

DELUXE EDITION



IN MAGNIFICENT STYLE
- Pickett's Charge -

"Pettigrew's front rank advanced in as magnificent style as I ever saw."

- Unidentified soldier, 26th North Carolina



1. INTRODUCTION

In Magnificent Style is a solitaire game depicting the final desperate Confederate attack on July 3, 1863 at the Battle of Gettysburg. General Robert E. Lee's Army of Northern Virginia has been fighting Major General George Meade's Army of the Potomac for two brutal days at Gettysburg. Lee's army has garnered some successes but could not achieve that decisive breakthrough of the Union defensive lines. On the third day, Lee, despite very obvious resistance from his trusted "Old Warhorse" General James Longstreet, decided on a massive assault against what he deemed to be the weak spot in the Union battle line. This dramatic, infamous assault is popularly known as **Pickett's Charge**.

To make this apparently one-sided game more entertaining, it features some new ideas for the traditional "push-your-luck" play mechanic. As General Longstreet, you must decide how quickly to press your advancing troops across this deadly open ground before allowing the men to regroup themselves for another bound. But time is not on your side, and the longer your stalwart soldiers remain in this maelstrom of enemy fire, the more dangerous it becomes and the less likely they will arrive with the verve and numbers required to carry the day.

"Up men, and to your posts! Don't forget today that you are from old Virginia!"

- General George Edward Pickett

The basic flow of the game is that you will move each of your nine Confederate units every turn. There are only five Game Turns, so there's not a lot of time! With each unit, you must roll the Movement Dice the first time it activates each turn. After that, you have a choice to continue moving the unit by again rolling the Movement Dice or you can choose to stop it and Regroup (basically consolidating its position). Along the way, the unit will be taking casualties and have its willpower tested in other ways. In addition, all sorts of random events will be occurring around the battlefield while the unit advances. Your ability to manage these challenges and exploit any offered opportunities will ultimately determine your level of success or failure. Good luck!

IMPORTANT NOTE: *Veteran players of the original version of In Magnificent Style should be aware that a number of rules and mechanisms have changed from that edition. Read these rules and charts carefully and don't assume anything!*

2. GAME COMPONENTS

- » One 17" x 22" Map
- » 45 Events Cards
- » 30 Fire! chits
- » 135 markers
- » 1 Rules booklet
- » 14 six-sided dice (1 red, 1 white, 6 blue, 6 gray)
- » Battle Archive

2.1 THE GAME MAP: The map represents a stylized overhead view of the valley across which Pickett's Charge advanced, from Seminary Ridge and across Emmitsburg Road, to Cemetery Ridge. The map is divided as follows:

SPACES: Each small square box is a **space**. This is the basic unit of measurement in the game. Spaces are subdivided by type:

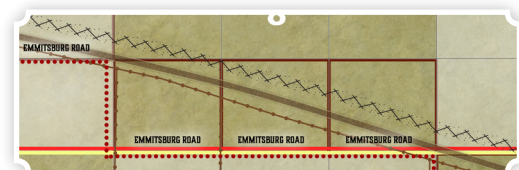


CONFEDERATE START SPACES (i.e., Spangler's Woods and Seminary Ridge). These are brown in color and the bottom row of spaces (closest to the player). They are not part of an Area or Zone (see below). **UNION**

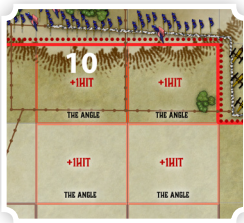


POSITION SPACES (i.e., Ziegler's Grove and Cemetery Ridge). These spaces represent the front line of the Union Army and contain the defending Union units – they are also the space that you need to capture to win the game.

They are also brown-colored spaces but on the opposite side of the map from the Confederate Start spaces. These are all Obstacle spaces as well (see below) and are indicated with a red-dashed border. Union Position spaces are not part of an Area or Zone (see below). The three Union Position spaces behind the "stone wall" graphic are better defensive spaces and are relevant in Bayonet Combat.



EMMITSBURG ROAD SPACES (indicated by the road line running through them and the thicker space border). These are also all Obstacle spaces and are indicated with a red-dashed border.



THE ANGLE SPACES are the four red-outlined spaces near the Union lines. These were a historic “killing ground” where the attacking Confederates suffered greatly. Units in these spaces always take **one more Hit** (for *any* reason) than normally required.



FARM SPACES (i.e., Bliss and Codori). These two spaces represent farm buildings that provided some cover to the advancing Rebels. Units in these spaces always take **one less Hit** (for *any* reason) than normally required.

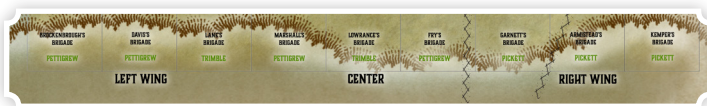
CLEAR SPACES are those with no special features in them (as listed above).

ADJACENCY: A space is considered to be **adjacent** to another space if it shares a common side or a common corner. So a space can be adjacent to another space horizontally or diagonally.

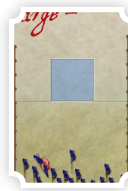
AREAS: These are the blocks of three or nine spaces each numbered from “1” to “10” (Area #10 is the only one with three spaces). The Area number is indicated by the large white number on the map.

ZONES: These are the three adjacent, horizontal Areas sharing the same outline color: Green (farthest from the Union lines), Yellow and Red (closest to the Union lines). They measure the relative distance from the Rebel lines to the Union lines and are important in resolving some Event Cards.

BRIGADE COLUMNS: The Confederate forces advance as individual Brigade units (named at their starting positions after their Brigade commanders) with **one unit per column** (only). There are nine Brigade Columns each one space wide and either ten or eleven spaces deep. Each Brigade unit is also commanded by a Division General as indicated under their names (Pettigrew, Trimble or Pickett) at the bottom of each Brigade column.



WING COLUMNS: The Rebel units are grouped into three Wings: **Left Flank**, **Center** and **Right Flank**. Each Wing Column consists of three Brigade Columns.



UNION REAR AREA: Each Union Position space has a small box behind it which abstractly represents other Union forces behind Cemetery Ridge. Confederate units can never enter this space.



2.2 CONFEDERATE UNITS: Each of the nine Confederate Brigade units (or for this rulebook, simply “units”) is represented on

the map with a large, rectangular unit counter and by an accompanying smaller, **gray Strength Value (SV) marker**. These **SV** markers indicate the unit’s current size and strength and work like coins. You will “make change” with them (trading them up and down in value) as forces are depleted (or gain) strength during play. Only one Confederate unit can ever be in each Brigade Column during the course of the game.

*NOTE: The back side of the Confederate counters shows the unit shot up, disheveled, etc. You may, at your option, use this side to show the unit when it is **Shaken** (instead of flipping over the **Advancing Brigade** marker) for a better visual representation of the condition of the unit. Alternately, you could flip the unit over to this disrupted side when the unit is reduced to 5 SV or less as a stark reminder of the unit’s battle worn condition.*



2.3 UNION UNITS: Each of the nine **Union units** is represented only by a **blue SV marker**, which is placed in each Union Position space. The Union SV markers work the same way as the Confederate ones. These abstractly represent the Union troops defending that area of the battlefield. There is **no limit** to how many Union units and total SV can be in a Union Position space or in a Union Rear Area space.



2.4 RALLY POINT MARKERS: Each of the nine Confederate units has its own **Rally Point** marker from where it advances and to where it retreats. The marker remains in its assigned Brigade Column for the entire game. The Rally Point marker is extremely important and its position will greatly affect how your units are affected during the game. Sometimes in the rules and on the Event cards, these are simply referred to as “Rally markers”.



