

The Guns of Gettysburg

Rules of Play



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1. Introduction





The Guns of Gettysburg is a two-player game based on the famous battle. The game's visual style and color scheme is taken from the tradition of 19th-century battlefield maps, in which **blue** was used to represent the Union armies and **red** the Confederates.

2. The Blocks

Wooden blocks represent the infantry and cavalry units of the opposing armies. Before playing for the first time, you will need to apply stickers to the blocks. **Apply only one sticker per block.**

- ▶ As protection against loss or damage, the game comes with some extra blocks and a second copy of the sticker sheet.
- ▶ You can look at the sticker-side of your own blocks whenever you wish, but you should show them to your opponent only when required to by the rules.

Blocks: (sticker-side)

<p>Full-strength infantry corps</p>  <p>strength = 2 command</p>	<p>Reduced-2 infantry corps</p>  <p>strength = 2 command</p>
<p>Reduced-1 infantry corps</p>  <p>strength = 1 command</p>	<p>Full-strength cavalry</p>  <p>strength = 1 cavalry command</p>

Full Strength, Reduced: Full-strength blocks have color flags. Reduced blocks have torn gray flags.

Strength: The number of flags on a block indicates its strength in close combat during attacks. (See section 13.)

Command: Blocks are organized into commands. Each command represents a historical Confederate infantry division, Union infantry corps, or Union cavalry division.

Corps (Confederate): Confederate commands (divisions) are organized into corps (I, II, or III). The corps number is indicated by the number of stars on the block.

Cavalry: See section 17 for special rules for cavalry.

Full-strength blocks represent units when they first enter the game. Reduced blocks are used only as replacements to represent casualties. Whenever the rules call for one of your blocks to be reduced, remove it from play and replace it as called for below:

- If the block was a full-strength infantry block, and you have more than one unused reduced block of that same command, choose **any** two of them you want. (You can choose two reduced-2 blocks, two reduced-1 blocks, or one of each.) Show the command names to your opponent but not the strengths. Let him pick a block. Replace the removed block with the one he picked; the block he didn't pick goes back with the other unused blocks. Do not show him the sticker-side. (Note: The uneven distribution of reduced-2 blocks among the commands is how the game models unit quality.)
- If the block was a full-strength infantry block, and you have only one unused reduced block left of the same command, replace it with the reduced block. Show your opponent the sticker-side of the replacement block.
- If the block was a reduced-2 block, replace it with an unused reduced-1 block of the same command. Show your opponent the sticker-side of the replacement block.
- If the block had a strength of 1, there is no replacement; it is **eliminated**.

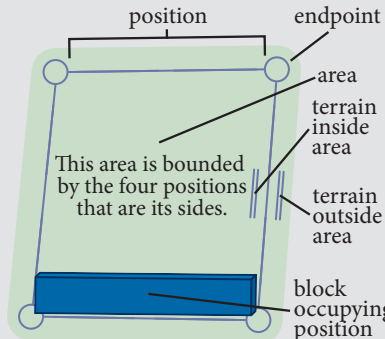
A reduced block can be used as a replacement only once per game: reduced blocks are not re-used. All blocks removed from play (full-strength and reduced) should be kept face-up and apart from blocks that have not yet been used in the game.

3. The Map

The game board depicts a map of the battlefield. The map is divided into polygons called **areas**. The lines and circles between the areas are called **positions** and **endpoints** respectively. The positions that are the sides of the area polygon are the area's **bounding** positions. Blocks on the map occupy positions, **not** areas. Blocks move from position to position by going **across** (through) areas. Symbols printed on positions indicate the terrain in those positions.

- ▶ Different terrain types can be combined in the same position.
- ▶ Terrain is not necessarily the same on both sides of a position. Terrain symbols **inside** an area affect fields of fire, attacks, and movement across that area, but symbols outside the area do not.

Map Symbols:



This area is bounded by the four positions that are its sides.

position endpoint

area terrain inside area terrain outside area

block occupying position

Position Terrain	
open	
ridge	
steep slope	
obstructed	
Other Terrain:	
main road	
special line of sight	

Important: Terrain graphics not shown here (woods, streams, etc.) are cosmetic and do not regulate play.

Open: terrain with no special features.

Ridge: Ridges extend fields of fire when blocks occupy them, but otherwise limit fields of fire. (See section 9.) The defender's (but not attacker's) artillery fire from a ridge gets a one-point bonus for each cannon symbol on the ridge. (See section 13.)

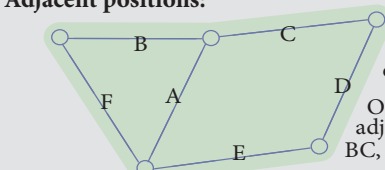
Steep slope: Penalizes the attacker by one point in close combat for attacks up a steep slope. (See section 13.)

Obstructed: This terrain limits fields of fire (see section 9), slows movement, and, if obstructed on both sides, penalizes the attacker by one point in close combat (see section 13).

Main road: Can be used for reinforcement entry (see section 11) but for no other purpose.

Special line of sight: Special-case field of fire extensions. (See section 9.)

Adjacent positions:



Position A is adjacent to every other position **except** D.

Other pairs of adjacent positions are BC, CD, DE, EF, and FB.

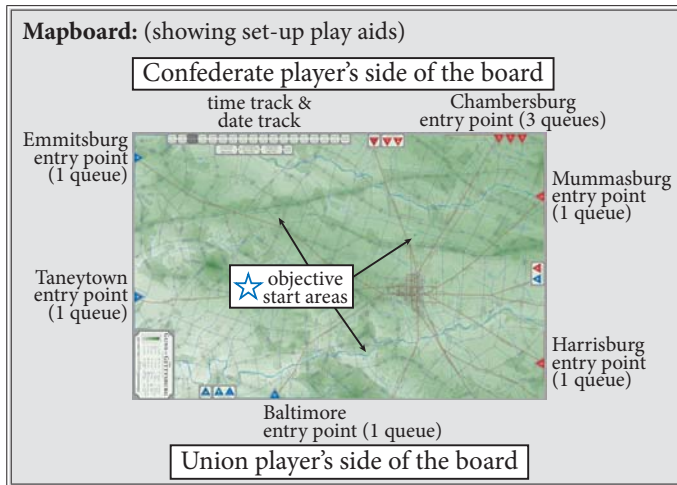
Positions are adjacent if they meet at a common endpoint.

Blocks are adjacent if they occupy adjacent positions.

4. Tokens and Set Up

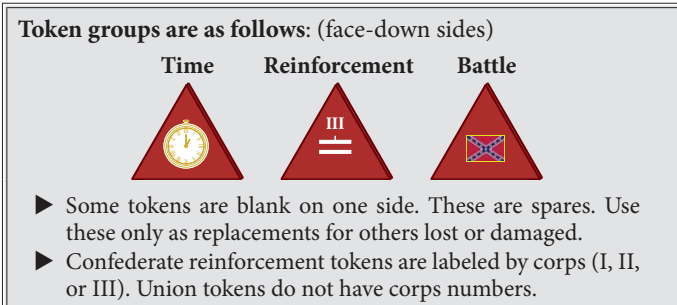
This section introduces the various types of tokens and gives step-by-step instructions on setting up the game.

1. Get out the board.

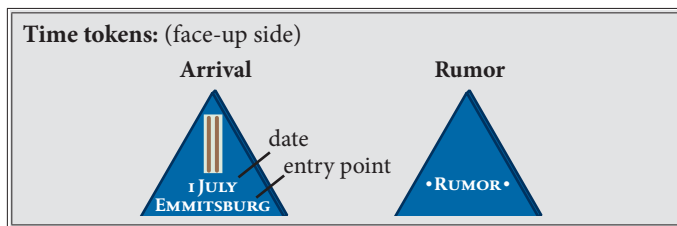


2. **Get out your blocks.** Put them next to the board. Face them so that you can see their sticker-sides and your opponent cannot.

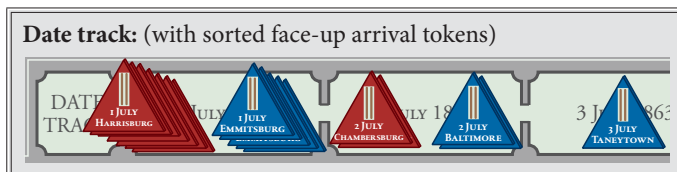
3. **Get out your tokens.** The game comes with a sheet of die-cut cardboard tokens. Punch them out and sort them into groups. To save set-up time, keep tokens sorted when putting the game away. (Note: Tokens are most easily picked up by a corner and the opposite side.)



4. **Time token set-up.** Time tokens are used to create a random and double-blind reinforcement schedule for both armies.

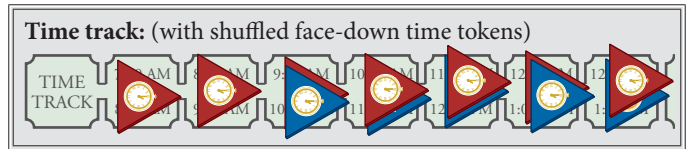


Sort out your arrival tokens from the rumor tokens. Put the arrival tokens face-up on the date track, matching the date on the token and the date on the track.

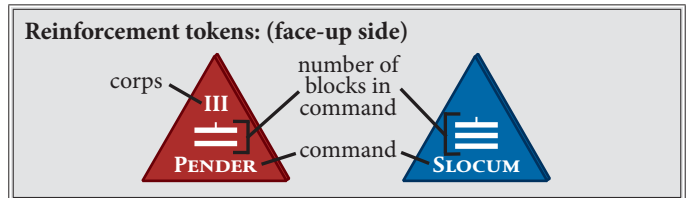


Take your 1 July arrival tokens off the date track. Put them face-down next to the board. Add 10 rumor tokens, face-down, to your arrival tokens. Swirl them around to shuffle them. Then put your tokens (don't peek) face-down on the time track, one per hour.

- ▶ The Confederate player puts one on every space; the Union player puts one on every space except the 7:00AM-to-8:00AM and 8:00AM-to-9:00AM spaces.
- ▶ **IMPORTANT:** Whenever you shuffle any kind of tokens, do it for *at least 20 seconds* or so for good results.

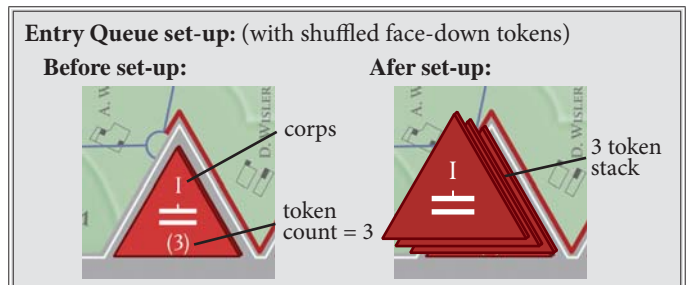


5. **Reinforcement token set-up.** Reinforcement tokens are used to create a random assignment of reinforcements to entry queues at the various reinforcement entry points.

