

# GETTYSBURG: THE FIRST DAY

(July 1, 1863)

THE AMERICAN CIVIL WAR: VOLUME 12

## ***EXCLUSIVE RULES***



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**REVOLUTION**  
G A M E S



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## 1.0 Introduction

*Gettysburg: The First Day* is a simulation of maneuver and combat that occurred at a crossroads in Pennsylvania on July 1st, 1863. Confederate General Robert E. Lee led his Army of Northern Virginia on another invasion of the North, which ultimately resulted in the largest, most famous, and crucial engagement of the American Civil War (ACW). The first day at Gettysburg offered the most interesting challenges from a leadership perspective, which set the stage for the more well-known titanic clashes of the second and third days.

*Design Note: This is a military battle game created for competitive play and historical study; there are no representations of the political, societal, or cultural climates of the specific time period circa 1863.*

The game system is from Revolution's very popular Blind Swords' series that utilizes a chit-pull mechanic emphasizing the three "FOW's" of military conflict: Fog-of War, Friction-of-War, and Fortunes-of-War. Blind Swords' features the immersive experience of tactical ACW warfare without a heavy rules load (please read the included standard series rules booklet first).

The game can be enjoyed solitaire (play both sides as best you can), two-player (one Union, one Confederate), or multi-player (with each participant taking one or more separate commands). Gameplay will include tense decision making, surprise, and strategy while also recreating a battlefield that accurately showcases the chaos of war.

### Game Components:

- 1—22 x 34 inch map
- 2—17x22 scenario maps
- 3—Counter-sheets (528 5/8 inch counters total)
- 2—Event description cards
- 2—Combat Result Tables player aids
- 2—Player Aid cards
- 1-- General Records Track
- 1—Series Rulebook
- 1—Scenario booklet
- 1—This Exclusive Rulebook
- 2—Brigade Activation Command Cards, one Union and one

Confederate

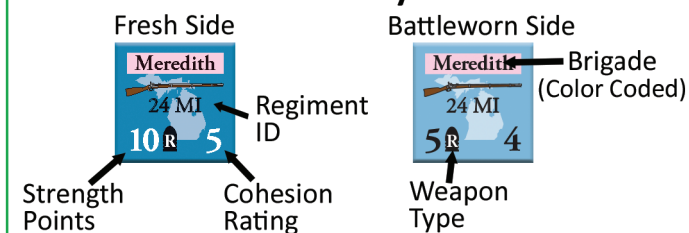
- 1—Game Box (or zip bag)
- 2—Six-sided Dice, one red and one white (boxed version only)

## 2.0 Components

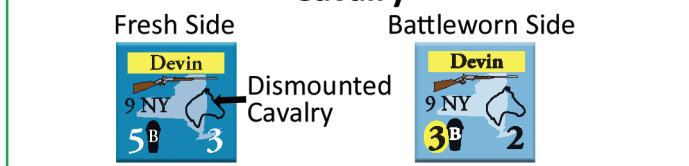
**2.1 Unit ID & Organization:** Unless otherwise noted, Infantry Regiments (or rarely Battalions) belong to a color-coded BRIGADE, with each Brigade belonging to a DIVISION. Artillery has no color band designations because all Batteries are INDEPENDENT; they do not belong to any Brigade or Division. *Historical Note: For the Confederates, a "P.A." designation for 1 TN and 1 SC Regiments refers to "Professional Army".*

*NOTE: The terms "Battleworn" and "Depleted" are used interchangeably in these rules.*

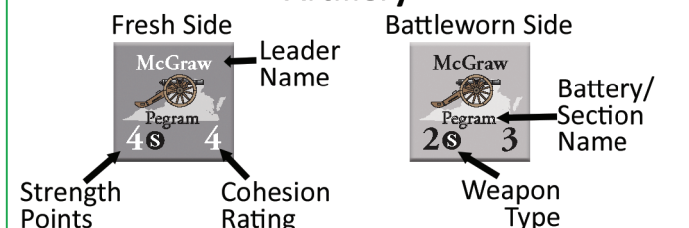
### Infantry



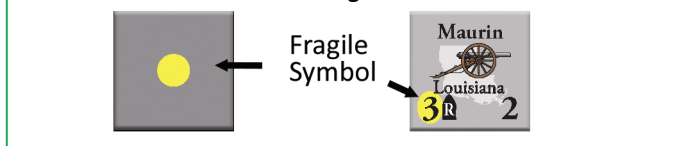
### Cavalry



### Artillery



### Fragile



**2.1a Union Cavalry** — Buford's Division (Devin, Gamble, and Horse Artillery)

- Cannot Mount; treat as Infantry throughout the game.
- Cannot be issued an Attack Order. May use a Fix Bayonets! event chit.
- Can Retreat (1 or 2 hexes) before Close Combat if Defensive Fire not issued and if not stacked with any non-Cavalry unit. Confederate attackers may Advance into the just vacated hex

only and no further, see 11.3b.

- -2 Left column shift if targeted by small-arms (not Artillery) fire. Modifier does not apply to CSA opportunity fire, defensive fire, or defensive support fire. Modifier does not apply to defenders in Close Combat.
- When firing, +1 Right column shift if only "B" type weapons are firing.
- Cannot Rebuild from battleworn or eliminated, but may Rally Morale Hits.
- Losses count double VP.
- Cannot place nor benefit from barricades.
- (Scenario 16.4 only) Start checking for removal at 12 PM ("Buford Withdraws" chit goes into the cup). 8 IL a and b will remain in the game when Buford Withdraws.

*Play Note: Buford's units have a "ghost" horsehead silhouette to remind players that they are dismounted cavalry, while Calef's Artillery sections have the traditional horsehead to delineate Horse Artillery.*



**Confederate Cavalry** - The Confederate Cavalry unit in this game functions only as a mounted unit; there is no dismounted status for 1 MD (who is assigned to Early). See Series Rules 3.1b and 9.1e on how to handle mounted Cavalry (plus a scenario's special rules, if applicable). Use Artillery Movement costs with a Movement allowance of 10 for all orders except Regroup (then zero).