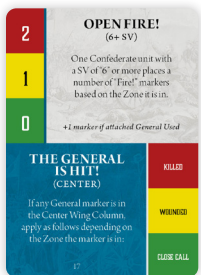
2.5 DIVISION GENERAL MARKERS: Each Division has a single, named **Division General marker** (Pickett, Trimble or Pettigrew) that is attached to one specific unit of that Division at a time. **Pickett’s Division** is

the three units in the Garnett, Armistead and Kemper Brigade Columns; **Trimble's Division** is the units in the Lowrance and Lane Brigade Columns; and **Pettigrew's Division** is the four Brockenbrough, Davis, Marshall and Fry Brigade Columns. Sometimes in the rules and on the Event cards, these are simply referred to as "General markers".

2.6 MISCELLANEOUS MARKERS: There are also a number of markers to keep track of Events, Game Turns, etc. These are explained in more detail in the body of the rules. As a general rule regarding **Event markers**, if all the markers in the supply are already in use in the game and you need to deploy another one, then the Event is treated as having no effect instead.



2.7 FIRE! CHITS: There are 30 square **Fire! chits** that are used when the Confederates are firing on Union Position spaces and represent the effect of that gunfire. These are normally kept face down with their common Fire! side showing so that the player cannot see the actual damage inflicted on the back side until the chit is revealed.



2.8 CARDS: The game includes 45 **Event Cards** which are used to produce various historical events, actions and abilities during play. The top half of each card is the Confederate event and is colored gray (and is referred to as the **Gray Event**) while the bottom half of the card is colored blue (and is referred to as the **Blue Event**). Only the appropriate half of the card is used as indicated by the game instructions. There is also one "Shuffle" card in the deck that will trigger a re-shuffling of the Event Card deck.

THE RULE OF HALVES: *Whenever a value is halved for any reason, fractions are always rounded up. So 1/2 of "5" is "3". Note that 1/2 of zero is still zero. This may occur when calculating Hits on Movement Dice results and the unit is stacked with its Rally marker. To avoid any confusion, note also that for **Partial Hit** results (rolling a "5" in Bayonet Combat) you do still need two such results to create 1 Hit (i.e., you don't round up a Partial Hit result).*

"Some of the artillerymen doffed their headgear and cheered. The gesture ... was both an encouragement and a farewell."

- Bradley M. Gottfried, "The Maps of Gettysburg"

3. SETUP

3.1 Place the map so that the Confederate end (with the **Confederate Start spaces**) is closest to you.



3.2 Place one **Confederate unit counter** and one **Rally Point marker** (with its "Rally" side showing) in each of the nine Confederate Start spaces along the bottom of the map. Then also place a "10" **SV** marker with each unit counter.



3.3 Take the **Advancing Brigade marker** and the two **Longstreet General markers** and keep them near you.

3.4 Attach each one of the three **Division General markers** (with their "Ready" sides showing) with any one of the units in its Division. **Pickett** goes with Garnett, Armistead or Kemper; **Trimble** with Lowrance or Lane; **Pettigrew** goes with Brockenbrough, Davis, Marshall or Fry.

3.5 Place the **Game Turn marker** in the "1" space on the Game Turn Track.

3.6 Place one Union "5" **SV** marker in each of the nine **Union Position** spaces near the top map edge.

3.7 Place the thirty **Fire! chits** together, face-up (with their identical faces showing), in a pile near the map and mix them up (but keep the results on the back unknown).

3.8 Conduct **Preliminary Bombardment** of the Union Position spaces (this represents the pre-assault bombardment by the massed batteries of Confederate artillery). This is done by you placing **ten unrevealed Fire! chits** (chosen at random) in any or all of the nine Union Position spaces as you see fit. Place one or more chits directly onto the Union unit in the chosen space. You can put none, one or all ten in one space if you choose. *Remember to keep them unrevealed!*

3.9 Take the forty-five **Event Cards** and find the "Shuffle" card. You have a choice as to how to add this card to the deck (if at all), depending on your desired level of chaos.

» Don't add the card at all. Shuffle the deck after you've drawn the last card from the deck. In this case, place the "Shuffle" card out of play entirely. *Minimum variability.*

» Shuffle the card in randomly with all the other cards. When the "Shuffle" card is drawn, you place it aside and draw one more card. After that card is resolved, then shuffle all the cards together to start a new Event Card draw pile. *Maximum variability.*

- » Cut the deck in half (approximately) and shuffle the card into the **top half** of the deck. Then put the top half of the deck back on top of the bottom half of the deck to form your draw pile. When the “Shuffle” card appears, draw the next card, resolve it and then follow the same procedure again. *Above Average variability.*
- » Cut the deck in half (approximately) and shuffle the card into the bottom half of the deck. Then put the top half of the deck back on top of the **bottom half** of the deck to form your draw pile. When the “Shuffle” card appears, draw the next card, resolve it and then follow the same procedure again. *Below average variability. If you are not sure which method to use, we suggest you start with this one.*

3.10 All the other game components should be set aside nearby for later use.

4. SEQUENCE OF PLAY

Each game of **In Magnificent Style** lasts **five Game Turns**, with each turn representing about 15 minutes of real time. A Game Turn is divided into **Phases** that must be performed in order and each must be completed before proceeding to the next Phase, as follows:

1. UNION ACTIVITY PHASE: Draw and implement Union **Blue Event Card(s)**. Skip this Phase on Game Turn “1”.

2. FOLLOW ME! PHASE: Assign each **Division General** marker still in play to **one** of its eligible units.

3. CONFEDERATE UNIT ACTIVATION PHASE: Choose any one unit you wish to activate that **has not already been activated this turn**. The chosen unit performs these **Steps** in order:

- a. **ACTIVATE STEP:** The unit elects to either **Move** (which can occur many times) or **Regroup** (once), until its turn ends. When finished, flip its **Rally Point marker** to its “**Done**” side.
- b. **SIGHTING STEP:** When the unit’s Activate Step is done, possibly reveal **Fire!** markers in the Union Position **at the end of this Brigade Column** (only), if allowed. Apply any effects immediately.
- c. **MOVE ON! STEP:** Place the **Advancing Brigade** marker behind the next eligible unit of your choice, flipping the marker back from its “**Shaken!**” side (if applicable) as a reminder of which unit is currently active. After all eligible Confederate units on the map have completed their Activate and Sighting Steps, proceed to the **Housekeeping** Phase.

4. HOUSEKEEPING PHASE: Proceed through the following Steps in order:

- a. **COORDINATE THE ATTACK!:** You may use an eligible Division General marker to draw a **Gray Event Card**.
- b. **A COURIER ARRIVES!:** Flip all Confederate Division General markers to their “**Ready**” sides.
- c. **UNION FORCES RALLY:** Remove “**temporary**” effect Fire! chits.
- d. **FORM UP!:** Flip Rally markers from their “**Done**” sides over to their “**Rally**” side.
- e. **TIME MARCHES ON:** Advance the “**Game Turn**” marker one space. If Game Turn “**5**” was just completed, score the game.

“General Pickett rode over to Longstreet. ‘General, shall I advance?’ Longstreet was steadfastly against launching the attack, and could not bring himself to verbalize the command. Instead, he ordered Pickett forward with a nod of his head”.

- Bradley M. Gottfried, “The Maps of Gettysburg”

5. UNION ACTIVITY PHASE

This phase simulates the actions, reactions and maneuvering that the Union Army of the Potomac is conducting while the charge is proceeding. As the game goes on, there is more Union activity as the army reacts to the growing threat of Pickett’s Charge.

5.1 During the **Union Activity Phase**, you draw a number of **Blue Event Cards** equal to the number of blue squares in the **current Game Turn box**.

5.2 Draw **one card at a time** and resolve each card before drawing and resolving the next card.

5.3 This phase is skipped on Game Turn “1”.

6. FOLLOW ME! PHASE

There are three very important **Division General markers** in the game: **Pettigrew**, **Trimble** and **Pickett**. These markers represent the direct leadership and morale influence of those generals. They can provide bonuses for the single unit to which they are attached.

6.1 ATTACHING DIVISION GENERALS: Each **Division General marker** in play is always deployed on the map with one of the units in its Division (only). Simply place the General marker on top of that unit counter.

