2
A5103	LANG	ANDERSON	3/0
A5305	KEMPER	PICKETT	
A5206	PICKETT	LONGSTR	
A5005	ARMISTEAD	PICKETT	
A5004	GARNETT	PICKETT	
A4907	ANDERSON	HILL	
A4805	WRIGHT	ANDERSON	5/2
A4705	ARCHER (Repl)	PETTIGREW	1/1
A4707	SCALES (Repl)	TRIMBLE	3/0
A4506	LANE	TRIMBLE	1/0
A4505	REPL COMM A (Pettigrew's Repl)	PETTIGREW	8/0
A4405	TRIMBLE (Pender's Repl)	HILL	
A4406	PETTIGREW (Heth's Repl)	HILL	
A4406	A.P. HILL	III CORPS	
A4304	DAVIS	PETTIGREW	6/2
A4204	POSEY	ANDERSON	
A4103	BRKBRGH	PETTIGREW	1/0
A3802	MAHONE	ANDERSON	
A4929	IMBODEN	STUART	
B2632	R.E. LEE	ANV	
B4228	THOMAS	TRIMBLE	
B4027	PERRIN	TRIMBLE	6/0
B3826	RAMSEUR	RODES	2/0
B3625	IVERSON (Repl)	RODES	5/3
B3424	DOLES	RODES	2/0
B2926	RODES	EWELL	
B3123	HAYS	EARLY	3/0
B3120	VERY (Repl)	EARLY	4/0
B3117	GORDON	EARLY	4/0
B2817	EARLY	EWELL	
B4012	WALKER	JOHNSON	2/1
B4111	JONES	JOHNSON	4/1
B4109	JOHNSON	EWELL	
B4210	WILLIAMS	JOHNSON	4/0
B4309	O'NEAL (Repl)	RODES	4/2
B4409	DANIEL	RODES	8/2
B4509	STUART	JOHNSON	5/2
B4609	SMITH	EARLY	1/0

*Artillery battery with half-crew

D. Union Initial Deployment

HEX NO.	Unit or LEADER	COMMAND	KILL/ CAP
C2315	C, 1 NY Arty	V	
C2110	3 Mass Arty	V	
C1321	D, 5 US Arty	V	
C0920	L, 1 Oh Arty	V	
C0220	G, 1 NY Arty	4 VOL	
C0120	6 Me Arty	4 VOL	
B5923	2 Conn Lt. Arty	2 VOL	
B5823	3 Pa Arty	1/2/CAV	
B5725	15 NY Arty	1 VOL	
B5625	5 Mass Arty	1 VOL	
B5525	C, F Pa Arty*	1 VOL	1/0
B5425	9 Mich Arty	1 CAV	
B5425	C, 4 US Arty	1 REG	
B5125	1 NY Arty	VI	
B5024	B, 1 NY Arty	II	
B4925	B, 1 RI Arty*	II	2/0
B4824	A, 4 US Arty	II	
B4725	A, 1 RI Arty	II	
B4525	I, 1 US Arty	II	
B4321	C, W Va Arty	3 VOL	
B4221	H, 1 US Arty	1 REG	
B4121	G, 4 US Arty	XI	
B4021	B, 4 US Arty*	I	2/0
B3921	I, 1 Oh Arty	XI	
B4518	13 NY Arty	XI	1/0
B3920	F, G 1 Pa Arty*	3 VOL	1/0
B4019	E, L 1 NY Arty	I	2/0
B4216	5 Me Arty	I	
B4220	5 NY Arty	2 VOL	
B4320	H, 1 Oh Arty	3 VOL	
B4419	1 NH Arty	3 VOL	
B3820	I, 1 NY Arty	XI	2/0
B4617	K, 1 Oh Arty*	XI	2/0
B4717	F, 4 US Arty	XII	
B4916	K, 5 US Arty	XII	
B5512	E, Pa Arty	XII	
B5610	1 Md Arty	4 VOL	
B5508	M, 1 NY Arty	XII	
B5711	Res Train	ARTY RES	
B4721	MEADE	AoP	
B4721	WARREN	AoP	
B4721	HUNT	AoP	
C0113	6 NY Arty (within 1 hex)	1 CAV	
C0113**	B, L 2 US Arty	1 CAV	
C0113**	9 Mass Arty*	1 VOL	
C0113**	1 NJ Arty	4 VOL	
C0113**	K, 1 NY Arty	4 VOL	
C0113**	F, K 3 US Arty	1 REG	
C0113**	C, 5 US Arty	1 REG	
C0113**	TYLER	ARTY RES	
C0413**	4 NY Arty	III	3/0
C0413**	E, 1 RI Arty*	III	
C0413**	K, 4 US Arty*	III	
C0413**	D, 1 NY Arty	III	
C0413**	2 NJ Arty	III	
C0413**	2 Me Arty*	I	4/0
C0413**	B, 1 Pa Arty	I	2/0
C0915**	G, 2 US Arty	VI	
C0915**	F, 5 US Arty	VI	
C0915**	G, 1 RI Arty	VI	
C0915**	3 NY Arty	VI	
C0915**	C, 1 RI Arty	VI	
C0915**	1 Mass Arty	VI	
C0915**	D, 2 US Arty	VI	
C2115	RUSSEL	3/1/VI	
C2017	GRANT	2/2/VI	
C1923	FISHER	3/3/VI	
C1722	TILTON	1/1/VI	1/0
C1421	WEED (Repl)	3/2/VI	3/0
C1220	BURBANK	2/2/VI	3/1
C1219	DAY	1/2/VI	4/1
C0918	WHEATON (Newton's Repl)	3/VI	
C1019	EUSTIS	2/3/VI	
C1021	BARLETT	2/1/VI	
C0621	REPL COMM B (Wheaton's Repl)	3/3/VI	1/0
C0824	McCANDLESS	1/3/VI	2/0
C0620	SWEITZER	2/1/VI	3/1
C0619	VINCENT (Repl)	3/1/VI	4/0
C0419	TORBERT	1/1/VI	
C0618	BARNES	1/VI	
C1118	AYERS	2/VI	

C1121	CRAWFORD	3/V	
C1117	SYKES	V CORPS	
C0817	WRIGHT	1/VI	
C1717	HOWE	2/VI	
C1415	SEDGWICK	VI CORPS	
C0216	BIRNEY (Sickles' Repl)	III CORPS	
C0216	WARD (Birney's Repl)	1/III	
C0118	GRAHAM (Repl)	1/1/III	5/2
C0217	REPL COMM C (Ward's Repl)	2/1/III	6/1
C0318	DETROBRIAND	3/1/III	5/0
C0516	HUMPHREYS	2/III	
C0417	CARR	1/2/III	7/1
C0517	BREWSTER	2/2/III	7/1
C0617	BURLING	3/2/III	4/1
C0218	1 US SS	INDPNT	
C0218	2 US SS	INDPNT	1/0
B5922	BROOKE	4/1/II	3/1
B5822	KELLY	2/1/II	1/1
B5722	ZOOK (Repl)	3/1/II	3/1
B5623	CROSS (Repl)	1/1/II	3/0
B5720	CALDWELL	1/II	
B5225	STANNARD	3/3/I	
B5125	ROWLEY	1/3/I	6/3
B5123	STONE (Repl)	2/3/I	6/3
B5223	DOUBLEDAY	3/I	
B5023	HARROW	1/2/II	5/0
B4925	HALL	3/2/II	
B4725	WEBB	2/2/II	
B5121	GIBBON	2/II	
B4624	SMYTH	2/3/II	
B4623	WILLARD (Repl)	3/3/II	7/0
B4622	HAYS	2/II	
B4921	HANCOCK	II CORPS	
B4522	PAUL (Repl)	1/2/I	4/6
B4521	BAXTER	2/2/I	3/4
B4621	ROBINSON	2/I	
B4821	NEWTON (Reynolds' Repl)	I CORPS	
B4222	COSTER	1/2/XI	4/3
B4022	SMITH	2/2/XI	1/0
B4021	SCHIMLFNG (Repl)	1/3/XI	4/4
B3921	KRZYANOSKI	2/3/XI	6/2
B3820	REPL COMM A (Ames' Repl)	2/1/XI	4/4
B3819	von GILSA	1/1/XI	3/2
B4018	CARROL	1/3/II	1/0
B4215	MEREDITH (Repl)	1/1/I	9/3
B4214	CUTLER	2/1/I	6/4
B4416	WADSWORTH	1/I	
B4020	AMES (Barlow's Repl)	1/XI	
B4121	von STEINWEHR	2/XI	
B4120	SCHURZ	3/XI	
B4120	HOWARD	XI CORPS	
B4313	GREENE	3/2/XII	3/0
B4412	CANDY	1/2/XII	1/0
B4611	McDOUGALL	1/1/XII	1/0
B4614	LOCKWOOD	IND/XII	2/0
B5010	RUGER	2/1/XII	
B4516	KANE	2/2/XII	1/0
B4414	SHALER	1/3/VI	1/0
B5405	NEILL	3/2/VI	
B4515	WILLIAMS	1/XII	
B4415	GEARY	2/XII	
B5610	SLOCUM	XII CORPS	

*Artillery battery has half-crew

**Unit may set up within 1 hex of the indicated hex

Breastworks

C2126	C1220	C0220	C1321
C0120	B5923	B5823	
B5722	B5225	B5125	
B5024	B4925	B4824	
B4725	B4624	B4525	
C2026	C1926	C1825	
C1726	C1625	C2023	
C1923	C1822	C1722	
C1621	C1522	C1421	

In addition, use all breastworks listed in case 34.45

E. Reinforcements. All units from the

Order of Appearance (35.0) beginning with the 13:00 July 3 turn are reinforcements and are brought onto the map at the time specified. Union conditional reinforcements due at 14:00 and 16:00 do not appear.

F. Ammunition Supply. All batteries and wagons have a full load of ammunition. Train levels:

CSA	I Corps	10 arty. rounds
	II Corps	40 arty. rounds
	III Corps	10 arty. rounds
USA	I Corps	30 arty. rounds
	II Corps	20 arty. rounds
	III Corps	0 arty. rounds*
	V Corps	30 arty. rounds
	VI Corps	0 arty. rounds*
	XI Corps	20 arty. rounds
	XII Corps	40 arty. rounds
	Res. Train.	252 arty. rounds

*Cannot be resupplied; see 11.35

G. Special Rule. Newton has replaced Reynolds as commander of the US I Corps.
H. Detached Brigades. All brigades not in command at 13:00 may be considered detached for the remainder of the game.

I. Pickett's Charge (Historical Option). Players may choose to recreate this historical attack. To do so, use the following rules:

1. Play begins at 13:00.
2. From 13:00 to the end of the 14:40 turn, the following rules are in effect:
 - Units cannot move.
 - Only artillery fires, in the Offensive Bombardment and Defensive Counter-Battery Phases.
 - Any units that rout are considered pinned instead.
 - No ammunition resupply takes place.
3. At 15:00 the following units are released for movement: **CSA**—Pickett's Division, Pettigrew's (Heth's) Division, Scales' Brigade, Lane's Brigade; **USA**—I Corps, II Corps, and all Artillery Reserve batteries adjacent to Tyler.
4. At 15:20, the following units are released for movement: **CSA**—Wilcox' Brigade, Lang's Brigade.
5. The units listed in 3. and 4. above are the only units allowed to move.
6. At the conclusion of the 17:00 turn victory is determined. The player who controls hexes B4721, B4821, B4921, B5020, and B5121 wins. Control is defined as occupying these hexes or having the last unrouted unit to pass through them.

Confederate casualties will be immense. The players can judge for themselves whether a Confederate victory, if achieved, was worth the cost.

[34.48] Victory Conditions (Use if I., above, is not played).

Both players receive victory points as per section 33.0. In addition, players receive a Level of Victory shift in their favor for controlling geographical objectives as follows:

Confederate Player. One Level of Victory

shift if 2 or 3 of the objectives below are controlled. (There is no shift for controlling fewer than 2 objectives.)

Union Player. One Level of Victory shift if all 3 objectives below are controlled. (There is no shift for controlling fewer than 3 objectives.)

1. Culp's Hill—Hexes B4213, B4214, B4313, B4314.
2. Cemetery Hill—Hex B4221 and the six adjacent hexes.
3. Little Round Top—Hexes C1522, C1421, C1321, C1220.

Control is defined as physically occupying all hexes listed for the objective, or having the last unrouted units to pass through them.

[35.0] ORDER OF APPEARANCE

GENERAL RULE

The Order of Appearance is the master reinforcement schedule for both armies during the battle. Each unit listed below is available to enter the game at the time and place specified. See 22.0 for entrance of units and deployment through Staging Areas.

PROCEDURE

Units are designated either by their commander's name or by a numerical reference to brigade, division, or corps. When more than one brigade or division is listed to enter the same Staging Area at the same time, the first one listed enters first, followed by the second, etc. When an entire division or corps is specified, the owning player may choose the order in which the units enter; however, all brigades of a given division must enter before any brigades of a following division enter. Artillery batteries always follow the infantry or cavalry units of the division or corps; supply wagons and trains follow the artillery. Leaders may enter stacked with any units of their command. In cases where two Staging Areas are listed for a reinforcement, the owning player may choose either.

Some regiments, wagons, trains, and leaders enter the map earlier or later than the remainder of their unit; these are individually listed.

[35.1] CONFEDERATE REINFORCEMENTS

[35.11] All Confederate units, with the exception of Rodes' Division, enter the arrow hex in column, limbered, or mounted formation. The infantry regiments of Rodes' Division are placed in line formation within the Staging Area prior to entering the game map. These units are allowed their full movement allowance after placement.

[35.12] The Confederate player has the option of withdrawing Stuart's cavalry division from the map. (This action would duplicate Lee's attempt to throw his cavalry into the Union rear on July 3.) All units listed for

optional withdrawal must exit through the same Staging Area (8 or 12) if they leave. If the Confederate player withdraws any of these units, he must withdraw them all. The Confederate player's choice affects the arrival of Union cavalry (see 35.21).

[35.13] Certain reinforcements are listed as optional; these were units that were either present in the area but did not reach the battlefield or were withheld from Lee's army due to political intervention from Richmond. When playing a strict historical game, players ignore these reinforcements; otherwise, treat them as normal reinforcements.

[35.14] Arrival Schedule

STAGING AREA	TIME	Units or LEADERS
July 1		
SA #2	08:20	Pettigrew's Bde
SA #2	08:20	Brockenborough's Bde
SA #2	1000	A.P. HILL
SA #2	11:00	PENDER
SA #2	11:00	Perrin's Bde
SA #2	11:00	Scales' Bde
SA #2	11:00	Lane's Bde
SA #2	11:00	Thomas' Bde
SA #2	11:00	McIntosh's Arty
SA #2	11:00	Pender's Supply
SA #2	12:00	Heth's Arty
SA #2	12:00	Pender's Arty
SA #3	12:40	RODES
SA #3	12:40	Iverson's Bde
SA #3	12:40	King William Arty
SA #3	12:40	Orange Arty
SA #4	12:40	O'Neal's Bde
SA #4	12:40	Jeff Davis Arty
SA #4	12:40	Louisa Arty
SA #2	13:00	R.E. Lee
SA #3	13:00	Daniel's Bde
SA #4	13:00	Dole's Bde
SA #3 or 4	13:20	Ramseur's Bde
SA #3	13:20	EWELL
SA #3	13:20	Rodes' Supply
SA #3	13:40	1 Md Bn (II Cav)
SA #6	13:40	35 Va Bn (II Cav)
SA #6	14:00	Early's Division
SA #2	15:00	Anderson's Arty
SA #6	15:00	17 Va (Jenkin's Cav)
SA #2	16:20	LONGSTREET
SA #2	16:20	Anderson's Division
SA #2	17:00	II Corps Supply Train
SA #2	18:00	Johnson's Division
SA #2	18:40	Dance's Arty
SA #2	18:40	Nelson's Arty
SA #2	18:40	III Corps Supply Train
SA #2	19:00	11 Miss (Davis' Bde)
SA #6	19:00	Jenkin's Cav Bde (less 17 Va)
July 2		
SA #2	0:500	Hood's Division (less Law's Bde)
SA #2	05:00	Hood's Arty (less German Lt. Arty)
SA #2	06:00	McLaw's Division
SA #2	07:00	Alexander's Arty
SA #2	07:00	Eshleman's Arty
SA #2	07:00	I Corps Supply Train
SA #2	08:00	R. Ransom's Division (optional)
SA #2	12:00	Law's Bde
SA #2	12:00	German Lt. Arty
SA #5	13:00	STUART

SA #2	14:00	Pickett's Division
SA #2	14:00	Corse's Bde (optional)
SA #5	16:00	F. Lee's Bde
SA #5	16:00	Chambliss' Bde
SA #5	16:00	Griffin Arty
SA #5	16:00	Breathed Arty
SA #5	16:00	McGregor Arty
SA #5	16:00	Hart's Arty
SA #5	16:00	Stuart's Supply
July 3		
SA #7	07:00	Hampton's Bde
SA #1	12:00	Imboden's Bde (optional withdrawal)
SA #8 or 12	12:00	STUART (optional withdrawal)
SA #8 or 12	12:00	Chambliss' Bde (optional withdrawal)
SA #8 or 12	12:00	Jenkin's Bde (optional withdrawal)
SA #8 or 12	12:00	Griffin Arty (optional withdrawal)
SA #8 or 12	12:40	F. Lee's Bde (optional withdrawal)
SA #8 or 12	12:40	Hampton's Bde (optional withdrawal)
SA #8 or 12	12:40	Breathed Arty (optional withdrawal)
SA #8 or 12	12:40	McGregor Arty (optional withdrawal)
SA #1	15:00	B. Robertson's Bde (optional)
SA #1	15:00	W. Jones' Bde (optional)
SA #1	15:00	Chew Arty (optional)
SA #1	15:00	Moorman Arty (optional)

[35.2] UNION REINFORCEMENTS

[35.21] Certain Union units and commanders are conditional reinforcements, entering play only after particular conditions occur.

A. General Hancock. Hancock may arrive early if the optional Wing Commander rule (28.0) is used and if General Reynolds becomes a casualty. If Reynolds becomes a casualty, place Hancock's counter on the turn track five hours after Reynolds becomes a casualty; Hancock enters through Staging Area #11. If this rule would cause Hancock to arrive after 06:00 on July 2, enter him at 06:00 as scheduled.

