THE DEVIL'S I COLLAND The First Day at Gettysburg

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July 1, 1863 – Union Brig. Gen. John Buford's 1st Cavalry Division is deployed to the west of the town of Gettysburg. Unidentified Confederate infantry was advancing against the troopers all morning long and pressure has been steadily increasing. When Ist Corps commander Major Gen. John Reynolds finally arrived on the scene and rode up to the Lutheran Seminary, Buford was in its cupola. Reynolds called up to him, «What goes, *John?».* Buford responded by pointing to the long lines of advancing Confederates and said, «The devil's to pay!». Reynolds then asked, «Can you hold?», to which Buford responded, «I reckon I can.» Revnolds then said "Let's ride out and see all about it".

And so began the Battle of Gettysburg and that first day would arguably be the most important of the iconic three day battle. The decisions made (and not made) on July 1st set the tone for the remainder of this critical engagement. The Devil's To Pay! is a two-player wargame depicting the fighting on this day. It utilizes a new version of the popular Blind Swords game system which emphasizes the three FOW's of war ... the Fortunes of War, the Friction of War and the Fog of War. Players will be challenged to deal with a developing battle situation, never quite sure of what the Gods of War will throw in their paths during the game.

A) GAME COMPONENTS

Scale

1 Hex = 250 yards; 1 SP = 100 men; 1 Turn = 1 Hour; Unit Counters = one or more regiments/batteries

Unit Counters

Each unit counter represents a various number of regiments and are structured to reflect the units' actual deployment at the battle. The information is laid out on the counter as follows:

- Name at top = the unit's
 Brigade name
- **b.** Two-Letter Code at top right corner = the unit's Division code (short for the Division leader's name).
- C. Red Asterisks on right side = the number of counters that make up the unit's Brigade. This is important when activating a Brigade so that you know you have accounted for all the counters.
- **d.** Black Number at bottom left = the unit's Strength Points (SP). Artillery units also have a letter code listed next to the number to indicate the type of cannons they possess (R, S or M).
 - Shaken Marker = reduce the



unit's SP by one (-1) as long as the unit has the marker assigned to it.

- 8. Red Number at bottom right = the unit's Cohesion Rating (CR). This is an abstract measure of the unit's elan, experience and training. This is a very important value for a unit and it can fluctuate throughout the game depending on circumstances. It can only be increased through an Event Chit effect. It will be reduced most often due to two conditions:
 - Shaken Marker = reduce the unit's CR by one (-1) as long as the unit has the marker assigned to it.
 - Unit Support = reduce the unit's CR by one (-1) if the unit does not have Unit Support at the time of the test. A unit is considered to have Unit Support if:

A unit from the *same Division* is adjacent to the testing unit and that supporting unit is not Shaken or in a Woods or Town hex;

▷ The testing unit itself cannot be in a Woods or Town hex;



Artillery units derive Unit Support from *any* adjacent Infantry unit that is not Shaken or in a Woods or Town hex;

➢ Artillery units never provide Unit Support to any unit.

➢ Broken units that attempt to Rally have Unit Support.

➢ Important Exception: A unit that is stacked with or adjacent to another unit from the same Brigade always has Unit Support, regardless of the above cases.

Example: if the" 5-3" unit from Davis' Brigade is hit by Fire Combat while in a Clear hex and it is adjacent to a unit from Archer's Brigade, its CR would remain at "3" as long as Archer's unit is not Shaken or in a Woods or Town hex (Archer and Davis both belong to Heth's Division). If Archer's unit was in a Woods hex. then Davis' "5-3" unit would be reduced to a "5-2". If, however, the adjacent unit in the Woods was a "6-2" unit also from Davis' Brigade, then the testing unit would remain as a CR of "3" (both units belong to the same Brigade and always support one another).

A unit's CR can never be greater than "6" nor lower than "0", regardless of accumulated modifiers. These modifiers apply throughout the game and affect the unit's CR every time the value must be referenced. Keep this in mind when deploying your units!

- Roman Numeral at bottom right corner = the unit's parent Corps.
- **J.** The large box in the middle of the counter contains a graphic depiction of the unit's appearance on the battlefield. For Artillery units, it also will have the names of the batteries that are part of the unit.
- h. The front of the unit counter is the unit's full-strength side and is referred to as its Fresh side. The back of the counter is the unit's reduced-strength side and is referred to as its Battleworn side. The only exception is the Cavalry units (Buford) as they have a Mounted and a Dismounted side, but both are considered to be Battleworn sides.

Be aware that once a unit is flipped to its Battleworn side, it's pretty much stuck on that side for the rest of the game. The only way to flip it back to its Fresh side is through the successful use of the "Rally 'Round the Flag" Event Chit.

Shaken Markers

These markers are used to designate when a unit receives a "Shaken" result. Place the mar-



ker under the affected unit. If more than one unit in a stack is Shaken, simply flip the marker over to its "All Units Shaken" side and place it under all the relevant units. A Shaken unit has both its SP and CR values reduced by one.

The "-1" on the marker indicates that the affected unit's SP and CR are both reduced by one.

Miscellaneous Markers and Chits

The remaining counters are various markers and chits used for tracking game mechanics and for activating and affecting units. These are described in greater details later in these rules.

Map

The game map depicts the northern sector of the Gettysburg battlefield and it overlaid with a numbered hex grid to regulate movement and firing ranges. Each hex has one or more terrain features in it as displayed by the map's graphics. Note that in the case of Woods, if the graphic touches the center of the hex, the entire hex is considered to be Woods (even if it does not fill out the entire hex).

Note that each hex is color-coded to represent one of five Elevation Levels, which is important for determining Line of Sight in particular. Though this may seem a bit confusing at first glance, the code is quite logical (moving from the stream beds as dark green and then brightening to the hilltops as yellow). A measured and careful analysis of the way the terrain flows will make the entire picture much clearer. Also note that the farms, schools, orchards and dry streams have no game terrain effect - they are included for historical and aesthetic purposes only.

Dice

There are 6 six-sided dice provided, with each player getting a set of one black, one white and one red die.

Player Aids & CRT

Each player is provided their own player aid (the Event Chit descriptions are shown only for that side) and will share the CRT (Combat Results Table).

Cup

Players need to find an opaque cup, container or sack that is used to hold the chits each turn and from which they are drawn.

The term "Rebel" is used throughout the game as another (shorter) way of referring to the "Confederate" side. These two titles are synonymous.

B) SEQUENCE OF PLAY

The Devil's To Pay! is played in a sequence of 12 Game Turns, starting at 9:00 am and continuing through 8:00 pm, with each Game Turn broken down into a series of consecutive Phases. Each Phase must be completed before proceeding to the next Phase. Each Game Turn is played following the standard Sequence of Play.

- 1. Advance the Game Turn Marker Phase
- 2. Command Decision Phase
- 3. Special Artillery Activation Phase
- 4. Chit Draw Phase
- 5. Activation Phase
- 6. End Phase

C) ADVANCE THE GAME TURN MARKER PHASE

At the start of each Game Turn (except the first turn), players will move the "Game Turn" marker one space forward on the Game Turn Track. Each Game Turn represents about 1 hour of time passing in the battle and the game will last 12 Game Turns (9:00 am through 8:00 pm). At the conclusion of the 8:00 pm Game Turn the game ends and players should asses their Victory Point totals to determine the winner.

Each Game Turn may introduce new units to either or both sides (i.e., reinforcements) and may even bring into play a new Friction of War chit (see below). Before the game even starts, players should place reinforcement units, corresponding Activation Chits and any scheduled Friction of War chits into the Game Turn box representing their arrival time so that when the marker enters the new Game Turn, each player will readily know which new counters to bring into the game. As soon as the "Game Turn" marker enters the new box, each player takes his units and places any new chits into the cup.

D) COMMAND DECISION PHASE

During the Command Decision Phase, each player will be making his plans for the upcoming turn by setting up the chit population that will appear in the cup for this Game Turn.

- 1. Each player reviews his eight Event Chits and then *secretly selects two of those chits* and places them in the cup. These two Event Chits are thus guaranteed to be in the cup and available for drawing during the turn and therefore should represent events that the player is planning to exploit in the upcoming phases.
- 2. Both players then turn their

remaining six Event Chits face down (so only the common back sides are showing) and shuffle them. Each player then *randomly selects* two more chits and, without looking at them, places them into the cup.

- **3.** The four remaining Event Chits are removed from the game for this Game Turn (only). They will become available for selection again next Game Turn. Neither player may look at these excluded chits.
- Both players place the relevant Division and Corps Activation Chits into the cup for this turn, including the newly arriving chits.
- **5.** Players also place the **Fog of** War Chit into the cup and any Friction of War Chit(s) that have entered the game. The Fog of War Chit is placed in the cup every turn of the game. The first Friction of War chit does not enter the game until the 1:00 pm Game Turn. From the 1:00 pm until 4:00 pm turns, that one Friction of War chit will be added to the cup each turn. Starting with the 5:00 pm Game Turn, the second Friction of War Chit is also added to the cup (thus two Friction of War Chits in the cup each turn).

Example: if the Rebel player wants to push into the Union battle line this turn, he might opt to place the "Rebel Yell" and "For Dixie!" Event Chits into the cup. But remember that there is no guarantee of when these chits will be drawn during the course of the turn or if they will be cancelled by a Friction of War Chit.

E) SPECIAL ARTILLERY ACTIVATION PHASE

Each player, starting with the Union player, will take a turn activating *all units of one* **Artillery Brigade** (those with the same name along the top of the counter). Note that Artillery units arriving as Reinforcements are eligible to be moved this phase. Each artillery unit in the active Brigade, in any order, may each then do one of three allowed activations.

- The unit may conduct **normal movement up to 8 MPs**. It is considered to be under a **Maneuver Order** for all purposes. However, note that the Engagement distance for Artillery is **two hexes** (instead of adjacent) and thus the unit *may not voluntarily move within that distance of an enemy unit.*
- The unit may conduct **Fire Combat** using normal procedures.
- The unit may conduct a **Rally** using normal procedures, *but only to remove a Shaken marker*. Broken Artillery units may never return to the game.

Each Artillery unit from the activated Brigade *may do a different action* than the other units in the Brigade. When every Artillery Brigade for both sides has been activated, the phase is over.

Note that an Artillery unit taking actions in the Special Artillery Activation Phase does not prevent it from issuing Fire Combat later in the turn as part of a normal Division/Corps activation or an Event Chit. But also note that this phase is the only time that Artillery can Move or Rally during the Game Turn. Also, the Union player has only three Artillery Brigades in the game: Tidball, Wainwright and Osborn. So be aware that he has few brigades to activate, but many individual units with each Artillery Brigade activation.

Example: if you are playing the Main Scenario, the Union player will first activate either the two units of "Tidball" or the one unit of "Wainwright". The chosen unit(s) may each then either conduct Fire Combat. Move or Rally. When finished, the Confederate player will then activate the "Pegram" Artillery Brigade of four units (the only one he has on the map at this time). Each of those four units may then do any of the same three actions. Finally, the Union player will activate the Artillery Brigade he did not activate at the start of the phase (either "Tidball" or "Wainwright") in the same manner.

F) CHIT DRAW PHASE

Either player draws the next chit from the cup. If there are no more chits, then proceed to the End Phase. The owning player takes the chit (if a Union or Confederate Activation or Event Chit) or it is simply resolved if it is a Fog of War or Friction of War chit. Each type of chit is enacted differently.

1) Event Chits

When an Event Chit is drawn, it is

given to the owning player for resolution and that player should consult his player aid for an explanation of each event. Event Chits are resolved either immediately (labeled



"Play Immediately") or can be held by the player to be resolved at an eligible time (labeled "Hold").

⇒ «Play Immediately» chits must be played **immediately** after being drawnfor either their printed event or for a Default Event (see below). They may also be discarded unused.