6.2 REASSIGNMENT: After their initial placement during Set Up, **General markers** in play can be freely re-attached to a different unit in their Division during the **Follow Me! Phase** of each Game Turn by simply picking them up and placing them with the new unit. This can be done even if the General marker is in a Union Position.

6.3 SHARED FATE: During the **Brigade Activations Phase**, a **General marker** stays with the unit that it is attached to, advancing and retreating along with it. If that unit is eliminated for any reason, so is the General marker attached to it. In that case, remove the General marker from the game permanently.

6.4 LEADERSHIP EFFECTS: While attached to a unit, a **General marker** can be “**used**” (i.e., spent for that turn) for any **one** of the bonuses listed below. After applying the chosen bonus, flip the General marker over to its “**Used**” side:

- a. **FORWARD!:** Re-roll one Movement Dice roll. Simply ignore the original roll, pick up the dice and roll again. This re-roll must then be applied.
- b. **AIM CAREFULLY!:** Increase the Hits inflicted during an Open Fire event by +1 Hit.

EXAMPLE: *Conducting an eligible Open Fire from the Green Zone and using an attached General marker will inflict one Fire! chit on the Union unit. Doing so from the Red Zone would inflict three Fire! chits.*

- c. **RALLY ‘ROUND THE FLAG!:** Recover one additional SV (+1 SV) during a Confederate Reserves event .
- d. **STEADY BOYS!:** Cancel the Retreat portion (only) of the 8th Ohio Flank Attack! or Vermont Brigade Counterattacks! events. The rest of the event is applied normally.
- e. **HAT ON THE SWORD!:** Add one additional Combat Die during Bayonet Combat.
- f. **COORDINATE THE ATTACK!:** At the start of the Housekeeping Phase (before doing anything else), draw and enact a Gray Event Card.
- g. **REDEPLOY THE BATTLELINE!:** At the end of a unit’s Regroup Step, you may do one of two possible Redeploy maneuvers with the attached unit:
 - » **TRANSFER SV** from the attached unit to one other adjacent Confederate unit. Simply decrease the attached unit’s SV marker by the desired amount and increase the adjacent unit’s SV marker by the same amount. However, the transferring unit cannot be reduced to less than **1 SV**. This can even be done when either or both of the units are in

a captured Union Position and Division affiliation is irrelevant. This action has no effect on the activation status of either unit.

- » **MUSTER A NEW UNIT:** You may create a new unit in an **adjacent** Brigade Column that currently has no unit (i.e., it’s been previously eliminated). Follow the procedure as with Transfer (above) but the new unit (using the same counter that was previously eliminated) can only be placed in the empty adjacent Brigade Column and **in the adjacent space behind the General marker’s space** (i.e., the unit is reformed one row behind the parent unit). The new unit is then given an unused **Rally Point** marker but it is placed on its “**Done**” side (to reflect the amount of time and reorganization needed to form this new ad hoc unit). A Muster may be performed by a unit that is in a captured Union Position (but obviously the new unit will appear outside and adjacent to the Union Position in its column).

6.5 COMMAND LIMITS: When used as above, the **Division General marker** is immediately flipped over to its “**Used**” side to indicate that it has performed its single feat for that turn. During the **Housekeeping Phase**, it will be refreshed (flipped back to its “**Ready**” side) to show that it is again available to perform another bonus next turn.

6.6 GENERAL LONGSTREET: Lieutenant General James Longstreet was one of the Confederacy’s best generals and his 1st Corps the finest fighting formation in the Army of Northern Virginia. He was given overall command of the charge, despite the fact that only Pickett’s Division was part of his 1st Corps (Pettigrew and Trimble belonged to A.P. Hill’s IIIrd Corps). Longstreet had little control over the charge once it launched, but his influence, reputation and inspiration is reflected in the two **Longstreet General markers** that the player can use over the course of the game. The Longstreet General markers function like any other General marker and convey the same bonuses, but with these important exceptions:

- » You **hold** the two markers until they are actually used.
- » **One Longstreet marker** can be attached to any unit **at any time desired**. That is, you may use the marker at the instant you want to perform any one eligible Division General marker bonus – the Longstreet marker is not attached to the unit ahead of time. It is essentially attached instantly when needed.

- » **The Longstreet General** marker can be assigned to any **Confederate unit** on the map. Division affiliation does not matter but there cannot be another General marker already attached to that unit.
- » **The Longstreet General** marker is not flipped after being used. Instead, it is removed from the game immediately and permanently after applying its General bonus.
- » You may use two **Longstreet** markers during the game. After the second one is used, they are no longer available.

“My command would do what any body of men on earth dared to do, but no troops could dislodge the enemy from their strong position”.

- Lieutenant General James Longstreet

7. CONFEDERATE UNIT ACTIVATION

During the **Confederate Unit Activation Phase**, you *must* activate each Confederate Brigade unit and can do so in any order desired. The only exception to this is a Confederate unit in a **captured Union Position space** – that unit **does not activate any more** in the game unless it subsequently gets pushed out of the captured space. Activation means that the unit will have one or more opportunities to move, fight and consolidate during the phase.

7.1 ACTIVATE STEP: Choose one eligible Confederate unit to activate. An eligible unit is one that is on the map and does not have its Rally Point marker showing its “Done” side.

- a. Each time a unit **Activates**, you must decide which of two options it will choose, either:
 - » Attempt to **Move** toward the **Union Position** space at the end of its Brigade Column by rolling the **Movement Dice**; - OR -
 - » **Regroup** in its current space and consolidate its position, after which its **Activate Step** is over (however, see the Important Exception below).
- b. **ENDING UNIT ACTIVATIONS:** After each Brigade completes its Activate Step, flip its **Rally marker** over its “Done” side.

IMPORTANT EXCEPTION: *When a unit first activates for the Game Turn, you must choose the Move attempt option! A unit cannot sit on the battlefield and do nothing – it is constantly being shot at and in danger. Once you have rolled the Movement Dice at least once for a unit, then either option can be chosen normally thereafter.*

7.2 MOVING A UNIT: To attempt to move a unit, **roll both of the Movement Dice** (one red and one white). Then consult the **Movement Table** on the map and cross reference the red die roll result (on the left side of the table) with the white die roll result (on the top side of the table). The intersection of the two die rolls is the result of the move attempt.

EXAMPLE: *A dice roll of 4 and 4 is a Determined Advance; a dice roll of 2 and 5 is an Advance; a dice roll of 6 and 1 is an Against The Wind result.*

Below the Movement Table, each outcome (e.g., Heavy Fire, Advance, etc.) has a list of results that you must apply, in order. Note that some allow you to make important choices! Apply the result and then either attempt to move again or Regroup.

- a. **MOVING FORWARD AND RETREATS:** Units move forward toward the Union Position space at the end of their Brigade Column and Retreat back towards their Confederate Start space.
- b. **OBSTACLES:** The nine Union Position and nine Emmitsburg Road spaces are all Obstacle spaces (these are designated with red dashed line borders). In addition, certain Blue Event Cards can make a space directly in front of a Confederate unit into an Obstacle space by placing an Obstacle marker there. Only certain types of one-space moves allow a Brigade unit to enter an Obstacle space (by crossing the dotted line). No special move is required to exit an Obstacle space. Note that if you cannot enter an Obstacle space because the roll does not allow it, nothing happens and you once again choose to either roll again or Regroup.

NOTE: *This can lead to a unit having to make multiple dice rolls while it tries to get the right combination to allow it to move into the Obstacle space. While you are trying to do that, the unit may very well get whittled down in the meantime by Light and Heavy Fire results, for example. This situation can become a tense dice rolling sequence as the unit is anxiously waiting there and trying to get up the courage and leadership to pass through the obstacle before it gets mauled by enemy fire.*

- c. **MOVEMENT DICE RESULTS:** The Movement Table results are further explained as follows. You may always opt not to move the unit forward if you choose, but all other effects must be applied (including drawing a Gray Event Card).
 - » Movement Results are detailed as follows:
 - **ADVANCE:** The unit may move **one Clear space** forward but may **not enter an Obstacle** space.