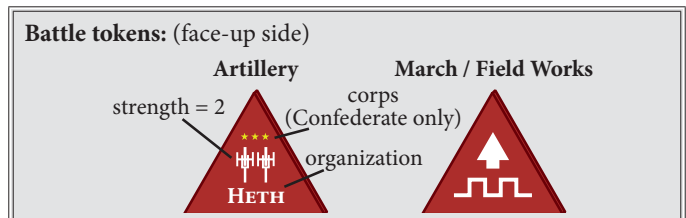


(Union player.) Put your KILPATRICK reinforcement token on the TANEYTOWN entry queue. KILPATRICK *must* be the bottom token on this queue.

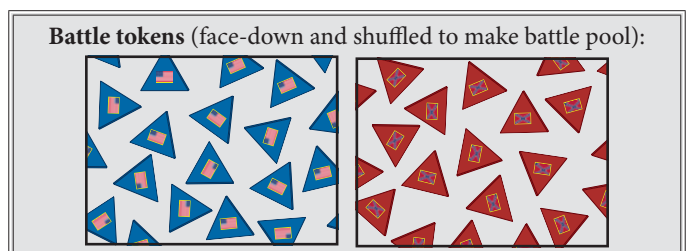
(Both players.) Turn your reinforcement tokens (except the Union KILPATRICK token) face-down. Swirl to shuffle. Stack the indicated number of tokens (don't peek) face-down on each entry queue. Union tokens can go on any Union queue. Confederate tokens must match corps. During play, a player can always peek at whatever is currently the top token on each of his own reinforcement token stacks (he does not have to reveal them to his opponent).



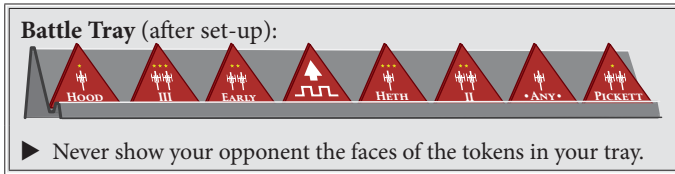
6. **Battle token set-up.** Each player has his own battle tokens that he plays to improve his blocks' ability to move and fight.



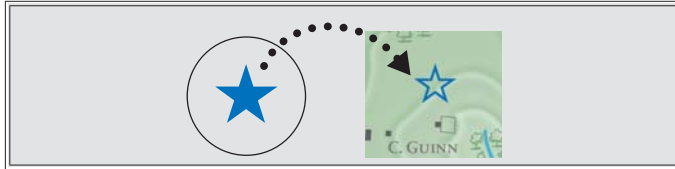
Put your battle tokens *next to* the board. (Not *on* the board.) Turn them face-down. Swirl to shuffle. These tokens are your **battle pool**.



Take a battle tray. Draw eight tokens from the battle pool (don't peek) and put them face-up in your tray. The tokens in your tray (which change during the game) are the tokens you can play.



7. **Objective set-up.** The game comes with a sheet of die-cut movable objective markers. Punch them out and put a Union-controlled (blue) marker on each of the 3 objective start areas.



8. **BUFORD set-up.** (*Union player.*) Put the two cavalry blocks of BUFORD's command on the map in any positions you choose. They cannot go on a position that bounds a Confederate reinforcement area. (See section 11.) No Confederate blocks are on the map at start.



9. **Start play.** The first turn begins at 7:00AM, 1 July.

5. Sequence of Play

Turn: The turn is the basic unit of time in the game. To reflect the variable tempo of combat in the period, the number of hours of historical time represented by a turn is not fixed and can vary from turn to turn.

First player and Second player: There are two player roles: first and second. The players can change roles during the game. The roles simulate initiative. The second player has the initiative. He controls the turn duration (see section 7), and in multi-hour turns can march farther (see section 12).

Turn Sequence: The sequence of a turn is as follows:

1. Turn Duration Phase. (See section 7.)
2. First Player's Action Phase. (See below.)
3. Second Player's Action Phase. (See below.)
4. Objectives Phase. (See section 16.)

On the game's first turn, the Union player is first player.

Action Phase Sequence: Each player has an action phase. Within an action phase, the sequence for the active player is as follows:

1. Draw battle tokens. (See section 8.)
2. Withdrawal moves. (See section 14.)
3. Attack moves. (See section 13.)
4. Reinforcement entry moves. (See section 11.)
5. March moves. (See section 12.)
6. General orders for next turn. (See section 6.)

6. General Orders Declaration

General Orders: General orders are a policy choice you make that affects your entire army. Your choices are: **Attack**, **Hold**, or **Withdraw**. At the end of your action phase, you declare (state aloud) your general orders for your *next* action phase. General orders primarily affect your ability to attack and withdraw.

Your choice of general orders (Attack, Hold, or Withdraw) is restricted as follows:

- If you are the second player, and you voluntarily chose a turn duration of less than the legal maximum (see section 7), you must choose either Attack or Withdraw.
 - If the next turn is a night turn, or you have no battle tokens in your tray, you cannot choose Attack.
 - If you or your opponent have no blocks on the map, you must choose Hold.
- For the first turn, both players are under Hold general orders.

All general orders: Under all three types of general orders, you can make reinforcement entry moves and march moves, and *must* perform any mandatory withdrawals called for by the rules.

Attack general orders: This enables you to make attack moves. If you are under Attack general orders, but make no attack moves, you must choose at least half the battle tokens from your tray and put them face-down on your Return Stack (see section 8).

- The token penalty is canceled if you cannot make any legal attacks, or if your opponent made any withdrawals or attacks between the time you made your Attack general order declaration and your next action phase.

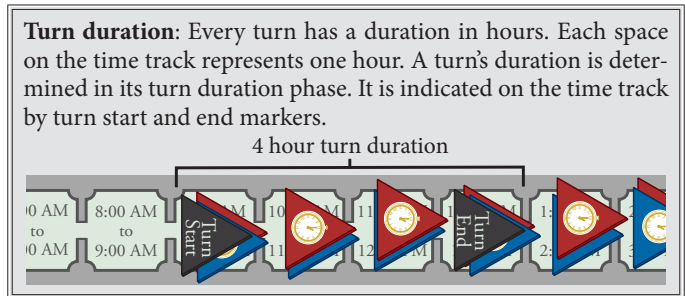
Withdrawal general orders: This enables you to make (voluntary) withdrawal moves. Declaring Withdrawal general orders requires you to immediately choose at least half the battle tokens from your tray and put them face-down on your Return Stack (see section 8).

- If the next turn is a night turn, you defer choosing and returning the tokens till the start of your night turn action phase.

Hold general orders: The default orders when neither attack or withdrawal is desired.

- If you made mandatory withdrawals (see section 14) while under Hold general orders in the current turn, and declare Hold general orders again for the next turn, you must immediately choose two battle tokens from your tray (or all if you have less than two) and put them face-down on your Return Stack.

7. Turn Duration Phase



To begin the phase, put the turn start marker on the space for the hour *after* the last hour of the previous turn.

- For the first turn of the game, put the turn start marker on the 7:00AM to 8:00AM hour.

Next, determine which player is the first player and which is second player for the turn. The first player is the player who most recently *declared* Withdrawal general orders. His opponent is second player.

- If neither player has ever declared Withdrawal general orders, the Union player is the first player.

The second player chooses the number of hours in the turn. The minimum is one hour. The maximum is one hour plus one additional hour for every 3 blocks that the player with fewer blocks has in play. (i.e. — 8 blocks would add an additional 2 hours).

- To count a player's blocks in play, add together the number of his blocks on the map, the number of his blocks that have exited

and can re-enter the map (see section 10) and the number of his blocks *currently* available to enter at reinforcement entry points (see section 11).

- ▶ If either player declared Attack general orders for his upcoming Action Phase, the turn has a one-hour mandatory duration.
- ▶ Night is always a separate turn with a mandatory one-hour duration. The maximum duration of a non-night turn can never exceed the number of hours before night.

Once the turn duration is known, put the turn end marker on the space for the last hour of the turn.

8. Drawing Battle Tokens

At the start of your action phase, draw one token from your battle pool (don't peek) for each hour of turn duration. Put them in your battle tray, facing you.

- ▶ You do *not* get to draw if you are under Attack general orders.

You cannot keep more than eight tokens in your tray. After you have drawn all your tokens, if you have more than eight, choose which ones you want to keep and put the rest on your Return Stack on the map-board.

Battle token draw illustration:

draw 1 token per hour of turn duration from your battle pool

no more than 8 tokens in your battle tray

you choose which tokens to keep and discard excess (face-down) on your Return Stack.

It is possible to use up all the tokens in your battle pool. Any time you are entitled to draw tokens but your battle pool is empty, immediately create a new battle pool from the tokens in your Return Stack. Take the tokens from the stack, put them face-down next to the board and shuffle them. Next, draw any tokens to which you are entitled. If you have no tokens in your Return Stack either, you cannot draw any more tokens.

9. Fields of Fire

Field of Fire: The areas through which a block can project fire, and the positions bounding those areas. Fields of fire limit enemy movement and are used in attack resolution.

A block in a position has a front and rear. A block projects a field of fire from the **front** of the position it occupies, but not from the **rear**. To indicate front and rear, place a block so that it is physically on the side of the position you want as the rear. (**Important:** blocks occupy positions, not areas; this is just a convention to show front and rear.)

Front and rear illustration:

Front side

Rear side

Which areas make up a block's field of fire is partly determined by the sizes and shapes of the areas surrounding the block's position. The significant areas are: **front**, **extended front**, and **rear**.

Front, rear, and extended front areas:

front area

extended front area

rear area

No extended front area on this side because front and rear areas meet here.

Front area: The area on the front side of a block.

Rear area: The area on the rear side of a block.

Extended front area: An area with a common endpoint with the block's position and a common position with its front area.

- ▶ If a block's front and rear areas meet on one side, it doesn't have an extended front area on that side.

Normally, a block's field of fire is just its front area. However, a block with a ridge on the front of its position has an extended field of fire: its field of fire consists of its front and extended front areas. A block's field of fire also includes all positions bounding its field of fire areas.

Field of fire illustrations:

normal field of fire

extended field of fire from a ridge

front area

extended front area

ridge

A block's field of fire can be limited by terrain as follows:

- A block has no field of fire at all if there is an obstructed terrain symbol on the front side of its own position.
- A block has no field of fire into an extended front area if the position adjacent to the block, between its front and extended front areas, has a ridge or an obstructed terrain symbol on either side, or if there is a friendly block there. (Note: An *enemy* block would not have any effect.)