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- In all cases, Event chits are immediately discarded after being used for their effect.
- **b.** Unused and discarded Event Chits are placed into a pool and are again available for selection and use in the next Game Turn.
- **C. Default Event:** if the player draws an Event Chit that he cannot or will not use at the time (if "Play Immediately") or assumes he will have no future use for (if "Hold"), he may instead decide to use the chit as a Default Event. If so used, this will allow the player to choose any one of his units (on the map or entering this turn) and either conduct Movement of **one hex** (regardless of MP cost) or issue Fire Combat. In both cases, normal eligibilities must be met and normal resolution procedures are used. Note that this decision must be made

immediately – you cannot use a "Hold" chit as a Default Event if you held it and did not use it by the end of the Game Turn. Important: the **Default Event** is a key aspect in the use of Event Chits and is a new concept for veteran Blind Swords players.

Event Chits present constant opportunities for both sides to conduct various actions throughout the Game Turn. They not only represent the chaotic nature of 19th Century warfare but also provide the players with the chance to spring planned surprises on each other. Some chits actually cover a multitude of possible events. For example, the "The Colonel is Down!" chit represents not only a key officer casualty, but also a perceived enemy threat (real or not), friendly fire and other occurrences that would cause a unit discomfort. The Default Event can be extremely important, as you may need that one extra fire or that one extra hex at a key moment of the game and that small ability may override the effect of the event.

Example: the "Rebel Yell!" Event Chit is drawn, it is given to the Confederate player. This is a "Hold" chit and he could play it immediately or wait. He decides to hold the chit for later in the turn and by doing so he cannot now use it as a Default Event. Finally, he sees his opportunity and before the next chit is drawn from the cup, he says "Wait!" and plays the "Rebel Yell!". He has a "6-4" unit within two hexes of a Unionheld hex and he decides to play the chit on this unit. He moves it one hex, it takes Engagement Fire (remembering that the unit's CR is now boosted to "5") and assuming it survives. he enters Assault Combat. The unit will also get an additional bonus of a one-column shift riaht in the combat.

2) Fog of War Chit

When the Fog of War Chit is drawn, the Union player rolls his black and white dice to get a number from 11 -66 and then consults the Fog of War Table on the player aid. The indicated result is applied immediately.

- Battlefield Chaos: The named side in the result is the affected one (ex: "Union Battlefield Chaos" will affect a Union unit). The player opposing the affected plaver places the actual Fog of War chit on any enemy-occupied hex of his choosing. All units in that hex are then frozen - they may not be activated in any way or used with an Event Chit and may only defend themselves in Assault Combat. They also may not utilize a Firefight result (FF) from Fire Combat and can be ignored for all Engagement and Disengagement purposes. Each unit in the hex is subject to this effect for the entire Game Turn unless it Skedaddles or is Broken. At the end of the Game Turn, remove the marker and return it to the cup.
- *Wayward Movement:* The named side in the result is the affected one (ex: "Wayward Rebel Movement" will affect a Confederate unit). The affected unit is **moved one hex** (regardless of MP cost) by the *opposing* player. The movement must be a legal move per the Movement rules.
- Fortunes of War: The named player will pick up all his alreadyused Activation and Event Chits plus all his excluded Event Chits (from the Command Decision Phase) and any used Friction of War Chits. He will then randomly select one of these chits and blindly place it back into the cup. Do not look at the remaining chits.
- Possible General Casualty: Cross-re-

ference the actual die roll to determine which General is a casualty. Only apply this result to a General who has his Corps or Division Activation Chit in the game at this time. Otherwise this result has no effect. If the named General is in the cup or has already been activated this turn, immediately replace his Activation Chit with the "Replacement" version of his chit. This new chit will now be used to activate his Corps or Division. If the named General is already a casualty, he recovers from his wounds and his "Replacement" Chit is now removed and his normal Activation Chit is substituted.

Example: the Fog of War Chit is drawn and the subsequent dice roll yields a "46" result, so "Buford" is shot down. The Union player finds the **Buford** Activation Chit and immediately replaces it with the **Replacement – BU** Activation *Chit. This chit is applied normally* when drawn except that now instead of having a "Superior" Command Rating, the 1st Cavalry Division is commanded by a "Good" commander. Should another "46" be rolled later in the game, then the original Buford Activation Chit is brought back and replaces the Replacement chit (Buford recovered from his wound).

3) Friction of War Chit

There are two Friction of War Chits that are introduced as the game progresses. Players will add one Friction of War Chit at the start of the **1:00 pm** Game Turn and then another at the start of the **5:00 pm** Game Turn. When a Friction of War Chit is drawn, it is placed near the cup as a reminder that the next chit drawn will be affected. The next chit is resolved as follows, depending on the type of chit drawn:

- Event Chit or Friction of War Chit: the chit is simply canceled and discarded with no possible effect (including the Default Event).
- Fog of War Chit: roll on the Fog of War Table and apply both results, one after the other. In case two Battlefield Chaos results are rolled, simple mark the second affected hex with any odd spare counter.
- Any Activation Chit: the formation may activate but the activation die roll is automatically a "1" result.

The Friction of War Chits represent the physical disintegration of the battlefield and the psychological disintegration of the participants. As the battle proceeds, the accumulated casualties, damage, smoke, mayhem and overall confusion accelerates and makes effective battle planning for both sides even more problematic.

4) Division and Corps Activation Chits

When any Activation Chit is drawn (Division or Corps), the owning player rolls one die on the Command Table using the column indicating the Command Rating for that General (as shown on the drawn chit). This will give one of four possible results which will indicate the level of activation allowed by the General's formation.

- **No Orders:** the Division or Corps General may not activate any units.
- Slow Orders: a Division General activates all units of *one Brigade* in his *Division* -OR- one Brigade of Division Artillery from his Division may issue Fire Combat; a **Corps General** activates all units of *one Brigade* in his Corps -OR-

one Brigade of Corps or Division Artillery may issue Fire Combat.

• **Timely Orders:** a Division General activates all units of his Division with one Order* -OR- one Brigade of Division Artillery from his Division may issue Fire Combat; a **Corps General** activates all units of one Division in his Corps with one Order* -OR- one Brigade of Corps or Division Artillery may issue Fire Combat.

*Divisions under One Order: All units of the active Division must be given only one Order and they all activate together under that Order's parameters. Units of the Division can be activated in any order, regardless of Brigade affiliation.

 Efficient Orders: a Division General activates all units of his Division with separate Orders for each Brigade** -OR- one Brigade of Division Artillery from his Division may issue Fire Combat; a **Corps General** activates all units of one Division in his Corps with separate Orders for each Brigade** -OR- one Brigade of Corps or Division Artillery may issue Fire Combat. In both cases, the player may opt to apply a "Timely Orders" result instead (if he wishes the Division to activate together as one group).

**** Divisions under Multiple Orders:** Each Brigade in the Division is activated separately and each can be given a different Order than another Brigade from the same Division. Select a Brigade, assign it an Order and activate all its units to conclusion (steps 1 through 5 below). Then select another Brigade from that Division, activate it to conclusion as well and so on. Only units organizationally part of the drawn General's Division or Corps can be activated. In the case of Buford's Union Cavalry Division, it can be activated with either Corps Activation (Ist or XIth Corps).

Note that activated Artillery units may only conduct Fire Combat during this phase – they may not Move or Rally.

When an Activation Chit is drawn and allows any activation to occur, the owning player will conduct an Activation Phase only with the activated units.

Example: the "Hill" Activation Chit is drawn and handed to the Rebel player. He rolls one die, referencing the "Poor" column of the Command Table. He gets lucky and rolls a "5", which is a "Timely Orders" result. This means that A.P. Hill has done a decent job of getting his messages out to the proper sub-commanders. Since this is a Corps-level chit, the "Timely" result means that the Confederate player can pick any one Division that is part of III Corps and in the game at the time (so Heth or Pender) or he may fire any one Brigade of Artillery from III Corps (Pegram or McIntosh). He picks Heth's Division and assigns it an "Attack" Order. This means that all units on the map with the "HE" designation activate together as one formation under an Attack Order. All units in Heth's Division conduct all five steps of the Activation Phase (section G) together and sequentially (i.e., all issue Fire Combat, then all Move, etc.)

G) ACTIVATION PHASE

The Activation Phase is conducted only by the units that are activated

per the drawn Division or Corps Activation Chit and by the result of the subsequent die roll on the Command Table. The owning player will proceed through one or more of the following steps in order to conduct actions with his activated units. Each step is described in further detail in the body of the rules.

- 1. Order Step: The active player identifies which Brigade or Division is being activated and then assigns one of three Orders to the formation - Attack, Defend or Maneuver. The Order's abilities and limitations apply to each unit in that Brigade/ Division throughout the remainder of the phase.
- 2. Fire Combat Step: Units with an Attack or Defend Order may now issue Fire Combat (see that section for more details). Resolve each combat to its conclusion.

Important: Note that Fire Combat is conducted before Movement and Assault Combat! Also note that issuing Fire Combat does not prevent a unit from moving in the Movement Step nor from attacking in the Assault Combat Step (assuming it is under an Attack Order, of course). So units must be positioned for firing one turn in advance.

- **3.** Movement Step: All units, regardless of their Order, may conduct Movement. The exact distance moved and the ability to Engage is dependent on the actual Order assigned. See the Movement section for details on how to move units.
- Assault Combat Step: Only units that are under an Attack Order and that are currently adjacent to an enemy unit may

now conduct Assault Combat. See the Assault Combat section for details on how to resolve this combat.

5. Rally Step: Only "Shaken" and "Broken" units that are part of the active formation with a Defend Order (only) may conduct this step.

H) ORDERS

The active player identifies which Brigade or Division is being activated and then announces (assigns) one of three Orders to the Brigade or Division. The Order's abilities and limitations (see below) apply to each and every unit in that Brigade or Division throughout it activation. If an entire Division is activated with only one Order, then all units of that Division are governed by that Order. The Order given a Brigade/ Division allows its units to do certain actions and also prevents them from doing other actions.

1) Attack

This order is used to close with the enemy. Units may issue Fire Combat (section I). The Movement Allowance is 5 MP (8 MP for Mounted Cavalry units) and units may Engage (section J). Eligible units may conduct Assault Combat (K). Rally is not allowed (section L).

2) Defend

This order is used to ready your troops and issue a steady volley fire while also allowing the units to rally. Units may issue Fire Combat and also receive a *one-shift-right* benefit. The Movement Allowance is only the minimum allowance (2 hexes on a Pike/Lane or 1 hex otherwise). Units may Engage an enemy unit and may Rally. Units may not attack in Assault Combat.

3) Maneuver

This order is used strictly to move troops around quickly with no intention of encountering the enemy. Units may only move with a Movement Allowance of 8 MP (12 MP for Mounted Cavalry). Units may not Engage, Rally or conduct any kind of combat.

I) FIRE COMBAT

Activated units under an Attack or Defend Order may issue Fire Combat during the Fire Combat Step. Artillery units may fire during the Special Artillery Activation Phase. All units can also fire with the use of the Default Event. An eligible unit wishing to issue Fire Combat must first select an eligible enemy-occupied target hex within Range and Line of Sight. *Mounted* Cavalry may not issue Fire Combat.

1) Range

The firing player counts the number of hexes between the firing unit and its intended target hex, including the target hex itself. He then cross-references the distance measured with the type of unit firing. Fire Combat is not allowed if the actual Range is greater than the largest number shown for "Long" Range. All Infantry and Dismounted Cavalry use the same row while Artillery is divided into Rifled Guns (R), Smoothbore Guns (S) and Mixed Guns (M). Artillery firing at "Canister" Range gets a positive column shift modifier while all units that fire at "Long" Range get a negative column shift modifier. In addition, "M" Artillery at "Effective" and "Long" Ranges get an additional negative column shift.