B. Kilpatrick (3 Cav); 1/3/Cav; E, 4 US Arty (1 Cav); Res/1/Cav; K, 1 US Arty (2/Cav). These units appear only if the Confederate Stuart's Cavalry Division either does not optionally withdraw or if it withdraws through Staging Area #8.

C. D. Gregg (2 Cav); 1/2/Cav, 3/2/Cav, and F, G 1 US Arty (2 Cav). These units appear only if the Confederate Stuart's Cavalry Division either does not optionally withdraw or if it withdraws through Staging Area #12.

D. 2/3/Cav and M, 2 US Arty (1/Cav). These units appear only if the Confederate Stuart's Cavalry Division does not optionally withdraw.

[35.22] Certain reinforcements are listed as optional; these were units that were either present in the area but did not reach the battlefield or were withheld from Meade's

army due to political intervention from Washington. When playing a strict historical game, players ignore these reinforcements; otherwise, treat them as normal reinforcements.

[35.23] All on-map units from Buford's 1/ Cav division must withdraw from the map no later than the time indicated in the Arrival Schedule. Historically, these troops were sent to guard the Union supply depot at Westminster, Maryland.

[35.24] Arrival Schedule

STAGING

AREA TIME Units or LEADERS

July 1		
SA #13	08:20	1/3/I
SA #13	08:20	B, 1 Pa Arty (I)
SA #12	09:00	DOUBLEDAY
SA #12	09:00	2/3/I
SA #12	09:00	3/I Supply
SA #12	10:00	ROBINSON, 2/I
SA #12	10:00	5 Me Arty (I)
SA #12	10:00	1 NY Arty (I)
SA #12	10:00	B, 4 US Arty (I)
SA #11	11:20	SCHURZ, 3 XI (less 58 NY)
SA #11	11:20	I, 1 Oh Arty (XI)
SA #12	11:20	HOWARD
SA #12	11:20	BARLOW, 1/XI (less 41 NY)
SA #12	11:20	13 NY Arty (XI)
SA #11	12:20	von STEINWEHR, 2/XI
SA #11	12:20	I, 1 NY Arty (XI)
SA #11	12:20	G, 4 US Arty (XI)
SA #11	12:20	K, 1 Oh Arty (XI)
SA #11	14:40	58 NY (2/3/XI)
SA #11	14:40	XI Corps Train
SA #12	16:00	7 Ind (2/1/XI)
SA #10	16:40	WILLIAMS, 1/XII (less 3 Md)

SA #10	16:40	M, 1 NY Arty (XII)
SA #10	16:40	F, 4 US Arty (XII)
SA #10	17:00	GEARY, 2/XII
SA #10	17:00	E, Pa Lt. Arty (XII)
SA #10	17:00	K, 5 US Arty (XII)
SA #10	17:20	XII Corps Train
SA #10	17:40	FRENCH, 3/XII (optional)
SA #10	17:40	SLOCUM
SA #12	18:40	SICKLES
SA #12	18:40	BIRNEY, 1/III (less 3/1/III)
SA #12	18:40	1 US SS
SA #12	18:40	2 US SS
SA #12	18:40	E, 1 RI Arty (III)
SA #12	18:40	2 NJ Arty (III)
SA #12	18:40	1/III Supply
SA #12	19:20	3/3/I
SA #12	19:20	I Corps Train
SA #12	20:00	41 NY (1/1/XI)
	21:00	1 SP replacement for 75 Oh (2/1/XI)
SA #12	23:00	HUMPHREYS, 2/III (less 3/2/III)
SA #12	23:00	K, 4 US Arty (III)
SA #12	23:00	2/III Supply

July 2

SA #11	01:00	MEADE, HUNT, WARREN
SA #11	05:40	B, L 2 US Art (1/Cav)
SA #11	05:40	9 Mich Arty (1/Cav)
SA #11	05:40	6 NY Arty (1/Cav)
SA #11	06:00	HANCOCK, II Corps
SA #10	07:40	LOCKWOOD, Ind/XII (less 1 Md ES)
SA #11	07:40	TYLER, Arty Res (less 1 Vol)
SA #11	07:40	B, 1 Conn Hvy Arty (2 Vol) (optional)
SA #11	07:40	M, 1 Conn Hvy Arty (2 Vol) (optional)
	08:00	1 SP replacement to 61 Oh (1/3/XI)
SA #10	08:00	SYKES, V Corps

		(less 3/V and 9 Mass)
SA #10	09:00	3 Md (1/1/XII)
SA #11 or 12	09:00	3/1/III
SA #11 or 12	09:00	3/2/III
SA #11 or 12	09:00	D, 1 NY Arty (III)
SA #11 or 12	09:00	4 NY Arty (III)
SA #11 or 12	09:00	III Corps Train
SA #11	10:20	1 Vol (Arty Res)
SA #11	10:20	Reserve Train
SA #11 or 12	11:00	BUFORD, 1 Cav (withdrawal)
SA #11 or 12	11:00	1/Cav Supply (withdrawal)
SA #11 or 12	11:00	A, 2 US Arty (1/Cav) (withdrawal)
SA #10	12:00	CRAWFORD, 3/V
SA #10	12:00	2/3/V (optional)
SA #10	15:40	SEDGWICK, VI Corps (less 102 Pa)
SA #10	17:20	9 Mass (2/1/V)

July 3

SA #10	08:00	1 Md ES (Ind/XII)
SA #10	09:00	102 Pa (3/3/VI)
SA #11	13:40	KILPATRICK (conditional)
SA #11	13:40	1/3/Cav (conditional)
SA #11	13:40	E, 4 US Arty (1/Cav) (conditional)
SA #12	14:00	Res/1/Cav (conditional)
SA #12	14:00	K, 1 US Arty (2/Cav) (conditional)
SA #9 or 10	14:00	D. GREGG, 2/Cav (conditional)
SA #9 or 10	14:00	E, G 1 US Arty (2/Cav) (conditional)
SA #11	16:00	2/3/Cav (conditional)
SA #11	16:00	M, 2 US Arty (1/Cav) (conditional)

[9.16] FIRE COMBAT RESULTS TABLE

Total Fire Strength Directed Into Hex											
	3 or less	4 to 8	9 to 11	12 to 15	16 to 21	22 to 28	29 to 35	36 to 43	44 to 52	53 to 62	63 +
Grapeshot	0	1	4	7	11	15	21	28	35	43	
Small-arms and Counter-battery	0	1	4	7	11	15	21	28	35	43	
	less	3	6	10	14	20	27	34	42	50	51 +

Die

Die	1	2	3	4	5	6	P	R	P/R	1	1	1	1*
1	—	—	—	—	P	R	P/R	1	1	1	1	1*	2*
2	—	—	—	—	P	R	P/R	1	1	1	1	1*	2*
3	—	—	P	R	P/R	1	1	1	1*	2*	2*	2*	2*
4	—	P	R	P/R	1	1	1	1*	2*	2*	2*	2*	2*
5	—	P/R	P/R	1	1	1	1*	2*	2*	2*	2*	2*	3*
6	P/R	1	1	1*	1*	1*	2*	2*	2*	2*	2*	3*	3*

- Lose indicated number of Combat Strength Points/guns and make a Morale Check for the affected unit(s). P/R = Pin or Rout. Roll one die; if result is equal to or lower than the unit's morale, unit is pinned; if higher, the unit routs. P or R = possible Pin or Rout respectively. Roll a die; if the roll is higher than the unit's morale then the unit is pinned or routed; if it is the same or lower, no effect. ** = Lose indicated number of Strength Points/guns and make a Morale Check. If unit passes the Morale Check, roll again; if the result is higher than the unit's Morale, it is pinned; if lower, it is not pinned. — = No effect.

[8.36] DENSITY ADJUSTMENT CHART

Number of Strength Points in Hex				
Effect:	1-2	3-6	7-9	10 +
	-1	0	+1	+2

The effect is the number of column shifts applied to the Fire Combat Results Tables either to the left (-) or right (+). Note: A battery counts as one Strength Point for density purposes and a wagon counts as four.

[15.66] OVERSHOOT TABLE

Range in hexes from firing unit to target hex, inclusive.

die	Range 9-15	16 +
1	2	2
2	1	2
3	1	1
4	A	1
5	A	A
6	A	A

A = Accurate, fire is on target.

= Fire overshoots the indicated number of hexes and lands behind the targeted unit.

ARMY OF NORTHERN VIRGINIA

R E L E E 0
T R I M B L E 0

LONGSTREET 0 I CORPS

MCLAWS 0 I CORPS
KERSHAW 0 VP 11 + 11
REPL 0 VP 11 + 11
SEMMES 0 VP 7 + 7
REPL 0 VP 7 + 7
BARKSDALE 0 VP 14 + 14
REPL 0 VP 14 + 14
WOFFORD 0 VP 5 + 5
REPL 0 VP 5 + 5

ARTILLERY

PICKETT 0 I CORPS

GARNETT 0 VP 8 + 8
REPL 0 VP 8 + 8
ARMISTEAD 0 VP 11 + 11
REPL 0 VP 11 + 11
KEMPER 0 VP 8 + 8
REPL 0 VP 8 + 8
CORSE 0 VP 6 + 6
REPL 0 VP 6 + 6

ARTILLERY

HOOD 0 I CORPS

LAW 0 VP 15 + 15
REPL 0 VP 15 + 15
G. ANDRSON 0 VP 10 + 10
REPL 0 VP 10 + 10
J. ROBTSON 0 VP 15 + 15
REPL 0 VP 15 + 15
BENNING 0 VP 8 + 8
REPL 0 VP 8 + 8

ARTILLERY

CSA I CORPS ARTILLERY

ALEXANDER
ESHELMAN

CORPS TRAIN

PRVST GD

R. RANSOM 0 I CORPS (OPTIONAL)

M. RANSOM 0 VP 15 + 15
REPL 0 VP 15 + 15
COOKE 0 VP 11 + 11
REPL 0 VP 11 + 11
M. JENKINS 0 VP 19 + 19
REPL 0 VP 19 + 19

C 11/22

C 7/13

B 11/16

D 6/14

C 8/15

C 11/21

C 8/16

C 6/11

B 12/19

C 10/19

B 12/17

C 8/15

C 15/29

C 11/22

B 15/22

EWELL 0 II CORPS

1 MD BN

VP 8

35 VA BN

VP 8

EARLY 0 II CORPS

HAYS 0 VP 7 + 7
REPL 0 VP 7 + 7
AVERY 0 VP 6 + 6
REPL 0 VP 6 + 6
SMITH 0 VP 3 + 3
REPL 0 VP 3 + 3
GORDON 0 VP 15 + 15
REPL 0 VP 15 + 15

ARTILLERY

JOHNSON 0 II CORPS

STEUART 0 VP 11 + 11
REPL 0 VP 11 + 11
WILLIAMS 0 VP 6 + 6
REPL 0 VP 6 + 6
WALKER 0 VP 11 + 11
REPL 0 VP 11 + 11
JONES 0 VP 5 + 5
REPL 0 VP 5 + 5

ARTILLERY

RODES 0 II CORPS

DANIEL 0 VP 11 + 11
REPL 0 VP 11 + 11
IVERSON 0 VP 5 + 5
REPL 0 VP 5 + 5
DOLES 0 VP 7 + 7
REPL 0 VP 7 + 7
RAMSEUR 0 VP 5 + 5
REPL 0 VP 5 + 5
O'NEAL 0 VP 6 + 6
REPL 0 VP 6 + 6

ARTILLERY

CSA II CORPS ARTILLERY

DANCE
NELSON

CORPS TRAIN

PRVST GD

HILL 0 III CORPS

ANDERSON 0 VP 9 + 9
WILCOX 0 VP 9 + 9
REPL 0 VP 9 + 9
MAHONE 0 VP 5 + 5
REPL 0 VP 5 + 5

3/3

3/3

C 7/13

C 6/12

D 4/9

B 12/18

C 11/21

C 6/11

B 9/13

D 6/15

D 11/22

D 6/14

C 7/13

C 5/10

D 8/18

C 9/17

D 7/16

[9.28] RANGE EFFECTS CHART

Current Strength Multiplier at Range (in hexes)

Weapon Type	Artillery	Max Range	1	2	3	4	5	6-8	9-15	16+
N (Napoleon)	15 hexes	8	5	2	1	1	1	1	1/2	—
TB (3" Rifle)	20 hexes	6	4	2	1	1	1	1	1	1/2
TC (4.5" Rifle)	50 hexes	9	6	3	2	2	1	1	1	1
PA (10# Parrot)	26 hexes	5	3	2	1	1	1	1	1	1/2
PB (20# Parrot)	35 hexes	7	4	2	2	2	1	1	1	1/2
HA (12# Howitzer)	9 hexes	9	5	1	1	1	1	1	1/2	—
HB (24# Howitzer)	11 hexes	10	6	2	1	1	1	1	1/2	—
W (Whitworth)	70 hexes	—	—	—	—	1	1	1	1	1

Small-Arms

R (Rifled Musket)	5 hexes	2	1	1	1/2	1/2	—
A* (Foreign Rifle)	4 hexes	2	1	1/2	1/2	—	—
M (Smoothbore Musket)	2 hexes	3	1/2	—	—	—	—
C* (Carbine)	3 hexes	3	1	1/2	—	—	—
B* (Breech Loader)	4 hexes	3	2	1	1/2	—	—
SR* (Spencer Repeater)	4 hexes	5	3	2	1	—	—
P (Pistol)	1 hex	2	—	—	—	—	—

The number obtained when cross-indexing the firing weapon type with the range to the target is the Current Strength Multiplier for that firing unit. **Example:** Two Strength Points of Carabines firing at a target at two hex range would be multiplied by "1", yielding a Fire Strength of "2" (2 x 1 = 2).
— = Weapon type cannot fire at that range. * = These units suffer ammunition supply depletion on a depletion roll of 1, 2, or 3.

[11.34] AMMUNITION LOSS TABLE FROM ARTILLERY FIRE

Div. Wagons (Small Arms)

die	1	2	3
1	0	1	2
2	1	2	3
3	2	2	3
4	2	3	4
5	3	3	4
6	3	4	W/E

Corps/Reserve Trains (Arty. Ammo)

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

= Number of ammunition points lost.
W/E = Wagon eliminated; all ammunition lost and crew killed.

WRIGHT REPL	0	VP 7+7	C	7/14
LANG REPL	0	VP 4+4	C	4/7
POSEY REPL	0	VP 5+5	D	6/14
ARTILLERY	0	III CORPS		
HETH	0	VP 3+3	C	13/26
PETTIGREW REPL	0	VP 2+2	E	4/10
BRKNBOGH REPL	0	VP 4+4	D	5/12
ARCHER REPL	0	VP 7+7	D	10/23
DAVIS REPL	0	III CORPS		
ARTILLERY	0	VP 16+16	B	13/19
PENDER	0	VP 9+9	C	9/17
PERRIN REPL	0	VP 4+4	D	5/13
LANE REPL	0	VP 7+7	C	7/14
THOMAS REPL	0	CSA III CORPS ARTILLERY		
SCALES REPL	0	MCINTOSH PEGAM		
ARTILLERY	0	CORPS TRAIN		
MCINTOSH PEGAM	0	PRVST GD		
CORPS TRAIN	0	CAVALRY		
PRVST GD	0	FITZ LEE REPL		8/16
STUART	0	HAMPTON REPL		9/18
FITZ LEE REPL	0	CHAMBLISS REPL		6/12
HAMPTON REPL	0	B. ROBERT- SON		4/10
CHAMBLISS REPL	0	W. JONES REPL		7/14
B. ROBERT- SON	0	A. JENKINS REPL		4/11
W. JONES REPL	0	IMBODEN REPL		8/21
A. JENKINS REPL	0	ARTILLERY		
IMBODEN REPL	0			
ARTILLERY	0			

[8.19] STACKING RESTRICTIONS CHART

Terrain of Hex	Clear, Rough Orchard	Woods, Woods/ Rough, Marsh, Town**
Maximum number of units/SP's plus batteries*	3/12 + 2 batt.	2/8 + 2 batt.
Fire Strength per hexside (9.3)	4 + all guns	4 + 4 SP's guns
Maximum Melee Strength (12.7)	12	8

Exceptions: Units from a brigade listed on the BCE Chart as a Class A or B may stack up to max. stacking per terrain regardless of number of units. Also, no more than 8 SP's of small arms may fire out of a hex despite stacking limits.

Explanation: The first row determines the maximum number of units which may occupy a hex at a given point and the maximum strength points the stack may contain. * = Batteries may freely stack with other units up to a maximum of two batteries per hex. No more than 2 batteries may ever occupy the same hex, whether they are stacked with other units or not.

**Batteries can never unlimber in a Town hex except in clear Town hexes.

[25.5] BCE CALCULATION TABLE

1st Adjustment 2nd Adjustment	MORALE CLASS					
	A	B	C	D	E	E
	A	A	B	C	D	E
28		14	11	9	7	6
27		14	11	9	7	5
26		13	10	9	6	5
25		13	10	8	6	5
24		12	10	8	6	5
23		12	9	7	6	5
22		11	9	7	5	4
21	14	11	8	7	5	4
20	14	10	8	6	5	4
19	13	10	7	6	5	4
18	12	9	7	6	4	4
17	12	9	7	5	4	3
16	11	8	6	5	4	3
15	10	8	6	5	4	3
14	10	7	6	5	3	3
13	9	7	5	4	3	3
12	8	6	5	4	3	2
11	7	6	4	4	3	2
10	7	5	4	3	2	2
9	6	5	4	3	2	2
8	5	4	3	3	2	2
7	5	4	3	2	2	1
6	4	3	2	2	1	1
5	3	3	2	2	1	1
4	3	2	2	1	1	1

SP's REMAINING IN INFANTRY BRIGADE

[9.56] TERRAIN EFFECTS ON COMBAT CHART

Terrain Effect	Cavalry Charge Into or Through	Blocks Line of Sight	Shift Fire Strength Col	Effect on Melee Strength ¹
Clear	Yes	No	—	—
Orchard	No	Yes ⁴	1 Left ⁵	—
Woods	No	Yes	1 Left	—
Ridge	No	Yes ²	—	Subtract 1 SP when crossed
Crest	Yes	No ²	—	Subtract 1 SP when crossed
Steep Crest	No	Yes ²	1 Left ³	Subtract 2 SP's when crossed
Wooded Rough	No	Yes	1 Left	Add 1 SP to Defender's stack
Breastwork Marker	No	No	1 Left	Subtract 1 SP when crossed
Stream	No	No	—	Subtract 1 SP when crossed
Marsh	No	No	—	—
Bridge/Ford	No	No	—	Subtract 2 SP's when crossed
Town	No	Yes	1 Left	Defender subtract 1 SP per unit when in hex
Sunken Road	No	No	1 Left	—
RR Cut Hexside	No	No	— ⁶	P
Road/Pike/RR/Trail	O/T	O/T	O/T	O/T
Creek	No	No	—	P
Rough	No	No	—	—

O/T = The other terrain types in that hex determines whether or not that hex has the effect in question.