Field of fire limits illustration:

extended front area

front area

A ridge, obstruction, or friendly block in this position (on either side) would eliminate the block's field of fire into its extended front area.

An obstruction here would completely eliminate the block's field of fire.

If there is a special line of sight (.....) from the front of a block's position to an area, the block's field of fire extends into that area, overriding any intervening ridges or obstructions (but not friendly blocks) that would otherwise prevent it.

10. Movement

Movement types: There are four types of block movement: **reinforcement entry**, **march**, **attack**, and **withdrawal**. The core movement rules common to all types of movement are described in this section, while the special rules for each of the four types are described in the next four sections (sections 11-14).

Movement is how your blocks get from one position to another on the map. You move your blocks one at a time. (Exception: group attacks; see section 13.)

You move your blocks in your action phase. You must make your moves in the following order:

1. Withdrawal moves
2. Attack moves
3. Reinforcement entry moves
4. March moves

► **TIP:** the acronym for the block move order is WARM.

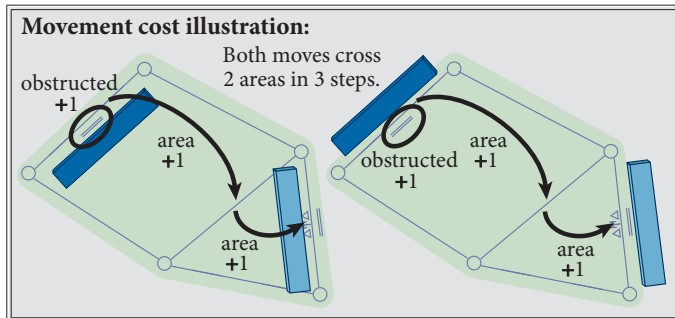
You can move as many blocks as you want. With moves of the same type, you can move your blocks in any order you choose.

Once a block completes its move, it cannot move again that action phase. (For exceptions, see section 15.)

Movement Paths

A block moves from position to position, crossing one area at a time. Movement distance is counted in steps. It costs 1 step to cross an area, with an additional +1 step penalty if there is an obstructed symbol *inside* the area being crossed on either the position the block is leaving or the position it is entering. If there are obstructed symbols on both, the penalty is still only +1.

► **NOTE:** The obstructed penalty depends on where a position's obstructed symbol is with respect to the area being crossed; *not* with respect to the block. In calculating movement, look at the map and ignore the block's orientation; the cost of its move would be the same even if the block's front and rear were reversed.



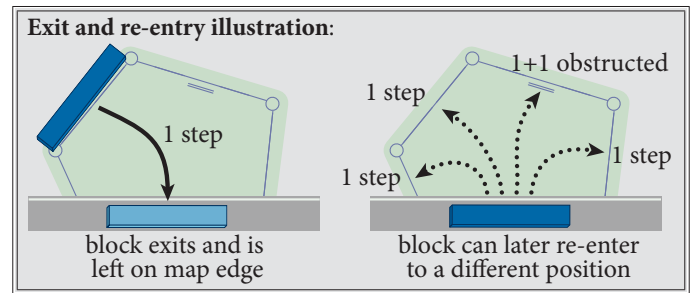
You choose a block's front and rear at the end of its move. There is no movement cost to change front. A block that doesn't move in a turn can still change front; you change it while performing your march moves. *A block that cannot march move out of a position can still change front in that position.* At the end of your action phase, any of your blocks in the same position together must have the same front.

A Union block can *never* move into a position that bounds a Confederate entry area. (See section 11.) No corresponding restriction applies to Confederate blocks and Union entry areas.

Partial Areas and Positions

Along the map edges are partial areas and positions. (A partial area is one not completely bounded by positions. A partial position is one without two endpoints.) Blocks can occupy partial positions and can move across partial areas.

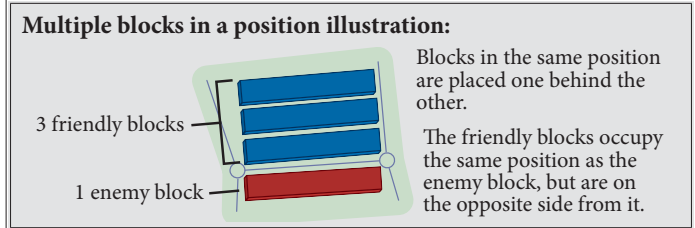
A block can exit the map from partial areas, and in a later turn re-enter the map. Exiting can be only by march or withdrawal moves; re-entry can only be by march move. When a block exits, leave it off-map next to the area where it exited. Re-entry must be through that same area, though not necessarily to the original position. It costs one movement step to exit or re-enter (plus any obstructed penalty). For march moves, restrictions regarding distance, enemy fields of fire, and enemy blocks apply to and can prevent exit or re-entry.



Multiple blocks (Friendly or Enemy) in a Position

You cannot end a move with more than 3 of your blocks in a single position. Any number of blocks can move through a position.

A block can enter a position occupied by an enemy block only in an **attack** move. If a block crossed the enemy front area, it is placed on the opposite side of the position from the enemy, so each is in front of the other. If it crossed the enemy rear area, it is placed behind the enemy block, on the same side of the position. A block in the same position as an enemy block cannot leave to its rear if the enemy block is behind it and cannot leave to its front if the enemy block is in front of it: a block can *never* pass through an enemy block. Enemy blocks do not count against the three-block limit for friendly blocks.



If you have multiple friendly blocks in the same position at the start of your action phase and you don't want your opponent to know which is which, you can pick them up, shuffle them out of sight, and then put them back.

Withdrawal general orders

If you are under Withdrawal general orders, you cannot use a reinforcement entry or march move to enter a position that is adjacent to an enemy-occupied position, or a position in an enemy field of fire.

11. Reinforcements

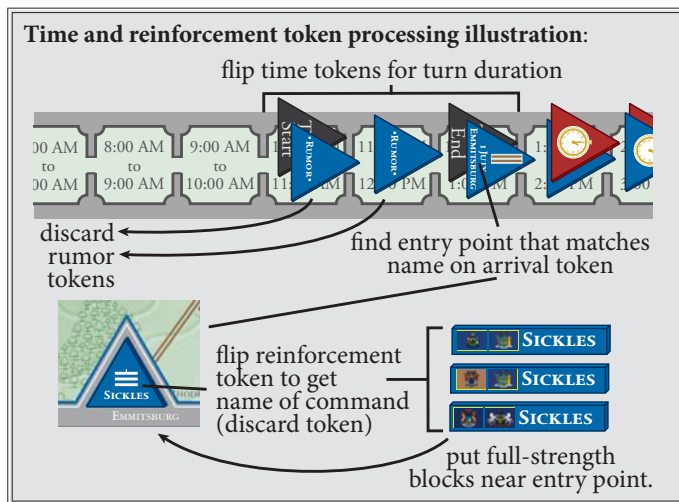
This section explains how reinforcements enter the game.

Reinforcement Availability

Immediately before making reinforcement entry moves, flip your time tokens for the current turn face-up in chronological order. If a token is a RUMOR token, discard it. If a token is an arrival token, the token's position on the time track is the hour *when* the reinforcements arrive, and the name on the token is the entry point *where* they arrive. To determine *who* is arriving, peek at the face of the top reinforcement token on the queue for that entry point and read the command name. Then discard the reinforcement token, and take the full-strength blocks for that command and put them off-map near the entry point: they are now available to enter. Do not show your opponent the face-up side of your reinforcement token or the sticker side of your blocks.

- Don't take arrival tokens off the time track yet; they don't come off until the objectives phase. Discarded RUMOR tokens may be recycled as needed during night turns. Discarded reinforcement tokens will not be used again in the game.
- The CHAMBERSBURG entry point has three queues. The order of entry there is the order shown on the board: first to enter are the

three commands of III CORPS, then one command of II CORPS, and then the three commands of I CORPS.



Reinforcement Entry Moves

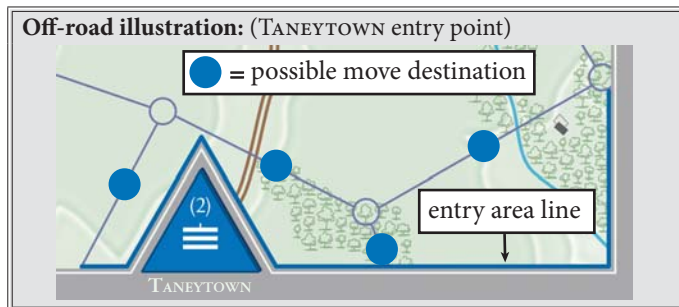
Reinforcement entry is a kind of movement. It can be made under all three types of general orders. Reinforcement entry movement is used only for reinforcements on their initial turn of entry.

At each reinforcement entry point are two **reinforcement entry areas**, indicated by blue (Union) or red (Confederate) lines along the map edge. Reinforcements cannot enter through an entry area if the entry area is in an enemy field of fire.

A reinforcement block arrives at the battlefield and becomes available to enter the map on the hour its token is turned up on the Time Track. You can bring it into play that same hour. You never have to bring it on; you can hold it off-map as long as you want. When you do bring it on, you can choose to use either **off-road** or **on-road** entry.

- ▶ Blocks cannot enter on-road and off-road at the same entry point in the same turn.
- ▶ (*Confederate player*) Reinforcements can enter on-road in the first turn that they are available to enter only if other reinforcements have previously entered at that entry point.

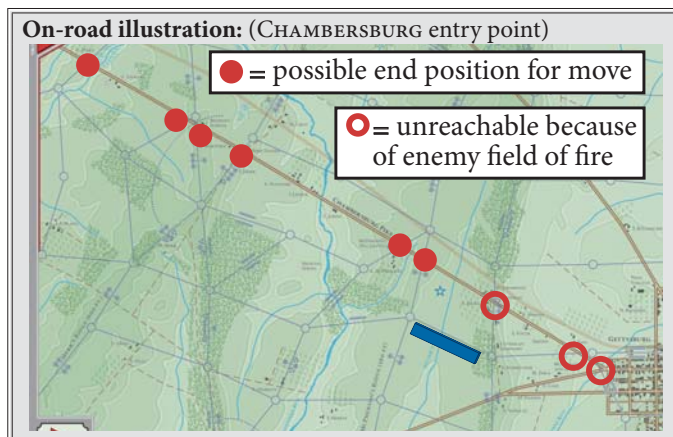
Off-road: Trace a path from off-map, across one of the entry point's entry areas, to an end position bounding that entry area.



On-road: Trace a path along a main road from the entry point to an end position. The road must cross the end position. The path can be any distance. Only one block can enter per hour at a single entry point. Blocks can enter by road in the same hour at different entry points but their roads can't overlap or intersect anywhere along their paths.

- ▶ (*Confederate player*.) You cannot trace an entry path across either of the two areas that make up the town of Gettysburg.