*Play Note: Series rule 10.9 does not apply to this game.*

*Historical Note: Confederate Cavalry General J. E. B. Stuart was off on one of his rides around the Union Army and therefore his formation did not participate on the first day of the battle. Similarly, Imboden's Cavalry was assigned to support the Confederate Army of Northern Virginia, protecting its rear supply lines against Federal incursions. Union General Buford's famous delaying action against the opening Rebel assaults saw his troopers fighting on foot since they had no mounted enemy cavalry to oppose them in the field.*



**2.1b Divided Regiments:** Some of the largest Regiments are split into a and b units. Each half functions as a separate unit; there is no requirement to keep the two pieces together. They may not stack together in the same hex if stacking limits (3.1) are exceeded.

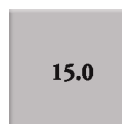
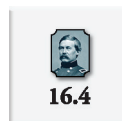
## 2.2 Gameplay Markers:



**2VP** - See scenario 16.4 vp rules.



**Archer Captured** - Used as a reminder that Archer has been captured. See scenario 16.2 Fog of War table.



**Auto Activation** - See 15.0 and scenario rules.

**Barricade** - Barricades come into play via a Fog-of-War die roll (16.4), a Union Event chit (7.3), or are placed at setup. These represent crude, hasty defensive works constructed by Union soldiers.

**Buford Withdraws** - Placed in cup to determine when Buford withdraws. See scenario 16.4 rule 6.

**Confederate Initiative** - Placed on General Records Track as a reminder of CSA Initiative. See 15.0 and scenario rules.

**Fire/Move** - Used to mark when Artillery units have moved or fired.

**Headquarters (HQ)** - Used to show Union HQ's as victory point locations. When captured by the CSA flip to Rebel HQ. See scenario rules.

**Low Ammo** - Used to mark a unit with Low Ammo. See Fog of War tables and 9.1d.

**No Attack Order** - Used to mark Union cavalry that cannot use an Attack Order. See 8.2

**No March Column** - Used to mark units that cannot use March Column. See 8.4, 15.0 and scenario rules.

**No Move** - Used to mark units that are not allowed to move. See scenario rules.

**No Stacking** - Used to mark units in hexes when you cannot stack more than 1 unit. See 3.1e.

**No Wreck** - Used to mark brigades that may not be Wrecked. See 12.9 and scenario rules.





**Pettigrew x2** - Used as a reminder to indicate the difficulty of activating Pettigrew in some scenarios. See 15.0. See scenario rules 16.2 rule 3 and 16.4 rule 3.



**Reinf +1** - See 7.3b(4).



**Wrecked** - Used to mark a brigade that has been Wrecked. See 12.9.



**2.3 Brigade Activation Status Markers:** Brigade Activation markers are provided to assist players tracking which of their Brigades have been activated this turn

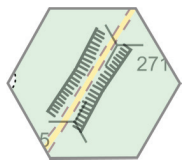
(as shown on the reverse side of these markers). Unlike leader Command Activation chits, these Brigade markers never go into the draw cup; they exist solely for player reference. *Play Note:* A player aid card is included for each side to assist in keeping their Brigade Activation markers organized.

**2.9 Game Scale:** Each map hex is approximately 150 yards across. Infantry units represent individual regiments (or battalions, and rarely companies) with each Strength Point being roughly equal to 50 effectives. For Artillery Batteries (or sections), one Strength Point usually equates to 1 gun. Each Game Turn approximates 30 minutes of real time.

**2.10 Map Terrain and Features:** At various locations throughout the map, elevation numbers have been printed to aid the players with movement and Line-of-Sight (LOS). *For example, hex 2409 is Level 5, adjacent hex 2509 is Level 6, and hex 2510 adjacent to that hex is Level 7.* **IMPORTANT:** The majority terrain (at least half the hex) is considered to fill the entire hex (this can affect LOS and Obscured fire). *For example, hex 3211 is mostly Orchard so the entire hex is considered Orchard-filled, including its hexsides.*

**Bridge:** *Play Note:* There is no Bridge connecting hexes 2431/2432 because the Railroad Bridge had been recently burned.

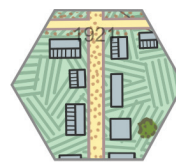
**Buildings:** No effect on gameplay and are provided for historical reference or Victory Point locations.



**Railroad Cut Hexside:** The unfinished RR Cut Steep Slope hexsides block all Movement across, including Retreat, Close Combat, Advancing, and Movement. *Design Note:* We have abstracted the Railroad Cut in order to avoid tedious rules for units inside or outside the Cut while still representing a unique battlefield feature.

A unit using a RR Cut Trail hexside can choose either hex (as long as it is not enemy occupied) associated with the Cut hexside for a cost of 1 MP, regardless of the actual terrain in-hex. If using an actual RR Cut (i.e., Steep Slope hexsides on both sides of the Trail), moving units are subject to enemy Opportunity Fire (see standard series rule 10.7) across the RR Cut. A RR Cut does not affect Line-of-Sight (LOS). *Play Note:* Stacking with an enemy unit

is never allowed at any time in the Blind Swords' system.



**Town Hex (Gettysburg):** Units are always Unsupported in a Town, 12.4b(1), and likewise cannot give Support while in a Town Hex. There is NO STACKING allowed in a Town hex, checked at the end of Movement (pass through Movement or Retreat is OK). For Line-of-Sight purposes, Town hexes block LOS for units at the same elevation. Artillery is restricted firing out of a Town hex; see 9.1a. A Town hex does affect Fire, apply -1 Left Column shift.

When a Union unit is forced to Retreat from or into a Town hex, it immediately triggers a Panic result; see 12.3.1.