— = Terrain type has no effect.

P = Prohibited for movement and melee combat.

Terrain not listed above has no effect on combat.

Notes:

¹ A unit that crosses a hexside to engage in melee has its strength reduced by the listed amount. A stack of units has its strength reduced only once, not once for each unit in the stack. Units or stacks which enter the hex by crossing different hexsides have their strengths reduced separately. Thus, the total reduction may be greater than one or two points.

² Ridge and crest block LOS if they are higher than either the firing or target unit, and neither unit occupies that ridge and crest hex.

³ Applies only if the attacking unit occupies an elevation two levels lower.

⁴ A unit may trace a LOS through **one** orchard hex and into another hex of any terrain type.

⁵ A maximum of one shift for orchard regardless of whether or not the unit occupies and/or is fired upon through orchard.

⁶ Units in the RR Cut may **not** fire out of the Cut through a cut hexside.

[5.19] TERRAIN EFFECTS ON MOVEMENT CHART

	Infantry Line	Infantry Column	Skirmish Unit	Cavalry Dismounted	Cavalry Mounted	Artillery	Horse Artillery	Wagons	Trains	Leaders
Movement Allowance	6	6	6	6	12	8	10	8	8	12
Change Formation	2	2	2	2	3	4	4	N/A	N/A	N/A
Clear	1	1	1	1	1	1	1	1	1	1
Breastwork	+1	+1	N/A	+1	+2	P	P	P	P	1
Pike	N/A	1/2	N/A	N/A	1/3	1/3	1/3	1/2	1/2	1/3
Road	N/A	1/2	N/A	N/A	1/3	1/2	1/2	1	1	1/3
Trail/RR	N/A	1	N/A	N/A	1	1	1	1	1	1
Stream	+1	+1	+1	+1	+2	+2	+2	+2	+2	+1
Ford	+2	+1	+1	+2	+2	+3	+3	+4	+4	+1
Orchard	1	1	1	1	2	3	3	4	4	1
Woods	2	2	2	2	4	4	4	6	6	3
Rough	2	2	1	2	3	4	4	4	4	2
Woods/Rough	3	3	2	4	6	8	8	P	P	4
Marsh	3	3	2	3	6	P	P	P	P	3
Up Crest	+1	+1	N/A	+1	+1	+2	+2	+2	+2	+1
Down Crest	N/A	N/A	N/A	N/A	N/A	+1	+1	+1	+1	N/A
Ridge	+1	+1	N/A	+1	+2	+2	+2	+3	+3	+1
Up Steep Crest	+2	+2	+1	+3	+6	P	P	P	P	+3
Down Steep Crest	+1	+1	N/A	+2	+4	P	P	P	P	+2

All units in town hexes not on a Road or Pike move only 1 hex per game turn. All units are prohibited from crossing railroad cut hexsides. All units are prohibited from crossing Marsh Creek unless at a bridge or a ford. (P) Prohibited. The unit may not enter or cross the terrain feature. (N/A) Not applicable.

[12.98] MELEE COMBAT RESULTS TABLE

		Melee Strength Differential (Attacker minus Defender)													
die		-4	-3	-2	-1	0	+1	+2	+3	+4	+5	+6	+7	+8	+9
1	Attkr:	R2	Rpls	Engd	K1	—	—	K1	—	—	—	—	—	—	—
	Defdr:	—	Rpls	Engd	K1R2	R2	C1R2	C1R3	C2R3	C2R3	C2R3	C2R3	C3R3	C3R3	C3R3
2	Attkr:	K1R2	R2	Rpls	Engd	K1	—	—	K1	—	—	—	—	—	—
	Defdr:	—	—	Rpls	Engd	K1R2	R2	C1R2	C1R2	C2R2	C2R2	C2R3	C2R2	C3R3	C3R3
3	Attkr:	C1R2	K1R2	R2	Rpls	Engd	K1	—	—	K1	—	—	—	—	—
	Defdr:	—	—	—	Rpls	Engd	K1R2	R2	C1R2	C1R2	C2R2	C2R2	C2R3	C2R2	C3R3
4	Attkr:	C1R2	C1R2	K1R2	R2	Rpls	Engd	K1	—	—	K1	—	—	—	—
	Defdr:	—	—	—	—	Rpls	Engd	K1R2	R2	C1R2	C1R2	C2R2	C2R2	C2R3	C2R3
5	Attkr:	C2R2	C2R2	C1R2	K1R2	R2	Rpls	Engd	K1	—	—	K1	—	—	—
	Defdr:	—	—	—	—	—	Rpls	Engd	K1R2	R2	C1R2	C1R2	C2R2	C2R2	C2R3
6	Attkr:	C3R3	C3R2	C2R2	C1R2	K1R2	R2	Rpls	Engd	K1	—	—	K1	—	—
	Defdr:	—	—	—	—	—	—	Rpls	Engd	K1R2	R2	C1R2	C1R2	C2R2	C2R2

Attkr: = Effect on Attacker. **Defdr:** = Effect on Defender. **K or C1, 2, 3** = That number of Strength Points is killed or captured by the Enemy. **R2 or 3** = Units must retreat that number of hexes, then perform a Morale Check. **Engd** = The units are Engaged; see 12.94. **—** = No result against that side. **Rpls** = The units are Repulsed; see 12.95. Terrain and Leader Effects on Melee Combat; see 12.3 and 12.4. Retreats are always executed after losses; thus, a C2R2 means remove two Points which are captured, then retreat the remaining units two hexes. Differentials less than -4 are treated as -4; differentials greater than +9 are treated as +9.

Hexes ► 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60

[illegible]

(Green Units Only)

Die	Morale Rating
1	2
2	2
3	3
4	3
5	4
6	5

	"K"	"C"	"Rpls"	Small-	
Result	melee	melee	melee	arms	Artillery
Wounded	6	—	2	5	3
Killed	2 or 12	—	12	2 or 12	2
Captured	—	2-4	—	—	—

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TERRIBLE SWIFT SWORD™ Counter Section Nr. 1 (200 pieces): Front

4 Ala Law 5 R3	15 Ala Law 5 R5	44 Ala Law 5 R4	47 Ala Law 5 R3	48 Ala Law 5 R4	3 Ark J. Robertson 5 R5	1 Tex J. Robertson 5 R4	Law Hood 5 2 (1)	J. Robertson Hood 4 2 (0)	Brigde Cmdr A REPL 3 1	M. Ransom R. Ransom 4 1 (0)	Cooke R. Ransom 5 2 (1)	24 NC M. Ransom 4 R6	25 NC M. Ransom 4 R6	35 NC M. Ransom 4 R6	49 NC M. Ransom 4 R6	56 NC M. Ransom 4 R5	15 NC Cooke 4 R6	27 NC Cooke 4 R6	46 NC Cooke 4 R5
4 Tex J. Robertson 5 R4	5 Tex J. Robertson 5 R4	2 Ga Benning 4 R3	15 Ga Benning 4 R4	17 Ga Benning 4 R4	20 Ga Benning 4 R4	7 Ga GT Andrsn 4 R4	Benning Hood 4 2 (0)	GT Andrsn Hood 4 1 (0)	Hood Longstreet 10 3 (1)	R. Ransom Longstreet 8 2 (0)	M. Jenkins R. Ransom 5 2 (1)	48 NC Cooke 4 R5	1 SC M. Jenkins 5 R4	2 SC RFLS M. Jenkins 5 R4	5 SC M. Jenkins 5 R4	6 SC M. Jenkins 5 R4	Hampton Legn M. Jenkins 5 R3	Palmetto SS M. Jenkins 5 B3	Supply R. Ransom 3

HOOD'S DIVISION

8 Ga GT Andrsn 4 R3	9 Ga GT Andrsn 4 R4	11 Ga GT Andrsn 4 R3	59 Ga GT Andrsn 4 R5	Supply Hood 3	2 SC Kershaw 4 R4	3 SC Kershaw 4 R4	Kershaw McLaws 4 2 (0)	Barksdale McLaws 4 2 (0)	McLaws Longstreet 8 2 (0)
Branch Hood 5 N5	German Lt Hood 5 N4	Palmetto Hood 5 N4	Rowan Hood 5 PA6	7 SC Kershaw 4 R4	8 SC Kershaw 4 R3	15 SC Kershaw 4 R5	Semmes McLaws 4 2 (0)	Wofford McLaws 4 1 (0)	Brigde Cmdr B REPL 3 1

RANSOM'S DIVISION

Pickett Longstreet 8 2 (0)	Armistead Pickett 4 2 (0)	Kemper Pickett 4 2 (0)	9 Va Armistead 4 R3	14 Va Armistead 4 R4	38 Va Armistead 4 R4	53 Va Armistead 4 R5	57 Va Armistead 4 R5	1 Va Kemper 4 R2	3 Va Kemper 4 R3
Brigde Cmdr O REPL 3 1	Garnett Pickett 4 2 (0)	Corse Pickett 4 2 (0)	7 Va Kemper 4 R3	11 Va Kemper 4 R4	24 Va Kemper 4 R4	8 Va Garnett 4 R2	16 Va Garnett 4 R3	19 Va Garnett 4 R3	26 Va Garnett 4 R4

McLAW'S DIVISION

3 SC Bn Kershaw 4 R2	13 Miss Barksdale 5 R5	17 Miss Barksdale 5 R5	18 Miss Barksdale 5 R2	21 Miss Barksdale 5 R4	10 Ga Semmes 4 R4	50 Ga Semmes 4 R3	51 Ga Semmes 4 R3	53 Ga Semmes 4 R4	16 Ga Wofford 3 R3
18 Ga Wofford 4 R3	24 Ga Wofford 3 R3	Cobb Legn Wofford 3 R2	Philip Legn Wofford 3 R3	Ellis Lt McLaws 5 TB4	Troup Co Lt McLaws 5 HA4	Pulaski McLaws 5 TB4	1 Rich How McLaws 5 N4	Supply McLaws 3	Prvt Grd A 3 R1

PICKETT'S DIVISION

Bath Alex I 6 N4	Madison Alex I 6 HB4	Brooks Lt Alex I 6 HA4	Ashland Alex I 6 PB4	Bedford Alex I 6 TB4	56 Va Garnett 4 R3	15 Va Corse 4 R3	17 Va Corse 4 R3	29 Va Corse 4 R3	30 Va Corse 4 R2
Supply R1	Parker Alex I 6 TB4	1-2 Co Eshl I 6 N4	3 Co Eshl I 6 N3	4 Co Eshl I 6 N3	Fayette Pickett 5 N4	Fauquier Pickett 5 PA6	Hampden Pickett 5 N4	Lynchburg Pickett 5 N4	Supply Pickett 3

13 Ga Gordon 5 R3	24 Ga Gordon 5 R3	31 Ga Gordon 5 R3	38 Ga Gordon 5 R3	60 Ga Gordon 5 R3	61 Ga Gordon 5 R3	6 NC Avery 4 R5	Gordon Early 5 2 (1)	Avery Early 3 1	Brigde Cmdr C REPL 3 1
21 NC Avery 4 R4	57 NC Avery 4 R3	5 La Hays 4 R2	6 La Hays 4 R2	7 La Hays 4 R2	8 La Hays 4 R3	9 La Hays 4 R4	Hays Early 5 2 (1)	Smith Early 2 1 (0)	Early Ewell 10 3 (1)

EARLY'S DIVISION

31 Va Smith 3 R3	49 Va Smith 3 R3	52 Va Smith 3 R3	Supply Early 3	1 Md Steuart 4 R4	1 NC Steuart 4 R4	3 NC Steuart 4 R5	Supply Johnson 3	Steuart Johnson 5 2 (1)	Johnson Ewell 8 2 (0)
Christsvie Early 5 N4	Courtney Early 5 TB4	La Guard Early 5 PA4	Staunton Early 5 N4	10 Va Steuart 4 R3	23 Va Steuart 4 R2	37 Va Steuart 4 R3	Walker Johnson 4 2 (0)	J. Jones Johnson 3 1 (0)	Williams Johnson 3 1

RODES' DIVISION

5 AI SS IND(O Neal) 5 B2	4 Ga Doles 4 R3	12 Ga Doles 4 R3	21 Ga Doles 4 R3	44 Ga Doles 4 R4	2 NC Ramseur 4 R2	4 NC Ramseur 4 R2	2 Rich How Dance II 5 PA4	3 Rich How Dance II 5 TB4	1 Rokbrdg Dance II 5 PB4
14 NC Ramseur 4 R3	30 NC Ramseur 4 R3	Orange Rodes 5 TB4	Jeff Davis Rodes 5 TB4	King Wilm Rodes 5 PA4	Louisa Rodes 5 N4	Supply Rodes 3	Powhattan Dance II 5 TB4	Salem Dance II 5 N4	Amherst Nelson II 5 N3

Chrilstvie Early 5 RTD	Courtney Early 5 RTD	La Guard Early 5 RTD	Staunton Early 5 RTD	19 Va Steuart 4 RTD	23 Va Steuart 4 RTD	37 Va Steuart 4 RTD	Walker Johnson 3 REPL	J. Jones Johnson 3 REPL	Williams Johnson 3 REPL	14 NC Ramseur 4 RTD	30 NC Ramseur 4 RTD	Orange Rodes 5 RTD	Jeff Davis Rodes 5 RTD	King Wilm Rodes 5 RTD	Louisa Rodes 5 RTD	Supply Rodes 3 uncrewed	Powhattan Dance II 5 RTD	Salem Dance II 5 RTD	Amherst Nelson II 5 RTD
31 Va Smith 3 RTD	49 Va Smith 3 RTD	52 Va Smith 3 RTD	Supply Early 3 uncrewed	1 Md Steuart 4 RTD	1 NC Steuart 4 RTD	3 NC Steuart 4 RTD	Supply Johnson 3 uncrewed	Stewart Johnson 3 REPL		5 AI SS IND(O'Neal) 5 RTD	4 Ga Doles 4 RTD	12 Ga Doles 4 RTD	21 Ga Doles 4 RTD	44 Ga Doles 4 RTD	2 NC Ramseur 4 RTD	4 NC Ramseur 4 RTD	2 Rich How Dance II 5 RTD	3 Rich How Dance II 5 RTD	1 Rokbrdg Dance II 5 RTD

EARLY'S DIVISION

21 NC Avery 4 RTD	57 NC Avery 4 RTD	5 La Hays 4 RTD	6 La Hays 4 RTD	7 La Hays 4 RTD	8 La Hays 4 RTD	9 La Hays 4 RTD	Hays Early 3 REPL	Smith Early 3 REPL		Doles Rodes 3 REPL	Ramseur Rodes 3 REPL	20 NC Iverson 3 RTD	23 NC Iverson 3 RTD	3 AI O'Neal 3 RTD	5 AI O'Neal 4 RTD	6 AI O'Neal 3 RTD	12 AI O'Neal 3 RTD	26 AI O'Neal 3 RTD
13 Ga Gordon 5 RTD	26 Ga Gordon 5 RTD	31 Ga Gordon 5 RTD	38 Ga Gordon 5 RTD	50 Ga Gordon 5 RTD	61 Ga Gordon 5 RTD	6 NC Avery 4 RTD	Gordon Early 3 REPL	Avery Early 3 REPL		Daniel Rodes 3 REPL	Iverson Rodes 3 REPL	32 NC Daniel 4 RTD	43 NC Daniel 4 RTD	45 NC Daniel 4 RTD	53 NC Daniel 4 RTD	2 NC Bn Daniel 4 RTD	5 NC Iverson 3 RTD	12 NC Iverson 4 RTD

16 Ga Wofford 4 RTD	24 Ga Wofford 3 RTD	Cobb Legn Wofford 3 RTD	Philip Legn Wofford 3 RTD	Ellis Lt McLaws 5 RTD	Troup Co Lt McLaws 5 RTD	Pulaski McLaws 5 RTD	1 Rich How McLaws 5 RTD	Supply McLaws 3 uncrewed	Privst Grd A 3 ELIM	Supply 3 uncrewed	Parker Alex I 6 RTD	1-2 Co Eshl I 6 RTD	3 Co Eshl I 6 RTD	4 Co Eshl I 6 RTD	Fayette Pickett 5 RTD	Fauquier Pickett 5 RTD	Hampden Pickett 5 RTD	Lynchburg Pickett 5 RTD	Supply Pickett 3 uncrewed
3 SC Bn Kershaw 4 RTD	13 Miss Barksdale 5 RTD	17 Miss Barksdale 5 RTD	18 Miss Barksdale 5 RTD	21 Miss Barksdale 5 RTD	10 Ga Semmes 4 RTD	50 Ga Semmes 4 RTD	51 Ga Semmes 4 RTD	53 Ga Semmes 4 RTD	16 Ga Wofford 3 RTD	Bath Alex I 6 RTD	Madison Alex I 6 RTD	Brooks Lt Alex I 6 RTD	Ashland Alex I 6 RTD	Bedford Alex I 6 RTD	56 Va Garnett 4 RTD	15 Va Corse 4 RTD	17 Va Corse 4 RTD	29 Va Corse 4 RTD	30 Va Corse 4 RTD

McLAW'S DIVISION

PICKETT'S DIVISION

Branch Hood 5 RTD	German Lt Hood 5 RTD	Palmetto Hood 5 RTD	Rowan Hood 5 RTD	7 SC Kershaw 4 RTD	8 SC Kershaw 4 RTD	15 SC Kershaw 4 RTD	Semmes McLaws 3 REPL	Wofford McLaws 3 REPL		Garnett Pickett 3 REPL	Corse Pickett 3 REPL	7 Va Kemper 4 RTD	11 Va Kemper 4 RTD	24 Va Kemper 4 RTD	8 Va Garnett 4 RTD	18 Va Garnett 4 RTD	19 Va Garnett 4 RTD	28 Va Garnett 4 RTD
8 Ga GT Andrsn 4 RTD	9 Ga GT Andrsn 4 RTD	11 Ga GT Andrsn 4 RTD	59 Ga GT Andrsn 4 RTD	Supply Hood 3 uncrewed	2 SC Kershaw 4 RTD	3 SC Kershaw 4 RTD	Kershaw McLaws 3 REPL	Barksdale McLaws 3 REPL		Armistead Pickett 3 REPL	Kemper Pickett 3 REPL	9 Va Armistead 4 RTD	14 Va Armistead 4 RTD	36 Va Armistead 4 RTD	53 Va Armistead 4 RTD	57 Va Armistead 4 RTD	1 Va Kemper 4 RTD	3 Va Kemper 4 RTD