During on-road reinforcement entry, if a moving block enters either a position in an enemy field of fire or a position adjacent to an enemy block, it must end its move there: it cannot continue past that position.



Reinforcement transfer: You can transfer blocks off-map between your entry points. Transfer enables a block to enter at one of your entry points other than the one originally assigned. It takes one hour to transfer. Only one block can transfer per hour between each pair of entry points. A block cannot be transferred in its hour of arrival, and cannot enter until the hour after its transfer. (i.e. — If a block first arrives at CHAMBERSBURG at 2:00-3:00, it can transfer to MUMMASBURG at 3:00-4:00, and be available to enter at MUMMASBURG at 4:00-5:00.) A block can't transfer to an entry point in an hour if there are regular reinforcements arriving there that same hour.

- ▶ You can't transfer directly between EMMITSBURG and BALTIMORE, nor between CHAMBERSBURG and HARRISBURG. It takes two transfers to go from one to the other, using TANEYTOWN and MUMMASBURG respectively as intermediates.

12. March Moves

March moves are a kind of movement. Marches can be made under all three types of general orders.

The base distance limit for a march move is 2 steps. In a multi-hour turn, the *first* player's qualifying blocks can march 1 step farther per additional hour; and the *second* player's qualifying blocks can march 2 steps farther per additional hour. To qualify for the additional multi-hour distance, a block at the end of its march must be in or adjacent to a position occupied by another friendly block. (Each block must meet this requirement at the end of its own march; you cannot march a block extra distance to an illegal position, and then "fix" it by marching another block there later on.)

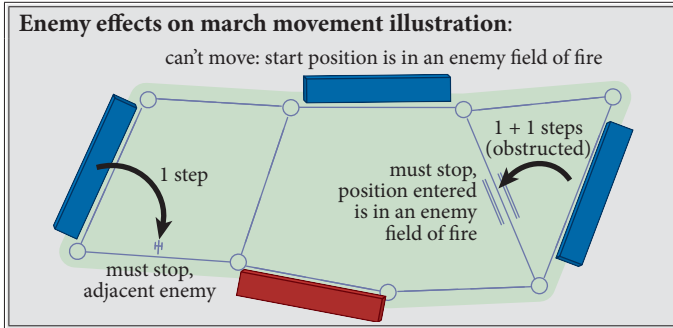
Note: The restrictions on extra-distance march moves in multiple-hour turns are to limit them to what were historically "safe" moves: bringing up reserves, strengthening positions, and extending the line.

You can reveal and **expend** a March/ Field Works token from your battle tray to increase the distance limit by one step for the next three blocks you march. You can expend more than one token in the same action phase, but no block can have its distance limit increased by more than one.

Expending vs. returning battle tokens: Expending a battle token is not the same as returning a battle token. Returned battle tokens go on your Return Stack and eventually get reshuffled back into the battle pool. Expended battle tokens are gone for good and never come back into the game.

A block cannot march across an enemy field of fire area. A block that marches into a position in an enemy field of fire must end its move there. A block **cannot** use a march move to move out of a position in an enemy field of fire, even if it started the action phase there: leaving such a position can be made **only** by attack or withdrawal move (see sections 13 and 14) — never by a march move.

A block that marches into a position adjacent to an enemy-occupied position cannot move farther that turn. If a block starts its march in a position adjacent on one endpoint, it cannot make a march move other than to pivot through one (and only one) area around that endpoint. If it is adjacent to enemy blocks on both endpoints, it can pivot around either. A pivot march move can be made only if under Attack general orders. *A block whose position is in an enemy field of fire cannot make a march move, even to pivot.*



13. Attack Moves

Attacks are a kind of movement. Attacks can be made only under Attack general orders.

Only one attack can be made from a position in a single action phase. Only one attack can be made to a position in a single action phase. Attacks are made one at a time. One attack must be completed before another is begun.

Artillery Organization and Attacks

Artillery can be used in attacks by both the attacker and defender, but its usage is constrained by organizational matching requirements. Every artillery token has an organization name on it that determines what blocks it matches. A token whose organization name is the name of a command (SYKES, HETH, etc.) matches all blocks of that command. A Confederate token whose organization name is I, II or III matches all blocks with that corps number. A Union RESERVE token matches all Union *infantry* blocks. An •ANY• token matches all friendly blocks.

Union RESERVE and Confederate I, II or III (corps) artillery tokens cannot be played until a reinforcement threshold is reached. For Union RESERVE artillery, it is when *all* the blocks of at least 4 Union commands (excluding BUFORD) have entered the map as reinforcements. For Confederate I, II or III (corps) artillery, it is when *all* the blocks of at least *two* commands of its corps have entered the map as reinforcements.

To play artillery in a position in steps 2 and 3 of the Attack Resolution procedure, you must have organizationally matching blocks in and near the position. The number of required blocks is as follows:

- ANY• artillery — 1 block.
- command-named artillery (SYKES, HETH, etc.) — 2 blocks.
- Confederate corps (I, II, or III) artillery — 3 blocks.
- Union RESERVE artillery — 3 blocks.

The position where an artillery token is played must be occupied by at least one organizationally matching block. Additional required organizationally matching blocks can be in the same position, adjacent to it, or adjacent once removed. (A block is adjacent once removed if it is adjacent to a position containing a *matching* block that is itself adjacent to the artillery position.)

- If all its organizationally matching blocks are eliminated, a token cannot be played. If not all are eliminated, but there are not enough left for matching requirements, then the requirement becomes all surviving blocks. (i.e. — if there are only 2 surviving blocks in a Confederate corps, a third block is no longer necessary.)

Attack Procedure

Note: in this procedure, references to attacking and defending blocks, tokens and positions mean only those involved in the current attack, not in any of the other attacks for the turn.

1. (Attacking player.) Declaration. The attacker declares which of his blocks will be making the attack, the paths on which they move, and the positions they are attacking. The start and end position of attack moves are called **attack positions** and **defense positions** respectively. For an attack move to be legal, at least one of the following must be true:

- The block is attacking an enemy whose position bounds the attacking block's front area, *or*
- The block is attacking an enemy whose position is in the attacking block's field of fire, *or*
- The block's position is in the field of fire of the enemy it is attacking (or would be, if the enemy's front was reversed).

A block's attack move must be the least movement steps possible. The first area crossed by an attacking block must be the attacking block's front area. The attack move cannot pass through an enemy-occupied position. If no path satisfies all these conditions (i.e. all least-distance paths pass through enemy-occupied positions or their first area is not the attacking block's front area), the attack move cannot be made. The attacking player gets to choose between multiple legal paths. (Note: An attack move has no fixed distance limit.)

Normally, you move blocks one at a time. However, with attack moves you can move several blocks at once using a **group attack**. A *group attack counts as one attack and is resolved as one attack*. In a group attack, each attacking block has its own separate attack path, but the blocks move along their attack paths simultaneously rather than sequentially, and the sequence is carried out just once for the entire group attack.

A group attack can include blocks from one or more attack positions. The blocks in a group attack can all attack a single position, or they can attack two adjacent positions. No more than two positions can be attacked in a single group attack.

A position must be enemy-occupied in order to be the end position of an attack move, with one exception: In a group attack against two adjacent positions, only one of them has to be enemy-occupied. The second does not. (The main use of this option is create flank threats — see step 8 of the attack resolution procedure.) Such a move can be "in-place" if the block starts adjacent to the enemy.

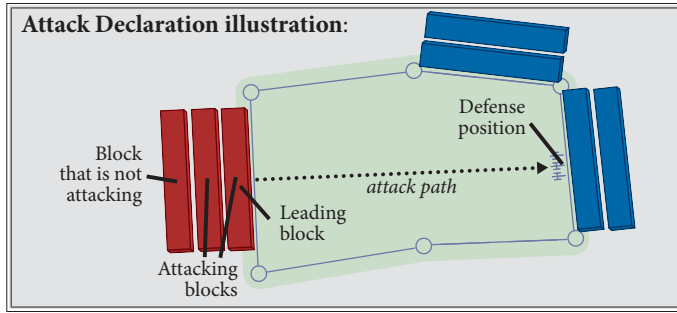
- An attack move against a non-enemy-occupied position can be made only if the position could have been attacked if it was enemy-occupied.

You can't attack a position from its front and rear in the same attack. (Historically, such an attack would have produced a deadly cross-fire between friendly units.)

For each attacked position, you must choose and declare one of your blocks attacking that position as the *leading block* for the attack. If the position is enemy-occupied, the leading block must have a strength of 2. An attack move into an enemy-occupied position cannot be made if there is no 2-strength block to lead it.

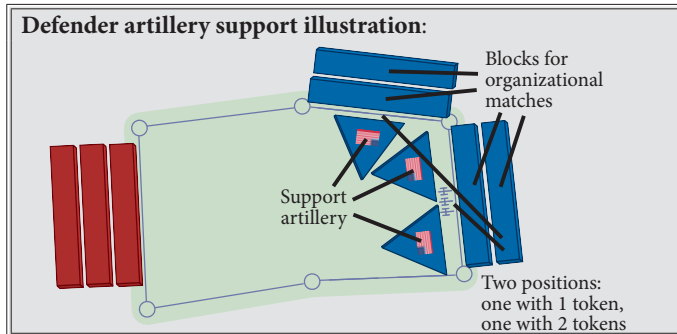
A position occupied by enemy blocks that attacked and won in your opponent's most recent action phase cannot be attacked by a group attack. The position also cannot be attacked from the enemy block's rear.

The total number of blocks in an attack moving to *enemy-occupied* positions cannot exceed the number of tokens you have in your tray. You do not have to have tokens in your tray for attacking blocks that are moving to positions that are *not* enemy occupied.



2. (Defending player.) Artillery Support. You can choose to play artillery tokens from your tray into positions to support the defense. Your artillery in a position has the same field of fire as your blocks in that position. A token can be played in a position only if: (1) there is an organizational match, (2) the position is not enemy-occupied, and (3) at least one attacking block's path crosses an area in the artillery's field of fire. A token *can* be played in a position that is not under attack. Zero to two tokens can be placed in a position. Put each token face-down on the board in front of its position.

- ▶ For purposes of defensive artillery fire, the fields of fire of blocks on non-ridge positions include extended front areas. (Field of fire reductions due to terrain and friendly blocks do apply.) However, defensive fire from non-ridge positions against attacks crossing extended front areas are at half strength. (See step 5.)
- ▶ You *can* play tokens in the same position against different attacks in the same turn.