- **AGAINST THE WIND:** The unit takes **1 Hit** (see 7.3) and then may move **one Clear space** forward or the unit takes **2 Hits** and may move **one space forward into an Obstacle**. Then you draw one **Blue Event Card** and resolve it, followed by drawing a Gray Event Card and resolving that one as well.
- **C'MON, BOYS!:** The unit may move **one space** forward, even into an Obstacle space. If it **does not enter an Obstacle** space with this move, then you must also **draw one Gray Event Card** as well. If it does enter an Obstacle space, then you do not get to draw the card.
- **DETERMINED ADVANCE:** A unit can advance **two Clear spaces**. If the first space entered is an **Obstacle** space, then it can only move into that one space. Optionally, you may instead form a **Battleline** (see below) and have each unit move forward **one Clear space**, but **no Obstacles** can be entered by any unit in the Battleline.
- **LIGHT FIRE:** The unit takes 1 Hit but does not move.
- **ON TO WASHINGTON!:** A unit can advance **two Clear spaces** or, if it enters an **Obstacle** space, it can move just **one space**. The active unit's **Rally Point** marker is then immediately **brought up to the active unit's current space** for free. Finally, you must draw a **Gray Event Card**. Optionally, you can instead form a **Battleline** (see below) and advance all units in the Battleline **two Clear spaces** or, if the unit enters an **Obstacle** space, move it just **one space**. Finally, you must draw a **Gray Event Card**.
- **HEAVY FIRE!:** The first time a unit receives this result in a given activation, it takes a number of Hits equal to half the distance (in number of spaces) to its Rally Point marker. You then flip the **Advancing Brigade** marker to its "**Shaken!**" side as a reminder that the unit is now "Shaken". Finally, you must draw and apply a **Blue Event Card**. If this unit takes a second **Heavy Fire!** result this same activation, then you must retreat the unit back to the same space as its Rally Point marker (note that no additional Hits are inflicted with this retreat). A second **Heavy Fire!** will automatically **stop the unit's activation** (see below), its Rally Point marker is flipped to "Done" and its turn is over.

You must then again draw and apply a **Blue Event Card**.

EXAMPLE: *The active 7 SV unit has been having a good run of dice rolls and is currently five spaces in front of its Rally Point marker. You decide to keep pushing, roll the Movement Dice and get a Heavy Fire! result. The unit must immediately take 3 Hits (1/2 of five spaces) and is reduced to 4 SV. The Advancing Brigade marker is flipped to its "Shaken" side. You then draw a Blue Event Card and apply its effects. You could opt to Regroup now, but you figure "Heck, what are the odds I roll that again?". You chuck the Movement Dice again and get the same result – a second Heavy Fire! This time your unit is already Shaken, so you have no choice in the matter. The unit is placed all the way back with its Rally Point marker and that marker is now flipped to its "Done" side. The unit is finished for this turn. Lastly, you must draw another Blue Event Card and apply its effects.*

- **ROUT!:** This is the worst result a unit can suffer. The active unit takes a *number of Hits equal to half the distance* (in number of spaces) to its Rally Point marker. Then, it must be retreated all the way back to its Confederate Start space and its Rally Point marker is also moved back to that space with the unit. This result will also automatically stop the unit's activation (see below), its Rally Point marker is flipped to "Done" and its turn is over. You must then draw and apply a Blue Event Card.
- » **STOPPED ACTIVATIONS:** If a unit suffers two *Heavy Fire!* results or a Rout! result, **it will be forced to stop its activation**. This is a mandated end to its turn and you **cannot opt to Regroup** after its activation ends in this manner.
- » **BAYONET COMBAT:** If the movement of the unit brings it into a Union Position space, the unit must immediately **fight and resolve a Bayonet Combat**. Note that this combat is fully resolved before drawing any applicable Event Cards for this result (it is suggested that you draw the necessary card but don't look at it yet as a reminder that you must resolve the card after the combat).
- » **BATTLELINE:** A Battleline is formed with the currently active Confederate unit **plus each Confederate unit adjacent to it** (one in the adjacent Brigade Column to the left and one in the adjacent Brigade column to the right). So a maximum of **three units** can advance as indicated in the result (fewer than three units can also participate in a Battleline, if you wish). Division affiliation, Zone location, Wing Column location and whether the two other units have already

activated or not is irrelevant for this action. Note also that the units adjacent to the active unit do not bring their Rally point markers with them when they advance – they are left in their current spaces.

BATTLELINE STRATEGY: *Proper usage of the Battleline mechanic is very important in the game. The opportunity to move three adjacent units forward, even if the two adjacent units have already completed their activations, is a key concept. This means that you should keep your units together in a line, if possible. You will want to keep in mind that the order you maneuver your units and where you decide to stop them can be vitally important so that you can take advantage of the Battleline option when it presents itself.*

7.3 TAKING HITS AND ADDING STRENGTH

VALUE: Each **Hit** suffered **reduces** that unit's **SV** by **one** (-1 SV). Conversely, receiving one point of reserves (via Event Cards) **increases** that unit's **SV** by **one** (+1 SV). Confederate units and Union Positions can exceed their starting SVs through the addition of Reserves. If more than "10" SV for Confederate units or more than "5" SV for Union units, just use multiple SV markers.

- a. **CONFEDERATE UNITS:** Suffer Hits from **Movement Table** results (ex: Heavy Fire), **Blue Event Cards** (ex: Artillery Barrage) and via **Bayonet Combat**. Units can also increase their SV value from certain **Gray Event Cards** (ex: Confederate Reserves).
- b. **THE ANGLE:** Remember that Confederate units located in any of the four **The Angle** spaces always **increase the Hits suffered while in those spaces by one** (+1 Hit). This is for any reason, including Movement Dice rolls and Events. So, for example, if a unit rolls a Light Fire result and is in The Angle, it will suffer **2 Hits**.
- c. **UNION UNITS:** Suffer Hits via **Fire! chits** that are revealed and possibly from Open Fire! Event Cards. Fire! chits are placed during Preliminary Bombardment (before the game starts) and by **Gray Event Cards** during the game. Hits are also applied directly (i.e., without using Fire! chits) to Union units via **Bayonet Combat**. Union units can increase their SV from certain **Blue Event Cards** (ex: Union Reinforcements).
- d. **MAKING CHANGE:** When a unit gains or loses strength, immediately adjust its **SV** marker to reflect its new current value.

EXAMPLE: *Your fresh Confederate Brigade with 10 SV takes 1 Hit. You would adjust its strength by flipping the 10-SV marker over to its 9-SV side. If it had suffered 2 Hits, you would replace the 10-SV marker with an 8 SV to show its current SV.*

- e. **ELIMINATION:** If a unit's **SV** is ever reduced to **0** or less, that unit is eliminated from the game along with any pieces directly associated with it (for example, attached General markers, Fire! chits, Rally Point markers, etc.).

7.4 EVENT CARDS: Some results on the Movement Table instruct you to draw a **Blue** (pro-Union) or **Gray** (pro-Confederate) **Event Card**. The color denotes which half of the drawn card applies – the **Gray** result is at the **top** of the card and the **Blue** result is at the **bottom** of the card. Simply draw the top card from the deck and reference only the appropriate result and apply it immediately (ignore the other result on the card). Note that very often these events will affect other units besides the active unit.