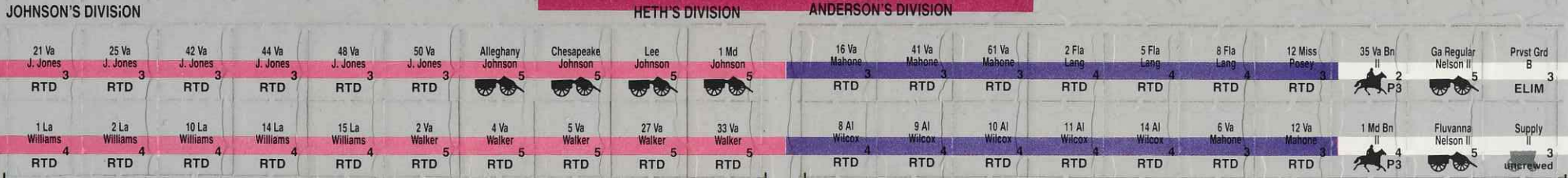
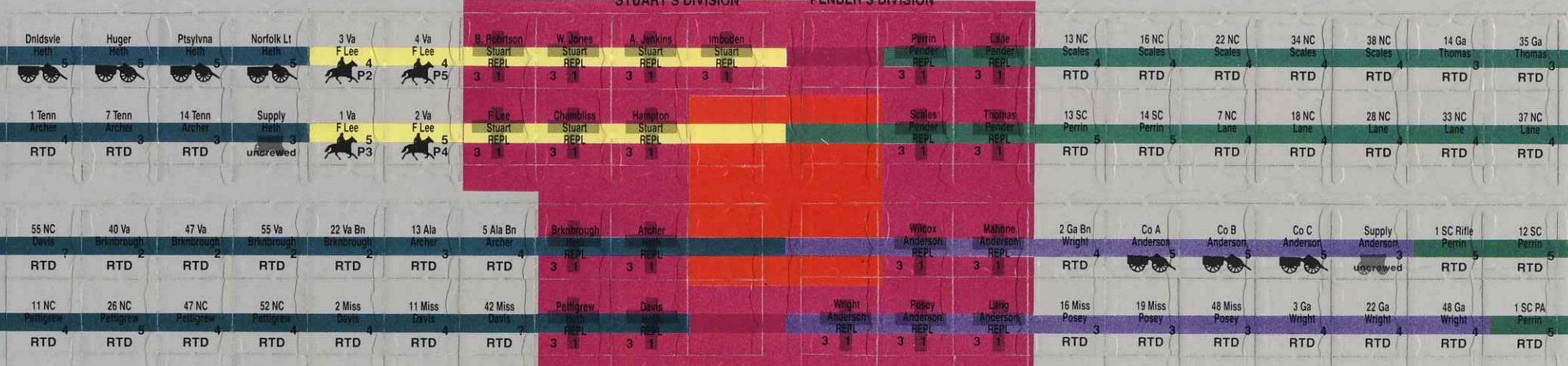
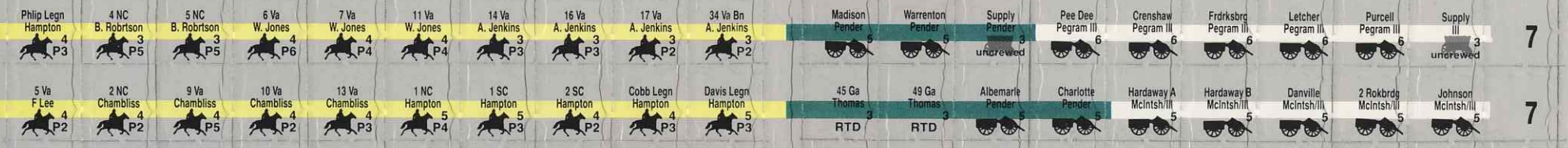
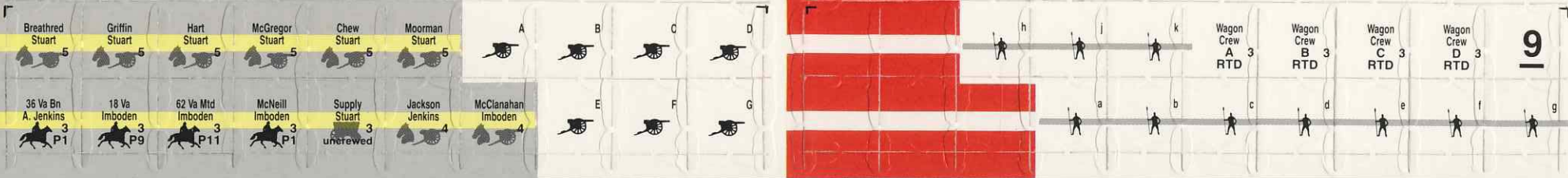
HOOD'S DIVISION

RANSOM'S DIVISION

4 Tex J Robertson 5 RTD	5 Tex J Robertson 5 RTD	2 Ga Benning 4 RTD	15 Ga Benning 4 RTD	17 Ga Benning 4 RTD	20 Ga Benning 4 RTD	7 Ga GT Andrsn 4 RTD	Benning Hood 3 REPL	GT Andrsn Hood 3 REPL		M. Jenkins R. Ransom 3 REPL	48 NC Cooke 4 RTD	1 SC M. Jenkins 5 RTD	2 SC RFLS M. Jenkins 5 RTD	5 SC M. Jenkins 5 RTD	6 SC M. Jenkins 5 RTD	Hampton Legn M. Jenkins 5 RTD	Palmetto SS M. Jenkins 5 RTD	Supply R. Ransom 3 uncrewed
4 Ala Law 5 RTD	15 Ala Law 5 RTD	44 Ala Law 5 RTD	47 Ala Law 5 RTD	48 Ala Law 5 RTD	3 Ark J Robertson 5 RTD	1 Tex J Robertson 5 RTD	Law Hood 3 REPL	J Robertson Hood 3 REPL		M. Ransom R. Ransom 3 REPL	24 NC M. Ransom 4 RTD	25 NC M. Ransom 4 RTD	35 NC M. Ransom 4 RTD	49 NC M. Ransom 4 RTD	56 NC M. Ransom 4 RTD	15 NC Cooke 4 RTD	27 NC Cooke 4 RTD	46 NC Cooke 4 RTD

TERRIBLE SWIFT SWORD™ Counter Section Nr. 2 (200 pieces): Front

(200 pieces): Front																								
1 La Williams 4 R2	2 La Williams 4 R2	10 La Williams 4 R2	14 La Williams 4 R3	15 La Williams 4 R2	2 Va Walker 5 R3	4 Va Walker 5 R3	5 Va Walker 5 R3	27 Va Walker 5 R2	33 Va Walker 5 R2	8 Al Wilcox 4 R5	9 Al Wilcox 4 R3	10 Al Wilcox 4 R3	11 Al Wilcox 4 R3	14 Al Wilcox 4 R3	6 Va Mahone 3 R3	12 Va Mahone 3 R3	1 Md Bn 2 P3	Fluvanna Nelson II 5 N4	Supply 3 R1					
21 Va J. Jones 3 R2	25 Va J. Jones 3 R3	42 Va J. Jones 3 R3	44 Va J. Jones 3 R2	48 Va J. Jones 3 R3	50 Va J. Jones 3 R2	Alleghany Johnson 5 TB4	Chesapeake Johnson 5 PA4	Lee Johnson 5 PB4	1 Md Johnson 5 N4	16 Va Mahone 3 R3	41 Va Mahone 3 R3	61 Va Mahone 3 R4	2 Fla Lang 4 R2	5 Fla Lang 4 R3	8 Fla Lang 4 R2	12 Miss Posey 3 R3	35 Va Bn 2 P3	Ga Regular Nelson II 5 TB3	Prvst Grd 3 R1					
JOHNSON'S DIVISION										HETH'S DIVISION					ANDERSON'S DIVISION									
11 NC Polkington 4 R6	26 NC Polkington 4 R8	47 NC Polkington 4 R6	52 NC Polkington 4 R6	2 Miss Davis 4 R5	11 Miss Davis 4 R6	42 Miss Davis 4 R6	Pettigrew Hill 5 2 (1)	Davis Hill 3 1 (0)	Brdge Cmdr E REPL 3 1	Wright Anderson 5 2 (1)	Posey Anderson 3 1 (0)	Lang Anderson 2 1	16 Miss Posey 3 R4	19 Miss Posey 3 R4	48 Miss Posey 3 R3	3 Ga Wright 4 R4	22 Ga Wright 4 R4	48 Ga Wright 4 R4	1 SC PA Perrin 3 R3					
55 NC Davis 4 R6	40 Va Brinkbrough 4 R3	47 Va Brinkbrough 4 R2	55 Va Brinkbrough 4 R3	22 Va Bn Brinkbrough 4 R2	13 Ala Archer 3 R3	5 Ala Bn Archer 4 R1	Brinkbrough Hill 2 1	Archer Hill 4 1 (0)	Heth Hill 6 1 (0)	R. Anderson Hill 8 2 (0)	Wilcox Anderson 5 2 (1)	Mahone Anderson 3 1 (0)	2 Ga Bn Wright 4 R2	Co A Anderson 5 PA6	Co B Anderson 5 HA6	Co C Anderson 5 TB5	Supply Anderson 3 R4	1 SC Rifle Perrin 5 R4	12 SC Perrin 5 R4					
1 Tenn Archer 4 R3	7 Tenn Archer 3 R3	14 Tenn Archer 3 R2	Supply Hill 3 R4	1 Va F. Lee 2 P3	2 Va F. Lee 2 C4	F. Lee Stuart 5 3 (1)	Chambliss Stuart 4 2	Hampton Stuart 5 3 (1)	Stuart CAV (10) 3	Pender Hill 10 3 (1)	Scales Pender 4 2 (0)	Thomas Pender 3 1 (0)	13 SC Perrin 5 R4	14 SC Perrin 5 R4	7 NC Lane 4 R3	18 NC Lane 4 R3	28 NC Lane 4 R3	33 NC Lane 4 R4	37 NC Lane 4 R4					
Dnidsvie Hill 5 TB3	Huger Hill 5 N4	Ptsylvna Hill 5 TB4	Norfolk Lt Hill 5 HA4	3 Va F. Lee 2 C2	4 Va F. Lee 2 P5	B. Robertson Stuart 2 1 (0)	W. Jones Stuart 4 2 (0)	A. Jenkins Stuart 3 1 (0)	Imboden Stuart 3 1 (0)	Brdge Cmdr F REPL 3 1	Perrin 4 2	Lane Pender 4 2 (0)	13 NC Scales 4 R3	16 NC Scales 4 R3	22 NC Scales 4 R3	34 NC Scales 4 R3	38 NC Scales 4 R2	14 Ga Thomas 3 R4	35 Ga Thomas 3 R3					
										STUART'S DIVISION					PENDER'S DIVISION									
5 Va F. Lee 2 P2	2 NC Chambliss 2 P2	9 Va Chambliss 2 P5	10 Va Chambliss 2 P2	13 Va Chambliss 2 C3	1 NC Hampton 2 C4	1 SC Hampton 2 P3	2 SC Hampton 2 C2	Cobb Legn Hampton 2 P3	Davis Legn Hampton 2 P3	45 Ga Thomas 3 R3	49 Ga Thomas 3 R3	Albemarle Pender 5 TB4	Charlotte Pender 5 HA4	Hardaway A McIntsh/III 5 TB2	Hardaway B McIntsh/III 5 W2	Danville McIntsh/III 5 N4	2 Rokrbrdg McIntsh/III 5 N4	Johnson McIntsh/III 5 TB4	8					
Philip Legn Hampton 2 P3	4 NC B. Robertson 2 R5	5 NC B. Robertson 2 R5	6 Va W. Jones 2 P6	7 Va W. Jones 2 C4	11 Va W. Jones 2 P4	14 Va A. Jenkins 2 R3	16 Va A. Jenkins 2 R3	17 Va A. Jenkins 2 R2	34 Va Bn A. Jenkins 2 R2	Madison Pender 5 N4	Warrenton Pender 5 N4	Supply Pender 3 R4	Pee Dee Pender 6 TB4	Crenshaw Pender 6 N4	Frdksbrg Pender 6 N4	Letcher Pender 6 PA4	Purcell Pender 6 N4	Supply 3 R1	8					
36 Va Bn A. Jenkins 2 R1	18 Va Imboden 2 R9	62 Va Mtd Imboden 2 R11	McNeill Imboden 2 R1	Supply Stuart 3 R4	Jackson Jenkins 4 HA2	McClanahan Imboden 4 N6	DETACHED	DETACHED	DETACHED	RE Lee ANV 5 (12) 3	Longstreet 5 (12) 3	Ewell 5 (12) 1	a	b	c	d	e	f	g					
Breathred Stuart 5 TB4	Griffin Stuart 5 PA4	Hart Stuart 5 TB3	McGregor Stuart 5 N4	Chew Stuart 5 N4	Moorman Stuart 5 N4	DETACHED	DETACHED	DETACHED	DETACHED	Hill 5 (12) 1	Trimble 5 8 2 (0)	h	i	j	k	Wagon Crew 3 A	Wagon Crew 3 B	Wagon Crew 3 C	Wagon Crew 3 D	10				



UNION #1 Front

TERRIBLE SWIFT SWORD™ Counter Section Nr. 3 (200 pieces): Front

19 Ind 1/1/I	24 Mich 1/1/I	2 Wisc 1/1/I	6 Wisc 1/1/I	7 Wisc 1/1/I	7 Ind 2/1/I	76 NY 2/1/I	84 NY 2/1/I	95 NY 2/1/I	147 NY 2/1/I
5 R3	6 R5	6 A3	6 R3	6 A4	3 R4	4 R4	4 R3	4 R2	4 R4
56 Pa 2/1/I	16 Me 1/2/I	13 Mass 1/2/I	94 NY 1/2/I	104 NY 1/2/I	107 Pa 1/2/I	12 Mass 2/2/I	83 NY 2/2/I	97 NY 2/2/I	11 Pa 2/2/I
4 R3	4 R3	4 R3	3 R4	3 R3	3 R2	3 R3	3 R2	3 R2	4 A3

I CORPS

88 Pa 2/2/I	90 Pa 2/2/I	80 NY 1/3/I	121 Pa 1/3/I	Meredith 1/1/I	Cutler 2/1/I	Paul 1/2/I	Baxter 2/2/I	Reynolds 1/1/I	Wadsworth 1/1/I
3 R3	3 R2	3 R3	3 R3	5 2 (1)	4 2 (0)	4 2 (0)	4 2 (0)	10 3	6 2 (0)
142 Pa 1/3/I	151 Pa 1/3/I	143 Pa 2/3/I	149 Pa 2/3/I	Rowley 1/3/I	Stone 2/3/I	Stannard 3/3/I	Brgde Cmdr A REPL	Robinson 2/I	Doubleday 3/I
3 R3	4 R5	4 R5	4 R5	2 0 (0)	3 1	4 1 (0)	3 1	6 2 (0)	6 2 (0)

150 Pa 2/3/I	13 Vt 3/3/I	14 Vt 3/3/I	Cross 1/1/II	Kelly 2/1/II	Zook 3/1/II	Brooke 4/1/II	Harrow 1/2/II	Hancock 1/1/II	Caldwell 1/1/II
4 R4	7 R6	7 A6	2 1	2 1	4 2 (0)	3 2	5 2 (1)	10 3	8 3 (1)
16 Vt 3/3/I	2 Me 1/1/II	5 Me 1/1/II	Webb 2/2/II	Hall 3/2/II	Carroll 1/3/II	Smyth 2/3/II	Willard 3/3/II	Gibson 2/II	Hays 3/II
7 R7	6 TB6	5 N6	4 2 (0)	3 1	3 2	3 1	2 1	6 2 (0)	6 2 (0)

E.L. NY 1/1/II	B.1 Pa 1/1/II	B.4 US 1/1/II	Supply 1/1/II	5 NH 1/1/II	61 NY 1/1/II	81 Pa 1/1/II	148 Pa 1/1/II	28 Mass 2/1/II	63 NY 1/1/II
5 TB5	5 TB4	5 N6	3 R1	3 R2	3 R1	3 R2	4 R4	4 R2	4 M1
Supply 1/1/II	Supply 2/1/II	Supply 3/1/II	69 NY 2/1/II	88 NY 2/1/II	116 Pa 2/1/II	52 NY 3/1/II	57 NY 3/1/II	66 NY 3/1/II	140 Pa 3/1/II
3 R3	3 R3	3 R3	4 M1	4 M1	4 M1	4 R1	3 R2	3 R1	4 R5

II CORPS

27 Conn 4/1/II	2 Del 4/1/II	64 NY 4/1/II	53 Pa 4/1/II	145 Pa 4/1/II	19 Me 1/2/II	15 Mass 1/2/II	1 Minn 1/2/II	82 NY 1/2/II	69 Pa 2/2/II
3 R1	3 R2	4 A2	4 R1	4 M2	4 R4	4 R2	5 R3	4 R4	3 R3
71 Pa 2/2/II	72 Pa 2/2/II	106 Pa 2/2/II	19 Mass 3/2/II	20 Mass 3/2/II	7 Mich 3/2/II	42 NY 3/2/II	59 NY 3/2/II	14 Ind 1/3/II	4 Oh 1/3/II
3 R3	4 R4	4 R3	4 R2	3 R2	3 R2	4 R2	3 R1	4 R2	3 R3

Quantity of Sections of this identical type: 1. Total quantity of Sections (all types) in game 10.