2) Line of Sight (LOS)

If the firing unit has a target hex within Range and the target is two

or more hexes away, it must also be able to "see" that target hex. To determine LOS, draw an imaginary line from the center of the firing unit's hex to the center of the target unit's hex. The LOS can be Blocked (preventing the fire entirely) or Obscured (reducing the effectiveness of the fire) depending on the situation. In the cases below, "intervening" means appearing between the firing hex and the target hex and also touching the LOS at any point (even along a hex edge). Also any reference to "units" means units from either side. The relative Elevation Level of the firing units, target hex and any intervening hexes is important when determining LOS.

a. Firing unit and target hex are at the same elevation.

⇒ i. Intervening Town, Woods or Units that are at the same level as both the firing/target units will Block the LOS (i.e., the Fire Combat is not allowed at this target).

Ex: hex 1309 to hex 1311; if a unit is in 1717, then it blocks fire from 1617 to 1818; fire from 2420 to 1724 is Blocked by the Woods in 2121 because the LOS passes through that hex and all relevant hexes (firer, target and intervening terrain) are at the same elevation.

⇒ ii. Intervening Town, Woods or Units that are lower than both the firing/target units will Obscure the LOS. Note that there is a separate column shift modifier for the terrain being fired over and a unit being fired over.

Ex: hex 2420 to hex 1925; if a unit is in 2623, then it Obscures fire from 2621 to 2624.

iii. Any intervening terrain elevation, whether occupied by terrain/units or not, that is higher than both the firing/ target units will Block the LOS.

Ex: hex 2118 to hex 2120.

b. Firing unit at lower elevation than the target hex.

▷ i. Intervening Town, Woods or Units that are lower than both the firing/target units -or- lower than just the target unit will Obscure the LOS.

Ex: unit firing from hex 1209 to hex 1611 (Woods are lower than both); unit firing from 1213 to 1611 and a unit is in 1412.

ii. Any intervening terrain elevation, whether occupied by terrain/units or not, that is higher than both the firing/ target units −or- at the same level as the target hex will Block the LOS.

Ex: a unit cannot fire from 1618 to 1514 (hex 1617 is higher than both); unit firing from 1714 to 1717 is Blocked by 1716 (it's the same level as 1717). Important – units on lower elevation terrain can only fire at higher targets if those targets are at the "edge" of the hills. Elevations are represented as "wedding cake style" hills and ridges.

C. Firing unit at higher elevation than the target hex.

i. Intervening Town, Woods or Units that are lower than both the firing/target units −or- lower than just the firing unit will Obscure the LOS.

Ex: unit firing from hex 1611 to 2309 is Obscured by Woods in

2109 (if a unit was in 2210, it would be Obscured by that as well); unit firing from 1417 to 2017 is Obscured by Woods in 1917 (they are lower than the firing unit and at the same level as the target).

⇒ ii. Any intervening terrain elevation, whether occupied by terrain/units or not, that is higher than both the firing/ target units –or- at the same level as the firing unit will Block the LOS.

Ex: unit firing from 1711 to 1510 is Blocked by hex 1611 (higher than both the firer and target); unit firing from hex 1317 to hex 1913 is Blocked by 1417 (same height as firer). Again, this is important – units on higher elevation terrain can only fire at lower targets if the firing unit is at the "edge" of the hill.

d. Target hex is Town or Woods.

☞ The LOS is Obscured when firing into Town or Woods.

Note again that the LOS can be Obscured up to three separate times, yielding a total of three column shifts. Once for firing over obscuring terrain (regardless of the number of features), once again for firing over units (regardless of how many units) and finally for the target itself being in obscuring terrain.

3) Strength Points (SP) Firing

If the target hex is within Range and LOS, then count up the number of SP firing from the firing hex. Consult the Combat Results Table (CRT) and find the column containing the total SPs firing. *Note however that the «10+» column is the highest starting column possible, so all SP grea-*

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						STRE	NGTH F	POINTS	;				-
B/W Roll	1	2	3	4	5	6-7	8-9	10+	*	**	***	****	*****
11 (+3)	NE	NE	NE	NE	NE	NE	NE	NE	NE	E	R	R	Т
12 - 14	NE	NE	NE	NE	NE	NE	NE	NE	E	E	R	R	Т
15 - 21	NE	NE	NE	NE	NE	NE	NE	E	E	R	R	Т	Т
22 (+2)	NE	NE	NE	NE	NE	NE	NE	E	E	R	R	Т	S
23 - 25	NE	NE	NE	NE	NE	NE	E	E	R	R	Т	T	S
26 - 32	NE	NE	NE	NE	NE	E	E	R	R	Т	Т	S	S
33 (+1)	NE	NE	NE	NE	NE	E	E	R	R	Т	Т	S	S
34 - 36	NE	NE	NE	NE	E	E	R	R	Т	Т	S	S	С
41 - 43	NE	NE	NE	E	E	R	R	Т	Т	S	S	С	С
44 (-1)	NE	NE	NE	E	E	R	R	Т	Т	S	S	С	С
45 - 51	NE	NE	E	E	R	R	Т	Т	S	S	С	С	С
52 - 54	NE	E	E	R	R	Т	Т	S	S	С	С	С	С
55 (-2)	NE	E	E	R	R	Т	Т	S	S	С	С	С	С
56 - 62	E	E	R	R	Т	Т	S	S	С	С	С	С	С
63 - 65	E	R	R	Т	Т	S	S	С	С	С	С	С	С
66 (-3)	E	R	R	Т	Т	S	S	С	С	С	С	С	С

ter than 10 are essentially wasted. If there are different types of units in the firing hex firing at the same target, **then add the SP together** into one total. More than one unit may fire from the hex at different targets but a unit may not split up its SP against multiple targets.

4) Column Shifts

Starting with the CRT column as determined above, adjust left and/ or right from that column per the Fire Combat Column Shift Table. If there are multiple units firing, apply any unique shifts that each one would contribute and accumulate them all to get a net shift. Do not apply shifts per unit – apply an applicable shift to the entire SP total if any single unit qualifies. In the case of different shifts for the same characteristic, use the worse shift. For example, if all units in a stack are firing at "Long Range", only a single "<-2" shift applies. In the case of two types of «Canister» being fired from the same hex, only use the single worst shift for the fire. After applying any shifts, the

final resulting CRT column is the one used for the Fire Combat resolution. If the column shifts end up to the left of the «1» column, the fire is resolved on the «1» column anyway. Likewise, adjustments to the right of the "*****" column are resolved on that column.

5) Fire Combat Resolution

The firing player will roll all three dice. The **black and white** dice will give a two-digit number from **11 to 66** with the black die number read first and the white die number second (don't touch the **red** die – you'll need that later). This black/ white number is then cross-referenced with the CRT column being used. The column entry is the type of Cohesion Test that the targeted unit(s) must take, as follows:

- NE = No Effect
- E = Easy Cohesion Test
- **R** = Routine Cohesion Test
- **T** = Tough Cohesion Test
- **S** = Severe Cohesion Test
- **C** = Critical Cohesion Test

Cohesion		FIRE COMBAT COHESION TEST							
lest Score*	NE	E	R	т	S	C			
1 & less	NE	SH (SK2)	DP (SK3)	DP + SK2	DP + SK3	DP + SK3			
2	NE	SH (SK2)	SH (SK2)	DP (SK3)	DP + SK2	DP + SK3			
3	NE	SH (SK1)	SH (SK2)	DP (SK3)	DP + SK2	DP + SK3			
4	NE	SH / SK1	SH (SK1)	SH (SK2)	DP (SK3)	DP + SK2			
5	NE	SH / SK1	SH (SK1)	SH (SK2)	DP (SK3)	DP + SK2			
6	NE	NE	SH / SK1	SH (SK1)	SH (SK2)	DP (SK3)			
7	NE	NE	SH / SK1	SH (SK1)	SH (SK2)	DP (SK3)			
8	NE	NE	NE	SH / SK1	SH (SK1)	SH (SK2)			
9	NE (FF)	NE	NE	SH / SK1	SH (SK1)	SH (SK2)			
10	NE (FF)	NE (FF)	NE	NE	SH / SK1	SH (SK1)			
11	NE (FF)	NE (FF)	NE (FF)	NE	SH / SK1	SH / SK1			
12 & more	NE (FF)	NE (FF)	NE (FF)	NE (FF)	NE	NE			

6) Cohesion Test

The red die is now used to help determine the result of the Cohesion Test caused by the Fire Combat. Note that this red die is applied individually to all units that are in the target hex (if more than one target unit is present). Also note that even a «No Effect» result must be checked on the corresponding Cohesion Test column as there may be an opportunity for a Firefight (FF) result.

- Consult the Fire Combat Cohesion Test Table and find the column that corresponds to the type of Cohesion Test required.
- b. Take the result of the red die and add the target unit's CR to the roll. This is the Cohesion Test Total. Keep in mind that each unit in the target hex must test separately but off of the same red die result. Units in the same hex could therefore end up with different effects from the same fire.

Important Reminder! A unit's CR value can be affected by a Shaken marker and sometimes an Event Chit. But most often its Unit Support status will reduce its CR and this aspect of the system is easily overlooked. Review the "Unit Support" rule of the Cohesion Rating section (A-2-e) each time a unit needs to refer to its CR.

- C. Check the original black/white die roll. If it was a «doubles» result, further modify the Cohesion Test Total by the red plus/minus number listed in that row. For example, a roll of "22" will modify the Cohesion Test total by "+2".
- **1**. The indicated Cohesion Test result is applied to the testing unit as indicated. If there are any choices offered, the owning player of the testing unit makes the decision. The results are read as follows:

x / **x** = the unit chooses *either* **the left result or the right result** to apply to the unit.

x (**x**) = the unit *must* **do the left result** and may also do the right result if the player wishes.

x + **x** = the unit *must* do both results.

Example: a result of "SH / SK1" is read as "the unit is Shaken or it may Skedaddle one hex". A result of SH (SK1) is read as "the unit is Shaken and may also Skedaddle one hex if it wishes". A result of "SH + SK1" is "the unit is Shaken and must Skedaddle one hex".

Result codes ("x") are detailed as follows:

- **NE** = no effect on targeted unit.
- NE (FF) = no effect and in addition the targeted unit may Firefight. This is done by the targeted unit issuing its own Fire Combat back at the original firing unit, if eligible. This is resolved immediately using normal procedures and may even result in a string of Firefight results (there is no limit to these).
- **SH** = the target unit is Shaken. Place a "Shaken" marker under the unit. If the unit is already Shaken, then remove the marker and apply a "DP" result instead (see below).
- **SK#** = the target unit must Skedaddle (retreat) the number of hexes indicated. Retreating is governed as follows;

The distance retreated is given as the **number of hexes** that must be moved - *do not count the normal MP cost of the hex terrain entered.*

The retreating unit must increase the distance between itself and the enemy unit that caused the Skedaddle result with each hex retreated, unless impossible to do so due to being forced into an enemyoccupied hex or the map edge. The retreating can never enter the same hex as an enemy unit nor move off the map. In these cases it can move elsewhere but must at least maintain the same distance from the enemy. If the unit can increase the distance but by doing so it would Engage another enemy unit, then it must Engage that unit.

The retreating unit cannot Engage an enemy unit unless it is not possible to avoid such a move (see above). For each Engagement hex entered, the retreating unit will apply a "Shaken" result. There is no Disengagement effect.

If a retreating unit cannot possibly continue moving per the above parameters (for example, it is surrounded by enemy units) then it is immediately Broken.

Panic Test: Any friendlyoccupied hex that the retreating unit enters during its retreat move must take a Panic Test. Note that this does not include units that also just retreated from the same result. For each unit in the entered hex, roll one die and compare it to the unit's CR. Consult the Panic Test Table on the player aid for the results, which are applied immediately. This can cause a chain of Panic Tests!

A retreating unit may not stop in a hex that will be overstacked – it must continue moving.

• **DP** = the target unit is Depleted and must flip over to its Battleworn side while *removing any "Shaken" marker* it might have. If already on its Battleworn side, it must immediately roll on the Break Test Table and apply that result. After applying all results in the hex, if a unit is Broken by the test, other friendly units in the same hex must immediately roll on the **Panic Test Table** and apply the indicated result.