IMPORTANT NOTE: *Many times, these events will affect units elsewhere on the map – they do not necessarily just affect the currently active unit! So units that are "Done" and on the other side of the map could possibly still perform one of these events if they are otherwise eligible to do so. This is a critical design feature – all units, even those that have already fully activated, can still participate in the game and thus you need to consider this ability when determining how hard to push them and where to regroup them.*

- a. **NO EFFECT:** Any Event Card that is impossible to perform (for example, there is no unit in the designated Zone or the named General is already out of play) is treated as **"No Effect"** and discarded. No replacement card is drawn.
- b. **SAFE ZONES:** **Confederate Start** and **Union Position** spaces are not in any Zone or Area (and thus cannot be affected by some events), but they **are** in their respective Brigade and Wing Columns. So, for example, while a Confederate unit in its Start space and cannot be affected by a Union *Artillery Barrage* Event Card, it could still take a Hit if it rolls a *Light Fire* result on its Movement Dice.
- c. **ONGOING EVENTS:** Certain events require the use of a related marker to be placed elsewhere as a terrain feature or status mnemonic (for example, the *Rebel Yell!* event). Place the marker as instructed and after serving its purpose in that capacity, return the marker to the marker pool.
- d. **OBSTACLE MARKER:** An **Obstacle** marker cannot be placed in a space that is already an Obstacle or already has another Obstacle marker in it. When placed, it turns that space into a temporary Obstacle space. As soon as a Confederate unit successfully enters the space, remove the Obstacle marker and return it to the pool of markers. Note any Zone

requirement listed on the card refers to the **current location of the affected Confederate unit** (not necessarily where the marker is placed). So the marker itself may actually be placed into a space in front of the relevant unit and that space could be in another Zone.

- e. **COVER MARKERS:** There are two different types of **Cover** markers used in the game, each describing a slightly different situation. In both cases, **the marker is placed in the same space** as the affected Confederate unit (which could be located anywhere on the map). As long as the unit remains in that space with the Cover marker, it will gain its benefits. As soon as the unit leaves the space (in either direction and for any reason) the marker is removed.
- » **SMOKE COVER:** This protects the unit by obscuring observed fire. It will **reduce** any result due to the *Volley Fire* or *Artillery Canister Fire* Event Cards (only) by **one Hit** (-1 Hit). All other results are applied normally. (including Light Fire and Heavy Fire results from the Movement Dice).
 - » **GROUND COVER:** This protects the unit from all fire by providing physical cover. It will **reduce** any result by **one Hit** (-1 Hit), even from Movement Dice results.
- f. **HEROIC ACTION!:** The “**Heroic Action!**” marker is attached to any Confederate unit and moves along with that unit. It cannot be re-attached to any other unit. The unit may use the marker once to re-roll a **Rout!** result (only) from the attached unit’s Movement Dice (the new dice roll must then be used) or it may be used to **add two extra Combat Dice** to the attached unit’s Bayonet Combat dice roll. Place the “**Heroic Action!**” marker back into the marker pool after being so used. A unit can only have one “**Heroic Action!**” marker attached to it, but it may have other types of markers attached at the same time.
- g. **VOLLEY FIRE:** Each of the Union units in the indicated **Wing Column** will inflict Hits on the Confederate units located in their associated Brigade Column (i.e., they will affect the Rebel units opposite them). These Hits are figured at $\frac{1}{2}$ of the **SV** of each of the Union units. Apply the full number of Hits if the Confederate unit is in the Red Zone. The total Hits inflicted are **reduced by one Hit** if the Confederate unit is in the **Yellow Zone** and **reduced by two Hits** if in the **Green Zone**.

EXAMPLE: *If a Union unit has an SV of “5”, it will inflict 3 Hits on a Confederate unit opposite it. If that Rebel unit is in the Red Zone, all 3 Hits are applied. Only 2 Hits are applied if the Confederate unit is in the Yellow Zone and just 1 Hit if in the Green Zone. If by chance any of those Confederate units were in Ground Cover, then the Hits scored would 2 Hits in the Red Zone, 1 Hit in the Yellow Zone and no Hits on the Green Zone.*

- h. **OPEN FIRE!:** Pick any **one** Confederate unit that qualifies to do this event. Qualification depends on the **total SV** the unit has and if the unit has at least the amount listed on the Event Card, it can issue fire. Issuing fire is resolved by checking which Zone the firing unit is occupying. From the **Red Zone**, place **two Fire! markers** on the Union Position at the end of the firing unit’s Brigade Column; from the **Yellow Zone**, place **one Fire! marker**; and from the **Green Zone do not place a marker**. Randomly draw the appropriate number of Fire! markers and place them unrevealed (face down) onto the targeted Union Position. An attached General marker can be used to **increase the number of markers placed by one** (so a firing unit in the Green Zone could place one Fire! marker in that case).
- i. **ARTILLERY BARRAGE:** The Union *Artillery Barrage* vs. event hits **all units** in the listed **Area Number**. Hits are inflicted depending on the total number of Confederate units in that Area at the time – the more units, the more Hits.

EXAMPLE: *If the “Artillery Barrage versus Area 3” card is drawn and there are a total of two Confederate units in Area 3, each Confederate unit would then take two Hits.*

- j. **TAKE THOSE COLORS!:** The Union **Rear Area** space is where the Union troops are gathering to attempt to take back captured positions from the Rebels. When this event occurs, Union units in all three Rear Area spaces of the **Wing Column** listed on the card will move into the captured Union Position and conduct a Bayonet Combat. This is resolved immediately and all other normal rules apply. If the Union must retreat, they go back into the Rear Area. If the Confederates retreat, the Union Position space is no longer captured.
- k. **REBEL YELL!:** The “**Rebel Yell!**” marker is attached to any Confederate unit and moves with that unit. It cannot be re-attached to any other unit. The unit may use the marker once to re-roll **any** Movement Dice roll made by the attached unit (the new dice roll must then be used) or it may be used to **add one extra Combat Die** to the attached unit’s Bayonet Combat

dice roll. Place the “**Rebel Yell!**” marker back into the marker pool after being so used. A unit can only have one “Rebel Yell!” marker attached to it, but it may have other types of markers attached at the same time.

1. **8TH OHIO FLANK ATTACK AND VERMONT BRIGADE COUNTERATTACK:** In both cases, a total number of Hits are applied among the Confederate units located in the designated **Wing Columns** (these are the total number of Hits, not per unit). The Hits are distributed as you see fit. Then **all the Confederate units in the designated Wing Column** must each check their Morale. They do this by comparing their current SV to the Area Number they are in. If the Area Number is greater, they must **Retreat two spaces, unless an attached General is used**. If a General is used, the unit remains where it is.

EXAMPLE: *If the “8th Ohio Flank Attack” card is drawn, two Hits must be applied among all the Confederate units in the Left Flank Wing Column. The player decides to apply both to a single Rebel unit in Area “6” and replaces its 8-SV marker with a 6-SV marker. Then this unit, along with all other units in the Left Flank Wing Column, must check their Morale. The unit now has an SV of “6” and is in Area “6”, so it is fine and nothing happens. But if it was in Area “9”, then it would have to retreat two spaces. However, if the unit was in Area “9” and there was an unused General marker attached to that unit, you could have used the general to avoid the retreat and leave the unit where it is.*

- m. **THE GENERAL IS HIT!:** If one or more General markers are in the Wing Column indicated on the card, each such Division General marker is affected depending on which Zone he is in. A marker in the Red Zone is **Killed** and immediately removed from the game permanently. A marker in the Yellow Zone is **Wounded** and you place the Division General marker onto the Game Turn Track **two turns** from the current turn (ex: if it is currently Game Turn “2”, place the General marker in the Game Turn “4” space). During the **Follow Me! Phase** of that future Game Turn, the General marker can again be deployed normally. If the future Game Turn is after Game Turn “5”, the General is instead considered to be Killed. If the Division General marker is in the Green Zone, then the general has a bullet or shrapnel graze him ... but he’s fine. So there is no effect with this result.
- n. **SHUFFLE:** Place this card aside when drawn and draw the next card to replace it. After resolving that second card, shuffle all the cards per the method you chose to use at the start of the game.

7.5 BAYONET COMBAT: If and when any unit successfully **moves into a Union Position** space (which can be tricky for the player because these are also **Obstacle** spaces for Confederate units), an immediate Bayonet Combat is fought. Note that a **Bayonet Combat** is immediately fought in all circumstances and for any reason where a Confederate or Union unit enters a Union Position space (due to a Take Those Colors! Event Card).