UNION #2 FRONT

41 NY 1/1/XI	54 NY 1/1/XI	68 NY 1/1/XI	153 Pa 1/1/XI	17 Conn 2/1/XI	25 Oh 2/1/XI	75 Oh 2/1/XI	107 Oh 2/1/XI	134 NY 1/2/XI	154 NY 1/2/XI
2 R2	2 R2	2 R2	2 A5	2 R4	3 R2	2 R3	2 R4	3 R4	3 A2
27 Pa 1/2/XI	73 Pa 1/2/XI	33 Mass 2/2/XI	135 NY 2/2/XI	55 Oh 2/2/XI	73 Oh 2/2/XI	82 III 1/3/XI	45 NY 1/3/XI	157 NY 1/3/XI	61 Oh 1/3/XI
3 R3	3 R3	3 R5	3 R5	4 R3	4 R3	2 R3	2 R4	3 R4	2 R2

XI CORPS

Howard XI	Barlow 1/XI	von Gilsa 1/1/XI	Ames 2/1/XI	Coster 1/2/XI	Brgde Cmdr B REPL	74 Pa 1/3/XI	58 NY 2/3/XI	119 NY 2/3/XI	82 Oh 2/3/XI
10 1	6 2 (0)	3 1	4 1 (0)	3 1	3 1	2 R3	3 R2	2 R3	3 R3
von Stinwehr 2/XI	Schurz 3/XI	O. Smith 2/2/XI	Schmeling 1/3/XI	Krzyzski 2/3/XI	Brgde Cmdr C REPL	75 Pa 2/3/XI	26 Wisc 2/3/XI	13 NY XI	1 INY XI
4 1 (0)	6 2 (0)	3 1	4 1 (0)	3 1	3 1	2 R2	2 R4	4 TB4	5 TB5

Williams 1/XII	Geary 2/XII	McDougall 1/1/XII	Ruger 3/1/XII	Candy 1/2/XII	Kane 2/2/XII	Greene 3/2/XII	11 Oh XI	K 1 Oh XI	G AUS XI
6 2 (0)	6 2 (0)	3 1	5 2 (1)	3 1	2 0	4 2 (0)	6 N6	5 N4	6 N6
Slocum XII	French 3/XII	Morris 1/3/XII	Kenly 2/3/XII	B. Smith 3/3/XII	Lockwood Indp XII	Supply 1/XI	Supply 2/XI	Supply 3/XI	Supply XI
10 2	6 2 (0)	4 1 (0)	4 2 (0)	3 1	4 1 (0)	3 R3	3 R3	3 R3	3 R2

5 Conn 1/1/XII	20 Conn 1/1/XII	3 Md 1/1/XII	123 NY 1/1/XII	145 NY 1/1/XII	46 Pa 1/1/XII	27 Ind 3/1/XII	2 Mass 3/1/XII	13 NJ 3/1/XII	107 NY 3/1/XII
3 R2	3 R3	3 R3	3 R5	3 R2	4 R3	4 R3	4 R3	4 R4	3 R3
3 Wisc 3/1/XII	5 Oh 1/2/XII	7 Oh 1/2/XII	29 Oh 1/2/XII	66 Oh 1/2/XII	28 Pa 1/2/XII	147 Pa 1/2/XII	29 Pa 2/2/XII	109 Pa 2/2/XII	111 Pa 2/2/XII
4 R3	4 R3	4 R3	4 R3	3 R3	4 R3	3 R3	3 R4	3 R1	4 R2

XII CORPS

60 NY 3/2/XII	78 NY 3/2/XII	102 NY 3/2/XII	137 NY 3/2/XII	149 NY 3/2/XII	14 NJ 1/3/XII	6 NY HA 1/3/XII	151 NY 1/3/XII	10 Vt 1/3/XII	1 Md 2/3/XII
4 R3	4 R2	4 R2	4 R4	4 R3	7 R7	7 R6	7 R7	7 R6	4 R5
4 Md 2/3/XII	7 Md 2/3/XII	8 Md 2/3/XII	106 NY 3/3/XII	126 Oh 3/3/XII	1 Md ES Lockwd XII	1 Md PHB Lockwd XII	150 NY Lockwd XII	M 1 NY XII	E Pa XII
3 R4	3 R4	3 R5	4 A5	3 R5	7 R5	7 R7	6 R6	5 PA4	5 PA6

71 Pa 2/2/II RTD 3	72 Pa 2/2/II RTD 4	106 Pa 2/2/II RTD 4	19 Mass 3/2/II RTD 4	20 Mass 3/2/II RTD 3	7 Mich 3/2/II RTD 3	42 NY 3/2/II RTD 4	59 NY 3/2/II RTD 3	14 Ind 1/3/II RTD 4	4 Oh 1/3/II RTD 3	4 Md 2/3/XII RTD 3	7 Md 2/3/XII RTD 3	8 Md 2/3/XII RTD 3	106 NY 3/3/XII RTD 4	126 Oh 3/3/XII RTD 3	1 Md ES Lockwd XII RTD ?	1 Md PHB Lockwd XII RTD 4	150 NY Lockwd XII RTD ?	M 1NY XII 5	E Pa XII 5					
27 Conn 4/1/II RTD 3	2 Del 4/1/II RTD 3	64 NY 4/1/II RTD 4	53 Pa 4/1/II RTD 4	145 Pa 4/1/II RTD 4	19 Me 1/2/II RTD 4	15 Mass 1/2/II RTD 4	1 Minn 1/2/II RTD 5	82 NY 1/2/II RTD 4	69 Pa 2/2/II RTD 3	60 NY 3/2/XII RTD 4	78 NY 3/2/XII RTD 4	102 NY 3/2/XII RTD 4	137 NY 3/2/XII RTD 4	149 NY 3/2/XII RTD 4	14 NJ 1/3/XII RTD ?	6 NY HA 1/3/XII RTD ?	151 NY 1/3/XII RTD ?	10 Vi 1/3/XII RTD ?	1 Md 2/3/XII RTD 4					
II CORPS										XII CORPS														
Supply 1/II 3 uncrewed	Supply 2/II 3 uncrewed	Supply 3/II 3 uncrewed	69 NY 2/1/II RTD 4	88 NY 2/1/II RTD 4	116 Pa 2/1/II RTD 4	52 NY 3/1/II RTD 4	57 NY 3/1/II RTD 3	66 NY 3/1/II RTD 3	140 Pa 3/1/II RTD 4	3 Wisc 3/1/XII RTD 4	5 Oh 1/2/XII RTD 4	7 Oh 1/2/XII RTD 4	29 Oh 1/2/XII RTD 4	66 Oh 1/2/XII RTD 3	28 Pa 1/2/XII RTD 4	147 Pa 1/2/XII RTD 3	29 Pa 2/2/XII RTD 3	109 Pa 2/2/XII RTD 3	111 Pa 2/2/XII RTD 4					
E.L 1NY 5	B 1Pa 5	B 4US 5	Supply uncrewed 3	5 NH 1/1/II RTD 3	61 NY 1/1/II RTD 3	81 Pa 1/1/II RTD 3	148 Pa 1/1/II RTD 3	28 Mass 2/1/II RTD 4	63 NY 2/1/II RTD 4	5 Conn 1/1/XII RTD 3	20 Conn 1/1/XII RTD 3	3 Md 1/1/XII RTD 3	123 NY 1/1/XII RTD 3	145 NY 1/1/XII RTD 3	46 Pa 1/1/XII RTD 4	27 Ind 3/1/XII RTD 4	2 Mass 3/1/XII RTD 4	13 NJ 3/1/XII RTD 4	107 NY 3/1/XII RTD 3					
16 Vi 3/3/I RTD ?	2 Me 6	5 Me 5	Webb 2/2/II REPL 3 1	Hall 2/2/II REPL 3 1	Carroll 1/2/II REPL 3 1	Smyth 2/2/II REPL 3 1	Willard 3/2/II REPL 3 1						Morris 1/2/XII REPL 3 1	Kenny 2/2/XII REPL 3 1	B. Smith 3/1/XII REPL 3 1	Lockwood Indp XII REPL 3 1	Supply 1/XI 3 uncrewed	Supply 1/XI 3 uncrewed	Supply 3/XI 3 uncrewed	Supply XI 3 uncrewed				
150 Pa 2/3/I RTD 4	13 Vi 3/3/I RTD ?	14 Vi 3/3/I RTD ?	Cross 1/1/II REPL 3 1	Kelly 2/2/II REPL 3 1	Zook 4/1/II REPL 3 1	Brooks 4/1/II REPL 3 1	Harrow 1/2/II REPL 3 1						McDonnell 1/1/XII REPL 3 1	Ruger 3/1/XII REPL 3 1	Candy 1/2/XII REPL 3 1	Kane 3/2/XII REPL 3 1	Greene 3/2/XII REPL 3 1	I 10h XI 6	K 10h XI 5	G 4US XI 6				
142 Pa 1/3/I RTD 3	151 Pa 1/3/I RTD 4	143 Pa 2/3/I RTD 4	149 Pa 2/3/I RTD 4	Rowley 1/3/I REPL 3 1	Stone 2/3/I REPL 3 1	Stanward 2/3/I REPL 3 1						O. Smith 2/2/XI REPL 3 1	Schelling 1/3/XI REPL 3 1	Krayeski 2/2/XI REPL 3 1						75 Pa 2/3/XI 2 RTD	26 Wisc 2/3/XI 2 RTD	13 NY XI 4	1 1NY XI 5	
88 Pa 2/2/I RTD 3	90 Pa 2/2/I RTD 3	80 NY 1/3/I RTD 3	121 Pa 1/3/I RTD 3	Meredith 1/1/I REPL 3 1	Culler 2/1/I REPL 3 1	Paul 1/2/I REPL 3 1	Baxter 2/2/I REPL 3 1						von Gise 1/1/XI REPL 3 1	Ames 2/1/XI REPL 3 1	Coster 2/1/XI REPL 3 1						74 Pa 1/3/XI 2 RTD	58 NY 2/3/XI 3 RTD	119 NY 2/3/XI 2 RTD	82 Oh 2/3/XI 3 RTD
I CORPS										XI CORPS														
56 Pa 2/1/I RTD 4	16 Me 1/2/I RTD 4	13 Mass 1/2/I RTD 4	94 NY 1/2/I RTD 3	104 NY 1/2/I RTD 3	107 Pa 1/2/I RTD 3	12 Mass 2/2/I RTD 3	83 NY 2/2/I RTD 3	97 NY 2/2/I RTD 3	11 Pa 2/2/I RTD 4	27 Pa 1/2/XI RTD 3	73 Pa 1/2/XI RTD 3	33 Mass 2/2/XI RTD 3	136 NY 2/2/XI RTD 3	55 Oh 2/2/XI RTD 4	73 Oh 2/2/XI RTD 4	82 Ill 1/3/XI RTD 2	45 NY 1/3/XI RTD 2	157 NY 1/3/XI RTD 3	61 Oh 1/3/XI RTD 2					
19 Ind 1/1/I RTD 5	24 Mich 1/1/I RTD 6	2 Wisc 1/1/I RTD 6	6 Wisc 1/1/I RTD 6	7 Wisc 1/1/I RTD 6	7 Ind 2/1/I RTD 3	76 NY 2/1/I RTD 4	84 NY 2/1/I RTD 4	95 NY 2/1/I RTD 4	147 NY 2/1/I RTD 4	41 NY 1/1/XI RTD 2	54 NY 1/1/XI RTD 2	68 NY 1/1/XI RTD 2	153 Pa 1/1/XI RTD 2	17 Conn 2/1/XI RTD 2	25 Oh 2/1/XI RTD 3	75 Oh 2/1/XI RTD 2	107 Oh 2/1/XI RTD 2	134 NY 1/2/XI RTD 3	154 NY 1/2/XI RTD 3					

UNION #3 FRONT

TERRER SWIFT SWORD™ Counter Section Nr. 4
(200 pieces): Front

8 Oh 1/3/III 4 R2	7 WVa 1/3/III 4 R2	14 Conn 2/3/III 3 R2	1 Del 2/3/III 3 R3	12 NJ 2/3/III 3 M4	108 NY 2/3/III 3 R2	39 NY 3/3/III 3 R3	111 NY 3/3/III 3 R4	125 NY 3/3/III 3 R4	126 NY 3/3/III 3 R5
8 1 NY 5 PA4	A 1 RI 5 TB6	B 1 RI 5 N6	1 US 5 N6	A 4 US 5 TB6	Supply 3 R3	Supply 3 R3	Supply 3 R3	Supply 3 R3	HOUR

Quantity of Sections of this identical type: 1.
Total quantity of Sections (all types) in game 10.

UNION #4 FRONT

17 Pa.A Devin 3 C2	17 Pa.B Devin 3 C3	3 WVa Devin 3 C1	9 NY.B Devin 3 C2	9 NY.A Devin 3 C2	6 NY Devin 3 C2	F 4 US XII 5 N6	K 5 US XII 5 N4	17 Ind French 4 PA4	D 4 Me LT French 5 TB6
8 NY.B Gamble 3 C3	8 NY.A Gamble 3 C3	3 Ind Gamble 3 C3	12 Ill Gamble 3 C2	8 Ill.B Gamble 4 C2	8 Ill.A Gamble 4 C3	10 Mass LT French 5 TB6	Supply XII 3 R3	Supply 1/XII 3 R3	Supply 2/XII 3 R3

CAVALRY DIVISIONS

57 Pa 1/1/III 3 A2	63 Pa 1/1/III 3 A2	68 Pa 1/1/III 3 R3	105 Pa 1/1/III 3 R3	Brgde Cmdr. D REPL 3 1	Graham 1/1/III 5 2 (1)	Ward 2/1/III 5 2 (1)	DeTribd 3/1/III 4 1	Birney 1/III 4 1 (0)	Sickles III 10 1
114 Pa 1/1/III 3 R3	141 Pa 1/1/III 3 R2	20 Ind 2/1/III 4 R4	3 Me 2/1/III 3 R2	Brgde Cmdr. E REPL 3 1	Brgde Cmdr. F REPL 3 1	Carr 1/2/III 5 2 (1)	Brewster 2/2/III 4 1	Burling 3/2/III 4 1	Humphreys 2/III 8 3 (1)

III CORPS

4 Me 2/1/III 3 A3	86 NY 2/1/III 4 R3	124 NY 2/1/III 4 R2	Tilton 1/1/III 3 1	Sweitzer 2/1/III 2 1	Vincent 3/1/III 4 2	Day 1/2/III 4 2	Burbank 2/2/III 3 2	Barnes 1/III 4 1 (0)	Sykes V 10 1
99 Pa 2/1/III 3 A3	17 Me 3/1/III 4 R4	3 Mich 3/1/III 4 A2	Brgde Cmdr. G REPL 3 1	Weed 3/2/III 4 1 (0)	McCandless 1/3/III 3 1	Sickel 2/3/III 3 1	Fisher 3/3/III 3 1	Ayers 2/III 6 2 (0)	Crawford 3/III 6 2 (0)

V CORPS

5 Mich 3/1/III 4 A2	40 NY 3/1/III 4 R4	110 Pa 3/1/III 3 R2	1 Mass 1/2/III 4 R3	11 Mass 1/2/III 4 M3	18 Mass 1/1/III 3 R1	22 Mass 1/1/III 3 R1	1 Mich 1/1/III 3 R2	118 Pa 1/1/III 3 R2	9 Mass 2/1/III 3 A4
16 Mass 1/2/III 4 R2	12 NH 1/2/III 4 R2	11 NJ 1/2/III 4 A3	26 Pa 1/2/III 4 A4	70 NY 2/2/III 3 R3	32 Mass 2/1/III 3 R3	4 Mich 2/1/III 3 R3	62 Pa 2/1/III 4 R4	20 Me 3/1/III 6 R4	16 Mich 3/1/III 2 R3

VI CORPS

1 NJ 1/1/III 3 R3	2 NJ 1/1/III 4 R4	3 NJ 1/1/III 4 R3	15 NJ 1/1/III 4 R4	5 Me 2/1/III 3 R3	1 Md 1/2/III 2 C3	Pur Legn 1/2/CAV 2 C1	3 Pa 1/2/CAV 2 C3	1 Me 3/2/CAV 2 C3	10 NY 3/2/CAV 2 C3
121 NY 2/1/III 4 R4	95 Pa 2/1/III 4 R3	96 Pa 2/1/III 4 R3	6 Me 3/1/III 4 R4	49 Pa 3/1/III 4 A3	4 Pa 3/2/CAV 2 C3	16 Pa 3/2/CAV 2 C3	5 NY 1/3/CAV 2 C4	18 Pa 1/3/CAV 2 C5	1 Vi 1/3/CAV 2 C6

71 NY 2/2/III 3 R2	72 NY 2/2/III 3 R3	73 NY 2/2/III 3 R3	74 NY 2/2/III 3 R3	120 NY 2/2/III 3 R4	44 NY 3/1/III 5 R4	83 Pa 3/1/III 5 R3	3 US 1/2/III 3 R3	4 US 1/2/III 3 R2	6 US 1/2/III 3 R2
2 NH 3/2/III 4 R4	5 NJ 3/2/III 3 A2	6 NJ 3/2/III 2 R2	7 NJ 3/2/III 4 R3	8 NJ 3/2/III 3 R2	12 US 1/2/III 3 R4	14 US 1/2/III 3 R5	2 US 2/2/III 3 R2	7 US 2/2/III 3 R1	10 US 2/2/III 3 R1

119 Pa 3/1/III 4 R4	5 Wisc 3/1/III 4 A4	2 Vi 2/2/III 4 R4	3 Vi 2/2/III 4 R4	4 Vi 2/2/III 4 R4	1 WVa 1/3/CAV 2 C4	1 Mich 2/3/CAV 2 C4	5 Mich 2/3/CAV 3 SR6	6 Mich 2/3/CAV 3 SR5	7 Mich 2/3/CAV 3 C4
5 Vi 2/2/III 4 R3	6 Vi 2/2/III 4 R3	7 Me 3/2/III 4 R2	43 NY 3/2/III 4 R4	49 NY 3/2/III 4 R4	M 2 US 1 CAV 6 TB6	E 4 US 1 CAV 6 TB6	9 Mich 1 CAV 5 TB6	6 NY 1 CAV 6 TB6	B. L 2 US 1 CAV 6 TB6