It is important to note that a unit is not automatically eliminated if it gets a DP result while on its Battleworn side. Instead, it must take a Break Test each time to determine if it is Broken and removed. The only exception is the "Broken" result in Assault Combat.

Fire Combat Example: The Confederates have advanced and taken a foothold on the western spur of McPherson's Ridge. Davis' Brigade is positioned with its "5-3" in hex 2021 and the "6-2" in hex 2121. *Opposing them is an ad-hoc force* consisting of a "3-4" dismounted cavalry unit from Devin's Brigade in hex 2119 and the "7-5" from Meredith's Iron Brigade in hex 2220. The Rebel player has drawn Heth's Division Activation Chit and rolled a "Timely Orders" on the Command Table. He selects "Defend" as the Order for the entire Division. Davis' men are the only units within range of the enemy so during the Fire Combat Step they open fire. The Rebel player first has the "5-3" unit fire on the Union dismounted cavalry. He starts the combat on the "5" column of the CRT. Applicable column shifts are: Long Range (<-2), Defend Order (1->) and Target is Dismounted Cavalry (<-1). That is a net shift of "<-2" and puts the combat on the "3" column. The Rebel players rolls all three dice and gets black "2", a white "2" and a red "5". He reads the "22" row and the result is "NE". He then goes to the Fire Combat Cohesion Test Table and checks the red die total, which will "5 (die roll) + 3 (the CR of the cavalry reduced by one for not having Unit Support) + 2 (the modifier from the CRT for rolling doubles). This is a net result of "10", which shows a result of "NE (FF)". That means the cavalry can fire back immediately. It does so at Long Range (<-2). The result ends up being an "NE" and nothing further happens. The Rebel player then resolves his next Fire Combat and the "6-2" takes a shot at the Union unit in 2119. The starting column on the CRT is "6-7" and the shifts are: Long Range

(<-2), Defend Order (1->), Firing Over Woods (<-1) for the 2121 hexside and Target in Woods (<-1). That's a net shift of "<-3" and moves the combat to the "3" column. This time the Confederate player rolls much better, getting a black/ white "64" and red die of "1". This is an "R" result (Routine Test) and the net Cohesion Test row is "5" (1 + 4, as Meredith also has no Unit Support). The Cohesion Test result is "SH (SK1)". The Union unit is given a "Shaken" marker and it must decide if it wishes to Skedaddle one hex away. The Union player opts to retreat the unit into hex 2219 which is a sheltered depression. contains no other Union unit (which would have forced a Panic Test by that unit) and where he can possibly safely Rally the unit in a future activation.

J) MOVEMENT

Regardless of a unit's Order, it will be allowed to conduct some kind of movement. The actual allowance depends on the Order assigned. Remember again that whether units conducted Fire Combat or not is irrelevant to movement.

1) Movement Allowances:

Each Order dictates the Movement Allowance of the units governed by that Order. The Movement Allowance is the total amount of Movement Points (MP) that can be expended by a unit as it traverses each hex. The cost in Movement Points for each hex depends on the hex's terrain type.

- **a.** All hexes are 1 MP except as noted below.
- **b.** Woods = 2 MP. However, Artillery and Mounted Cavalry

must also then stop their movement upon entering a Woods hex. They may leave the hex during a following activation but again must stop upon entering a Woods.

- C. Cross Up Slope or Flowing Stream hexside = +1 MP to cross. This costs 1 MP in addition to the normal cost of the entered hex. Note that moving down a Slope hexside or entering a Dry Stream hex does not cost an additional MP. Exception: Rocky Creek costs +2 MP to cross.
- I. Cross Up Steep Slope = +2 MP to cross. This costs 2 MP in addition to the normal cost of the entered hex. Note that moving down a Steep Slope does not cost an additional MP.
- 8. Roads (Lanes and Pikes) = Lanes and Pikes cancel the regular MP costs of other terrain in the hex (ex: moving Up Slope while moving along a Lane would not cost +1 MP. note that Pikes are represented with a wider road graphic than Lanes), with a minimum cost of 1 MP. Railroad hexes count as Lane hexes. Movement «along» a Lane/Pike is from one Lane/ Pike hex to another graphicallyconnected Lane/Pike hex. But this only applies if no more than 10 SP is in the hex. If more than 10 SP is in the Road hex. then the unit must instead pav the normal cost of the hex terrain.
- Pike March Order = 1/2 MP when moving from one Pike hex to a connected Pike hex, but note that same 10 SP stacking limit applies as above. This simulates road-march and effectively doubles the speed of a unit

utilizing it. Exceptions: Pike March Order may not be used in a Town hex (Gettysburg's streets were severely congested with refugees, etc.). Also, any one unit, regardless of size, may itself use the Pike March Order rate (so a unit of 12 SP could march along the Pike as long as it does not stack).

J. Minimum Movement: there is a minimum movement allowed of 2 hexes along a Lane or Pike and 1 hex in all other terrain. A player can always have a unit use this rather than the normal MP costs. However, stacking limits can never be violated in any case (see below).

Note that crossing a normal Elevation Line along a hexside that does not includes a Slope or Steep Slope graphic does not cost any additional MP to cross. These height changes are gentle enough that they don't hinder a unit's movement.

2) Stacking Limit

Only a certain total number of SPs may be stacked in the same hex at the end of any unit's movement. Any number of SPs may pass through a hex, but the SP allowance cannot be exceeded when a unit ends in a hex. The maximum SPs allowed are:

➢ Town hexes and Pike March Order eligibility = 10 SP

▷ All other hexes = 20 SP

Pursuant to the above limits, *a single unit counter* may always be in a hex regardless of its SP size.

3) Engagement

When a unit moves adjacent to any enemy unit, this is called Engage-

ment. This is an important concept in the game, as engaging an enemy means the unit is committed to a close combat with the enemy, which can take the form of short-range firefights and/or actual assaults. In either case, the unit is entering a danger zone.

- **a.** An Infantry or Cavalry unit may only voluntarily move adjacent to an enemy unit if it is under an Attack or Defend Order. Under a Maneuver Order. it must remain at least two hexes away from all enemy units. In the case of Artillery units, *they* have an Engagement distance of two hexes, meaning they must remain at least three hexes *away* from an enemy unit during voluntary Movement. Units may begin their movement from a shorter distance (or remain where they are if they opt not to move) but must adhere to the restriction if they do move. Retreating units also ignore this restriction.
- b. Engagement Fire: Immediately after a unit moves adjacent to one or more enemy-occupied hexes, each of those hexes may issue Fire Combat (resolved normally) at the moving unit as long as they are themselves not currently Engaged by an enemy unit (other than the moving unit). If an enemy unit is adjacent, then the non-moving unit may not issue Engagement Fire.

➢ Engagement Fire is not performed if an enemy unit Retreats next to the unit due to a Skedaddle result. Instead, the retreating unit is simply given a "Shaken" marker (see the "SK#" result under H-6-d). ➢ Engagement Fire is not issued in the case of Attacker Breakthrough (J-9) movement.

There is no limit to how many Engagement Fires a unit may issue in a turn. A unit may opt to not issue Engagement Fire if it wishes (but if the moving enemy remains adjacent, the non-firing unit is still considered to be Engaged to it!).

⇒ If the moving unit does not Skedaddle and is not Broken from the fire, it may continue moving. If it again enters a hex adjacent to an enemy unit (even this same one) then it will again get Engagement Fire (if eligible).

Example: The Rebels have occupied hexes 1716 and 1817 and the Union player needs to slow down the advance. He decides to move a unit into hex 1816 to challenge the Confederates. As soon as he moves there the Rebel player issues Engagement Fire with both units. resolving their fire in any order. Assuming the Union unit does not Skedaddle or become Broken, then it has successfully "pinned" the two Rebs and the Union player could move another of his units into hex 1715 without any Engagement Fire being issued aaainst it.

Note that Engagement Fire is the price that's paid for maneuvering your unit up to the enemy and challenging him. It is basically defensive fire or, more accurately, approach fire. Players can exercise some clever tactical maneuvering when advancing on the enemy by carefully executing the right sequence of engagements so as to "tie-up" the enemy with pinning forces and thus provide your assault forces with an un-harassed attack zone. The concept of "Engagement" is an important one in this design. Moving adjacent to the enemy is essentially locking the unit into close combat with that opponent. This close combat can take the form of short-range firefights, probing attacks and even actual bayonet charges. In any case, it is a stressful, dangerous and lengthy process to extricate a unit once engaged with the enemy.

C. Disengagement: If a unit is adjacent to an enemy unit and wishes to move out of that hex (at any time during its normal move and regardless of its destination) it may do so but the first hex it enters will cost *two additional Movement Points* (+2 MP). This applies even if the moving unit remains adjacent to the same enemy. Also note that *this does not apply to Retreating units*!

Important Note! Also remember that Artillery which is Engaged with an enemy unit cannot move away using Disengagement.

- **d. Off-Map Movement:** Units may be *voluntarily* moved off the game map from any map-edge hex, but must then re-enter only from that same hex as a Reinforcement (use any marker as a reminder). It costs 1 MP to leave the map regardless of the terrain cost of the exiting hex.
- **8.** Reinforcements Movement: Units that are scheduled to arrive during a Game Turn as Reinforcements are placed at the start of that turn just off-map next to the hex from which they will enter. If more than one

unit is arriving, make a stack of any size (the stacking limit is ignored while off map). When the formation representing the Reinforcements is activated for movement, move each unit onto the map with the entry hex as the first hex of movement. Off-map units that do not get activated for movement remain off map. If the entry hex is enemy-occupied, the reinforcements are delayed one *Game Turn* and then are entered in the map edge hex nearest the original entry hex during the next Game Turn (owning player's choice if more than one hex qualifies).

Note that Reinforcing units move from their off-map stack onto the entry hex normally – it does not matter how many units moved before them. They are not lined up "in road column" as in many other games. This is done basically for simplicity and to speed up play. If players want to instead line up units off map and calculate the "phantom" hexes moved through, please do so at your convenience.

 Mounted and Dismounted Cavalry: the Union Cavalry units have a Dismounted side (with the infantry graphics) and a Mounted side (with the horse graphics).

Dismounted Cavalry is treated in all ways as Infantry, except that it may not attack in Assault Combat (it may defend normally) and it may even withdraw before the Assault Combat.

➢ Mounted Cavalry may use the higher Movement Allowance when under an Attack or Maneuver Order. However, it may not issue Fire Combat. ⇒ If a Cavalry unit wishes to change from Mounted to Dismounted or vice versa, it must do so at the start of its Movement and it will cost half (rounded up) of its starting Movement Allowance. The unit may then continue with the movement normally, using the remaining MA.

Cavalry units are *always Battleworn* - they do not have a Fresh side. So whether Mounted or Dismounted, if the unit takes a Depletion result it will not flip over. It must instead immediately take a Break Test.

Movement Example: It's the 2:00 pm turn and Pender's Division is arriving this turn. During the Chit Pull Phase, the Pender Division Activation Chit is drawn. Pender has an "Average" Command Rating and the player rolls a "2", which is "Slow". He can therefore only select one of Pender's Brigades to bring on and picks Lane's Brigade of two units. They are placed directly onto hex 1626 and he chooses a "Maneuver" Order. The player moves the "9-4" unit first and it has a Movement Allowance of "8 MP". It enters hex 1725 for ½ MP and then wants to enter 1724 but Brockenbrough's Brigade is sitting in that hex. Because the total SP in the hex would be over 10 SP. Lane's unit can't use the Pike March Order rate and must spend 2 MP to enter (1 MP for the Clear hex and +1 MP for going up a Slope hexside). It then continues on to 1824 for 1/2 MP -> 1823 for 1/2 MP -> 1922 for 1/2 MP -> 2022 for 1 MP. The Rebel player wants to get the unit into hex 2121. but that would cost 4 MP (2 MP for the Woods and +2 MP for the Steep Slope) and he





does not have enough movement left. Instead, the unit moves to 2122 for 2 MP and then finally to 2223 for the last MP. He then moves Lane's other unit (the "8-4") in the same manner but stops at hex 2122.