**IMPORTANT:** March Column (and Artillery ½ MP movement) is not allowed in a Town; all units pay 1 MP per Town hex while on a Road (same as Trail), or 2 MP when not on a Road or Trail. *Play Note:* A Town hex is lightly shaded to help identify it as a Town hex. For example, hex 2123 is a Town hex while hex 2323 is not.

## 3.0 Unit Stacking

**3.1 Stacking Limits:** The maximum number of Strength Points allowed in a single hex at the end of an activation is a maximum of up to 12 SP's total, or one unit if more than 12 SP's.

*Play Note:* Artillery units do not stack at their full SP value; see the Artillery Stacking Chart on the Player Aid. Brigades arriving as reinforcements may all freely stack in their entry hex, regardless of how many units or SP's are being placed or how long they remain in the Reinforcement hex. They are not "in play" until Activated.

**c) Road/Trail hexes:** If a unit is moving along a Road/Trail (whether in March Column or not) and wishes to use the Road/Trail rate (see the Terrain Effects Chart) upon entering a hex, the 12 SP stacking limit is enforced at all times (see series rules 10.5b, and 6.5d in these rules).

**e) Town/Blocher's Knoll:** There is no stacking allowed (a maximum of one unit) in any Gettysburg Town hex, nor on Blocher's Knoll (3327), checked at the end of Movement (pass through Movement or Retreat is OK). *Play Note:* We've included a "No Stacking" reminder marker if you'd like to use it.

## 4.0 Sequence of Play

A new step is added to the End Turn Phase, checking for **Wrecked Brigades**; see Exclusive Rules sections 12.9 and 14.0.

## 6.0 Artillery Phase

All Artillery are Independent units that normally conduct their activities during the Artillery Phase of the Sequence-of-Play; a Special Scenario rule or event chit may modify this.

### 6.5 Artillery Movement and Fire Considerations

**a) Movement:** Artillery has a Movement Allowance of 8 MP. *Exception:* Horse Artillery (e.g., Calef's Battery from Buford's Division) has a Movement Allowance of 10 MP. *Play Note:* There is a horsehead symbol on Calef's two units as a reminder. **IMPORTANT:** Artillery (indeed, all units) pays 1 MP to traverse a Road in a Town



hex (treat as a Trail), not ½ a MP.

**c) Activity:** Regardless of what formation they accompany, unless otherwise specified, all Artillery is Independent and they arrive and move freely or fire in the Artillery Phase. Batteries are not attached to Brigades. The Union acts first in each Artillery Phase, unless Confederate Initiative is in effect; see 15.0 and a scenario's special rules.

**d) Woods and Marsh:** Artillery units may only ever enter or exit Woods or Marsh hexes via any connected Road/Trail hex. Artillery cannot fire from a Woods or Marsh hex even if on a Road/Trail. Artillery Fire is severely restricted in a Town hex; see 9.1a.

An Artillery unit moving along a Road/Trail into a Woods or Marsh hex it would overstack in must pay 3 MP's (total) for that hex. *Play Note: This represents the delay time incurred waiting for the other units to clear the road for the Artillery.*

**e) Steep Slopes:** Artillery units must use their full movement allowance (all MP's) to cross a Steep Slope hexside (unless on Road/Trail), whether up or down.

*Play Note: This means they must start adjacent to the Steep Slope hexside to cross onto the other side unless on Road/Trail. A RR Cut may not be crossed.*

**f) Artillery Barrage: IMPORTANT:** This new rule allows Artillery units in adjacent hexes and who are firing at a single target hex at Long or Extreme range (only) to combine fire during the Artillery Phase. Activating units in multiple, adjacent hexes counts as the side's one hex Artillery activation during the Phase (this is an exception to the standard series rules). First modify each individual Battery's strength due to range normally, and then combine the already modified value of each Artillery unit to arrive at the Barrage strength. Apply all other modifiers normally (see the Combat Tables for details). Each modifier is only applied once regardless of the number of times the different LOS applies a modifier. *For example: one modifier for firing over an Orchard and one modifier for firing over friendly troops, etc.*

Each participating Battery must have its own unblocked Line-of-Sight (LOS) and range to reach the target or it cannot participate in the Barrage.

*For example, the Confederates have 3 Batteries in a line atop Herr Ridge, hexes 2503, 2604, 2704. None of them have yet activated this Artillery Phase. All three participating units do have a clear LOS to the target hex. The Confederate player declares a Barrage with the 3 adjacent Batteries at a single target hex that's at either Long or Extreme range, and so can combine their adjusted strength. Remember to apply all other modifiers, as usual.*

*Play Note: Recall that Batteries in the same hex may combine and fire together at any range, this is not a Barrage. Barrage by adjacent Batteries can only occur at Long or Extreme range.*

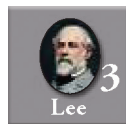
## 7.0 Event Chit Draw Phase

**7.3 Drawing and Applying a Chit:** Event chits supersede any other rules. If a one-time use (red X) chit is drawn but not actually used, it goes back into the player's event chit pool and can be drawn again. *NOTE: Events cannot merely be chosen to be removed in*

*order to get them out of a player's chit pool; they must actually be played (or cancelled by FOW) to remove.*

**7.3a Leader Casualties:** A Leader cannot become a casualty until at least one his subordinate Brigades has been Activated (Full or Limited) in each scenario. Otherwise, ignore the casualty roll. Leaders who become casualties do not generate any VP's for the opposing side. A CIC cannot become a casualty until their Leader counter enters play.

**7.3b Fog of War (FOW):** See the Fog of War tables on the players aid, and CSA/USA event descriptions chart.



**7.3b(1) Robert E. Lee** is the Commander-in-Chief (CIC) of the Confederate Army, once he enters play. Lee's default ability when drawn (may not be Held) – and a successful Activation die roll is made for him – is to grant an Full Activation to any Non-Wrecked Confederate Brigade (already Activated or not, it doesn't matter), per the standard series rules. Also, starting at 4 PM Lee may qualify for "Reinforcement Coordination" VP, see 7.3b(4).