2 NH 3/2/III RTD 4	5 NJ 3/2/III RTD 3	6 NJ 3/2/III RTD 2	7 NJ 3/2/III RTD 4	8 NJ 3/2/III RTD 3	12 US 1/2/V RTD 3	14 US 1/2/V RTD 3	2 US 2/2/V RTD 3	7 US 2/2/V RTD 3	10 US 2/2/V RTD 3	5 VI 2/2/VI RTD 4	6 VI 2/2/VI RTD 4	7 Me 3/2/VI RTD 4	43 NY 3/2/VI RTD 4	49 NY 3/2/VI RTD 4	M 2US 1 CAV RTD 6	E 4US 1 CAV RTD 6	9 Mich 1 CAV RTD 5	6 NY 1 CAV RTD 6	B. L 2US 1 CAV RTD 6																																								
71 NY 2/2/III RTD 3	72 NY 2/2/III RTD 3	73 NY 2/2/III RTD 3	74 NY 2/2/III RTD 3	120 NY 2/2/III RTD 3	44 NY 3/1/V RTD 5	83 Pa 3/1/V RTD 5	3 US 1/2/V RTD 3	4 US 1/2/V RTD 3	6 US 1/2/V RTD 3	119 Pa 3/1/VI RTD 4	5 Wisc 3/1/VI RTD 4	2 VI 2/2/VI RTD 4	3 VI 2/2/VI RTD 4	4 VI 2/2/VI RTD 4	1 WVa 1/3/CAV RTD 3	1 Mich 2/3/CAV RTD 4	5 Mich 2/3/CAV RTD 6	6 Mich 2/3/CAV RTD 5	7 Mich 2/3/CAV RTD 6																																								
16 Mass 1/2/III RTD 4	12 NH 1/2/III RTD 4	11 NJ 1/2/III RTD 4	26 Pa 1/2/III RTD 4	70 NY 2/2/III RTD 3	32 Mass 2/1/V RTD 3	4 Mich 2/1/V RTD 3	62 Pa 2/1/V RTD 4	20 Me 3/1/V RTD 6	16 Mich 3/1/V RTD 2	121 NY 2/1/VI RTD 4	95 Pa 2/1/VI RTD 4	96 Pa 2/1/VI RTD 4	6 Me 3/1/VI RTD 4	49 Pa 3/1/VI RTD 4	4 Pa 3/2/CAV RTD 3	16 Pa 3/2/CAV RTD 3	5 NY 1/3/CAV RTD 3	18 Pa 1/3/CAV RTD 3	1 VI 1/3/CAV RTD 4																																								
5 Mich 3/1/III RTD 4	40 NY 3/1/III RTD 4	110 Pa 3/1/III RTD 3	1 Mass 1/2/III RTD 4	11 Mass 1/2/III RTD 4	18 Mass 1/1/V RTD 3	22 Mass 1/1/V RTD 3	1 Mich 1/1/V RTD 3	118 Pa 1/1/V RTD 3	9 Mass 2/1/V RTD 3	1 NJ 1/1/VI RTD 3	2 NJ 1/1/VI RTD 4	3 NJ 1/1/VI RTD 4	15 NJ 1/1/VI RTD 4	5 Me 2/1/VI RTD 3	1 Md 1/2/CAV RTD 3	Pur Legn 1/2/CAV RTD 3	3 Pa 1/2/CAV RTD 3	1 Me 3/2/CAV RTD 4	10 NY 3/2/CAV RTD 4																																								
V CORPS																																																											
99 Pa 2/1/III RTD 3	17 Me 3/1/III RTD 4	3 Mich 3/1/III RTD 4	Wood 3/2/V REPL 3	McCandless 1/3/V REPL 3	Sickel 2/3/V REPL 3	Fisher 3/3/V REPL 3					Neil 3/2/VI REPL 3	Shaler 1/2/VI REPL 3	Eubank 2/3/VI REPL 3	Wharton 3/3/VI REPL 3	2 US R/1/CAV RTD 4	5 US R/1/CAV RTD 4	1 NJ 1/2/CAV RTD 3	1 Pa 1/2/CAV RTD 3																																									
4 Me 2/1/III RTD 3	86 NY 2/1/III RTD 4	124 NY 2/1/III RTD 4	Tilton 1/1/V REPL 3	Switzer 2/1/V REPL 3	Vincent 3/1/V REPL 3	Day 1/2/V REPL 3	Burgank 2/2/V REPL 3					Torbert 1/1/VI REPL 3	Bartlett 2/1/VI REPL 3	Russell 3/1/VI REPL 3	Grant 2/2/VI REPL 3	3 WVa 2/1/CAV RTD 3	6 Pa R/1/CAV RTD 4	1 US R/1/CAV RTD 4																																									
III CORPS																																																											
114 Pa 1/1/III RTD 3	141 Pa 1/1/III RTD 3	20 Ind 2/1/III RTD 4	3 Me 2/1/III RTD 3					Carr 1/2/III REPL 3	Brewster 2/2/III REPL 3	Burking 3/2/III REPL 3					I Grieg 1/3/CAV REPL 3	Forsyth 1/3/CAV REPL 3	Cluser 2/3/CAV REPL 3	8 NY 1/1/CAV RTD 3	6 NY 2/1/CAV RTD 3	9 NY 2/1/CAV RTD 3	17 Pa 2/1/CAV RTD 3																																						
57 Pa 1/1/III RTD 3	63 Pa 1/1/III RTD 3	68 Pa 1/1/III RTD 3	105 Pa 1/1/III RTD 3					Graham 1/1/III REPL 3	Ward 2/1/III REPL 3	Delrod 3/1/III REPL 3					Gamble 1/1/CAV REPL 3	Olin 2/1/CAV REPL 3	Merritt 3/1/CAV REPL 3	McNosh 1/2/CAV REPL 3	8 Ill 1/1/CAV RTD 4	12 Ill 1/1/CAV RTD 3	3 Ind 3/1/CAV RTD 3	Supply 3/XII uncrewed																																					
<table border="1"> <tr> <td>B 1NY II 5</td> <td>A 1RI II 5</td> <td>B 1RI II 5</td> <td>11US II 5</td> <td>A 4US II 5</td> <td>Supply II 3</td> <td>Supply 1/II 3</td> <td>Supply 2/II 3</td> <td>Supply 3/II 3</td> <td></td> <td>8 NY,B Gamble 3</td> <td>8 NY,A Gamble 3</td> <td>3 Ind Gamble 3</td> <td>12 Ill Gamble 3</td> <td>8 Ill,B Gamble 4</td> <td>8 Ill,A Gamble 4</td> <td>10 Mass LT French 5</td> <td>Supply XII uncrewed</td> <td>Supply 1/XII uncrewed</td> <td>Supply 2/XII uncrewed</td> </tr> <tr> <td>8 Oh 1/3/II RTD 4</td> <td>7 WVa 1/3/II RTD 4</td> <td>14 Conn 2/3/II RTD 3</td> <td>1 Del 2/3/II RTD 3</td> <td>12 NJ 2/3/II RTD 3</td> <td>108 NY 2/3/II RTD 3</td> <td>39 NY 3/3/II RTD 3</td> <td>111 NY 3/3/II RTD 3</td> <td>125 NY 3/3/II RTD 3</td> <td>126 NY 3/3/II RTD 3</td> <td>17 Pa,A Devin 3</td> <td>17 Pa,B Devin 3</td> <td>3 WVa Devin 3</td> <td>9 NY,B Devin 3</td> <td>9 NY,A Devin 3</td> <td>6 NY Devin 3</td> <td>F 4US XII 5</td> <td>K 5US XII 5</td> <td>17 Ind French 4</td> <td>D4 Me LT French 5</td> </tr> </table>																				B 1NY II 5	A 1RI II 5	B 1RI II 5	11US II 5	A 4US II 5	Supply II 3	Supply 1/II 3	Supply 2/II 3	Supply 3/II 3		8 NY,B Gamble 3	8 NY,A Gamble 3	3 Ind Gamble 3	12 Ill Gamble 3	8 Ill,B Gamble 4	8 Ill,A Gamble 4	10 Mass LT French 5	Supply XII uncrewed	Supply 1/XII uncrewed	Supply 2/XII uncrewed	8 Oh 1/3/II RTD 4	7 WVa 1/3/II RTD 4	14 Conn 2/3/II RTD 3	1 Del 2/3/II RTD 3	12 NJ 2/3/II RTD 3	108 NY 2/3/II RTD 3	39 NY 3/3/II RTD 3	111 NY 3/3/II RTD 3	125 NY 3/3/II RTD 3	126 NY 3/3/II RTD 3	17 Pa,A Devin 3	17 Pa,B Devin 3	3 WVa Devin 3	9 NY,B Devin 3	9 NY,A Devin 3	6 NY Devin 3	F 4US XII 5	K 5US XII 5	17 Ind French 4	D4 Me LT French 5
B 1NY II 5	A 1RI II 5	B 1RI II 5	11US II 5	A 4US II 5	Supply II 3	Supply 1/II 3	Supply 2/II 3	Supply 3/II 3		8 NY,B Gamble 3	8 NY,A Gamble 3	3 Ind Gamble 3	12 Ill Gamble 3	8 Ill,B Gamble 4	8 Ill,A Gamble 4	10 Mass LT French 5	Supply XII uncrewed	Supply 1/XII uncrewed	Supply 2/XII uncrewed																																								
8 Oh 1/3/II RTD 4	7 WVa 1/3/II RTD 4	14 Conn 2/3/II RTD 3	1 Del 2/3/II RTD 3	12 NJ 2/3/II RTD 3	108 NY 2/3/II RTD 3	39 NY 3/3/II RTD 3	111 NY 3/3/II RTD 3	125 NY 3/3/II RTD 3	126 NY 3/3/II RTD 3	17 Pa,A Devin 3	17 Pa,B Devin 3	3 WVa Devin 3	9 NY,B Devin 3	9 NY,A Devin 3	6 NY Devin 3	F 4US XII 5	K 5US XII 5	17 Ind French 4	D4 Me LT French 5																																								

TERRIBLE SWIFT SWORD™ Counter Section Nr. 5 (200 pieces): Front

115 Pa 3/2/III 3 R1	1 US SS Ind III 5 B3	2 US SS Ind III 5 B2	Supply III 3 R1	Supply I/III 3	Supply 2/III 3	11 US 2/2/V 3 R3	17 US 2/2/V 3 R3	140 NY 3/2/V 5 R4	146 NY 3/2/V 4 R5
2 NJ 5 PA6	D 1NY III 5 N6	4 NY III 4 PA6	E 1RI III 5 N6	K 4US III 5 N6	91 Pa 3/2/V 4 R2	155 Pa 3/2/V 4 M4	1 PaRes 1/3/V 3 A4	2 PaRes 1/3/V 3 R2	6 PaRes 1/3/V 3 R3
13 PaRes 1/3/V 4 R3	3 PaRes 2/3/V 3 R3	4 PaRes 2/3/V 3 M3	7 PaRes 2/3/V 3 M4	8 PaRes 2/3/V 3 R4	5 PaRes 3/3/V 4 M3	9 PaRes 3/3/V 4 M3	10 PaRes 3/3/V 4 R4	11 PaRes 3/3/V 4 A3	12 PaRes 3/3/V 3 A3
3 Mass V 5 N6	C 1NY V 5 TB4	L 10h V 5 N6	D 5US V 5 PA4	15US V 5 TB4	Supply V 3 R2	Supply 1/V 3	Supply 2/V 3	Supply 3/V 3	DAY
Supply RES 3 R3	Prvt Grd A 3 R1	Wagon Crew A 3	Wagon Crew B 3	Wagon Crew C 3	Wagon Crew D 3	Wagon Crew E 3	Wagon Crew F 3	Disorder	Disorder
Prvt Grd B 3 R2	Prvt Gd C 3 R3	H 3	I 3	J 3	K 3	L 3	M 3	Disorder	Disorder

(6)	(6)	(6)	(6)	(6)	(6)	(6)	(6)	(6)	(6)
(6)	(6)	(6)	(6)	(6)	(6)	(6)	(6)	(6)	(6)

AMMUNITION MARKERS

(6)	(6)	(6)	(6)	(6)	(6)	(6)	(6)	(6)	(6)
(6)	(6)	(6)	(6)	(6)	(6)	(6)	(6)	(6)	(6)

Quantity of Sections of this identical type: 1. Total quantity of Sections (all types) in game 10.

77 NY 3/2/VI 3 R4	61 Pa 3/2/VI 3 R4	65 NY 1/3/VI 3 R3	67 NY 1/3/VI 3 R3	122 NY 1/3/VI 3 R4	23 Pa 1/3/VI 3 A5	EG 1US 2 CAV 6 N4	K 1US 2 CAV 6 TB6	A 2US 2 CAV 6 TB6	3 PA 1/2/CAV 6 TB2
82 Pa 1/3/VI 3 R3	7 Mass 2/3/VI 3 R3	10 Mass 2/3/VI 3 R4	37 Mass 2/3/VI 3 R6	2 RI 2/3/VI 3 R3	62 NY 3/3/VI 3 A2	93 Pa 3/3/VI 4 A2	Supply I CAV 3	Supply II CAV 3	Supply III CAV 3
98 Pa 3/3/VI 3 R4	102 Pa 3/3/VI 4 R1	139 Pa 3/3/VI 4 A4	1 Mass VI 5 N6	1 NY VI 6 TB6	3 NY VI 5 PA6	C 1RI VI 5 TB6	G 1RI VI 5 PA6	H 1US 1 REG 6 N6	B1 Conn Hvy 2 VOL 6 TC4
D 2US VI 5 N4	G 2US VI 5 N6	F 5US VI 5 PA6	Supply I/VI 3	Supply 2/VI 3	Supply 3/VI 3	Supply VI 3 R1	FK 3 US 1 REG 6 N6	C 4US 1 REG 6 N6	C 5US 1 REG 6 N6
Meade AOP ★ ★ 6 1	Hunt AOP Art ★ 8 0	5 Mass 1 VOL 5 TB6	9 Mass 1 VOL 5 N6	15 NY 1 VOL 5 N4	C, F Pa 1 VOL 5 TB6	2 Conn Lt 2 VOL 6 TB6	5 NY 2 VOL 6 PB6	1 NH 3 VOL 5 TB6	H 10h 3 VOL 5 TB6
Warren AOP ★ ★ 6 1	Tyler Art Res ★ 8 0	F, G 1Pa 3 VOL 5 TB6	C Wva 3 VOL 5 PA6	6 Me 4 VOL 5 N6	1 Md 4 VOL 5 TB6	1 NJ 4 VOL 5 PA6	G 1NY 4 VOL 5 N6	K 1NY 4 VOL 5 TB6	M1 Conn Hvy 2 VOL 6 TC4

ARTILLERY RESERVE

(6)	(6)	(6)	(6)	(6)	(6)	(6)	(6)	(6)	(6)
(6)	(6)	(6)	(6)	(6)	(6)	(6)	(6)	(6)	(6)

(5)	(5)	(5)	(5)	(5)	(5)	(5)	(5)	(5)	(5)
(5)	(5)	(5)	(5)	(5)	(5)	(5)	(5)	(5)	(5)
(5)	(5)	(5)	(5)	(5)	(5)	(5)	(5)	(5)	(5)
(5)	(5)	(5)	(5)	(5)	(5)	(5)	(5)	(5)	(5)

(5)	(5)	(5)	(5)	(5)	(5)	(5)	(5)	(5)	(5)
(5)	(5)	(5)	(5)	(5)	(5)	(5)	(5)	(5)	(5)
(5)	(5)	(5)	(5)	(5)	(5)	(5)	(5)	(5)	(5)
(5)	(5)	(5)	(5)	(5)	(5)	(5)	(5)	(5)	(5)

Prvst Grd B 3 ELIM	Prvst Grd C 3 ELIM	DETACHED	DETACHED	DETACHED	DETACHED	DETACHED	DETACHED	BCE'd	BCD'd
Supply RES 3 uncrewed	Prvst Grd A 3 ELIM	Wagon Crew A 3 RTD	Wagon Crew B 3 RTD	Wagon Crew C 3 RTD	Wagon Crew D 3 RTD	Wagon Crew E 3 RTD	Wagon Crew F 3 RTD	BCE'd	BCE'd

3 Mass V 5	C 1NY V 5	L 10h V 5	D SUS V 5	I SUS V 5	Supply V 3 uncrewed	Supply 1/V 3 uncrewed	Supply 2/V 3 uncrewed	Supply 3/V 3 uncrewed	
13 PaRes 1/3/V 4 RTD	3 PaRes 2/3/V 3 RTD	4 PaRes 2/3/V 3 RTD	7 PaRes 2/3/V 3 RTD	8 PaRes 2/3/V 3 RTD	5 PaRes 3/3/V 4 RTD	9 PaRes 3/3/V 4 RTD	10 PaRes 3/3/V 4 RTD	11 PaRes 3/3/V 4 RTD	12 PaRes 3/3/V 3 RTD

2 NJ III 5	D 1NY III 5	4 NY III 4	E 1RI III 5	K 4US III 5	91 Pa 3/2/V 4 RTD	155 Pa 3/2/V 4 RTD	1 PaRes 1/3/V 3 RTD	2 PaRes 1/3/V 3 RTD	6 PaRes 1/3/V 3 RTD
115 Pa 3/2/III 3 RTD	1 US SS Ind III 5 B3	2 US SS Ind III 5 B2	Supply III 3 uncrewed	Supply 1/III 3 uncrewed	Supply 2/III 3 uncrewed	11 US 2/2/V 3 RTD	17 US 2/2/V 3 RTD	140 NY 3/2/V 5 RTD	146 NY 3/2/V 4 RTD

ARTILLERY RESERVE							
F, G 1Pa 3 VOL 5	C WVa 3 VOL 5	6 Me 4 VOL 5	1 Md 4 VOL 5	1 NJ 4 VOL 5	G 1NY 4 VOL 5	K 1NY 4 VOL 5	M1 Conn H/V 2 VOL 6
5 Mass 1 VOL 5	9 Mass 1 VOL 5	15 NY 1 VOL 5	C, F Pa 1 VOL 5	2 Conn Li 2 VOL 6	5 NY 2 VOL 6	1 NH 3 VOL 5	H 10h 3 VOL 5

D 2US VI 5	G 2US VI 5	F 5US VI 5	Supply 1/VI 3 uncrewed	Supply 2/VI 3 uncrewed	Supply 3/VI 3 uncrewed	Supply VI 3 uncrewed	FK 3 US 1 REG 6	C 4US 1 REG 6	C 5US 1 REG 6
98 Pa 3/3/VI 3 RTD	102 Pa 3/3/VI 4 RTD	139 Pa 3/3/VI 4 RTD	1 Mass VI 5	1 NY VI 6	3 NY VI 5	C 1RI VI 5	G 1RI VI 5	H 1US 1 REG 6	B1 Conn H/V 2 VOL 6