K) ASSAULT COMBAT

Only activated units under Attack Orders and which are currently Engaged with an enemy unit may initiate Assault Combat (exception: some Event Chits allow Assault Combat as well). An eligible unit or stack of units wishing to attack in Assault Combat must select one adjacent enemy-occupied hex as the target (defender) of the attack. Assault Combat is resolved in a similar fashion to Fire Combat, but with some key differences. Most importantly is that both players will be rolling their dice on the CRT simultaneously and matching up those results to determine the net outcome of the assault.

1) Attack Declaration

The active player declares all of his attacks for the phase. Each eligible attacking hex (the Assault Hex) may attack one adjacent target hex (the Defending Hex). A single Defending Hex can only be the target of one Assault Combat per phase, but multiple attacking hexes can be directed against it (see Attack Support). Attacking units so committed cannot change their target hex later in the phase. Artillery units and Dismounted Cavalry units may never declare an Assault Combat attack but may defend normally.

2) Attack Support

Multiple attacking hexes can attack the same Defending Hex after the Assault Hex is declared as long as they themselves are not "pinned" by other enemy units. «If an active unit(s) is adjacent to another enemy unit (not the Defending unit itself) and that enemy unit is not a declared target of a different attack, then the adjacent active unit may



not be added into the Assault Combat as **Attack Support**. If the supporting unit hex is not adjacent to an enemy or that enemy is already the target of another assault, then the Attack Support can be declared and the units in the eligible hex can be added together with the original Assault Hex. Units may only Attack Support one combat per phase.

3) Cavalry Withdrawal

At this point, any Cavalry units in the Defending Hex may opt to withdraw automatically before the combat begins. Mounted Cavalry units may immediately move up to three hexes away from the attacking unit(s); Dismounted Cavalry may move up to two hexes away. Withdrawing units must increase the distance from their attackers with each move in the same way as a Retreat move. Note however that this is not the same as a Skedaddle move - it will not cause a Panic Test. If this withdrawal leaves the Defending Hex vacant, the attackers may conduct Attacker Breakthrough normally.

4) Assault Combat Strength

The SP of all attacking units (in all hexes) are added together to determine the starting SP column used on the Combat Results Table. This includes unit in the Assault Hex and all eligible Attack Support hexes. *Note again that the «10+» column is the highest starting column possible.*

5) Defending Hex Combat Strength

Only units in the actual Defending Hex of each attack have their SP added together to determine the starting SP column used on the Combat Results Table.

6) Column Shifts

Each player finds his starting column on the CRT (as determined above) and then adjusts left and/or right from that column per the Assault Combat Column Shift Table in the same manner as Fire Combat. After making any shifts, the final resulting CRT column is the one used for the Assault Combat resolution. If the column shifts end up to the left of the «1» column or the right of column "****", use those columns. Some shifts require further explanation:

- **1.** Odds SP Advantage: the side that has the greater number of eligible SP in the combat checks to see if the differential is at least 3:2 in his favor (ex: 12 SP vs. 8 SP). If so, then the exact ratio is calculated and the appropriate column shift applies to the superior SP side only (up to a maximum of 3:1 odds). Only the single most advantageous shift is made for the superior side. Odds calculations are always rounded down to the next lower ratio.
- **b.** CR Superiority: Compare the CR values of the single largest-SP unit in the Assault Hex (only) to the CR of the single largest-SP unit in the Defending Hex. If more than one unit qualifies, the owning player chooses the unit. The side with the larger CR will get one column shift right for each difference in the ratings. Note that Attack Support units are not considered for this shift.
- **C.** Lone Artillery: An Artillery unit that is attacked without at least 1 SP of Infantry or Dismounted Cavalry stacked in its hex is considered to be Lone Artillery. The attacking side will gain a threecolumn-shift bonus in this case.
- **d**. Up Slope / Up Steep Slope Hexside: If attacking units from the Assault Hex or Attack Support hexes are at a lower elevation than the Defending Hex and the intervening hexside is a Slope or Steep Slope hexside, then apply the indicated column shift *for each such hex*.
- **e.** Flank Attack: If units are attacking the same defending hex from three or more hexes, the assaulting units will gain a two-column-shift right.

Example: If the Rebels are assaulting Blocher's Knoll (hex 1611) from hexes 1510 and 1610, all both hexes are attacking up Steep Slope hexsides. Therefore, the total columns shift just for this modifier would be four columns left.

7) Assault Combat Results:

After determining their final CRT column, each player will simultaneously roll his black/white dice (only) to resolve the combat. This is handled in the same manner as with Fire Combat resolution except that there is no Cohesion Test Result against an opposing unit. Instead, the players will consult the **Assault Combat Results Matrix** for the net result of the combat. The red die is only used if a "Close Fight" results occurs and that is also when any "doubles" modifier would be applied to the opposing player's die roll.

8) Assault Combat Results Matrix:

Both players find the Cohesion Test result they scored from the CRT on the appropriate line of the Assault Combat Results Matrix. They cross-reference the two results to get the net Assault Combat Result. Results are read and applied in the same manner as with Fire Combat results, with these additions:

☆ A: = Attacker Affected. Each attacking unit in the Assault Hex (only) applies the listed result. Attack Support units (if any) are unaffected.

▷ **D:** = Defender Affected. The defending units in the *Defending Hex* each apply the listed result.

Sroken = the affected unit(s) is immediately Broken. Place the unit in the Broken area. Note that in this case, the unit does not take a Broken Test – *it is automatically Broken*. **Close Fight** = the units are locked in a grueling melee! Each player rolls their red die for each unit involved in the Assault Combat and compares it to the units' CR. The attacker must roll for all his attacking units - even Attack *Support units!* If a player's black/ white roll resulted in a red die modifier (i.e., he rolled "doubles"), then the opposing player's red die rolls are each modified accordingly. Apply the indicated result on the Close Fight Table independently to each unit. For example, if the attacker rolled a "33", then every red die roll the defender makes on the Close Fight Table is modified by "+1".

You may notice that there is an inverse relationship with the red die roll modifiers as compared to their effect in Fire Combat - and this is intentional. In Fire Combat. the red die modifiers "power-up" the rolled result, making good rolls better and bad rolls worse. In a Close Fight, the opposite is true. This is based on the logic that if you make a good Assault Combat die roll but the enemy was still able to achieve a Close Fight result, then that will actually boost their spirits and help them overcome the initial psychological setback.

9) Attacker Breakthrough:

If at the conclusion of an Assault Combat at least one attacking unit remains in the Assault Hex (only) and there are no units remaining in the Defending Hex (for any reason), then the attacking units may Breakthrough. No more than 10 SP (or one unit of any size) may immediately enter the Defending Hex. These units must first come from the Assault Hex. If there is less than 10 SP of units in the Breakthrough hex. then Attack Support units may also advance (but again, only up to 10 SP total can Breakthrough). No Engagement Fire is allowed against units that are conducting Attacker Breakthrough. These advancing units (only) may then immediately conduct another Assault Combat attack against one adjacent enemy-occupied hex using normal procedures. Note that only these units can attack so there are no Attack Support units available. Each unit may only conduct one Attacker Breakthrough per Activation Phase, except for Mounted Cavalry. Each Mounted Cavalry may conduct up to *two* Attacker Breakthroughs per phase.

Assault Combat Example: The struggle over the Kuhn's Brickyard

	ASSAULT COMBAT RESULTS MATRIX									
DEFENDER	ATTACKER CRT RESULT									
CRT RESULT	NE E		R	Т	S	C				
NE	CLOSE FIGHT	D: SK1	D: SH+SK1	D: SH+SK2	D: DP+SK3	D: BROKEN				
E	A: SH/SK1	CLOSE FIGHT	D: SK1	D: SH+SK1	D: SH+SK2	D: DP+SK3				
R	A: SH(SK1)	A: SH/SK1	CLOSE FIGHT	D: SK1	D: SH+SK1	D: SH+SK2				
Т	A: SH+SK1	A: SH(SK1)	A: SH/SK1	CLOSE FIGHT	D: SK1	D: SH+SK1				
S	A: DP+SK1	A: SH+SK1	A: SH(SK1)	A: SH/SK1	CLOSE FIGHT	D: SK1				
C	A: BROKEN	A: DP+SK1	A: SH+SK1	A: SH(SK1)	A: SH/SK1	CLOSE FIGHT				





VP hex (2211) has reached its climax as the Rebels send O'Neal's Brigade to assault the Union defensive position on the heights above the brickyard in hex 2210. The position is held by both units of Coster's Brigade which have been devastated by enemy fire and are each on their Battleworn sides ("5-1" and "1-1"). The Confederates have O'Neal's "10-3" unit in hex 2110 and his "4-4" unit in 2109 and both have "Shaken" markers as a result of previous Engagement Fire that they suffered. When the Rebs get a Rodes Division Activation Chit and a "Slow Order" result, they give O'Neal an Attack Order. *He announces that he is assaulting* hex 2210 and the Assault Hex is 2110, with the Attack Support hex being 2109 (which can participate as there are no other Union units adjacent to it). So the Confederates have a total SP of "12" ("14" SP but "-2" SP for the two Shaken markers), which starts them on the "10+" column of the CRT. They get the following column shifts: "1->" for the CR advantage (the CR of "3"

is reduced to "2" for the "Shaken" marker but the unit is supported by its other Brigade unit, despite them both being Shaken; the largest Union defender is the "5-1" and its CR remains at "1" since it is also supported), "2->" for having 2:1 odds (14 SP to 6 SP) and "<-2" for two hexes attacking up a Slope hexside. That's a net shift of "1->" and puts the Rebels on the " * " column of the CRT. The Union player starts his defenders on the "6-7" column and they remain there. Both sides roll their black and white dice simultaneously - the Confederates roll a "25" which is an "R" result and the Union roll a "32". which is an "E" result. The players ao to the Assault Combat Results Matrix and cross reference an Attack result of "R" with a Defender result of "E" and get a "D: SK1" net result. This means the two Union units must retreat one hex and they decide to split up, with one moving to hex 2310 and the other to 2309. Note that they could have both retreated to the same hex and would not cause a Panic Test to



each other! The victorious Rebels can now do an Attacker Breakthrough and decide to do so. They must then move the "10-3" unit into hex 2210 and since that is a total of 9 SP they cannot also move in the other unit as that would exceed the 10 SP maximum breakthrough allowance. The Confederate unit could now conduct another immediate Assault Combat against either hex 2309 or 2310 but the player decides not to push it too much and ends the Assault Step (note that there is no Engagement Fire against the breakthrough unit).

L) RALLY

Only "Shaken" units with a Defend Order may conduct this step along with any "Broken" units belonging to the active Brigade/Division.

 Infantry and Cavalry units (only) with a "Shaken" marker and not adjacent to an enemy unit remove that marker automatically. Artillery units may only remove markers during the Special Artillery Activation Phase. Units may not Rally if removing the marker would cause the hex to be overstacked.

- Broken Infantry units (only) from the active Brigade/Division may attempt to return to the game. Artillery and Cavalry units may never Rally once Broken. Each eligible unit that is currently in the Broken Unit pool may roll a die against its Battleworn-side CR and then compares the result as follows:
 - *Die roll less than CR:* the unit may return to the map on its Battleworn side. Place it adjacent to any other unit in its Brigade or if none, adjacent to any other unit in its Division or if none, adjacent to any friendly unit in the same Corps. The rallied unit cannot be placed adjacent to any enemy unit.
 - Die roll equal to CR: as above but the unit is given a «Shaken» marker as well.

• *Die roll greater than CR:* the unit remains Broken.

Note that units in the Broken Unit pool are always considered to have Unit Support, so do not reduce their CR further for lack of support.

M) THE END PHASE

This phase is the last phase of the Game Turn.