*Play Note: Recall that per the standard series rules, a Failed CIC activation roll does nothing (i.e., no Limited Activation).*

**7.3b(2) Union Temporary CIC's:** The Union has three temporary CIC's whose arrival and removal is noted on the Reinforcement schedule in Scenario 16.4. Their default ability (but not Reynolds however, see below) when drawn (may not be Held) – and a successful Activation die roll is made – is to grant a Full Activation to any Non-Wrecked Union Brigade (already Activated already or not, it doesn't matter), per the standard series rules. Also, see 7.3b(4) below starting at 4 PM.

*Historical Note: We have opted not to have Doubleday as a brief temporary Union CIC after Reynolds went down. A capable but not especially noteworthy officer, Doubleday would later admit that he was "Overwhelmed by the responsibility". To be fair, as a Division Commander, Doubleday had perhaps his best day of the war on the first day at Gettysburg.*

All Union CIC's are only "temporarily" in command. *Historical Note: The reshuffling of the Union command structure on July 1st created a variety of issues, including elevating some officers to positions that they were not fully prepared to deal with.*



**John F. Reynolds** was the Commander of the Union I Corps and here he is the first temporary CIC of the Union Army starting upon his arrival at 9:30 AM. He is automatically removed from play when drawn on the 10:30 AM Turn after he makes roll for a CIC Activation.

**IMPORTANT:** Reynolds may only give a Full Activation to a Brigade that has its Activation marker Available. In other words, if the Brigade's marker is flipped to its "Activated" side, then Reynolds may not activate it. This activation does count as the Brigade's activation for the Turn; flip the Brigade's marker to its "Activated" side.

*Play Note: So if Reynolds is drawn after all Union Brigades have already been activated, then he has no game effect for that Turn.*

*Historical Note: Upon arrival, General Reynolds was occupied with surveying the emerging battlefield for its suitability for an effective*



defense. The ridges were “good ground”, and Reynolds also did not want the fighting to be in the Town of Gettysburg where civilians would suffer. Despite being warned not to expose himself unnecessarily while moving about the front lines, a courageous Reynolds would soon be killed-in-action.

Also, when any leader becomes a casualty it doesn’t necessarily mean that they fell in combat. For example, Lee wasn’t feeling well, so a “casualty” result for him means increased illness leading to reduced effectiveness.



**Oliver O. Howard**, Commander of the XI Corps, is another temporary CIC for the Union side, appearing at 2 PM. Howard is CIC until he is relieved by Hancock at 4:30 PM, or he becomes a General Casualty. On the 4 PM Turn, Howard may qualify for “Reinforcement Coordination” VP, see 7.3b(4).

*Historical Note: Howard did cooperate with Hancock at Gettysburg, later writing about the personal offense he felt being relieved by a junior officer.*



**Winfield Scott Hancock** is a temporary CIC for the Union side when he appears at 4:30 PM. or he becomes a General Casualty. Starting on the 4:30 PM Turn, Hancock may qualify for “Reinforcement Coordination” VP, see 7.3b(4).

*Historical Note: Upon learning of Reynolds’ death, General Meade dispatched Hancock to assume command despite his being junior to other senior Generals on the field. This reflected Meade’s confidence in “Hancock the Superb”.*

**7.3b(3) Union temporary CIC Casualty:** A Union temporary CIC is not replaced if they become a casualty. There is no Replacement Leader for a temporary CIC so the Union side will be without a CIC until the next temporary one arrives.

**7.3b(4) CIC Reinforcement Coordination VP’s:** When playing the Full Battle scenario only (16.4), either side may (at their option) – starting on the 4 PM Turn – use a successful CIC Activation roll for a “Reinf. +1 VP” marker. The CIC does not get to provide a Full Activation as they normally would; instead, simply claim 1 VP and then continue play normally. A player does not have to announce that his CIC is going for a Reinforcement Coordination VP before making his activation roll.

*Play Note: The most points a side can thus earn before the game ends is 4 VP, if lucky enough for four straight successful CIC Activation rolls and they opt to take the VP each Turn.*

*Design Note: We’re looking to accomplish a few things with the rule: multiple Reinforcements would arrive late on July 1st, not in time to participate in the day’s combat but important enough nonetheless for the upcoming action on the 2nd Day, and the CIC will be coordinating their positioning. Also, brigades could be exhausted from the hard day’s fight, not exactly ideal candidates for an extra Activation so late in the afternoon. Finally, with a successful CIC Activation roll at 4 PM and later, players should have a tough call between the extra Activation and taking a VP, depending on the current map situation.*

## 8.0 Orders

*Play Note: Wrecked Brigades do not get Orders; see 12.9.*

**8.2 Attack:** Dismounted Cavalry from Union Buford’s Division (Devin’s and Gamble’s Brigade) may NOT be given an Attack Order. *Play Note: Buford’s troopers may use the Fix Bayonets! event since a chit is not an Order.*

**8.3 Defend:** A unit cannot remove a Low Ammo marker (9.1d) under a Defend Order. It takes a Rally! chit (7.3) or a Regroup Order (8.5) to remove Low Ammo.

**8.4 Maneuver: IMPORTANT:** The four Brigades of Heth’s Confederate Division (Archer’s, Brockenbrough’s, Davis, and Pettigrew’s Brigades) may NOT use MARCH COLUMN (during a Maneuver Order) in this game. Markers are provided as a reminder of this rule. *Design Note: This rule’s intent is to prevent gamey, widely ahistorical, maneuvers to open the engagement. Heth, newly appointed as a Division Commander, was not exactly aggressive on the first day of this battle since he had orders not to start a general engagement.*

**8.5 Regroup Order:** A unit that Rallies under a Regroup Order (or the Rally! chit) may remove a Low Ammo marker in lieu of removing their Morale Hit(s).