The “obstacle” for a Rebel unit to enter a Union Position space partly represents a “morale check” before entering into hand-to-hand fighting. The men must be inspired and led into the enemy ranks!

- a. **REVEAL FIRE! CHITS:** The first thing that is done is to reveal any unrevealed **Fire! chits** on the Union Position (*see 7.8 on page 12*). These are revealed using the normal reveal procedures. If by chance the Union unit is eliminated due to the effects of the revealed Fire! chit(s), the Confederate unit is assumed to have won the Bayonet Combat and has captured the Union Position space.
- b. **COMBAT DICE:** If a Bayonet Combat is initiated, you will take a number of Combat Dice for both sides and roll them simultaneously, applying the results to each side immediately. The Confederate unit uses the gray Combat Dice and the Union unit uses the blue Combat Dice.
- c. **NUMBER OF COMBAT DICE ROLLED:** Each side gets a number of initial Combat Dice equal to $\frac{1}{2}$ of the unit’s current SV. Then a number of dice can be added or subtracted from that amount by the following factors:
 - » **Confederate Units**
 - +1 die if using a “Rebel Yell!” marker
 - +2 dice if using a “Heroic Action!” marker
 - +1 die if using an attached Division General marker (Hat on the Sword!)
 - +1 die per adjacent Captured Union Position space with at least 1 SV of Confederate units in the space
 - -1 die if “Shaken!”
 - » **Union Units**
 - +1 die per adjacent Union Position space with at least 1 SV of Union units in the space unless that adjacent space has an “Unsteady” or “Suppressed” temporary chit in it. In either of those two cases, the adjacent Union Position cannot provide support and the extra die is not earned.
 - +1 die if unit is defending Union Position with a “stonewall” against an attacking Confederate unit.

Regardless of the number of plus adjustments, no unit can ever roll more than six Combat Dice in any one Bayonet Combat.

d. **BAYONET COMBAT RESOLUTION:** Once you've figured out how many dice each side will roll for the combat, grab the Combat Dice for both sides and roll them all at once. The die roll results for each side are read and cumulatively applied as follows:

- **1, 2 or 3 = Miss, no effect**
- **4 = Morale Loss only**
- **5 = Partial Hit + Morale Loss. Two of these dice results = One Hit + Morale Loss**
- **6 = One Hit + Morale Loss**

- » Total up the results that each side has rolled and apply them to the units involved. Blue Dice results are applied against the Confederate unit and Gray Dice results are applied against the Union unit. *Note that for every two "S's" rolled, one Hit is inflicted on the opposing unit.*
- » Each **Hit** inflicted causes the **loss of 1 SV** from the targeted unit. Apply accumulated Hits and reduce the SV of the two units accordingly.
- » Then, to determine which unit wins the combat, count up all the **Morale Loss** results rolled by each

side (i.e., all the "4", "5" and "6" rolls). **The side that inflicted the most Morale Loss results wins the combat and the opposing units must Retreat.**

Note that a unit that has been eliminated (it has no SV remaining) could still win the combat!

- » If both sides inflict the **same number of Morale Loss** results, then the **attacking unit loses the combat** and must Retreat.
 - » If the **Confederate** unit must Retreat, **move it back one space** (to just outside the Union Position). Leave its Rally Point marker wherever it is.
 - » If the Union unit must Retreat, **place it back into the Union Rear Area** space connected to that Union Position space.
- e. **EXHAUSTION AND DISORDER:** After fighting in a Bayonet Combat, an **active Confederate** unit's turn is over regardless of the result. Flip its Rally Point marker over to its "**Done**" side. If this combat occurred because of an Event Card, the unit's Rally Point marker remains on its current side (i.e., the marker is not flipped to "Done" if the combat occurs while the unit is not actually active).
- f. **CAPTURING A UNION POSITION:** If the **Union** unit defending the **Union Position** space Retreats out of it and the victorious Confederate unit

EXTENDED EXAMPLE: Lane's brigade unit has been dodging through the incoming fire and miraculously makes it the space adjacent to the Union Position space, which has a 5-SV unit in it with two unrevealed Fire! chits. The adjacent Union Position space to the left is still Union controlled with a 2-SV Union unit in it and the Union Position space to the right is a Captured Union Position with a Marshall's brigade in it at 3 SV. The Lane Confederate unit still has 8 SV and has even gained a "Rebel Yell!" marker along the way, though it had an earlier Heavy Fire result and it's now "Shaken". You decide to push your luck just one more time and try to make it into the Union Position despite the unit's Rally Point marker being all the way back at Bliss Farm – a whopping six spaces away! You say a short prayer and roll the Movement Dice ...and you roll a 1 and 6 for an Against The Wind result! This will be costly as your unit will make it into the Union Position space but it will take 3 Hits ... 2 Hits from the result because you are moving into an Obstacle space and an additional Hit because the unit is in a The Angle space.

The SV marker gets adjusted down to a 5-SV marker but Lane's unit goes in for the Bayonet Combat! You move the unit into the space and because the Union unit has unrevealed Fire! chits, you must now reveal them and apply their effects. The first marker is a "1 Hit" result and the Union unit drops to a 4-SV unit marker. The second Fire! chit is the "Unsteady" temporary marker, which is placed with the Union unit. So now you figure out how many Combat dice each side will be throwing in this Bayonet Combat. The Union unit gets the following: 1 Combat Die for having 2 SV (4 SV halved to 2 SV because of the "Unsteady" marker; 2 SV gets one die); 1 Combat Die because the Confederate unit crossed a stonewall border; 1 Combat Die because there is an adjacent Union controlled Union Position space = a total of 3 Blue Combat Dice. Your Confederate unit gets: 3 Combat Dice for 5 SV; 1 Combat Die as you opt to use your "Rebel Yell!" marker (the marker is then discarded); 1 Combat Die for the adjacent Captured Union Position space; -1 Combat Die because the unit has a "Shaken" marker = a total of 4 Gray Combat Dice. You roll all seven dice at once (three Blue and four Gray) and get the following results: Blue – "2", "4" and "6"; Gray – "1", "3", "5" and "5". The Union thus scores 1 Hit on the Confederate unit and reduces it to a 4-SV marker; your unit scores 1 Hit (the two "S's") on the Union unit and reduces it to a 3-SV marker.

The total Morale Losses for the two sides is two against the Union unit (the two "S's") and two against the Rebel unit (the "4" and "6"). Because it's a tie in inflicted Morale Losses, your unit loses and has to retreat back to the space it came from. The unit is then also immediately finished with its activation and its Rally Point marker flipped to its "Done" side (and is still in Bliss Farm). You then have to finish the Against the Wind Movement Dice result by drawing a Blue Event Card and enacting it and then drawing a Gray Event Card and resolving that as well.

has at least 1 SV remaining, then the Confederates have captured that position! Take any “1” Union SV marker, flip it over to its “**Captured**” side and place it in that Union Position to symbolize this. Then bring the victorious Confederate unit’s **Rally Point** marker **up to the space just outside the Union Position** (not into the Union Position). Also, do not remove the **Confederate** Brigade’s **SV** marker - its value is worth Victory Points and the unit may be counterattacked by Union units. Note that if a **Union Position** space is empty because the Union unit was eliminated prior to the Confederate unit entering it (due to the effect of revealed **Fire!** chits), that Union Position space is automatically captured when the Confederate unit enters the space. *A Confederate unit in a captured Union Position does not activate anymore in the game unless it gets Retreated out of that position.*

- g. **UNION COUNTERATTACKS:** If the Union *Take Those Colors!* Event Card is drawn this may trigger a Union attack on one or more **Captured Union Positions**. The appropriate Union SV markers are moved into the adjacent Captured Union Position and an immediate Bayonet Combat is resolved there with the Union unit attacking and any Confederate unit there defending. Normal Bayonet Combat procedures are used. If the Confederate unit is eliminated or forced to retreat, the “Captured” marker is removed from the space and the Union Position is returned to normal, defended by the surviving Union SV marker. If the Union unit is retreated, it is moved back to the Union Rear Area space and the Union Position remains captured.