82 Pa 1/3/VI 3 RTD	7 Mass 2/3/VI 3 RTD	10 Mass 2/3/VI 3 RTD	37 Mass 2/3/VI 3 RTD	2 RI 2/3/VI 3 RTD	62 NY 3/3/VI 3 RTD	93 Pa 3/3/VI 4 RTD	Supply I CAV 3 uncrewed	Supply II CAV 3 uncrewed	Supply III CAV 3 uncrewed
77 NY 3/2/VI 3 RTD	61 Pa 3/2/VI 3 RTD	65 NY 1/3/VI 3 RTD	67 NY 1/3/VI 3 RTD	122 NY 1/3/VI 3 RTD	23 Pa 1/3/VI 3 RTD	EG 1US 2 CAV 6	K 1US 2 CAV 6	A 2US 2 CAV 6	3 PA 1/2/CAV 6

TERRIBLE SWIFT SWORD MARKERS

(200 pieces): Front

(1)	(1)	(1)	(1)	(1)	(1)	(1)	(1)	(1)	(1)
(1)	(1)	(1)	(1)	(1)	(1)	(1)	(1)	(1)	(1)

(1)	(1)	(1)	(1)	(1)	(1)	(1)	(1)	(1)	(1)
(3)	(3)	(3)	(3)	(3)	(3)	(3)	(3)	(3)	(3)

FRONT/AMMO MARKERS

(3)	(3)	(3)	(3)	(3)	(3)	(3)	(3)	(3)	(3)
(3)	(3)	(3)	(3)	(3)	(3)	(3)	(3)	(3)	(3)

(5)	(5)	(5)	(5)	(5)	(5)	(5)	(5)	(5)	(5)
(5)	(5)	(5)	(5)	(5)	(5)	(5)	(5)	(5)	(5)

(7)	(7)	(7)	(7)	(7)	(7)	(7)	(7)	(7)	(7)
(7)	(7)	(7)	(7)	(7)	(7)	(7)	(7)	(7)	(7)

(1)	(1)	(1)	(1)	(1)	(1)	(1)	(1)	(1)	(1)
(1)	(1)	(1)	(1)	(1)	(1)	(1)	(1)	(1)	(1)

(1)	(1)	(1)	(1)	(1)	(1)	(1)	(1)	(1)	(1)
(3)	(3)	(3)	(3)	(3)	(3)	(3)	(3)	(3)	(3)

FRONT/AMMO MARKERS

(3)	(3)	(3)	(3)	(3)	(3)	(3)	(3)	(3)	(3)
(3)	(3)	(3)	(3)	(3)	(3)	(3)	(3)	(3)	(3)

(5)	(5)	(5)	(5)	(5)	(5)	(5)	(5)	(5)	(5)
(5)	(5)	(5)	(5)	(5)	(5)	(5)	(5)	(5)	(5)

(7)	(7)	(7)	(7)	(7)	(7)	(7)	(7)	(7)	(7)
(7)	(7)	(7)	(7)	(7)	(7)	(7)	(7)	(7)	(7)

TERRIBLE SWIFT SWORD MARKERS
(200 pieces): Back

(2) (2) (2) (2) (2) (2) (2) (2) (2) (2)

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BACK/AMMO MARKERS

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BACK/AMMO MARKERS

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TERRIBLE SWIFT SWORD MARKERS (200 pieces): Front

OUT OF COMMAND	OUT OF COMMAND	ENG D	ENG D	ENG D	ENG D	ENG D	ENG D	ENG D	ENG D
IN COLUMN	IN COLUMN	IN COLUMN	IN COLUMN	OUT OF COMMAND	OUT OF COMMAND	OUT OF COMMAND	OUT OF COMMAND	OUT OF COMMAND	OUT OF COMMAND

						IN COLUMN	IN COLUMN	IN COLUMN	IN COLUMN
BCE	BCE								

3	3	3	3	5	5	5	5	5	5
3	3	3	3	3	3	3	3	3	3















STRENGTH MARKERS

3	3	3	3	3	3	3	3	3	3
1	1	1	Exhausted	Exhausted	Exhausted	Exhausted	Exhausted	BCE	BCE

1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1	

TERRIBLE SWIFT SWORD MARKERS (200 pieces): Front

OUT OF COMMAND	OUT OF COMMAND	ENG D	ENG D	ENG D	ENG D	ENG D	ENG D	ENG D	ENG D
IN COLUMN	IN COLUMN	IN COLUMN	IN COLUMN	OUT OF COMMAND	OUT OF COMMAND	OUT OF COMMAND	OUT OF COMMAND	OUT OF COMMAND	OUT OF COMMAND

						IN COLUMN	IN COLUMN	IN COLUMN	IN COLUMN
BCE	BCE								

3	3	3	3	5	5	5	5	5	5
3	3	3	3	3	3	3	3	3	3















STRENGTH MARKERS

3	3	3	3	3	3	3	3	3	3
1	1	1	Exhausted	Exhausted	Exhausted	Exhausted	Exhausted	BCE	BCE

1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1	

TERRIBLE SWIFT SWORD MARKERS
(200 pieces): Back

Pin	Pin	Pin	Pin	Pin	Pin	Pin	Pin	Ammo Depltd	Ammo Depltd
Ammo Depltd	Ammo Depltd	Ammo Depltd	Ammo Depltd	Ammo Depltd	Ammo Depltd	Rout	Rout	Rout	Rout

Rout	Rout	Rout	Rout						
								Disorder	Disorder

6	6	6	6	6	6	4	4	4	4
4	4	4	4	4	4	4	4	4	4














STRENGTH MARKERS

4	4	4	4	4	4	4	4	4	4
Rapid March	Rapid March	Fatiguec	Fatigued	Fatigued	Fatigued	Fatigued	2	2	2

2	2	2	2	2	2	2	2	2	2
2	2	2	2	2	2	2	2	2	2

TERRIBLE SWIFT SWORD MARKERS
(200 pieces): Back

Pin	Pin	Pin	Pin	Pin	Pin	Pin	Pin	Ammo Depltd	Ammo Depltd
Ammo Depltd	Ammo Depltd	Ammo Depltd	Ammo Depltd	Ammo Depltd	Ammo Depltd	Rout	Rout	Rout	Rout

Rout	Rout	Rout	Rout						
								Disorder	Disorder

6	6	6	6	6	6	4	4	4	4
4	4	4	4	4	4	4	4	4	4

STRENGTH MARKERS

4	4	4	4	4	4	4	4	4	4
Rapid March	Rapid March	Fatigued	Fatigued	Fatigued	Fatigued	Fatigued	2	2	2

2	2	2	2	2	2	2	2	2	2
2	2	2	2	2	2	2	2	2	2

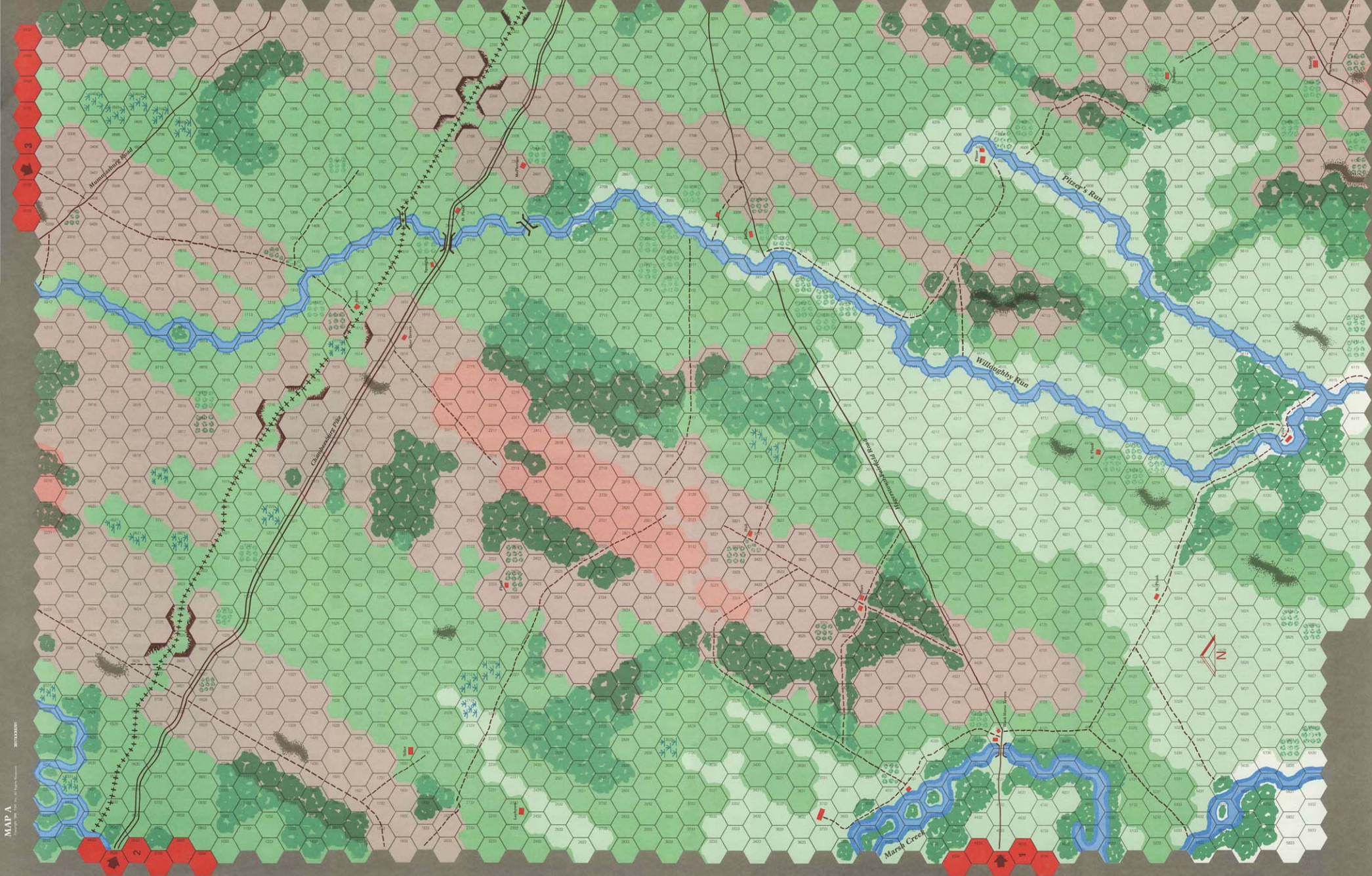
TERRIBLE SWIFT SWORD™ Errata and Variant Counters

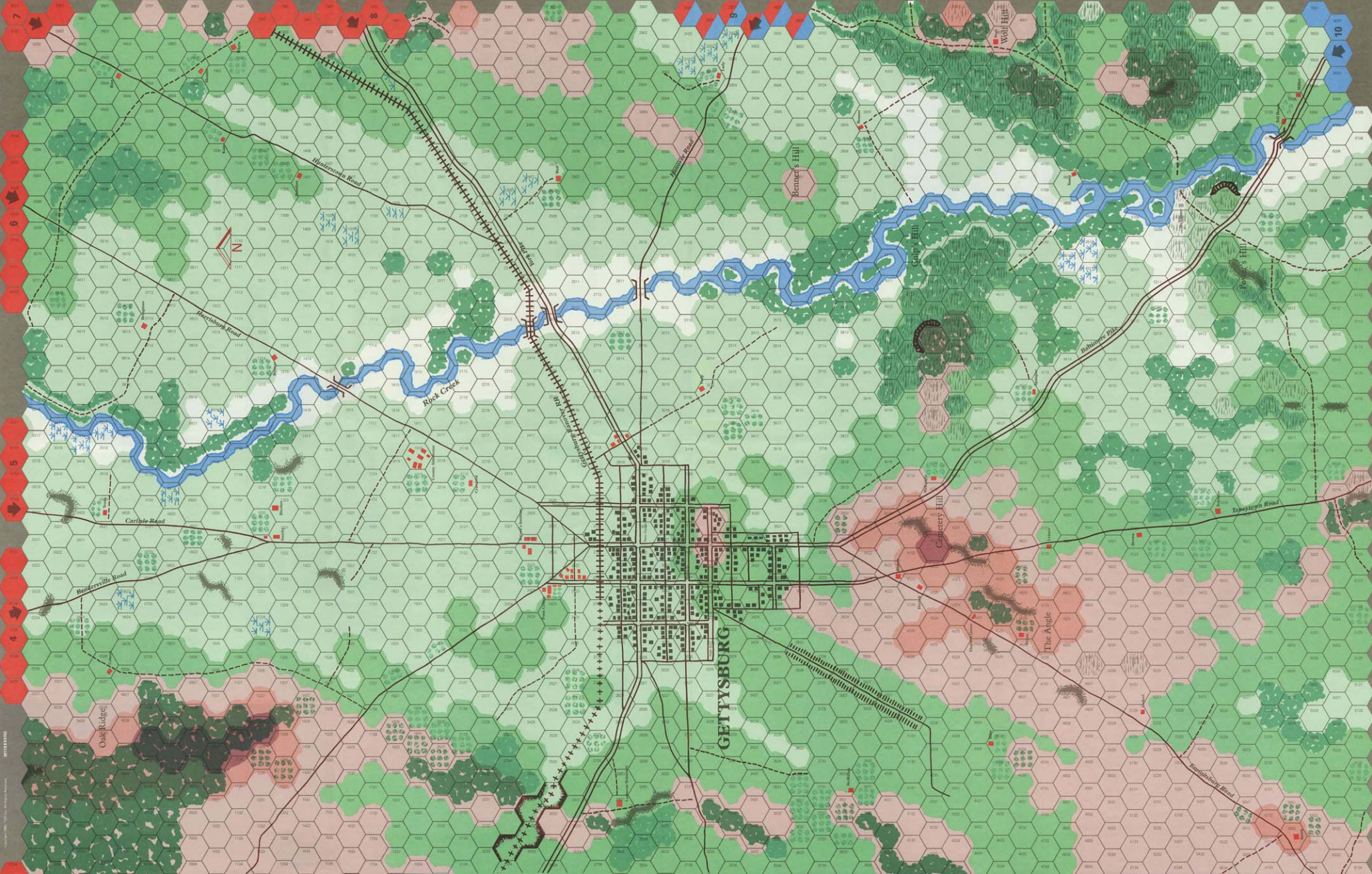
26 Ga Gordon 5 R3	35 Va Bn II 4 P3	Branch Hood 5 N4	1 Md Johnson 5 N5	Lee Johnson 5 PB2	Amherst Nelson II 5 N4	Ga Regular Nelson II 5 TB4	Dnidsvle Heth 5 TB4	Co A Anderson 5 PA4	Charlotte Pendar 5 HA5
Fdrksbrg Pegram III 6 TB4	Hart Stuart 5 TB5	Chew Stuart 5 TB4	Moorman Stuart 5 TB4	Jackson Jenkins 4 HA4	McClanahan Imboden 4 HA4				

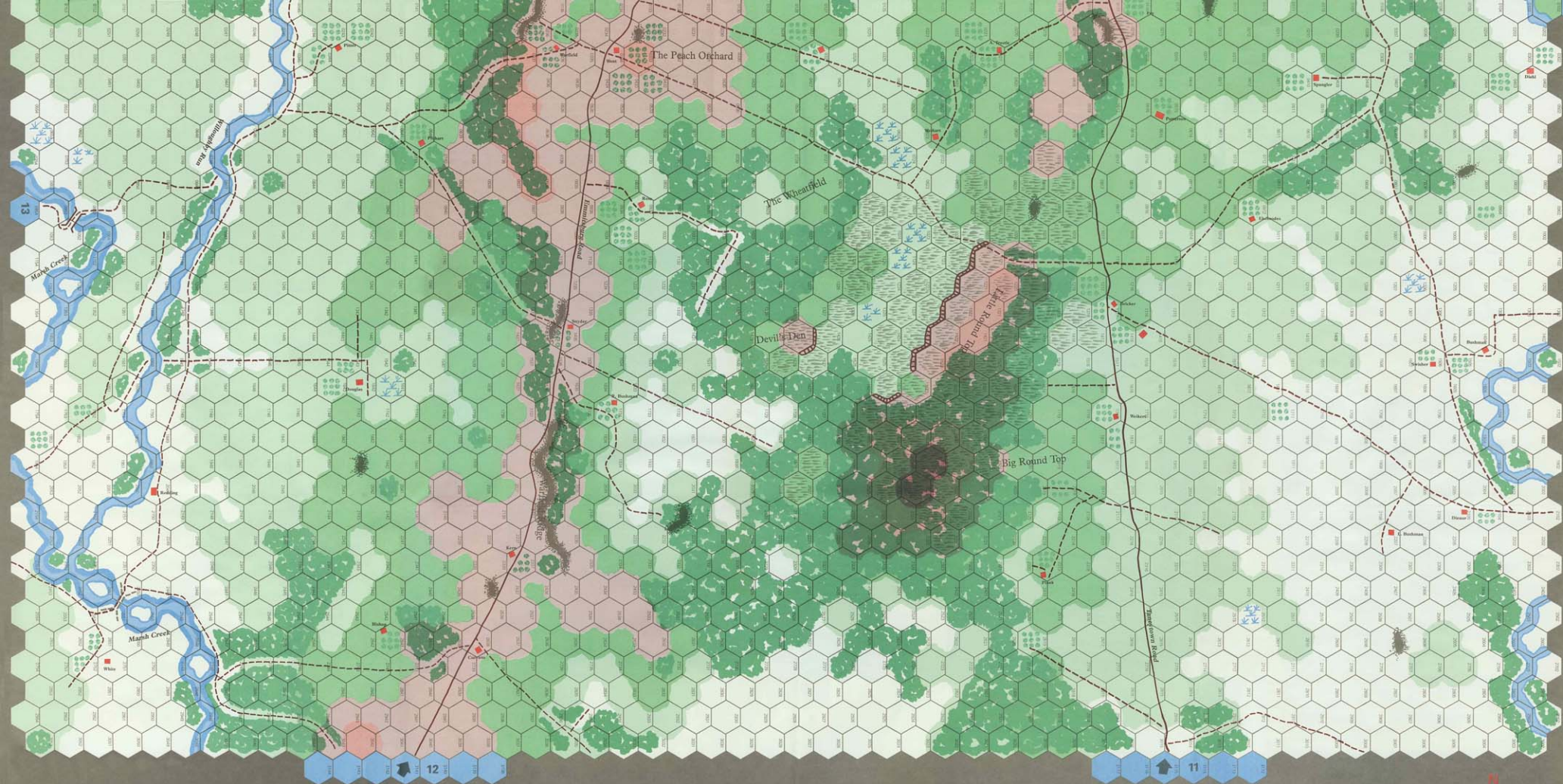
80 NY 1/3 I 3 A3	Ward 2/1/III 5 2 (1) ★	13 PaRes 1/3 IV 4 B3	D 5US V 5 PA6	Supply 2/V 3 4 2 (0)	Shaler 1/3 IV ★	D 2US VI 5 N6	154 NY 1/2 XI 3 R2	Supply XII 3 R2	1 NH 3 VOL 5 TB4
6 Me 4 VOL 5 N4	E 4US 1 CAV 6 TB4	EG 1US 2 CAV 6 TB4	3 PA 1/2 CAV 5 TB2	3 PA 1/2 CAV 5 4	2 Conn Lt I 2 VOL 6 TB4	2 Conn Lt I 2 VOL 6 4	2 Conn Lt II 2 VOL 6 HA2	2 Conn Lt II 2 VOL 6 4	