**IMPORTANT:** All of Buford’s Cavalry (including his Horse Artillery) may not Rebuild, i.e., their losses are permanent (and count for Double VP’s per the Special Scenario Rules). The units will go straight to the Eliminated Box, and not on the Broken Track when they fail a break test. They may Rally any Morale Hits.

*Play Note: We’ve made Buford’s Cavalry units Fragile on their reverse sides, with the yellow circle around their strength, as a reminder that they cannot Rebuild if Depleted or Eliminated.*

## 9.0 Fire Combat

**9.1a Line-of-Sight (LOS):** Elevation changes, Woods/Rocky Woods, Orchard, Steep Slope, Town, friendly units (adjacent to the target hex for Artillery Fire) and Steep Slope hexes may Obscure or Block Line-of-Sight (see TEC).

Artillery in a Town may only fire into an adjacent Town hex connected by a Road/Trail, not into adjacent hexes which are not connected by a Road/Trail nor at Town hexes more than 1 hex distant. *For example, a Battery in hex 1925 may fire Canister into hex 1924, 1926, or 2026; it may not fire into hexes 1824 or 2025. Hex 1826 is not a Town hex and thus not affected by this rule (the Battery may fire into or through 1826 as per the normal LOS rules).*

Firing unit and Target unit are on the same level:

- Any intervening hex that is higher than both units will Block the LOS.
- If any intervening hex is at the same level as both units, the LOS is Blocked if there is any Woods/Rocky Woods, Town, or any unit (friendly or enemy) in the hex.

Firing units is at a lower level than Target unit:

- Any intervening hex that is higher than both units will Block the LOS.







**10.11a Individual Regiments:** In certain scenarios, individual Regiments arriving as Reinforcements may be designated as March Column capable on their turn of entry, regardless of what Order their Parent Brigade is assigned. This may occur only under a Full Activation of the Parent Brigade; if there is no activation or just a Limited Activation, then the Reinforcement does not enter (delayed until possible entry next Turn, still being capable of March Column if so designated). *For example, a lone Regiment arrives as a Reinforcement to a Brigade that began play setup and on the map. The Parent Brigade successfully Fully Activates and opts for a Defend Order. The arriving Regiment however may nonetheless use a Maneuver Order (including March Column) on its actual Turn of entry.*

*Play Note: This rule applies to 58 NY and 7 IN, Union Regiments who arrive separately from their Parent Brigades. If their parent Brigade has been Wrecked already upon arrival, then the entirety of this rule does not apply because Wrecked Brigades and their units cannot be given an Order (12.9.1).*

## 11.0 Close Combat

**11.2 Close Combat (CC) Declaration:** Various Terrain features may affect Close Combat; see player aid for those effects. *For example, no Close Combat is allowed across a RR Cut hexside.*

### 11.3 Close Combat Procedure:

#### c. CRT Column Shifts:

- i. Total Attacking SPs are Triple the Defending SPs (3:1 Odds): Shift three columns to the right.
- ii. Total Attacking SPs are Double the Defending SPs (2:1 Odds): Shift two columns to the right.
- iii. Total Attacking SPs are 50% more than the Defending SPs (3:2 Odds): Shift one column to the right.
- iv. Defending SPs are 50% more than the Total Attacking SPs (2:3 Odds): Shift one column to the left.
- v. Defending SPs are Double the Total Attacking SPs (1:2 Odds): Shift two columns to the left.
- vi. Defending SPs are at least Triple the Total Attacking SPs (1:3 Odds): Shift three columns to the left.

Only one of the above six Odds column shifts can apply in each combat. Other column shifts are cumulative.

- vii. The best Attacking unit's CR (from the Assaulting Hex) is higher than the defending Lead Unit's CR: Shift one column to the right.
- viii. The Defending Lead Unit's CR is higher than the best Attacking unit's CR (from the Assaulting Hex): Shift one column to the left.
- ix. Defending unit is on Higher-elevation side of a Steep Slope hexside than Attacker: Shift three columns to the left.
- x. Defending unit is on Higher-elevation side of a Slope hexside than Attacker: Shift two columns to the left.

- xi. Defending unit is across a creek hexside from any of the attacking units: Shift two columns to the left.
- xii. Defending unit is on Lower-elevation side of a Steep Slope hexside than Attacker: Shift one column to the left.
- xiii. Defending unit is across a stream hexside from all of the attacking units: Shift one column to the left.
- xiv. Defending unit is behind a Barricade: Shift one column to the left.
- xv. Defending unit is in Rocky Woods hex: Shift one column to the left.
- xvi. CSA "Rebel Yell!" or "Fix Bayonets!" event: Shift one column to the right.
- xvii. Flanking Attack: Shift two columns to the right if a Flanking Hex is at least two hexes away from the Assaulting Hex in the same combat or if there are two or more Flanking Hexes involved in the same attack (regardless of their position relative to the Assaulting Hex).
- xviii. Half or more Defending SPs are Artillery: Shift four columns to the right.

**11.3b Cavalry Withdrawal:** When in a hex declared as a target of any Close Combat (including via a Rebel Yell! chit), any unit of Buford's Cavalry Division (including his Horse Artillery) may either choose to Retreat 1 or 2 hexes prior to that Close Combat, or defend in Close Combat normally. The status of the unit (Shaken, Disordered, or Depleted) or any Morale Hits) doesn't matter; it may still avoid the Close Combat. This special form of Retreat is performed immediately; there is no Defensive fire (nor any Supporting Fire) from the withdrawing side nor is there any enemy Opportunity Fire against them while Withdrawing. Just move the unit back 1 or 2 hexes.

**IMPORTANT:** However, if stacked with a non-Cavalry type unit, Buford's units may NOT perform the special Retreat before Close Combat. If stacked with another dismounted Cavalry unit, or a Horse Artillery Battery, they must all special Retreat before Close Combat to the same hex (no splitting), either 1 or 2 hexes away.