- 1. Held Event Chits Step: If either player is still holding any "Hold" Event Chits, they may play any eligible ones now. If both player have chits, then the Confederate player plays one first, then the Union player, then the Confederate again and so on. *Remember – these chits cannot be used as Default Events.*
- 2. If this phase completed the last Game Turn (8:00 pm), then players will count up their Victory Points to determine a winner. If not the last Game Turn, proceed to the next Advance the Game Turn Marker Phase.

N) TUTORIAL SCENARIO

<u>Ewell Be Coming 'Round the</u> <u>Mountain (But Not Early Enough)</u>

This is a small scenario which should be played first to learn the system or when players are a bit short on playing time. It depicts Ewell's attack on the XIth Corps north of Gettysburg around Blocher's Knoll, just when Early's Division enters the fray at 3:00 pm. This scenario lasts only four Game Turns and at the conclusion of the 5:00 pm turn players will determine how many Victory Hexes they each control (note that these are not the same victory conditions as in the Main Scenario).

SETUP UNION

- VON GILSA (1 unit) 1911
- AMES (2 units) 2010 SCHIMMELF.
- 10-2 1714
- 7-2 1814
- KRZYZNM. (2 units) 2013 OSBORN
- 4S-4 (Wilkerson) –1910
- 2S-4 (Wilkerson) 1910
- 4R-4 (Wheeler) 1814
- 6S-4 (Dilger) 1814 ACTIVATION CHITS
- Howard (XIth Corps)
- Schurz (Division)
- Barlow (Division)

CONFEDERATES DOLES

- 7-4 1413
- 6-4 1414

CARTER

• 4R-3 (Reese) - 1115

ACTIVATION CHITS

- Ewell (II Corps)
- Rodes (Division)

UNION REINFORCEMENT SCHEDULE

4:00 pm

• COSTER (2 units) – Enter at 2412

OSBORN

• 4S-4 (Heckman) – Enter at 2412

ACTIVATION CHIT

Steinwehr (Division)

CONFEDERATE REINFORCEMENT SCHEDULE

3:00 pm

 AVERY (2 units) – Enter at 1006

28

- GORDON (2 units) Enter at 1006
- HAYS (2 units) Enter at 1006
- JONES (2 units) Enter at 1006 ACTIVATION CHIT
- Early (Division)

SCENARIO RULES

▶ Place the Game Turn marker with its "*Game Turn*" side showing in the **2:00** pm box on the Game Turn Track.

➢ Field of Play: Players will not use the entire map for this small scenario. Instead, the play area will be limited as follows:

- North border = map edge
- **East border** = the Hunterstown Road up to the York Pike (2106) and then down to Gettysburg (2309). Units *may* not move onto these roads.
- South border = the entire "2500" hex row. Units may not enter a hex starting with "25xx".
- West border = the Steep Slope hexsides from 1016 through 2417.

This perimeter is treated in all ways as the map edge is treated in the full game.

Hancock In Command: At the start of the 3:00 pm Game Turn, flip over the Game Turn marker to its "Hancock In Command!" side. For the rest of the scenario, the Union player may re-roll any or all Command Table die rolls (only) once each, but must keep the re-rolled result.

Special Artillery Activation Phase: The *Confederate* player will be the *first player* in this phase (instead of the Union player) and he will activate the initial Artillery Brigade, then alternate for the rest of the phase. In addition, the Union player may not activate the Wheeler or **Dilger units** (in hex 1814) during this phase of the *first turn* of the scenario (they were busy fighting Rebel units off the west edge of the play area). They may fire normally later in the turn if activated as part of a Corp Activation chit however. Starting with the **3:00 pm** turn, this restriction is removed.

So Event Chits: during the Command Decision Phase, each player may only select one Event Chit for the cup (instead of two) and will randomly add only one more Event Chit to the cup (instead of two).

➢ Friction of War Chits: These chits are not used in this scenario.

► Leader Casualties: Ignore the requirement for *Reynolds* and *Heth* to be the first casualties.

Game End: The game continues through the **5:00 pm** Game Turn at which time players will assess who won.

▷ Victory Conditions: Victory is reflected in the seizure of certain hexes only. At the conclusion of the **5:00 pm** Game Turn, both players count up how many of the Victory Hexes he controls and the player controlling the most number of these hexes wins the scenario. "Control" is granted to the player who has the last unit occupy the hex in question. *All Victory Hexes begin the scenario in control of the Union player*.

The Victory Hexes are:

Blocher's Knoll (1611) Englehart Farm (1815) Almshouse (1910) Crawford Farm (2011) Doerson Farm (2014) Pennsylvania College (2214) Kuhn's Brickyard (2211) Carrie Shead's School (2216) Paul Tate Farm (2315)

0) MAIN SCENARIO An Unexpected Encounter

This is the basic scenario for *The Devil's To Pay!* It depicts the entire first day of battle and includes, should you so choose, reinforcement options that can be added to depict some realistic and plausible "what if" units arriving to join the fighting.

Players will play the game for 12 Game Turns and at the conclusion of the last turn each will add up his total Victory Points. High score wins the game. Enjoy!

SETUP

UNION

GAMBLE (all on their Dismounted sides):

- 4-4 2420 [unit has the "6 SP" Mounted-side]
- 4-4 2119 [unit has the "5 SP" Mounted-side]
- 2-4 2019 [unit has the "2 SP" Mounted-side]
- 2-4 1918 [unit has the "3 SP" Mounted-side]

DEVIN (all on their Dismounted sides):

- 2-4 1818
- 1-4 1818
- 3-4 1717
- 4-4 1617

TIDBALL

- 2R-4 (Calef) 2420
- 4R-4 (Calef) 2021 CUTLER
- 9-3 2916
- 6-3 2817

MEREDITH

- 7-5 3114
- 8-5 3214
- 3-5 3314

WAINWRIGHT

- 6R-4 (Hall) 2915 ACTIVATION CHITS
- Reynolds (Ist Corps)
- Buford (Division)
- Wadsworth (Division)

CONFEDERATES BROCKENBROUGH

• 10-2 - 1626

DAVIS

- 6-2 1523
- 5-3 1624
- 6.2 1724

* Note that Davis' Brigade is marked as having four units, but only three are in the game (unless you use the Optional Reinforcements).

ARCHER

- 6-4 1825
- 6-4 1925

PEGRAM

- 8S-3 (Ellet/McGraw) 1624
- 4M-3 (Brander) 1724
- 4M-3 (Marye) 1724
- 4R-3 (Zimm) 1825

ACTIVATION CHITS

- Hill (III Corps)
- Heth (Division)

UNION REINFORCEMENT SCHEDULE

11:00 am

ROWLEY (2 units) – Enter at 2926

WAINWRIGHT

- 4R-4 (Reynolds) Enter at 2926
- 2R-4 (Reynolds) Enter at 2926

ACTIVATION CHIT

• Doubleday (Division)

12:00 pm

- STONE (2 units) Enter at 3314
- PAUL (2 units) Enter at 3314
- BAXTER (2 units) Enter at 3314
- SCHIMMELF. (2 units) Enter at 3312
- KRZYZNM. (2 units) Enter at 3312

WAINWRIGHT

- 3S-4 (Stewart) Enter at 3314
- 3S-4 (Stewart) Enter at 3314
- 10M-4 (Cp/Stv) Enter at 3314

OSBORN

- 4R-4 (Wheeler) Enter at 3314
- 6S-4 (Dilger) Enter at 3314 ACTIVATION CHITS
- Robinson (Division)
- Schurz (Division)

1:00 pm

- VON GILSA (1 unit) Enter at 3314
- AMES (2 units) Enter at 3314 OSBORN
- 4S-4 (Wilkerson) Enter at 3314
- 2S-4 (Wilkerson) Enter at 3314

ACTIVATION CHITS

- Howard (XIth Corps)
- Barlow (Division)

3:00 pm

- SMITH (2 units) Enter at 3312
- COSTER (2 units) Enter at 3312

OSBORN

- 6R-4 (Wiedrich) Enter at 3314
- 4S-4 (Heckman) Enter at 3314

ACTIVATION CHIT

• Steinwehr (Division)

OPTIONAL REINFORCEMENTS

XIIth Corps

The Union player may attempt to bring Williams' Division of XIIth Corps plus Muhlenberg's two Artillery units into the game. Starting with the **3:00 pm** Game Turn, roll a die at the beginning of the Command Decision Phase. On a result of "6", all these units will enter the game immediately at hex 3310. If unsuccessful, roll again next turn but adding "+1" to the die roll for each turn delayed (for example, "+2" when rolling on the 5:00 pm turn). If this group enters the game, the Union player suffers a VP deduction.

If desired, the Union player may also attempt to bring in *Geary's* Division of XIIth Corps beginning the turn after Williams has successfully entered the game. Use the same die rolling procedure and all units will enter at hex 3310 if successful. As additional VP penalty will be applied to the Union player if this second group also enters the game.

WILLIAMS' DIVISION

- RUGER (3 units)
- McDOUGAL (2 units)
- MUHLENBERG (2 units) ACTIVATION CHIT
- Williams (Division)

GEARY'S DIVISION

- GREENE (2 units)
- CANDY (2 units)
- ACTIVATION CHIT
- Geary (Division)

CONFEDERATE REINFORCEMENT SCHEDULE

10:00 am

• PETTIGREW (3 units) – Enter at 1626

12:00 pm

 SCALES (2 units) – Enter at 1626

- **TO PAY**
- PERRIN (2 units) Enter at 1626
- LANE (2 units) Enter at 1626 ACTIVATION CHIT
- Pender (Division)

1:00 pm

- GARNETT (1 unit) Enter at 1626
- MCINTOSH (3 units) Enter at 1626
- THOMAS (2 units) Enter at 1626
- DOLES (2 units) Enter at 1012 and/or 1013
- O'NEAL (3 units) Enter at 1017 and/or 1018
- IVERSON (2 units) Enter at 1019 and/or 1020
- DANIEL (3 units) Enter at 1022
- CARTER (3 units) Enter at 1022

ACTIVATION CHITS

- Ewell (II Corps)
- Rodes (Division)

2:00 pm

• RAMSEUR (2 units) – Enter at 1022

3:00 pm

- AVERY (2 units) Enter at 1006
- GORDON (2 units) Enter at 1006
- HAYS (2 units) Enter at 1006
- JONES (2 units) Enter at 1006 ACTIVATION CHIT
- Early (Division)

OPTIONAL REINFORCEMENTS Early's Division

The Confederate player may have *Smith's* Brigade enter the game at hex 1006 on the Game Turn after any **Union XIIth Corps** unit enters the game map. Place it di-

rectly on the Game Turn Track as a reminder.

• SMITH (8-2)

Heth's Division

The Confederate player may have the fourth unit of Davis' Brigade (the 6-4, representing the 11th Mississippi regiment) enter the game. Starting with the **3:00 pm** Game Turn, roll a die at the beginning of the Command Decision Phase. On a result of "6", this unit will enter the game immediately at hex 1626. If unsuccessful, roll again next turn but adding "+1" to the die roll for each turn delayed (for example, "+2" when rolling on the 5:00 turn). If this unit enters the game, the Confederate player suffers a VP deduction.

• DAVIS (6-4)

SCENARIO RULES

▶ Place the Game Turn marker with its "Game Turn" side showing in the 9:00 am box on the Game Turn Track.

Special General Casualty Exceptions: For the *first* Union General Casualty roll of the game (only), *Reynolds* is automatically the casualty (regardless of the actual die roll made). For the first Confederate General Casualty roll of the game (only), *Heth* is automatically the casualty (regardless of the actual die roll made). All future General Casualty dice rolls are applied normally.

► Hancock Arrives: Beginning with the 1:00 pm Game Turn and provided that Reynolds has already become a casualty, the Union player rolls a die at the beginning of the Command Decision Phase to see if Major General Winfield Hancock arrives on the battlefield and takes overall command of the Union forces. On a result of "6", flip over the «Game Turn» marker to its «Hancock in Command!» side. If unsuccessful, roll again next turn but adding "+1" to the die roll for each «unsuccessful roll. If successful, the Union player may re-roll any or all Command Table die rolls (only) once each, but must keep the re-rolled result.