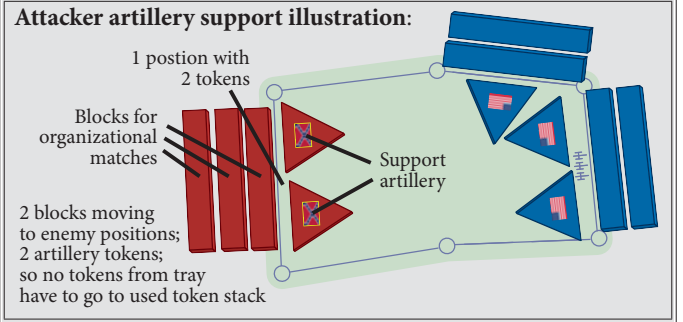
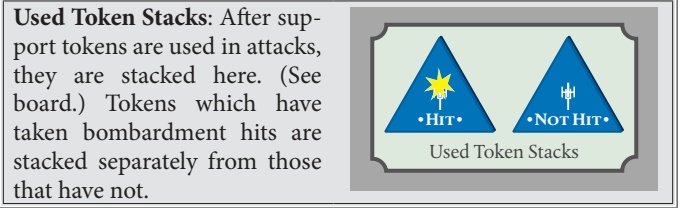
3. (Attacking player.) Artillery Support. You can choose to play artillery tokens from your tray into positions to support the attack. Your artillery in a position has the same field of fire as your blocks in that position. A token can be played in a position only if: (1) there is an organizational match, (2) the position is not enemy-occupied, and (3) there is a potential bombardment target for the artillery (see below). Zero to two tokens can be placed in a position. Put each token face-down on the board in front of its position.

- ▶ At least one of a token's matching blocks must be an attacking block in the token's position, but other matching blocks for the token do not have to be attacking blocks, nor do the blocks' positions have to be attack positions.

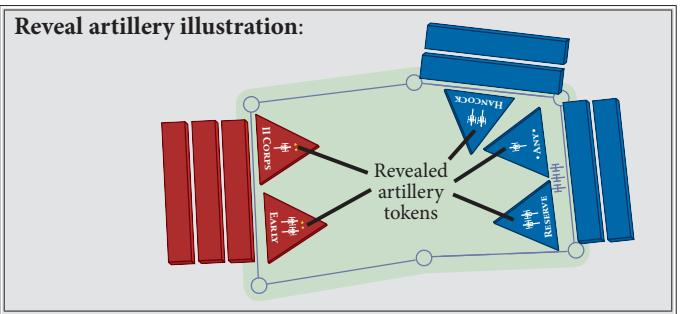
A bombardment target can be either an enemy-occupied defense position or any position with enemy defense artillery. To be eligible to be bombarded from a particular artillery position, either the artillery position must be in the target's field of fire or the target position must be in the artillery's field of fire. The artillery position cannot be obstructed on the side nearer the target position, and the target position cannot be obstructed on the side nearer the artillery position.

An attack must use at least as many battle tokens as it has blocks moving to *enemy-occupied* positions. If you have played fewer artillery tokens than the required number of battle tokens, you must make up the difference by taking other tokens from your tray and putting them (face-down) on the Used Token Stack. These tokens do not add to the

strength of the attack, but they do not have to organizationally match any attacking blocks and can even be march / field works tokens.



4. (Both players.) Reveal your artillery tokens.



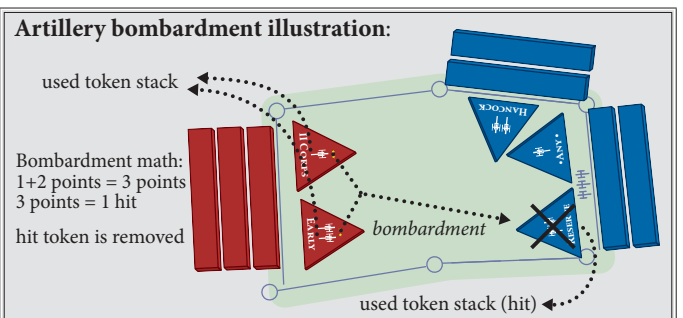
5. (Attacking player.) Artillery bombardment:

For each of your artillery positions: add together the tokens' strength, up to a maximum strength of 3. Assign it *one* bombardment target. A single bombardment target can be bombarded by more than one artillery position.

For each bombardment target: Add up the strengths of the artillery positions bombarding it. For every three points of artillery fire (fractions rounded down), you get a bombardment hit.

Bombardment hits must first apply to any artillery tokens your opponent has in the position. You choose the tokens. If you have more bombardment hits than he has artillery tokens in a position, excess hits apply to his blocks in the position. Hits on blocks are not marked; their effect is on close combat in step 8 of this procedure.

After completing the bombardment, take all the tokens you used to support the attack and put them on your Used Token Stack. Any enemy tokens that took bombardment hits go on your opponent's Used Token Stack.



6. (Both players.) Defensive artillery fire:

(Attacking player.) Push the attacking blocks from their attack positions along their attack paths part-way to the positions they are attacking. Put leading blocks in front.

(Defending player.) For each of your artillery positions, do the following, **in order**:

1. Add together the strength of your tokens in the position, up to a maximum of 3.
2. Choose a defense position to support. Artillery can support a defense position only if at least one attacking block moving to that position crossed an area in the artillery's field of fire. *Artillery occupying a defense position must support its own position.*
3. If the artillery position does not have a ridge to its front, and the attacking target blocks are crossing the position's extended front area, but not its front area, reduce the strength by 1/2. (Drop fractions.)
4. If the artillery position has a ridge to its front, add the ridge defensive artillery bonus (1 point per ridge cannon symbol). The bonus cannot more than double the strength.

(Defending player.) For each defense position: Add up the strengths of your artillery positions supporting it with defensive fire. For every three points of defensive artillery fire (fractions rounded down), you inflict one **reduction**.

(Attacking player.) Reductions are applied first to the leading block, and if it is eliminated, then the next front-most, and if it is also eliminated, then the rear-most.

- ▶ If all blocks attacking a position are eliminated, excess reductions are ignored.

(Defending player.) After completing defensive fire, put your defense artillery tokens on your Used Token Stack.

(Both players.) If no attacking blocks survive, the attack is over. There is no need to continue with steps 7, 8, and 9.

7. (Attacking player.) Final Advance.

Push your attacking blocks the rest of the way forward to the positions they are attacking. The attacking blocks must be fronted so that their rear area is the last area they crossed.

8. (Both players.) Close Combat.

Close combat occurs only in positions with **both** attacking and defending blocks. In a group attack there can be close combat in two positions. In such a case, close combat is resolved one position at a time. The attacking player chooses the order. For each position, close combat is resolved as follows:

1. (Defending player.) Choose one of your blocks in the position to be your leading block and reveal it. (Unlike the attack leading block, It does not have to have a strength of 2.)
2. (Attacking player.) Reveal your leading block. If it was eliminated by defense artillery fire, do not substitute the next front-most — there is no attack leading block anymore.
3. (Both players.) To get the result, subtract the strength of the defense leading block from the attack leading block.

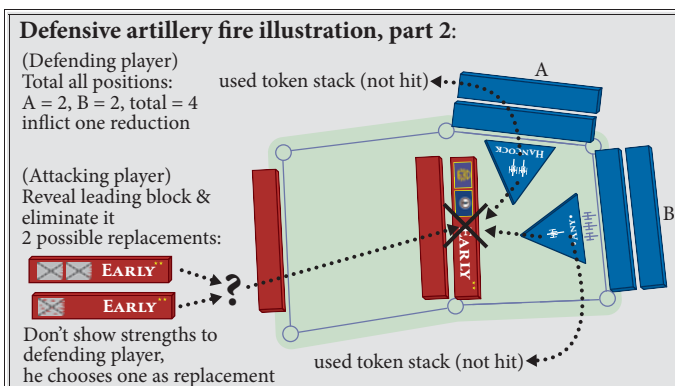
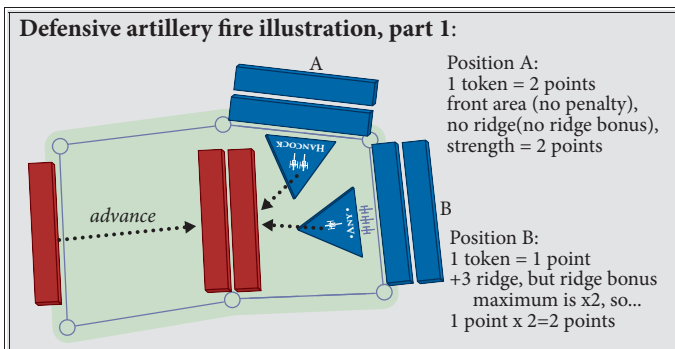
- ▶ If the leading attacking block was eliminated by artillery fire, use zero as the strength of the attacker.
- ▶ If the defender is being attacked from the rear, use zero as the strength of the defender. Also, reverse the front of the defender. (The defender still has a zero strength for the purpose of calculating the result, but the reversal affects flank threat calculations below. The front stays reversed even after the attack is over.)

4. (Both players.) Modify the result as follows:
 - +1 if the Confederates are the attacker.
 - 1 if there is a steep slope on the side of the position from which the attack is coming.
 - 1 if there is an obstruction on *both* sides of the position.
 - 1 if the position has a defending field-works token and the attack is against the front of the field-works.
 - +1 for each bombardment hit on the defending **blocks** in the position.
 - +1 if this is the second position with close combat in a group attack, and the attacker won close combat at the first position.
 - +1 if there is a threat to the defender's left flank. (See below.)
 - +1 same as above, but for the defender's right flank.
 - 1 same as above but for the attacker's left flank.
 - 1 same as above, but for the attacker's right flank.
 - 2 if the Iron Brigade leads the defense. (See section 18.)

5. (Both players.) Determine the position winner. If the result is 1 or more, the attacking blocks win at that position. Otherwise, the defender wins.

6. (Both players.) Apply losses according to the result as follows:
 - +2 or more: the defender (only) suffers one reduction.
 - 1 to +1: both sides suffer one reduction
 - 2 or less: the attacker (only) suffers one reduction.
 Any reductions are applied to the leading blocks.
 - ▶ If the leading attacking block was eliminated by artillery fire, then the next front-most attacking block is reduced.

The attacking player wins the attack if he wins close combat in at least one position in the attack, otherwise the defending player wins. If the attacking player wins, *all* of the attacking blocks are considered to have won the attack, even if they lost close combat in the position they



attacked, or if there was no close combat in the position they attacked. If the attacker loses, **all** of the attacking blocks are likewise considered to have lost the attack.

— end of attack resolution procedure —

After Resolving All Attacks

(Attacking player.) Expend all the tokens in your Used Token Stacks. For every two used tokens you expend (fractions rounded down), blind draw one token from your battle pool and put it in your tray.

(Defending player.) Expend all the tokens you put in the Used Token Stack for tokens with bombardment hits. For every two used tokens you expend (fractions rounded down), blind draw one token from your battle pool and put it in your tray. Used tokens without bombardment hits go back in your tray.

14. Withdrawal Moves

Withdrawal moves are a kind of movement. A block's eligibility to withdraw depends on what general orders are in effect.