The attacking unit(s) may then Advance into the vacated hex (and no further). If totally surrounded by enemy occupied hexes, then the dismounted unit must defend in its hex.

*Play Note: So if Defensive Fire is issued by defending Union Cavalry, then the dismounted unit must defend itself in Close Combat (unless of course the Attackers are Eliminated or Retreated by the Defensive Fire). Also, this rule only applies to Retreat from Close Combat – if dismounted Cavalry is Engaged and moves away during its own Order, then yes it still has to endure Opportunity Fire (remember to halve that Opportunity fire and also apply any of the standard rule's modifiers).*

*Historical Note: Buford's troops were fighting a delaying action and their breechloading carbines were adept at dissuading rapid Confederate advances. The troopers could quickly mount, redeploy to another nearby position, then dismount again in order to be ready for further action. This delaying tactic is abstracted in the*



game. All things considered, Buford's casualties were very light during the initial fight.

## 12.0 Cohesion Tests

**12.0b Panic Result:** Infantry units of a Wrecked Brigade (Union or Confederate, see 12.9) that Panic (including Retreating into or through a Gettysburg Town hex, see 12.3.1 below) at any time are Eliminated; place them directly in the Eliminated Units box.

**12.3 Retreat Path:** After all other standard retreat priorities have been met, the Union player must try to retreat his units towards the SOUTH or EAST map edges. The Confederate player must try to retreat his units towards the NORTH or WEST map edges. **IMPORTANT:** A map edge runs the length of the board. For example, a Union unit retreating South covers the full map edge direction from hex 1000 to hex 1041.

**12.3.1 Hazardous Retreat:** Certain results will require retreating units to be penalized; this is called Hazardous Retreat and is summarized here:

- Artillery (including Horse Artillery) retreating across a Steep Slope (up or down) suffer an Elimination result unless on a Road/Trail.
- Infantry or Cavalry retreating across a Steep Slope (up or down) incur a Depletion unless on a Road/Trail.
- Any unit forced to Retreat across a Railroad Cut hexside is Eliminated.
- Any unit Retreating into a Marsh hex, and not on a Road/Trail, incurs a Morale Hit.
- Any Union unit forced to Retreat from or into a Town hex will immediately Panic. Even if the unit has retreated only part of its combat result, and a Town hex is entered, that immediately triggers a Panic result for the remainder of the retreat; if any retreat distance still remains, ignore it and just Panic the unit. Only 1 Panic is triggered per event, regardless of how many Town hexes are retreated/Panicked through in a single action. *NOTE: So if a Non-Wrecked Union unit Panics into or from a Town hex, it doesn't Panic again; just continue the original Panic.*

For example, a unit receives an "R2" combat result. If the first hex of that retreat enters a Gettysburg Town hex, ignore the remaining second retreat hex and just have the unit immediately Panic (retreat 3 hexes and get a MH). If the unit was defending in a Town hex and received an "R2" result, it would ignore the two hexes of that retreat and would just Panic instead (but if Wrecked, then the unit would be Eliminated). If a unit Panics in a hex North of Gettysburg and enters a Town hex on its third hex of Panic, it just stops there.

*Historical Note: XI Corps Units became confused in the closely confined and dead-end streets when retreating through Gettysburg, leading to panic and many surrenders. It is estimated the Corps lost 60% of its strength during the afternoon engagement.*

**12.4b Unit Support:** For Artillery to be Supported, it must be stacked with or adjacent to any friendly Infantry or Cavalry unit that does not have a Morale Hit and is not likewise in a Woods/Rocky Woods/Marsh/Town hex.

**12.4b(1) Unsupported:** Units in a Town or Marsh hex can neither give nor receive Support (just like Woods and Rocky Woods).

**12.6 Break Test:** A unit in a Wrecked Brigade is Eliminated if forced to make a Break Test (no die roll is made).

**12.7 Advance after Close Combat:** Confederate units conducting Close Combat using a Rebel Yell! chit, and Union units using a Fix Bayonets! chit, are mandated to advance at least 1 hex if the defender's hex is vacated (and they cannot double-back to the hex they attacked from).

Units Advancing into a Marsh hex incur a Morale Hit, unless advancing on a Road/Trail.



**12.9 Wrecked Brigades: IMPORTANT:** To start the End Turn Procedures Phase, check to see any Confederate or Union Brigade is Wrecked. A Brigade is Wrecked if:

- At least 1 non-Fragile unit is in the Eliminated Box or on the Broken Track. And ...
- It has ALL of its Infantry units either Eliminated, on the Broken Track, Depleted (or Fragile) or any combination thereof. In other words, if any Brigade has at least one 2-step Fresh unit on the map, it cannot be Wrecked. *Note that a Fragile unit is already on its Depleted side, so it does not protect a Brigade from being Wrecked if it is still on the map.*

If so, the entire Brigade is Wrecked. In this game, Union Meredith's "Iron Brigade" can't Wreck.

Immediately remove the Brigade's Activation marker from play. Place a Wrecked marker on the Brigade's space on the Brigade Activation card. Shift any of a Wrecked Brigade's units on the Broken Track to the Eliminated box. Units in the Eliminated box remain there.

**Effects:** A Wrecked Brigade is not eligible to be Activated by any Leader, including the CIC. Instead, any Wrecked Brigade (Union or Confederate) may (player choice) move 0, 1 or 2 hexes in any direction OR Rally (remove a single MH or Low Ammo marker from any unit at least 3 hexes away from the enemy; it CANNOT Rebuild) during the End Phase sequence-of-play) OR do nothing (if no unit of the Wrecked Brigade is Engaged). These activities in this Phase are not considered an Order. All units in the Wrecked Brigade must perform the same action, either all move or all Rally or all do nothing.