Note that if the 1:00 Game Turn is begun and Reynolds is still in the game, the Union player may not make this roll. He may only start on the Game Turn after Reynolds becomes a casualty (if ever).

Game End: the game continues through the *8:00 pm* Game Turn at which time players will assess who won. The game could end earlier if either side achieves their Automatic Victory condition.

► Victory Conditions: Players will each score Victory Points for achieving certain objectives during the course of the game. This is reflected in the seizure of certain hexes and the number of enemy casualties (there are also VP deductions if using the Optional Reinforcements). At the conclusion of the 8:00 pm Game Turn, both players add up their earned VPs according to the schedule below and high score wins the game.

- **a. Destroyed Brigades:** For each enemy Brigade that has *all* of its component counters in the Broken area, score **8 VP.** This includes Brigades with only one counter and this award is in addition to the VP awarded for Enemy Casualties. Do not include Optional Units unless they've entered the game.
- **b.** Enemy Casualties: For every enemy SP in the Broken area at

the end of the game, score **1 VP**. Use the Fresh side SP for this calculation, except for Cavalry units, in which case use their Mounted SP side instead.

- 6. Controlled Hexes: For each hex listed below that your units currently occupy or your units were the last to occupy or pass through, award the listed VP at the end of the scenario. Note that all VP hexes begin the game under Union control. McPherson Farm (2021) = 2 VP Lutheran Seminary (2317) = 3 VP Mrs. Schulz Farm (2517) = 4 VP McMillan Farm (2818) = 5 VP Bliss Farm (3216) = 8 VP Enalehart Farm (1815) = 2 VPAlmshouse (1910) = 3 VP Kuhn's Brickyard (2211) = 4 VP Pennsylvania College (2214) = 4 VP Paul Tate Farm (2315) = 6 VP Shaffer Farm (2106) = 2 VP Rock Creek Bridge (2407/2408) = **4 VP** (must control both hexes to score) H. Culp Farm (2509) = 6 VP
- *Culp's Hill (3108)* = **10 VP 1. Optional Reinforcements:** if either side has an Optional Reinforcement group enter the game successfully, they will **lose some VP per group**. For the Union, this is -5 VP for taking Williams' Division and another -5 VP for Geary's Division. For the Rebels, this is -2 VP for taking Smith's Brigade and another -2 VP for the 4th unit of Davis' Brigade.
- **e.** Automatic Victory: Both sides have a condition that will grant them immediate victory, regardless of accumulated VP.



If this condition exists at the conclusion of any full Game Turn, that side wins the game at that time.

- *Union* = control of **any two** of the following map edge Road hexes: 1626 / 2126 / 2326.
- Confederate = control of any one hex on Cemetery Hill (hexes 2911 / 3012 / 3112).

➢ Quick Stop Scenario Options: Players may decide to play a shorter version of this scenario.

 Play can stop after the end of the 12:00 pm turn and the winner is the player who controls the most of the following VP hexes (ignore the actual VP values): *McPherson Farm* (2021),



Lutheran Seminary (2317), Mrs. Schulz (2517), McMillan Farm (2818) and Englehart Farm (1815).

 Play can stop after the end of the 4:00 pm turn and the winner is the player who controls the most VP hexes not including the following (ignore the actual VP values): Bliss (3216), Paul Tate (2315), Shaffer Farm (2106), Rock Creek Bridge (2407/2408), H. Culp (2509) or Culp's Hill (3108).



ТҮРЕ	SAMPLE HEX	MOVEMENT EFFECTS	FIRE COMBAT EFFECTS	ASSAULT COMBAT EFFECTS	NOTES
CLEAR	1718	1 MP	NE	NE	
FARM/SCHOOL	2216	1 MP	NE	NE	Some VP hexes
ORCHARD	2718	1 MP	NE	NE	
DRY STREAM	2602	1 MP	NE	NE	
ANGLED	2806	1 MP	NE	NE	
WOODS	2810	2 MP + Art./Mounted Cav. must stop	<-1 Firing into/ over	NE	
TOWN	2713	1 MP	<-1 Firing over / <-2 Firing into	1-> Defending in	Brown lines in hex
PIKE	1504	1 MP [Pike March Order = 1/2 MP] *	Other terrain in hex	Other terrain in hex	*Other terrain in hex if >10 SP
LANE	2102	1 MP **	Other terrain in hex	Other terrain in hex	**Other terrain in hex if >10 SP
RAILROAD	1602	1 MP ***	Other terrain in hex	Other terrain in hex	***Other terrain in hex if >10 SP
VICTORY POINT HEX	2211	NE	NE	NE	Orange Dots
ELEVATIONS	SAMPLE HEX				
1	2515				
2	2615				
3	2715				
4	2814				
5	3213				
6	3112				
HEXSIDES	SAMPLE HEX	MOVEMENT EFFECTS	FIRE COMBAT EFFECTS	ASSAULT COMBAT EFFECTS	
CONTOUR	1506/1507	NE	NE	NE	
SLOPE	1619/1620	+1 MP low to high	NE	<-1 Attacking low to high	
STEEP SLOPE	2910/2911	+2 MP low to high	NE	<-2 Attacking low to high	
FLOWING STREAM	2823/2824	+1 MP	NE	<-1 Attacking across	
ROCK CREEK	2307/2308	+2 MP	NE	<-2 Attacking across	

		B/W Roll	11 (+3)	12 - 14	15 - 21	22 (+2)	23 - 25	26 - 32	33 (+1)	34 - 36	41 - 43	44 (-1)	45 - 51	52 - 54	55 (-2)	56 - 62	63 - 65	66 (-3)
		****	⊢	⊢	⊢	S	S	S	S	C	C	C	C	C	C	C	C	C
		****	н	е	F	μ	⊢	S	S	S	C	S	S	S	S	S	S	S
		***	В	ч	В	В	F	F	⊢	S	S	S	S	C	C	C	C	S
		**	ш	ш	ж	ж	æ	-	-	⊢	S	S	S	S	S	C	Ċ	S
		*	NE	ш	ш	ш	œ	œ	œ	F	⊢	⊢	S	S	S	S	S	S
TAB	NTS	10+	NE	R	ш	ш	ш	æ	ж	œ	⊢	-	F	S	S	S	Ċ	S
RESUL	NGTH POI	8-9	NE	NE	NE	NE	ш	ш	ш	æ	æ	ж	F	н	⊢	S	S	S
	STRE	6-7	NE	RE	NE	NE	BE	ш	ш	ш	ж	ж	œ	F	н	⊢	S	S
8		5	NE	NE	NE	NE	NE	NE	NE	ш	ш	ш	œ	В	æ	F	Т	Т
		4	NE	RE	NE	NE	B	B	NE	R	ш	ш	ш	В	ж	ж	μ	Т
		°	NE	NE	NE	NE	RE	RE	NE	NE	NE	NE	ш	ш	ш	н	В	В
		2	NE	NE	NE	NE	RE	RE	NE	NE	NE	NE	NE	ш	ш	ш	В	н
		-	NE	RE	NE	NE	B	BR	RE	RE	NE	NE	¥	NE	B	ш	ш	Ш
		B/W Roll	11 (+3)	12 - 14	15 - 21	22 (+2)	23 - 25	26 - 32	33 (+1)	34 - 36	41 - 43	44 (-1)	45 - 51	52 - 54	55 (-2)	56 - 62	63 - 65	66 (-3)

WEAPON RANGES (in hexes)	Canister	Effective	Long
Infantry Muskets/ Carbines	-	1	2
Rifled Cannon (R)	1*	6	10
Smoothbore Cannon (S)	1 **	5	8
Mixed Cannon (Mx) ***	1*	6	10

* These guns get a 1 → shift at Canister Range

** These guns get a 2→ shift at Canister Range

*** These guns get a ←1 shift at Effective and Long Ranges

FIRE COMBAT COLUMN SHIFTS							
One Left (←1) for each:	One Right (1 \rightarrow) for each:						
Target in Woods hex	Target is Mounted Cavalry						
Firing Over Unit	Eiring Unit under						
Firing Over Woods or Town hex	"Defend" Order						
Target is Dismounted Cavalry	"P" and "M" Artillany						
"M" Artillery Firing at Effective or Long Range	at Canister Range						
Two Left (← 2) for each:	Two Right ($2 \rightarrow$) for each:						
Target in Town hex	"S" Artillery at						
Long Range Fire	Canister Range						

Cohesion Test			FIRE COMBAT (OHESION TEST		
Score*	NE	E	R	Т	S	C
1 & less	NE	SH (SK2)	DP (SK3)	DP + SK2	DP + SK3	DP + SK3
2	NE	SH (SK2)	SH (SK2)	DP (SK3)	DP + SK2	DP + SK3
3	NE	SH (SK1)	SH (SK2)	DP (SK3)	DP + SK2	DP + SK3
4	NE	SH / SK1	SH (SK1)	SH (SK2)	DP (SK3)	DP + SK2
5	NE	SH / SK1	SH (SK1)	SH (SK2)	DP (SK3)	DP + SK2
6	NE	NE	SH / SK1	SH (SK1)	SH (SK2)	DP (SK3)
7	NE	NE	SH / SK1	SH (SK1)	SH (SK2)	DP (SK3)
8	NE	NE	NE	SH / SK1	SH (SK1)	SH (SK2)
9	NE (FF)	NE	NE	SH / SK1	SH (SK1)	SH (SK2)
10	NE (FF)	NE (FF)	NE	NE	SH / SK1	SH (SK1)
11	NE (FF)	NE (FF)	NE (FF)	NE	SH / SK1	SH / SK1
12 & more	NE (FF)	NE (FF)	NE (FF)	NE (FF)	NE	NE

ASSAULT COMBAT RESULTS MATRIX

DEFENDER	ATTACKER CRT RESULT										
CRT RESULT	NE	E	R	Т	S	C					
NE	CLOSE FIGHT	D: SK1	D: SH+SK1	D: SH+SK2	D: DP+SK3	D: BROKEN					
E	A: SH/SK1	CLOSE FIGHT	D: SK1	D: SH+SK1	D: SH+SK2	D: DP+SK3					
R	A: SH(SK1)	A: SH/SK1	CLOSE FIGHT	D: SK1	D: SH+SK1	D: SH+SK2					
Т	A: SH+SK1	A: SH(SK1)	A: SH/SK1	CLOSE FIGHT	D: SK1	D: SH+SK1					
S	A: DP+SK1	A: SH+SK1	A: SH(SK1)	A: SH/SK1	CLOSE FIGHT	D: SK1					
C	A: BROKEN	A: DP+SK1	A: SH+SK1	A: SH(SK1)	A: SH/SK1	CLOSE FIGHT					

CLOSE	FIGHT	ASSAULT COMBAT CO	LUMN SHIFTS
TEST R	ESULIS	One Left (←1) for each:	One Right (1→) for each:
	Confident!	Attacker attacks thru Flowing Stream hexside	At least 3:2 odds SP advantage
	«Shaken»	Attacker attacks up Slope hexside	Each CR Superiority Difference
Die = CR	SH		Defender in Town hex
Die > CR	SH + SK1		Confederate unit using Rebel Yell
* Modify enem	v Red Die bv	Two Left (←2) for each:	Two Right (2→) for each:
any applicable	CRT modifier	Attacker attacks thru Rocky Creek hexside	At least 2:1 odds SP advantage
		Attacker attacks up Steep Slope hexside	Flank Attack (3+ hexes)
иет ти і	PEVIL' Q		Three Right (3→) for each:
TO PAY! The First Day at Gettysburg			At least 3:1 odds SP advantage
			Attacker is attacking Lone Artillery

CONFEDERATE PLAYER AID

	SEQUENCE OF PLAY							
1	Advance the Game Turn Marker							
2	Command Decision Phase Pick 2 Events + Randomize 2 Events							
3	Special Artillery Phase Fire Combat / Move 8 MPs / Rally							
4	Chit Draw Phase							
5	Activation Phase : Order / Fire / Movement / Assault / Rally							
6	End Phase							

FOG OF WAR

11 - 14	Union Battlefield Chaos. Choose a Union hex and place chit.					
15 - 22	Rebel Battlefield Chaos. Choose a Confederate hex and place chit.					
23 - 26	Wayward Union Movement. Choose a Union unit and move it one hex.					
31 - 34	Wayward Rebel Movement. Choose a Rebel unit and move it one hex.					
35 - 41	Fortunes of War - Union. Randomly replace one used/ omitted chit into cup.					
42 - 44	Fortunes of War - Rebel. Randomly replace one used/ omitted chit into cup.					
45 - 61	Possible Union General Casualty. * Reynolds always first *.					
	45 Howard 46 Buford 51 Wadsworth 52 Robinson 53 Doubleday 54 Schurz 55 Barlow 56 Schimmelfennig 61 Steinwehr * *'i Optional Reinforcements used: Williams on a 1-2; Geary on a 3-4;					
45 - 61	Possible Confederate General Casualty. * Heth always first *					
	62 Ewell 63 Hill 64 Early 65 Rodes 66 Pender 65 Rodes					



COMMAND TABLE								
Die Roll	POLTROON	POOR	AVERAGE	GOOD	SUPERIOR			
1	No Orders	No Orders	Slow	Slow	Slow			
2	No Orders	Slow	Slow	Slow	Timely			
3	Slow	Slow	Slow	Timely	Timely			
4	Slow	Slow	Timely	Timely	Timely			
5	Slow	Timely	Timely	Timely	Efficient			
6	Timely	Timely	Efficient	Efficient	Efficient			
No Orders : No units may activate.								