Voluntary withdrawal: If you are under Withdrawal general orders, you *may* withdraw any of your blocks to which any of the following apply:

- It is adjacent to an enemy block.
- Its position is in an enemy field of fire.

Mandatory withdrawal: Regardless of general orders, you *must* withdraw any of your blocks to which either of the following apply:

- It was an attacking block and the defense won. The withdrawal occurs in step 9 of the attack sequence.
- At the start of your action phase, your block must withdraw if there is an enemy block that attacked and won in your opponent's most recent action phase that: (1) occupies the same position as your block, or (2) is in an adjacent position to your block, or (3) has your block's rear area as one of its field of fire areas.

Withdrawal Moves

When under Hold or Attack general orders a withdrawal move can be up to 2 movement steps. When under Withdrawal general orders a withdrawal move can be up to 4 movement steps.

The first area crossed by a withdrawing block must be its rear area.

A withdrawing block cannot enter a position between the same two areas the block was between before the withdrawal.

On entering a position adjacent to an enemy, a withdrawing block must stop.

- This requirement is canceled if all the adjacent enemy blocks were adjacent to or in the same position as the withdrawing block *before* the withdrawal. In such a case, the withdrawing block must keep moving if it can do so legally. (Note: The requirement does not make an illegal move legal, it only makes what would normally be an optional legal move into a mandatory legal move.)

With each change of position in a withdrawal move, a block must, if possible, move to a position with greater **separation** from enemy blocks than its previous position. If no possible move has a greater separation, a move to a position at the same separation is permitted. It is not legal to move to a position with a lower separation.

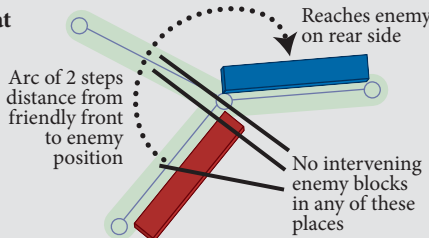
Separation: A block in the same position as an enemy block is at a separation of 0. A block in a position adjacent to an enemy-occupied position is at a separation of 1. A block whose position is in an enemy field of fire is at a separation of 2. A block that is none of the above is at a separation of 3. **A block's separation is always the lowest value that applies.**

A block forced to make a mandatory withdrawal but which has no legal withdrawal move from its withdrawal start position is eliminated (no replacement block).

Flank Threat: A friendly block is a possible flank threat to an enemy block if it is in an adjacent position. To determine if it is a threat, imagine rotating the friendly block to its front in an arc around the endpoint between the blocks. If the arc: (1) reaches the enemy block's position in 2 movement steps or less, (2) does so on the enemy's rear side, and (3) does not pass through any other enemy blocks along the way, then the friendly block is a flank threat to the enemy block.

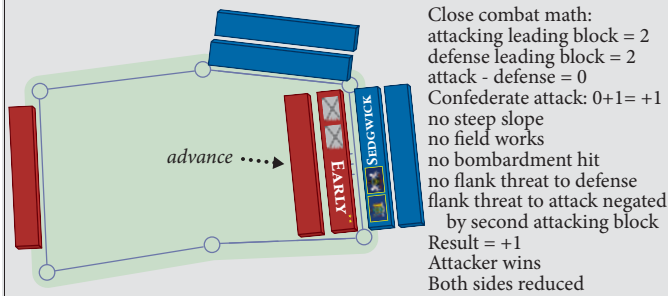
- Blocks can be flank threats even if they are not themselves attacking or defending blocks.
- The flank threat modifiers for attacker and defender and left and right are cumulative, but multiple flank threat blocks on a single flank do not increase the modifier.

Flank Threat Example

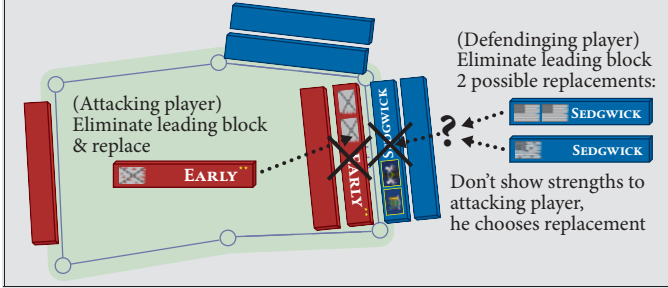


- **Important:** The *attacker* (only) is not subject to -1 flank threat penalties if there are 2 or more attacking blocks in the position. (Historical attack doctrine was to use a second line behind the first to protect the first line's flanks.)

Close combat illustration, part 1:



Close combat illustration, part 2:



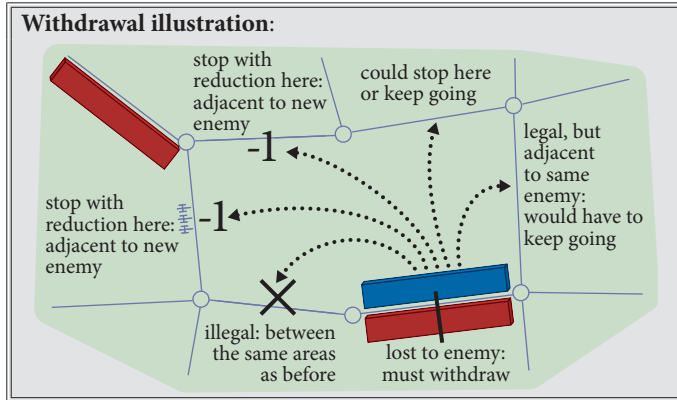
9. (Attacking player.) Withdrawal.

(Attacking player.) If you lost the attack, you must **immediately** do a mandatory withdrawal of your attacking blocks. (See section 14.) If the defender lost the attack, he does not have to withdraw until his next action phase.

- **NOTE:** Losing defending blocks still have fields of fire, even though they lost and even though attacking blocks occupy their position. Their fields of fire still affect reinforcement entry and march moves later that turn by the attacking player.

A block that made a legal withdrawal but ended its move adjacent to an enemy block suffers a reduction.

- ▶ The reduction for being adjacent to enemy block is canceled if the block was in the same position as or adjacent to that same enemy block before the withdrawal. The reduction is also canceled if some other block was reduced for withdrawing to that same position earlier in the same action phase.



15. When a Block Can Move Twice

Normally, a block can move only one time per action phase. However, this section gives cases where a block can move twice in a single phase by using two different kinds of movement. Each move is made according to the normal rules and restrictions for that kind of move.

In a multi-hour turn, a block can make a march move after a reinforcement entry move. However, its distance limits are based not on the total turn duration but on the number of hours left after its turn of entry. (i.e. — If the first player’s block enters in the first hour of a three-hour turn, then the block’s march distance limit is as if the turn was two hours long: 2 steps, or, if it can meet qualifications for a longer march move, 3 steps.)

- ▶ A reinforcement block that enters in the *last* hour of a turn can’t make a march move that turn.

Similarly, in a multi-hour turn, a block can move by march movement after a withdrawal, but its distance limits are as if the turn was one hour shorter in duration.

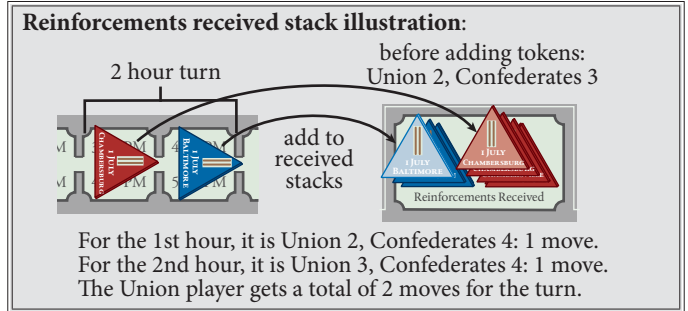
Playing a march / field works token can give a +1 distance bonus to 3 blocks making march moves. This can include blocks that already made reinforcement or withdrawal moves and would not normally be able to move twice. Such blocks can make 1-step march moves.

A block that attacks and loses has to withdraw in step 9 of the attack procedure.

16. Objectives Phase

Objective markers occupy areas and can be either red (Confederate controlled) or blue (Union controlled). During the objectives phase of each turn, the *Union* player may be able to move the objectives, depending on the relative rates of reinforcement arrival. In the objectives phase, *only* the Union player is active. The Confederate player does nothing.

In the objectives phase, the turn’s arrival tokens for *both* armies are taken off the time track and put them on the respective army’s reinforcements received stacks. These tokens are stacked on top of any tokens there from previous turns. This is done one hour at a time. For each hour, after moving the tokens for that hour, if there are fewer tokens on the Union stack than Confederate, and there are fewer than four Union tokens on the stack in total, the Union player is allowed an objective move. (Note: The Union will get its fourth arrival token no later than 5:00AM 2 July, so no objective moves are possible after night of 1 July.)



After all hours are counted, the Union player performs the objective moves to which he is entitled.

Objectives move from area to adjacent area. Each area counts as 1 in terms of distance. Areas are adjacent if they meet at a position. Areas that meet only at an endpoint are not adjacent.

The Union player chooses which objectives to move and where to move them. He can move an objective only if he controls it — he cannot move Confederate-controlled objectives. For each move, one objective can move a distance of one (into an adjacent area). An objective can move only once per turn. If he is allowed more objective moves than he controls objectives, the surplus is forfeit. He can choose to make fewer moves than he are allowed.

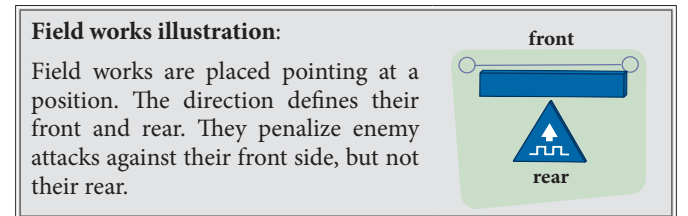
An objective marker cannot move into a partial area. After completing all moves for a turn, no objective can be at a distance of 2 or less from another objective.

17. Night

Night: The *last* turn of each day is a one-hour night turn. Night turns have special rules that apply to them.

General orders: An army cannot be under Attack general orders at night. Token returns for Withdrawal general orders are made at the start of the Withdrawal action phase rather than at the end of the previous turn when the Withdrawal general orders were declared.

Field Works Construction: At the end of your action phase, if you have march / field works tokens in your tray, you can place them on the map as field works. Field works can be placed in any position where you have a block. You can place as many field works as you have in your tray. There is no benefit in having more than one field works with the same front in the same position. Once on the map, field works are permanent and can benefit either army.