*Play Note: During the Lull (see 16.4), Wrecked Brigades still get their activity during the End Phase since such activity is not an Order.*

**IMPORTANT:** Wrecked units may not voluntarily Engage, nor remain Engaged, with any enemy unit; if unable to meet this requirement, the unit goes to the Eliminated Box (i.e., it surrenders). Conduct the Wrecked Phase just like an Artillery Phase with players alternating falling back their Wrecked Brigades, Union first. *Play Note: In essence, a Wrecked Brigade is basically combat ineffective offensively, but can still be somewhat useful for*



defense if positioned properly.

For example, a Wrecked Brigade with three units in play opts to move during the End Phase (14.0). One unit falls back 2 hexes North. One unit goes 1 hex East. The third unit (not Engaged) stays in place. The units cannot Rally because the Brigade moved. If Rally had been chosen, then the units could not move.

*Play Note:* We've included some extra "Wrecked" markers in case a player wishes to mark certain such units on the map as a reminder.

Units in a Wrecked Brigade may still Defensive Fire/Defensive Support Fire/Opportunity Fire and defend in Close Combat normally. They still can provide and receive Support under the normal rules. If Engaged Wrecked units do move away, then they will suffer Opportunity Fire. Event chits may play to a Wrecked Regiment, as usual. A Wrecked unit that Panics or that is forced to make a Break Test is automatically Eliminated. A Wrecked unit that Retreats into or from a Town hex is Eliminated.

Depleted Wrecked units on the map will automatically go directly to the Eliminated box (not the Broken Track) if/when they have to take a Break Cohesion Test (don't roll).

*Play Note:* This is because Wrecked units cannot Rebuild.

A Brigade cannot recover from Wrecked status. *Exception:* See *Fog-of-War Special Event* roll #4.

Wrecked units may Rally normally via the event chit or an End Phase Wrecked Rally.

Artillery never affects, nor is affected by, any Brigade's Wrecked status. Artillery units don't Wreck.

A Brigade that is destroyed (i.e., all units Eliminated or Broken) is also considered Wrecked.

*Play Note:* This can matter for VP purposes, depending on scenario.

If a Leader has all of his Brigades Wrecked, remove that Leader from play. Wrecked Brigades may grant the opposing side Bonus Victory Points; this will be noted in a scenario's special rules, if applicable.

## 13.0 Rally

**13.2a Recovery:** A unit that Rallies, either via the Rally! chit or while under a Regroup Order or in the End Phase (14.0), may remove a Low Ammo marker in lieu of removing a Morale Hit(s).

Units may NOT remove a Low Ammo marker under a Defend Order (8.3).

**13.2b Rebuilding:** Units may NOT use the Rally chit to Rebuild units in this game.

**IMPORTANT:** Buford's Cavalry may not Rebuild (8.5), i.e., their losses are permanent (and count for Double VP's per the Special Scenario Rules).

## 14.0 End Turn Phase Procedures

**IMPORTANT:** A new step is added to this Phase, checking for Wrecked Brigades (see 12.9). *Play Note:* During the Lull (see 16.4), Wrecked Brigades still get their activity during the End Phase since such activity is not an Order.

**14.0a Procedure:** First, ascertain which Brigades were newly Wrecked this Turn and mark them "Wrecked" accordingly (plus remove their Brigade Activation marker from play) on the activation display card. A Wrecked Brigade no longer Activates during the Chit Draw Phase.

Any Wrecked Brigade (Union or Confederate) may now have its remaining units may move 0, 1, or 2 hex(es) in any direction, but cannot Engage nor remain Engaged. Or instead of moving, the Wrecked Brigade may Rally. Or the Wrecked Brigade can simply do nothing (if no unit is Engaged). See 12.9.1. Players alternate handling their Wrecked Brigades, with the Union going first.

Third, perform the rest of the End Phase Turn Procedure 14.1 through 14.5, as normal.

## 15.0 Confederate Initiative



**IMPORTANT:** To begin play of Scenarios 16.2 and 16.4, the Confederates have Initiative on the first two Turns (9 AM and 9:30 AM). *Play Note:* The Confederates also have a modified form of Initiative in Scenario 16.1 and 16.3 (see that particular scenario's special rules for details). During Confederate Initiative for 16.2 and 16.4, the following rules apply:

### Reconnaissance-in-Force:

1) Pegram's five Artillery units (Brander, Crenshaw, Marye, McGraw, and Zimmerman) are restricted to moving on and along Herr Ridge (defined as the Level 7 and Level 8 hexes of that ridge) on the first two Turns of the game (9 AM and 9:30 AM). On Turn 3 (10 AM), Pegram's Batteries move normally without restriction. *For example, one of Pegram's Batteries could not enter hexes 2102 or 3307 during Confederate Initiative as those hexes are at Level 6.*

*Historical Note:* Pegram's Batteries were posted to Herr Ridge to conduct long-range bombardment against Union units thought to be militia who would scatter easily. When no substantial reply was received from the Union, only then did Pegram move his guns forward.

2) When Heth's chit is drawn, he may automatically Fully Activate one of his Brigades (Archer or Davis). These automatic activations do count for the Turn; flip the Brigade's Activation Marker to its back "Activated" side. Starting at 10 AM, all of Heth's Brigades activate normally, depending on his activation die rolls (but see the special Double Activation Roll for Pettigrew's Brigade, per the Special Scenario Rules for 16.2 and 16.4).

*Play Note:* These automatic Activations may only be cancelled by *Fortunes-of-War*. Remember too that Heth's four Brigades may not use March Column (8.4) throughout the entire course of the game.

3) The Confederate player's event pool has two Sharpshooters chits (strength of 2); take one and for "Free" make it already



available to begin play (and at the start of Turn 2, as well) of the scenario; this chit does not count against the Confederate chit draws for a Turn.