Slow : Activate One Brigade of Infantry -or- Fire One Brigade of Artillery Timely : Activate all units of One Division under One Order

-or- Fire One Brigade of Artillery

Efficient : Activate all units of One Division under One Order -or- Activate Each Brigade of One Division seperately -or- Fire One Brigade of Artillery

ORDERS							
	Fire Combat	Move Allowance	Enga- gement	Assault Combat	Rally		
ATTACK	Y	5 (8)	Y	Y	N		
DEFEND	Y	Min. Only	Y	N	Y		
MANEUVER	N	8 (12)	N	N	N		

RALLY

Remove «Shaken» marker if unit is not adjacent to an enemy unit.

Broken units from the active Brigade/Division may roll against their CR (they always have Unit Support).

Die roll < CR: The unit returns on its Battleworn side. Place it in a hex adjacent to a unit from its Brigade / Division / Corps (in that order of preference). The placement hex may not be adjacent to an enemy unit.

Die roll = CR: as above but the unit is given a «Shaken» marker as well.

Die roll > CR: the unit remains Broken.

BREAK TEST

Units that suffer a Deplete and are already Battleworn.

Die roll < CR: No Effect

Die roll = CR: SH

Die roll > CR: BROKEN

PANIC TEST

Units that are moved into or through by a unit that suffers a Skedaddle result.

Units that are stacked with a unit that is Broken.

Die roll < CR: No Effect

Die roll = CR: SH

Die roll > CR: SH + SK1

EVENT CHITS

Army of Northern Virginia (A.N.V.) Veterans HOLD

Play this chit after any roll of the die/dice - by you or the Union player - to have the die/dice re-rolled. The second roll must then stand.

Division Redeployment PLAY IMMEDIATELY

Move a group of Rebel units **from the same Division** who are each stacked with or adjacent to at least one other unit from the same group. This includes Reinforcements arriving this turn at the same entry hex. These units may all immedaitely move up to **5 MP** in any direction as if they are under Maneuver Orders.

For Dixie! HOLD

Play anytime before a new chit is drawn from the cup. Place Event Chit on any Rebel unit to increase its CR by one (+1 CR). If the unit gets a "SH" result, remove this chit instead of applying the result. If the unit is Depleted or Broken, apply normally and remove the chit. Remove the chit at the end of the Game Turn.

Inspired Leadership PLAY IMMEDIATELY

Replace one already used Confederate Division Activation Chit (only) back into cup.

Rally 'Round the Flag! PLAY IMMEDIATELY

Select a Rebel-occupied hex not adjacent to the enemy. All units in that hex may either remove their "Shaken" markers or attempt to flip to their Fresh sides. Roll one die for each Battleworn unit that wishes to attempt to flip to its Fresh side and compare it to the unit's CR:

Die roll =/< CR: the unit may flip to its Fresh side.

Die roll > CR: the unit remains Battleworn.

Rebel Yell! HOLD

Play before a chit is drawn from the cup. Pick any one hex containing Rebel infantry units. You may immediately move any or all infantry units in that hex up to one hex as long as they enter a hex adjacent to a Union-occupied hex. They do not have to move if already adjacent to a Union hex. These selected units event must then conduct an Assault Combat against one adjacent hex. Each Rebel unit's CR is increased by one (+1 CR) until the end of any Breakthrough Move and they get a "1→" column shift in the combat.

The Colonel is Down! PLAY IMMEDIATELY

Play this event on any Union unit. The Union player must roll a die against the CR of that unit: *Die roll =/< CR: No Effect*

Die roll > CR: SH

Union Fatigue HOLD

Play this immediately after a Union Brigade/Division is activated and given an Order but before any activations are conducted. You roll the black and white dice. The black die indicates how many MA are deducted from the normal Movement Allowance of the actiove units. The white die represents stragglers and is read as follows:

1 - 3 = No Effect

4 - 5 = Normal Stragglers. Place a "Shaken" marker on unit with the lowest CR in the activated formation. The Union player chooses if a tie.

6 = Severe Stragglers. Place one "Shaken" markers on each of any two units with the lowest CR in the actvated formation. The Union player chooses if a tie.

Default Event: instead of using the printed event, an Event Chit can be used on any one unit for an immediate 1-hex move -or- to issue immediate Fire Combat.

MOVEMENT & STACKING

All hexes are 1 MP to enter except as listed below:

Woods: 2 MP

Cross Up Slope or Flowing Stream hexside: +1 MP to cross (except Rock Creek = +2 MP to cross)

Cross Up Steep Slope: +2 MP to cross

Lanes and Pikes: 1 MP (unless more than 10 SP in hex)

Pike March Order: ½ MP moving along a connected Pike hex (not in a Gettysburg Town hex and not if more than 10 SP in hex)

Artillery and Mounted Cavalry must stop movement upon entering a Woods hex

Minimum Movement: 2 hexes along Lane/Pike ; 1 hex in all other terrain

Stacking Limit: Town hexes and Pike March Order eligibility = 10 SPs - All other hexes = 20 SPs

Disengagement: +2 MP

UNION PLAYER AID

SEQUENCE OF PLAY						
1	Advance the Game Turn Marker					
2	Command Decision Phase Pick 2 Events + Randomize 2 Events					
3	Special Artillery Phase Fire Combat / Move 8 MPs / Rally					
4	Chit Draw Phase					
5	Activation Phase : Order / Fire / Movement / Assault / Rally					
6	End Phase					

FOG OF WAR

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COMMAND TABLE								
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Slow : Activate One Brigade of Infantry -or- Fire One Brigade of Artillery Timely : Activate all units of One Division under One Order

-or- Fire One Brigade of Artillery

Efficient : Activate all units of One Division under One Order -or- Activate Each Brigade of One Division seperately -or- Fire One Brigade of Artillery

ORDERS							
	Fire Combat	Move Allowance	Enga- gement	Assault Combat	Rally		
ATTACK	Y	5 (8)	Y	Y	N		
DEFEND	Y	Min. Only	Y	N	Y		
MANEUVER	N	8 (12)	N	N	N		

RALLY

Remove «Shaken» marker if unit is not adjacent to an enemy unit.

Broken units from the active Brigade/Division may roll against their CR (they always have Unit Support).

Die roll < CR: The unit returns on its Battleworn side. Place it in a hex adjacent to a unit from its Brigade / Division / Corps (in that order of preference). The placement hex may not be adjacent to an enemy unit.

Die roll = CR: as above but the unit is given a «Shaken» marker as well. Die roll > CR: the unit remains Broken.

BREAK TEST

Units that suffer a Deplete and are already Battleworn.

Die roll < CR: No Effect

Die roll = CR: SH

Die roll > CR: BROKEN

PANIC TEST

Units that are moved into or through by a unit that suffers a Skedaddle result.

Units that are stacked with a unit that is Broken.

Die roll < CR: No Effect

Die roll = CR: SH

Die roll > CR: SH + SK1

EVENT CHITS

Division Redeployment PLAY IMMEDIATELY

Move a group of Union units **from the same Division** who are each stacked with or adjacent to at least one other unit from the same group. This includes Reinforcements arriving this turn at the same entry hex. These units may all immedaitely move up to **5 MP** in any direction as if they are under Maneuver Orders.

Hot-headed Rebs PLAY IMMEDIATELY

Play this event on any Confederate unit that is within two hexes of a Union unit. Move that Confederate unit adjacent to the Union hex and it must then conduct an Assault Combat against that hex. If played on a Confederate unit already adjacent to a Union unit, do not move it and it must attack an adjacent hex.

Hurrah! HOLD

Play anytime before a new chit is drawn from the cup. Place Event Chit on any Union unit to increase its CR by one (+1 CR). If the unit gets a "SH" result, remove this chit instead of applying the result. If the unit is Depleted or Broken, apply normally and remove the chit. Remove the chit at the end of the Game Turn.

Inspired Leadership PLAY IMMEDIATELY

Replace one already used Confederate Division Activation Chit (only) back into cup.

Rally 'Round the Flag! PLAY IMMEDIATELY

Select a Union-occupied hex not adjacent to the enemy. All units in that hex may either remove their "Shaken" markers or attempt to flip to their Fresh sides. Roll one die for each Battleworn unit that wishes to attempt to flip to its Fresh side and compare it to the unit's CR:

Die roll =/< CR: the unit may flip to its Fresh side.

Die roll > CR: the unit remains Battleworn.

Rebel Fatigue HOLD

Play this immediately after a Confederate Brigade/Division is activated and given an Order but before any activations are conducted. You roll the black and white dice. The black die indicates how many MA are deducted from the normal Movement Allowance of the actiove units. The white die represents stragglers and is read as follows:

1 - 3 = No Effect

4 - 5 = Normal Stragglers. Place a "Shaken" marker on unit with the lowest CR in the activated formation. The Confederate player chooses if a tie.

6 = Severe Stragglers. Place one "Shaken" markers on each of any two units with the lowest CR in the actvated formation. The Confederate player chooses if a tie.

The Colonel is Down! PLAY IMMEDIATELY

Play this event on any Rebel unit. The Confederate player must roll a die against the CR of that unit: *Die roll =/< CR: No Effect*

Die roll > CR: SH

Vague Orders HOLD

Play this chit against any Rebel Activation chit drawn (Division or Corps) before the Command Table die roll. If the chit is from **III Corps (HiII)**, then decrease the drawn leader's Command Rating by one level. If the chit is from **II Corps (Ewell)**, decrease the drawn leader's Command Rating by two levels.

Default Event: instead of using the printed event, an Event Chit can be used on any one unit for an immediate 1-hex move -or- to issue immediate Fire Combat.

MOVEMENT & STACKING

All hexes are 1 MP to enter except as listed below:

Woods: 2 MP

Cross Up Slope or Flowing Stream hexside: +1 MP to cross (except Rock Creek = +2 MP to cross)

Cross Up Steep Slope: +2 MP to cross

Lanes and Pikes: 1 MP (unless more than 10 SP in hex)

Pike March Order: ½ MP moving along a connected Pike hex (not in a Gettysburg Town hex and not if more than 10 SP in hex)

Artillery and Mounted Cavalry must stop movement upon entering a Woods hex

Minimum Movement: 2 hexes along Lane/Pike ; 1 hex in all other terrain

Stacking Limit: Town hexes and Pike March Order eligibility = 10 SPs - All other hexes = 20 SPs

Disengagement: +2 MP