Time Track Reset: At the end of your action phase, refill the time track with time tokens for the next day as follows:

- 1 July (*Both sides*): Take 1 of your arrival tokens for 2 July and shuffle it face-down with 5 RUMOR tokens. Put the 6 tokens face-down (don’t peek) on the first 6 empty spaces on the Time Track, one per space, starting at 7:00AM. Next, take your remaining 1 arrival token and shuffle it face-down with 8 RUMOR tokens. Put these tokens face-down (don’t peek) on the next 9 empty slots on the Time Track, one per space, starting at 1:00PM.
- 2 July (*Union-only*): Take your 1 arrival token for 3 July and shuffle it face-down with 16 Rumor tokens. Put them face-down

(don't peek) on the 17 empty slots of the Time Track, one per space, starting with 5:00AM.

Battle Pool Reset: At the end of your action phase, take any tokens in your Return Stack and return them face-down to your battle pool. Shuffle thoroughly.

Special 1 July Night Rule: (*Union player.*) At the end of your action phase, you must either remove two full-strength in-play blocks (any of those on the map, exited from it, or reinforcements available to enter) or forfeit your next *three* reinforcement blocks. (Historically, BUFORD's cavalry left the battle to cover the army's far left flank.) Show your opponent the sticker-side of the blocks you remove.

18. Cavalry



There are two cavalry commands in the game: BUFORD and KILPATRICK. Both are Union. Each has two one-strength blocks.

Cavalry making march or withdrawal moves can move either unmounted (like infantry) or mounted. When moving mounted, cavalry can't move where an obstructed terrain penalty would apply, but can move 1 additional step (3 for withdrawal, 3 base for march, and for qualifying marches, +2 or +3 per hour instead of +1 and +2).

Cavalry cannot use march or reinforcement entry movement to enter a position that is in an enemy field of fire or adjacent to an enemy-occupied position.

Even if not under Withdrawal general orders, cavalry blocks can make voluntary withdrawal moves, provided the cavalry does not start or enter a position that is obstructed on either side.

You must reveal the sticker side of a cavalry block whenever it performs a move that is legal only for cavalry.

19. The Iron Brigade

The Iron Brigade was the 1st Brigade of the 1st Division of the 1st Corps of the Army of the Potomac. They were easily identifiable because of the black Hardee hats they wore. They were regarded as the best unit in the army before the battle, and cemented that reputation during it.



In Close Combat calculations, apply a -2 modifier to the result if the Iron Brigade is leading the defense. Reduced blocks of the Iron Brigade cannot be used to replace the other blocks of Reynold's corps, nor vice-versa. When the full-strength Iron Brigade is reduced, it is always reduced to its reduced-2 block.

20. Winning the Game

You take control of an enemy-controlled objective by moving through an area containing it with a march move, a reinforcement entry move, or a *winning* attack move. To indicate the change of control, you replace the marker with one of your own. (The Confederate player replaces a blue objective marker with a red objective marker, and vice-versa.)

- Control of an objective can also come from moving the objective. At the end of any objective move where it crossed a position containing blocks, it comes under the control of the player whose block it passed through last.

To **fully control** an objective, the Union player must control it (it must be his color), **it must not be in an enemy field of fire area**, and he must have a communications path to it. A communications path is a path of areas that starts in the objective area and ends in any friendly reinforcement entry area. The path goes from area to adjacent area. For this purpose, areas are adjacent if they meet at a position; areas that meet only

at an endpoint are not adjacent. The path areas, reinforcement entry area included, cannot be enemy field of fire areas, and the path cannot cross an enemy-occupied position.

If at the end of any Union action phase on 2 or 3 July, the Union player does not **fully control** all 3 objectives, and he does not declare Attack general orders for his next turn, then the game ends and the Confederates win. Note that the Union can't declare Attack general orders if his battle tray is empty or the next turn is night, so a lack of full control and either condition ends the game.

If the Confederate player has not won by the end of the night turn of July 3, the game is over and the Union player wins.

21. Fully-Obstructed Positions (Advanced)

Note: these rules improve the historical modeling of obstructed terrain, but add more complexity.

A position is considered fully-obstructed if it is obstructed on both sides (front and rear).

- **TIP:** To make positions that are fully obstructed easier to identify, even if a block is covering one side, the double-lines indicating obstructed terrain are longer for fully-obstructed positions than for positions obstructed on just on one side.

A block making a march move does **not** have to stop on entering a position adjacent to an enemy-occupied position, if either the moving block's or the enemy block's position is fully-obstructed. In such a case, a block can also march out of the position without being forced to pivot around the common endpoint.

A block making a march move can enter an enemy-occupied position if that position is fully obstructed. A block that marches into such a position must end its move. A block cannot march out of such a position even if it started the action phase in that position. Under Withdrawal general orders, it can make a voluntary withdrawal from such a position.

- You cannot use a march move to "sandwich" an enemy block between two friendly blocks in a position, where you have your blocks on the enemy block's front and rear sides.

On moving into an enemy-occupied fully-obstructed position, a block must have its front to the enemy. A block in an enemy-occupied position may not change its front.

A block in an enemy-occupied fully-obstructed position can make an in-place attack move against the enemy without actually moving. (However, the attacking block must have its front to the enemy.)

Fully-obstructed positions cannot be attacked by group attacks.

The -1 close combat penalty for obstructed terrain does not apply when using the rules in this section.

On a +2 close combat result in a fully-obstructed position, both the defender *and* attacker suffer one reduction; the attacker must get +3 or better for the defender (only) to suffer a reduction.

A block is exempt from a mandatory withdrawal following an attack loss (as either attacker or defender) if either its position or the position of the winning enemy block is fully obstructed. (This is true even if the block is in the same position as the winning enemy block.) You may, however, voluntarily withdraw such exempted blocks if you choose, even when not under Withdrawal general orders.

An attack against the rear of an enemy which already has friendly blocks in the same position to its front produces a "sandwich" with friendly blocks on both the front and rear sides of the enemy. In such a case, when reversing the enemy's front, keep the enemy between the friendly blocks. At the end of the attack, if the defender loses, the defending blocks are eliminated; if the attacker loses, the attacking blocks **must** withdraw and the defender's original front is restored.

22. Extended Bombardment (Advanced)

Note: Historically, on July 3rd, the Confederates carried out a massive bombardment of the Union position for what became known as Pickett's Charge. The following rules simulate such a bombardment.

As the attacker, when playing your artillery tokens in step 3 of an attack you can declare an **extended bombardment** for the attack. (A maximum of one per turn.) If declared, steps 6 to 9 of the attack resolution procedure are not carried out. Instead, the following occurs after completing step 5, artillery bombardment:

- The defending player puts his unhit defense artillery tokens in the attack face-down on his unhit Used Token Stack.
- The attacking player must immediately blind-draw from his battle pool (no peeking) as many battle tokens as he used in the attack (including additional tokens he had to use because of insufficient artillery support). He puts the drawn tokens in a stack face-down by his attacking blocks; they are his extended bombardment tokens.

After completing your normal attacks (and processing tokens from the Used Token Stacks), any declared extended bombardment attack for the turn is run again, this time to completion. The attack is re-declared with the same blocks attacking the same positions. The subsequent steps in the attack are resolved normally, except as follows:

- Attacking tokens (artillery support and additional tokens) come from the stack of extended bombardment tokens, not from the attacking player's tray. Organizational matching rules for artillery support apply. In order to do this, the attacking player can look at his extended bombardment tokens, which had been face-down prior to this point.
- All of the extended bombardment tokens (even if unused) are expended after the attack. They do not go on the Used Token Stack and no replacements for them are drawn.
- Bombardment hits on blocks from the original attack remain in effect for close combat during the extended bombardment attack.
- Defending tokens are played, used, and processed after the attack as per the normal attack rules. The defending player can even play tokens from his tray that were used in attacks and then returned to his tray earlier that same turn.

23. Historical Reinforcements (Optional)

Rather than using the random, double-blind reinforcement schedule, players can, by mutual consent, play with the historical reinforcement schedule. To do so, rather than use the time tokens and reinforcement tokens to determine reinforcement arrival, the following fixed schedule is used to determine reinforcements arrival:

1 July 7:00AM – HETH (C), 10:00AM – REYNOLDS (E), PENDER (C), 1:00PM – HOWARD (E), RODES (M), 2:00PM – EARLY (H), 4:00PM – ANDERSON (C), 6:00PM – SLOCUM (B), JOHNSON (C), 7:00PM – SICKLES (E), **2 July** 5:00AM – HANCOCK (T), 6:00AM – McLAWS (C), 8:00AM – SYKES (B), HOOD (C), 3:00PM – SEDGWICK (B), 6:00PM – PICKETT (C), **3 July** 1:00PM – KILPATRICK (T)

B – Baltimore, C – Chambersburg, E – Emmitsburg, H – Harrisburg, M – Mummasburg, T – Taneytown.

BUFORD historically was delaying the Confederate advance along Chambersburg Pike. For a historical deployment, place one of Buford's cavalry where the Chambersburg Pike crosses Herr Ridge and the other on McPherson Ridge north of the Chambersburg Pike.

In the objectives phase, keep track of reinforcement arrival and move objectives as per the standard rules.

24. Game Balance (Optional)

To balance the game, players have an auction and bid for the right to choose which side to play. The right of first bid is determined randomly. The players take turns bidding and bid numbers (0, 1, 2, 3, etc.) until one player or the other passes. After the auction is over, the winner chooses the side he wants to play. The loser gets to make as many pre-game objective moves as the winner's final bid. The losing player must distribute his moves as evenly as possible among the 3 objectives (i.e. — 4 moves would have to be distributed 1–1–2). Each move moves one objective a distance of one. After completing objective moves, an objective cannot be at a distance of 2 or less from another objective.

25. Team Play (Optional)

The game can be played as teams with two players per team. One player on a team is the **commander**, and the other is the **subordinate**. Teams are arranged by mutual consent. (A team can play against a single player, although the single player will have an advantage.)

The commander does all battle token play for the team: drawing and discarding tokens, attack and defense token play, artillery target selection, and march / field works play. He also sets turn duration, declares general orders, moves objectives, and (if optional rules are used) declares extended bombardments and bids for the team.

The subordinate does all block play for the team: Buford set-up, withdrawals, attack declaration, leading blocks, reductions, reinforcement entry moves, and march moves.

Communication is restricted. The subordinate cannot communicate with his commander at all. The commander is permitted to communicate with his subordinate, but only by **special orders**, which are written instructions for the subordinate.

The commander writes special orders immediately after the token draw step in the team's action phase. He then shows them to the subordinate, but not to the opposing team. Word counts and writing time are limited to 5 words and 30 seconds per hour of turn duration (i.e. —15 words and 90 seconds in a 3-hour turn). Before set-up, the commander also gets 30 seconds to write a 5 word special order. Special orders can be as specific or vague as desired. ("Transfer Pickett to Mummasburg." and "Attack!" are both valid.) Orders are text-only (no maps or graphics), and cannot use any kind of code (such as numeric ids for positions or units). Dropped words and bad grammar are fine.