*Play Note: Remember that Sharpshooters and Skirmishers do not inflict casualties in this game; convert any (D) result to a Morale Hit instead. See event description cards*

4) The Confederates, not the Union, go first when alternating Battery hex activations during the Artillery Phase on both Game Turns 1 (9 AM) and 2 (9:30 AM) of 16.2 and 16.4, or just Turn 1 (2:30 PM) for 16.1 and 16.3 (see those scenarios for details).

## 16.0 Scenarios (see separate booklet)

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## Union Cavalry Rules

### 2.1a Union Cavalry – Buford's Division (Devin, Gamble, and Horse Artillery)

- Cannot Mount; treat as Infantry throughout the game.
- Cannot be issued an Attack Order. May use a Fix Bayonets! event chit.
- Can Retreat (1 or 2 hexes) before Close Combat if Defensive Fire not issued and if not stacked with any non-Cavalry unit. Confederate attackers may Advance into the just vacated hex only and no further, see 11.3b.
- -2 Left column shift if targeted by small-arms (not Artillery) fire. Modifier does not apply to CSA opportunity fire, defensive fire, or defensive support fire. Modifier does not apply to defenders in Close Combat.
- When firing, +1 Right column shift if only "B" type weapons are firing.
- Cannot Rebuild from battleworn or eliminated, but may Rally Morale Hits.
- Losses count double VP.
- Cannot place nor benefit from barricades.
- (Scenario 16.4 only) Start checking for removal at 12 PM ("Buford Withdraws" chit goes into the cup). 8 IL a and b will remain in the game when Buford Withdraws.

*Play Note: Buford's units have a "ghost" horsehead silhouette to remind players that they are dismounted cavalry, while Calef's Artillery sections have the traditional horsehead to delineate Horse Artillery.*

**11.3b Cavalry Withdrawal:** When in a hex declared as a target of any Close Combat (including via a Rebel Yell! chit), any unit of Buford's Cavalry Division (including his Horse Artillery) may either choose to Retreat 1 or 2 hexes prior to that Close Combat, or defend in Close Combat normally. The status of the unit (Shaken, Disordered, or Depleted) or any Morale Hits doesn't matter; it may still avoid the Close Combat. This special form of Retreat is performed immediately; there is no Defensive fire (nor any Supporting Fire) from the withdrawing side nor is there any enemy Opportunity Fire against them while Withdrawing. Just move the unit back 1 or 2 hexes.

**IMPORTANT:** However, if stacked with a non-Cavalry type unit, Buford's units may NOT perform the special Retreat before Close Combat. If stacked with another dismounted Cavalry unit, or a Horse Artillery Battery, they must all special Retreat before Close Combat to the same hex (no splitting), either 1 or 2 hexes away.

The attacking unit(s) may then Advance into the vacated hex (and no further). If totally surrounded by enemy occupied hexes, then the dismounted unit must defend in its hex.

*Play Note: So if Defensive Fire is issued by defending Union Cavalry, then the dismounted unit must defend itself in Close Combat (unless of course the Attackers are Eliminated or Retreated by the*

*Defensive Fire). Also, this rule only applies to Retreat from Close Combat – if dismounted Cavalry is Engaged and moves away during its own Order, then yes it still has to endure Opportunity Fire (remember to halve that Opportunity fire and also apply any of the standard rule's modifiers).*

### Buford's Division Withdrawal (Scenario 16.4 only)

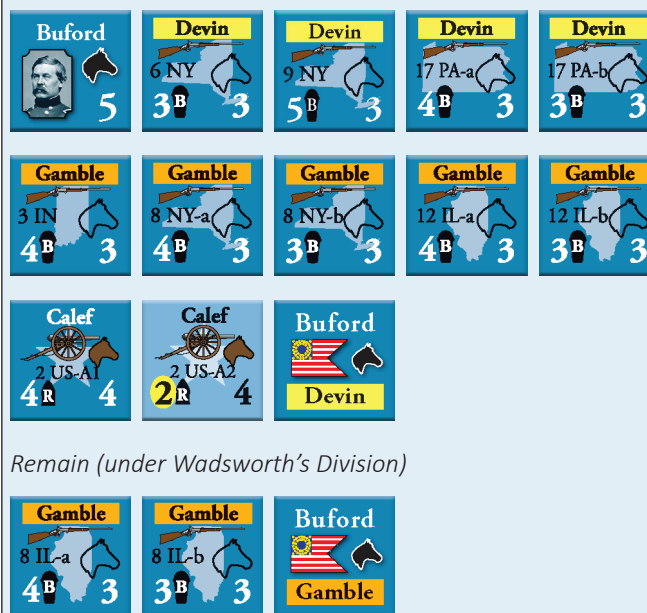
The Union player begins rolling for Buford's Withdrawal starting at **12 PM** (when the chit is added to the cup per the Union Reinforcement schedule). When drawn, but not if cancelled by Fortunes-of-War (in that case, no roll is made at 12 PM or 12:30 PM), roll one die and if the result falls into the range given below, Buford's entire command (Devin's and Gamble's Brigades and Calef's two Artillery sections) is removed from the map, regardless of where they are located and regardless of their status (yes, even if surrounded), except for 8 IL a and b from Gamble's Brigade (they remain in place where they are when the removals occur). Remember to take Buford's Leader chit out of play, too. Gamble's two dismounted 8 IL Cavalry units are attached to Wadsworth and count as their own separate Brigade for activation purposes. They cannot be Wrecked in this scenario, but do count for double VP (2x) if Depleted or Eliminated (see Victory Conditions).

**12 PM:** Die roll of **1 or 2** (remove Buford); if not, place Buford's Withdrawal chit in the cup next Turn.

**12:30 PM:** Die roll of **1-4** (remove Buford); if not, place Buford's Withdrawal chit in the cup next Turn.

**1 PM:** no roll - automatic when the chit is drawn (remove Buford, even if the chit is cancelled by Fortunes-of-War and if so do not draw another chit to be cancelled).

### Withdrawn



*Remain (under Wadsworth's Division)*