7.6 REGROUPING: If you decide that a unit should not risk rolling the Movement Dice again, then it may elect to **Regroup**. This option is not available, however, if the unit is just starting its activation for the Game Turn – **the unit must roll the dice at least once every Game Turn**. The Regroup option is also not available if a Movement Dice result **forces you to stop the unit’s activation**. Every Confederate unit has its own **Rally Point** marker in its Brigade Column and that marker represents its fallback (or regrouping) point. You will want to have **Rally Point** markers keep up with your advancing units in order to minimize the effects of tactical disasters.

- a. In lieu of moving or as a result of an *On to Washington!* Movement Dice result, a unit can Regroup and consolidate its position. You perform this by bringing its **Rally Point** marker forward from its space to the unit’s **current space**. These are the only times a Rally marker can be brought forward. In all other cases, it

stays where it is . . . even if the Confederate unit in its Column is moved forward for any other reason (like an Event Card).

- b. If a unit does Regroup, it is finished with its activation and its Rally marker gets flipped to “**Done!**”.
- c. If a unit is **forced** to end its activation due to a bad Movement Dice roll (such as a **Rout!** or a second *Heavy Fire!* result), then its Rally marker will be flipped to “**Done!**” by the result and the **Rally Point marker stays where it is**.
- d. If the unit has an unused **Division General marker** attached, you may use it to conduct a **Redeploy the Battleline!** action after the Regroup decision is made.

The concept of consolidating a unit’s position is very important! The Rally Point marker only moves up to its unit in very specific cases. Otherwise, it remains where it is and if the distance between the marker and its unit grows to be too great, the damage the unit could suffer may be catastrophic. If you push a unit too far too fast, a Heavy Fire or Rout! result can cripple it because the number of Hits inflicted directly relates to the distance the unit is from its Rally Point marker.

7.7 SIGHTING STEP: After a unit’s Activate Step for the turn is complete and the unit is done, a Confederate unit ends its entire turn by possibly revealing one or more unrevealed **Fire!** chits in the **Union Position** space of its Brigade Column (only). How many **Fire!** chits are actually revealed depends on which Zone the just-activated **Confederate** Brigade is currently in, as follows:

- » **Confederate unit in Green Zone = No chits** are revealed (*it’s too far away to be certain of the enemy’s condition*).
- » **Confederate unit in Yellow Zone = 1 Fire! chit** in the Union Position at the end of that Brigade Column is revealed and applied (*chosen randomly if more than one*).
- » **Confederate unit in Red Zone = All Fire! chits** in the Union Position at the end of that Brigade Column are revealed and applied.

Immediately after the indicated number of **Fire!** chits are revealed, their effects are applied (see below).

Important Reminder! This step is easy to forget to do in the heat and panic of battle. Try to remember to perform this important step as it will help your units in the long run.

7.8 FIRE! CHITS: When the Confederates fire upon a **Union Position** space (ex: while resolving an *Open Fire!* Event Card), the effect of that attack is not immediately known to you and must be ascertained during play (this is due to confusing battlefield conditions, units hunkered down, drifting smoke, etc.). To simulate this, **Fire! chits**

are used and their results are applied to the affected Union Position space **only when those Fire! chits are revealed.**

- a. **KEEPING THEIR HEADS DOWN:** An **unrevealed Fire! chit temporarily** reduces that Union unit's SV by **one (-1 SV)**. Do not replace the SV marker with a lower one – simply treat the unit as being one SV lower for **all** purposes.

Note again that a Union unit's actual SV marker is not physically changed – the Fire! chits simply modify that value while they are in the Union Position. This represents the disrupting and pinning effect of the gunfire on the Union troops. Whether that effect is temporary or not will be discovered when the marker is revealed.

EXAMPLE: A Union Position space with a 5-SV unit in it also has two unrevealed Fire! chits on it. The Strength Value of that Union unit is considered to be "3" (5 SV less 2 SV for the two Fire! chits) for all purposes due to the suppressive effects of the Fire! chits present in that location.

- b. **REVEALING FIRE! CHITS:** Unrevealed **Fire! chits** remain so until revealed by **Sighting**, by the *Skirmishers Advance* Event Card or by a Confederate unit actually entering that Union Position space during movement of any kind. When any of these actions occur, immediately flip over all Fire! chits and apply the chit's effects immediately. Then place the revealed chits back into the chit pool.
- c. **REVEALED EFFECTS:** Once revealed the effect of each **Fire! chit** is applied immediately. These effects are cumulative with one another. The effects are as follows:
- » **MISS!** = No effect.
 - » **1 Hit!** = **Reduce** the Union unit's SV marker by **one**.
 - » **2 Hits!** = **Reduce** the Union unit's SV marker by **two**.
 - » **3 Hits!** = **Reduce** the Union unit's SV marker by **three**.
 - » **Unsteady** (temporary chit) = Leave the Fire! chit on the Union Position with the revealed side showing. The Union unit has its **SV halved** in **Bayonet Combat** during the current turn (only). If two of these chits are on the same space, then the SV is quartered. This chit also prevents this Union Position space from supporting an adjacent Union unit in Bayonet Combat. Remove the chit and place it back in the pool of Event! chits during the next Housekeeping Phase.

- » **Suppressed** (temporary chit) = Leave the Fire! chit on the Union Position with the revealed side showing. The **Union** unit has its **SV halved** if it conducts **Volley Fire** Event Card during the current turn (only). If two of these chits are on the same space, then the SV is quartered. This chit also prevents this Union Position space from supporting an adjacent Union unit in Bayonet Combat. Remove the chit and place it back in the pool of Event! chits during the next Housekeeping Phase.

EXAMPLE CONTINUED FROM ABOVE: The two Fire! chits are revealed. They are a MISS! and a 1 Hit. These are immediately applied and both Fire! chits are then returned to the stock of available Fire! chits and mixed back in (unrevealed). Due to its suffering a 1 Hit result, the Union unit's SV marker is reduced to 4-SV.

7.9 MOVE ON! STEP: At the conclusion of the **Activate** and **Sighting Steps** for the chosen active Confederate unit, determine the next Confederate unit you wish to activate and move the **Advancing Brigade** marker behind the unit's counter on the map. The newly activated unit **cannot** have its **Rally Point** marker on its "**Done**" side. If the Advancing Brigade marker is on its "**Shaken!**" side, flip it back over to its front side before proceeding. If all Confederate units now have their **Rally Point** markers flipped to their "**Done**" side, proceed to the **Housekeeping Phase**.

VOLLEY FIRE/FIRE! CHIT EXAMPLE: You have to draw a Blue Event Card after rolling a Heavy Fire Movement Dice result. You draw the top card and it is The Volley Fire vs. Right Flank. You look at the Right Flank Wing Column and see that you have, from left to right, a unit in the Red Zone, one in the Yellow Zone and the third in the Green Zone. The left hand unit is faced by a Union Position space with 5-SV unit containing 4 Fire! Chits. This makes the net SV for this unit a "1" and when it fires at the Red Zone unit, it inflicts 1 Hit. The middle Union Position has a 5-SV unit but with only 1 Fire! chit, so its net SV is "4" and it fires at the unit in the Yellow Zone and inflicts 1 Hit (SV of "4", halved to 2 Hits but then -1 Hit for firing into the Yellow Zone). The last, right hand Union Position also has a 5-SV unit but no Fire! Chits are there. It fires at the Rebel unit in the Green Zone and also gets 1 Hit (SV of "5", halved to 3 Hits but -2 Hits for firing at a Green Zone target).

"Those great masses of men seemed to disappear in a moment ... the ground over which we passed after striking their flank was literally covered with dead and wounded men".

- Colonel Wheelock Veazy, 16th Vermont Regiment, Stannard's Brigade

8. HOUSEKEEPING PHASE

This is the last phase of the Game Turn. Proceed through each of the following Steps one at a time and in order.