The subordinate is not legally required to obey orders. Disobeying them does, of course, risk angering the commander and making the team dysfunctional.

The subordinate is not allowed to see the contents of the team's tray, nor can the commander use special orders to communicate what is in the tray.

Game Parts Inventory

- 22" x 34" hard-mounted game board
- 103 wooden blocks (red and blue; ¼" x ¼" x 1½" each)
- die-cut sticker sheet for blocks (2 copies)
- die-cut sheet of cardboard tokens
- die-cut sheet of transparent markers
- plastic storage bags for tokens (12)
- full-color rules book (2 copies)

Contact information

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Design Notes for The Guns of Gettysburg

The design of **The Guns of Gettysburg** began when I was writing an essay. The subject was terrain modelling in wargames and the various methods used for regulating play (hexes, areas, etc.) In the course of writing it, I realized that some very old ideas I had about how to model line of sight for a hex-grid based game could be made the basis for a new area-based map design.

Now, I must admit that this is about as unglamorous a beginning as a game could hope to have. Line of sight rules are one of the traditional banes of wargame design, right up there with tracking ammunition expenditure. (Did I mention that my game was to include tracking ammunition expenditure as well? Forget that for now; I'm getting ahead of myself.)

Map design, however, is a really fundamental aspect of game design, greatly obscured by the fact that probably about 90% of wargame designs throw a hex-grid over a map and then just trace, which makes the process seem boring and prosaic. But a game board doesn't have to have a grid, and once you get away from the idea of grids, you immediately discover that you can do some really interesting things.

In my Napoleonic games (**Bonaparte at Marengo** and **Napoleon's Triumph**) I used an area-based system where the sizes of the areas correlated to difficulty of movement. Blocks could either deploy to fight along the edges of the areas or be in reserve in the centers of the areas. This basic approach, which was handled somewhat differently in the two games, contributed a great deal to the games' popularity and to their individual character as games. No system does everything well, however, and that system really had no good way of handling line of sight and range calculation, which it left abstracted. For the weapon ranges of the period and the scale of the games, this was fine, but it wouldn't do for all periods and all scales.

In particular, it wouldn't do for the Civil War. One of the things I think we see in that conflict is the emergence of no-man's land: a wide area between the opposing armies that was too lethal to occupy for any but the shortest periods. To be sure, it was hardly at the level seen in the trench warfare of WWI, but we can see an early form of it in the Civil War. The map and play structure I used in my Napoleonic games really couldn't reproduce that effect: if I had applied the system to Gettysburg, Pickett's charge would have started about 100 yards from the Union position rather than over 1,000.

And the fact of the matter is that I wanted to do Gettysburg. Not so much because of its fame and place in history, but because I thought that the battle had a lot of interest from a game play perspective. (The first day anyway: keeping the game's second and third days from being slow-paced bores was a real design challenge.) What my new map design concept did for me was open up Gettysburg as a subject. It was by this route that I thought I could get there.

As it happened, the map design proved a great deal more difficult than I expected. There is a big difference between an idea and a working game (or even a game sub-system). It took literally months before I had a map design that could fulfill its basic function of providing a way for units to move and fight in a way that was both reasonably simple from a game play perspective and reasonably credible from a historical perspective.

Another major problem was playing time, due to the long duration of the historical battle. The variable-length turns were conceived in part as a solution to the playing time problem; the idea was to compress the "quiet" periods so that they took very few turns (ideally one) and so shorten the game and make it more intense and interesting at the same time. This design solution helped, but just because of the sheer length of the battle, the game still has a longer playing time than I would like it to have; however, no design is ever perfect.

While managing playing time was one motive, I had another as well, and that was to enable large-scale maneuver and tactical surprise, such as the movement made by Longstreet's corps on 2 July. The theory here was that long turns would enable long moves, which would in turn effectively enable maneuver and surprise. This was an easy solution in theory, but

involved a great deal of tinkering in practice before I had a system that was both easy to understand and which could fulfill its basic function.

The mechanisms of combat were another challenge. My Napoleonic games had basically relied on hidden units and the distinctions between elite and line units to provide uncertainty and to do so in a distinctively Napoleonic way. While Civil War units were not all equal, elites in the Napoleonic sense (large formations comprised of hand-picked men) simply not did not exist. My initial attempts to represent the varying quality levels of Civil War units using the methods used in my Napoleonic games had resulted (not surprisingly) in a system that felt rather too Napoleonic and not nearly Civil War-ish enough.

The current system, where all infantry starts off with a strength of two, but can reduce at different rates depending on their quality, seems to me to work much better. You do get the sense that not all units are equal rather than the sense of full-blown elite units that varying the initial strength gave. There is a problem, however, in that such levelling really sucked all the uncertainty out of combat. I restored some of it by having the reductions be hidden, but it still felt overly predictable.

And this is where the artillery system came in. The system is designed to do a lot of things at once: to reflect the flexibility in the period regarding how artillery was actually used (artillery by no means always stayed with its nominal parent formation), to reflect ammunition consumption (the tokens represent ammunition as well as guns), command and control (only by keeping your commands together can you get full use of your artillery), friction (you just don't always have the right kind of artillery token for what you want to do), and fog of war (you may have an excellent idea of the strength of the enemy blocks in front of you, but the artillery in his battle tray is usually a mystery).

The artillery system generates a lot of uncertainty in the game, and also serves to limit player control, and uncertainty and limited control was a big part of what I wanted the player experience in this game to be. The random, double-blind reinforcement schedule combined with the movable objectives also contribute greatly to this effect.

An added benefit to the variable reinforcement schedule and movable objectives is replay value. This is important for any game, but particularly for a battle that has been the subject of as many games as Gettysburg. Because there have been so many that have gone before it, a new Gettysburg game always has the problem of potentially giving players déjà-vu on even their first play, let alone on their second, fifth, or tenth play. This system I think really helps to avoid that sense of been-there-done-that and gives each play a sense of adventure that a more traditional approach to the subject lacks.

Both the variable reinforcement schedules and movable objectives do carry some risk. When you do a game on a particular subject, it really needs to evoke that subject. When I did a game on Austerlitz, I felt very strongly that if I didn't have a game with an Allied attack and a French ambush, then I didn't have Austerlitz, just a different battle fought on the same ground.

In the case of Gettysburg, however, I think that actually the key historical aspect of the battle is that it was an accident. Neither Lee nor Meade wanted to fight there, neither Lee nor Meade planned to fight there, and both arrived when the battle was well under way. It was a battle initiated by their subordinates, without necessarily any sense at all that they were committing their commanders, their armies, and their countries to one of history's great events. To this end, what I wanted was an atmosphere of great uncertainty but which was also an unfolding drama. I admit I can't guarantee it will always be balanced in the end, but I do hope that it is always exciting to experience. Further, I hope that it provides a game experience worthy of its great subject — at least in the very small sense that a mere game can be worthy of it.

Oh, and by the way, I never did finish that essay on terrain modeling. It did prove a fruitful subject, although not in the way I intended. Maybe someday I should take it up again and see what happens...

Play Aid for The Guns of Gettysburg



Alabama



Florida



Georgia



Louisiana



Mississippi



N. Carolina



S. Carolina



Tennessee



Texas



Virginia

The Union Army

Infantry:

- 7 commands
- 3 full-strength blocks per command
- Reduced-2 blocks are as follows:
 - SEDGWICK: 2
 - REYNOLDS: 1 (Iron Brigade)
 - HANCOCK: 1
 - SLOCUM: 1
 - all others: 0*

Cavalry:

- 2 commands
- 2 blocks per command

Artillery:

- Per command:
 - SEDGWICK: 4 strength-2 tokens
 - HOWARD:
 - 1 strength-2 token
 - 2 strength-1 tokens
 - all others: 3 strength-2 tokens*
 - RESERVE: 6 strength-2 tokens
 - ANY•: 6 strength-1 tokens
- Other:
- 6 march/field works tokens

The Confederate Army

Infantry:

- 3 corps
- 9 commands (3 per corps)
- 2 full-strength blocks per command
- Reduced-2 blocks are as follows:
 - HOOD (I): 3
 - MCLAWS (I): 3
 - RODES (II): 2
 - ANDERSON (III): 2
 - all others: 1*

Cavalry:

none

Artillery:

- Per command:
 - 1 strength-2 token
 - 1 strength-1 token
 - Per corps:
 - 2 strength-2 tokens
 - 1 strength-1 token
 - ANY•: 6 strength-1 tokens
- Other:
- 6 march/field works tokens

Set up

1. Get out the board
2. Get out your blocks
3. Get out your tokens
4. Time token set-up: 1 July reinforcements + 10 rumors.
5. Entry token set up
6. Battle token set-up: 8 tokens in tray
7. Objective set up: 3 objectives
8. BUFORD set up: 2 blocks
9. Start Play: 7:00AM 1 July.

Sequence of play

1. Turn Duration Phase
2. First Player Action phase
3. Second Player Action phase
4. Objectives Phase

Action Phase sequence

1. Draw battle tokens (unless under Attack general orders)
2. Withdrawal moves
3. Attack moves (declare all, then resolve)
4. Reinforcement entry moves
5. March moves
6. Declare general orders for next turn

March distance

- 2 steps base; for qualifying blocks, add:
 - +1 step per additional hour (1st player)
 - +2 steps per additional hour (2nd player)

Attack resolution

1. Attack declaration
2. Defense artillery support
3. Attack artillery support
4. Reveal tokens
5. Artillery bombardment
6. Defensive artillery fire
7. Final advance
8. Close combat
9. Withdrawal

Artillery combat

- 3 points to get a bombardment hit
- 3 points to get a defensive fire hit
 - 1 on defensive fire per bombardment hit
 - +1 on defensive fire per ridge bonus (apply bombardment hits first; up to double adjusted fire strength)

Close combat modifiers

- +1 Confederates attacker
 - 1 attacking up steep slope
 - 1 attacking into obstructed on both sides*
 - 1 attacking field works
 - +1 per bombardment hit on blocks
 - +1 if won at first position in attack
 - +1 flank threat to defense (per flank)
 - 1 flank threat to attack (per flank)
 - 2 if lead defender is Iron Brigade
- * *except with fully-obstructed advanced rule*

Close combat losses

- +2 or more: only defender reduced*
 - 1 to +1: both reduced
 - 2 or more: only attacker reduced
- * *with fully-obstructed advanced rule: +2 both reduced; +3 only defender*

Withdrawal separation

- 0 = same position
- 1 = adjacent position
- 2 = in field of fire
- 3 = none of the above

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Connecticut



Illinois



Maine



Maryland



Massachusetts



Michigan



New Jersey



New York



Ohio



Pennsylvania



Vermont



Wisconsin