8 NY.A Gamble 3 C3	8 NY.B Gamble 3 C3	8 III.A Gamble 4 C3	8 III.B Gamble 4 C2	12 III Gamble 3 C2	3 Ind Gamble 3 C3	6 NY Devin 3 C2	9 NY.A Devin 3 C2	9 NY.B Devin 3 C2	17 Pa.A Devin 3 C2
17 Pa.B Devin 3 C3	3 WVa Devin 3 C1	1 US SS Ind III 5 B3	2 US SS Ind III 5 B2	8 NY.A Gamble 3 RTD	8 NY.B Gamble 3 RTD	8 III.A Gamble 4 RTD	8 III.B Gamble 4 RTD	12 III Gamble 3 RTD	3 Ind Gamble 3 RTD

6 NY Devin 3 RTD	9 NY.A Devin 3 RTD	9 NY.B Devin 3 RTD	17 Pa.A Devin 3 RTD	17 Pa.B Devin 3 RTD	3 WVa Devin 3 RTD	1 US SS Ind III 5 RTD	2 US SS Ind III 5 RTD		
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TERRAIN KEY



TURN TRACK

0500	0620	0740	0900	1020	1140	1300	1420	1540	1700	1820	1940	2100	2200	0300
0520	0640	0800	0920	1040	1200	1320	1440	1600	1720	1840	2000	2100	2400	0400
0540	0700	0820	0940	1100	1220	1340	1500	1620	1740	1900	2100	2100	2400	0100
0600	0720	0840	1000	1120	1240	1400	1520	1640	1800	1920	2200	2200	2200	0200

TERRIBLE SWIFT SWORD
BATTLE OF GETTYSBURG GAME



MAP C
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"THE ENEMY'S FORCES ARE ADVANCING ON ME AT THIS POINT AND DRIVING MY TROOPS AND SKIRMISHERS VERY RAPIDLY... I AM SURE THAT THE WHOLE OF AUSTIN'S FORCE IS ADVANCING!"



The greatest and bloodiest battle in American history was fought from July 1 to July 3, 1862. It was the last great offensive of the Army of Northern Virginia and the "high water mark of the Confederacy."

TERRIBLE SWIFT SWORD™

BATTLE OF GETTYSBURG GAME



The second edition to the TERRIBLE SWIFT SWORD game is a thorough revision, designed to make this classic regiment-to-regiment game fully compatible with the GREAT BATTLES OF THE AMERICAN CIVIL WAR™ game series. The game includes three short scenarios covering crucial moments in the battle, as well as a Grand Battle scenario of the entire battle. Both the maps and orders of battle have been completely revised, and many of the best features of the GREAT BATTLES series are now part of the game, including Massed Cavalry, Artillery Rapid Fire, and more. The game also features many new optional rules, including a Skirmisher rule that more accurately depicts the heroic stand of Buford's cavalry against the Confederate army.



Richard Berg
DESIGNER

Larry Elmore
ILLUSTRATOR

Tom Jankin & Barbara J. Jankin
PRODUCTION & DESIGN



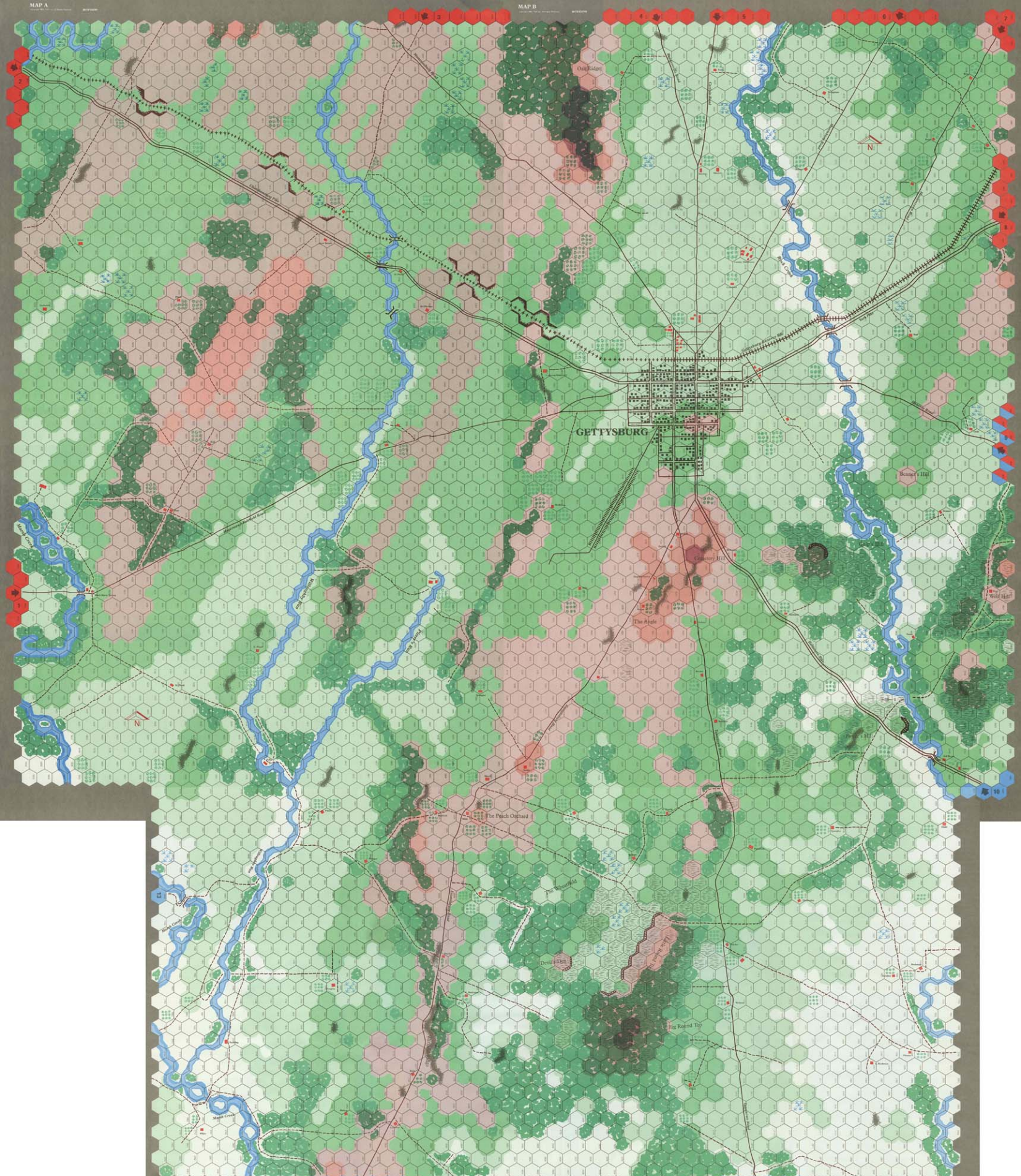
THE GREAT BATTLES OF THE AMERICAN CIVIL WAR

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MSRP \$29.95
Suggested Retail Price
\$24.95

Product No. 1000000000



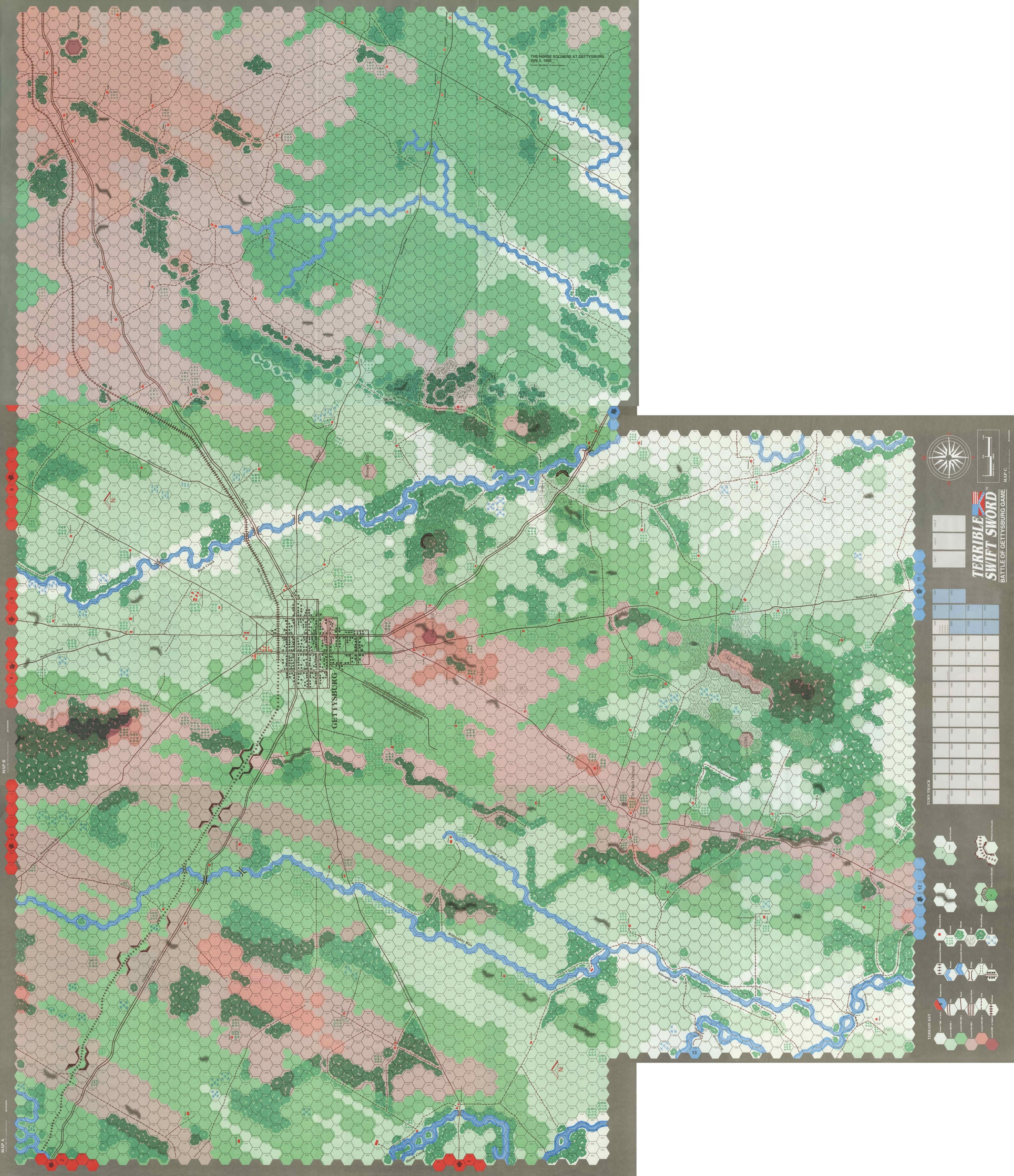
TERRAIN KEY

TURN TRACK

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TERRIBLE SWIFT SWORD
BATTLE OF GETTYSBURG GAME

MAP C



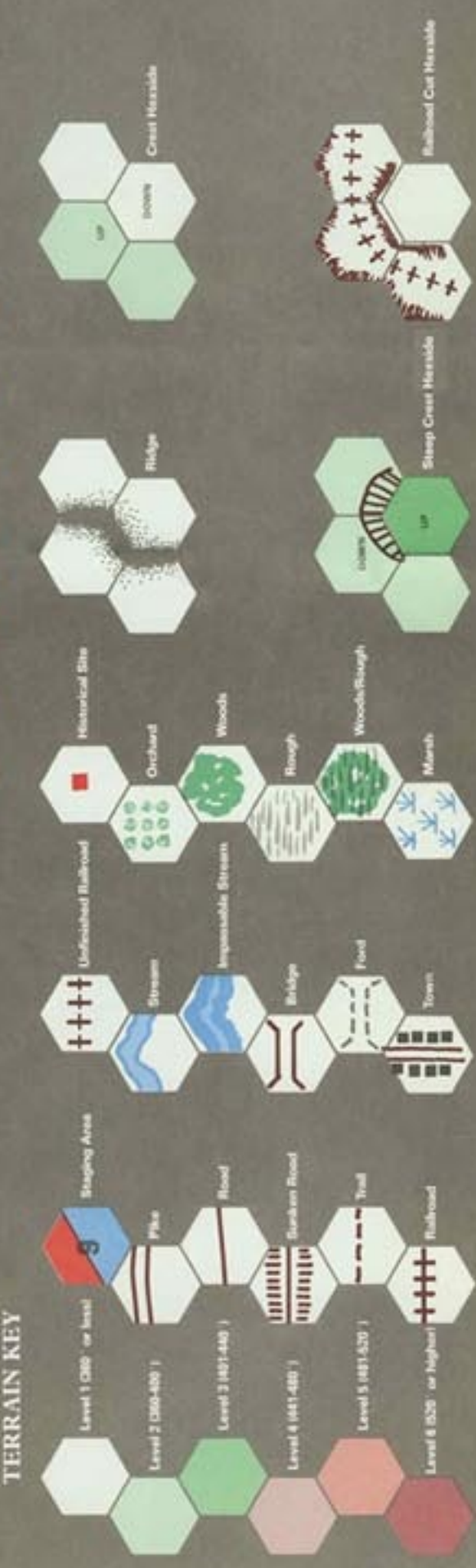
THE HORSE SOLDIERS AT GETTYSBURG
JULY 3, 1863

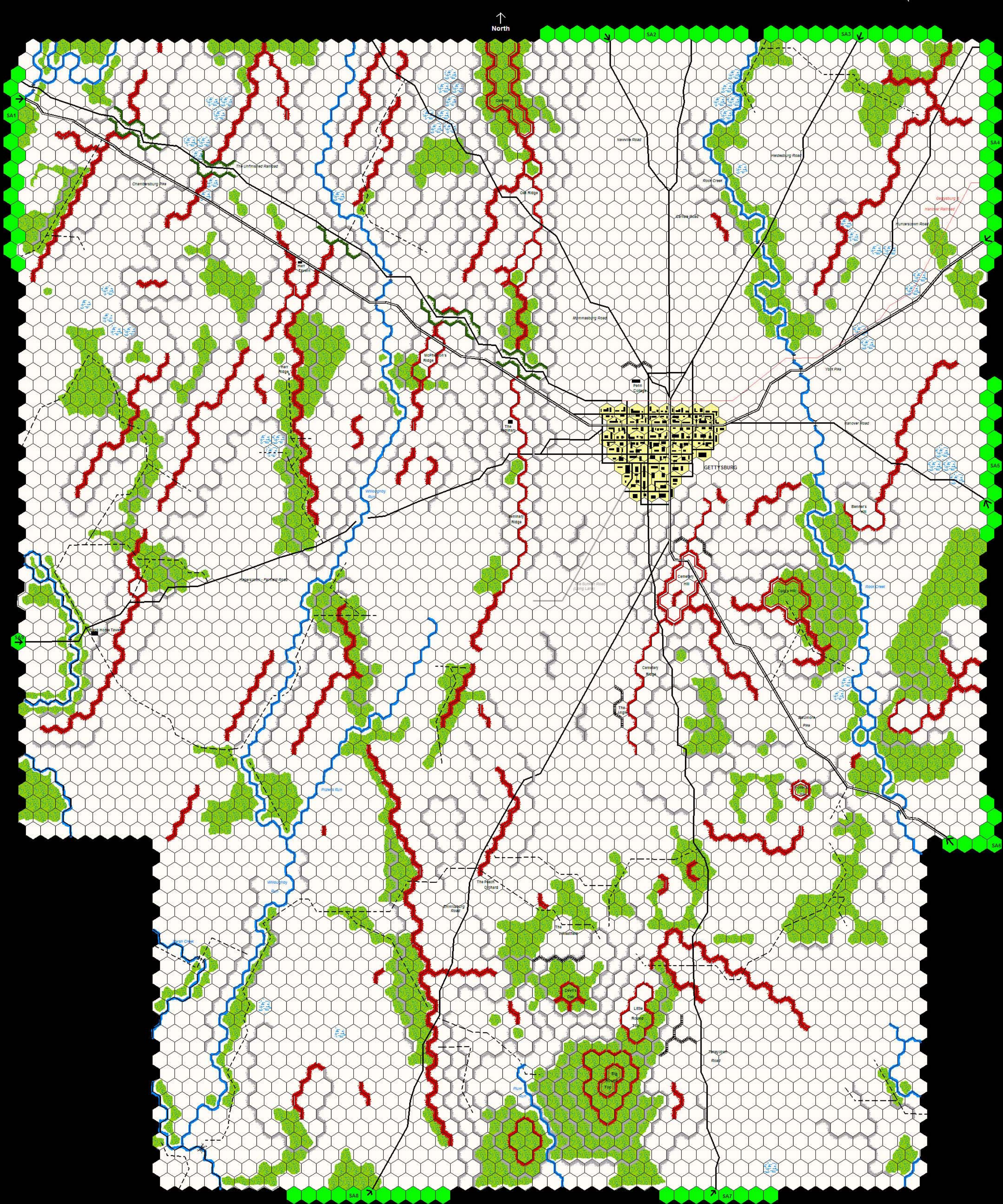


TERRIBLE SWIFT SWORD
BATTLE OF GETTYSBURG GAME
MAP C

TURN TRACK

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







TERRIBLE
SWIFT SWORD
BATTLE OF GETTYSBURG GAME