8.1 COORDINATE THE ATTACK!: All **Division General** markers that have not yet been used may now be used to draw a **Gray Event Card**. Apply the card's effects immediately.

8.2 A COURIER ARRIVES!: Refresh all **Division General** markers on their "Used" sides by flipping them back over to their "Ready" sides.

8.3 UNION RALLY: Remove all revealed *temporary* effect **Fire!** chits from the map and place them back into the Fire! chit pool face down (unrevealed).

8.4 FORM UP!: Flip all the **Rally Point** markers from their "Done" sides back over to their "Rally" sides, except for Confederate units in a captured Union Position space. Keep the **Rally Point** markers in their current spaces! Units in a **Captured Union Position** will not activate next turn and keep the "Done" side of their Rally Point markers showing.

8.5 TIME MARCHES ON: Finally, advance the **Game Turn** marker one space. If Game Turn "5" was just completed, score the game to see how well you did.

9. SCORING THE GAME

9.1 VICTORY POINT SCHEDULE: At the conclusion of Game Turn "5", calculate your total Victory Points scored according to the following schedule:

- » **+1 VP: per Confederate SV in the space adjacent to the Union Position space in the same Brigade Column** (i.e., they are in the last space of the Brigade Column but could not quite make it into the Union Position).
- » **+3 VP: per Confederate SV in a Captured Union Position space.**
- » **+10 VP: Bulge in the Line Bonus*** - if there are *three* consecutive **Captured Union Position spaces**. Each Union Position space in the set must be adjacent to at least one other space in the set without any uncaptured Union Position spaces in between.
- » **+15 VP: Breach in the Line Bonus*** - if there are **four** consecutive **Captured Union Position spaces**.
- » **+20 VP: Breakthrough Bonus*** - if there are **five** consecutive **Captured Union Position spaces**.
- » **+30 VP: Overrun Bonus*** - if there are **six or more** consecutive **Captured Union Position spaces**.

***Only one of these Bonuses applies to your score. Count only the single largest VP reward.**

9.2 HISTORICAL OUTCOME: Cross reference the total number of Victory Points you scored (per the above schedule) and find that total below to determine how well you did historically.

181 OR MORE = INCREDIBLE VICTORY!: Lee's Army of Northern Virginia sweeps over Cemetery Ridge and drives the Union army from the field in utter rout, pursuing them all the way back to the fortifications of Washington. Britain and France finally recognize the Confederacy and negotiate a peace between the North and South.

161 TO 180 = DECISIVE VICTORY: The Confederates once again break the Army of the Potomac, leaving it disorganized as Philadelphia and Washington are suddenly both at the Rebel's mercy. Lee knows that he at last has his opportunity to bring the war to a favorable conclusion, but he must press his exhausted army on to Washington to force the issue before more Federal armies arrive by rail from New England and The West and threaten his lines of supply and communication.

141 TO 160 = MAJOR VICTORY: Meade's Army of the Potomac retreats in defeat, falling back on Washington in good order, if demoralized. Meade himself is sacked as Lincoln is once again faced with the challenge of finding a general who can whip Bobby Lee. With another Union victory at hand along the Mississippi River, word is sent to General Grant to come to Washington as soon as possible. In the meantime, Lee is pressed to "make news" with a campaign that will impress the North and Europe and help the South achieve its negotiated independence.

121 TO 140 = MINOR VICTORY: Lee's men push the Union army off of Cemetery Ridge and control the battlefield at the end of these bloody days. And at the end of the battle, Longstreet famously asks Lee, "But what have we won?" Although Meade is forced to leave the battlefield to rally his battered army, Lee's men desperately need rest and cannot pursue right away to consolidate his victory. Both sides consider their next moves in a new summer campaign, but the fallout of the news from Vicksburg forces Lee's hand...

101 TO 120 = STANDSTILL: The Union army is mauled and bloodied, but manages to hold on to enough of the Gettysburg battlefield so that it remains there on the night of July 3rd. When the sun rises on the 4th, the armies essentially stare at each other for the day, save for a few skirmishes. Finally, on July 5th, deep in hostile territory and with an advance impossible, Lee is forced to disengage and maneuvers back toward the Potomac River.

81 TO 100 = SETBACK: Pickett's Charge rattles the Union army and is well chronicled in newspapers on both sides of the MasonDixon Line. It is still a tactical defeat to the generals on the battlefield and the sun sets on an unconquered Union Army atop Cemetery Ridge. Meade does not commit his reserves to a counterattack, and so the Army of Northern Virginia also remains intact, falling back in good order on July 4th. Caution still guides the Union generals, much to Lincoln's consternation.

61 TO 80 = MINOR DEFEAT: Your attack, setting off to a glorious destiny, is clearly repulsed and with fairly heavy losses. The Union Army, secure in its positions, remains defiant and unmoved. You cannot afford to risk your wounded Rebel army this far from home, particularly after having lost so many stragglers on the way to Gettysburg. It is time to fall back and regroup to fight another day.

41 TO 60 = MAJOR DEFEAT: Pickett's Charge is a failure, and it is obvious to all. Lee surveys the 6,500 Confederate casualties through the smoke and apologizes, saying that it was "all my fault." Ordering Pickett to reform the surviving half of his division to defend against a possible Union counterattack, Pickett angrily replies, "General Lee, I have no division!" The Army of Northern Virginia is crippled, but the veteran remnants manage to retreat from the field in good order. This is the historical outcome.

21 TO 40 = SEVERE DEFEAT: The divisions that participated in Pickett's Charge are rendered useless, being nearly wiped out. General Pickett's forces suffer 80% casualties and the other divisions fare little better in the slaughter. The Army of Northern Virginia is no longer an offensive threat to the Union and is forced to immediately flee the field of Gettysburg to head back across the Potomac River. General Lee tenders his resignation, and there is considerable debate in Richmond before Jefferson Davis finally refuses it and decides to keep Lee in command.

0 TO 20 = CATASTROPHE!: Lee is whipped and his army disintegrates in a rout with many dissenting soldiers asking what they were doing invading the North in the first place. The Confederate's great invasion of the North fails miserably, all hope of help from Europe evaporates, and Jefferson Davis considers suing for peace. Combined with the news that the South has been cut in two with the fall of Vicksburg, Southern morale crumbles and the situation rapidly deteriorates.

9.3 PLAYER PERFORMANCE LEVELS: While history must judge the success or failure of Pickett's Charge in light of the American Civil War, how you did as a player of this game (rather than a general facing history) can be determined separately. To find out if you managed to earn a "Game Victory," simply total the Union Positions you were able to successfully capture and cross-reference that total with the following Levels of Performance:

9 <i>MASTER</i>	Others suspect you're too lucky and want to check your sleeves for hidden cards and the number of pips on your dice.
8 <i>EXPERT</i>	Where were you when the Confederacy needed you?
7 <i>ELITE</i>	You have what it takes to lead a great assault.
6 <i>EXCELLENT</i>	You have nerves of steel and good timing.
5 <i>GOOD</i>	You can take some satisfaction in performing this well against these odds.
4 <i>FAIR</i>	While nothing to brag about, you probably could anyway.
3 <i>ADEQUATE</i>	Sometimes it is not enough to do your best, sometimes you must do what is required.
2 <i>POOR</i>	This would earn you some very stern words from your commanding officer and put you in unofficial disfavor.
1 <i>AWFUL</i>	This would earn you a formal reprimand and a likely transfer to a less glorious theater of the war.
0 <i>ABYSMAL</i>	You're a disgrace with your honor stained; if you did not have political connections, you would have been demoted for sure.

"General Lee, I have no division."

- General George Edward Pickett

Here are a few tips and reminders for playing In Magnificent Style:

- » The Determined Advance and On To Washington! results each have two resolution options – choose wisely!
- » After the first Heavy Fire result, that unit becomes Shaken. That means that it must Retreat if it receives a second Heavy Fire result that turn, so know that you're really pushing your luck at that point!
- » There are only three occasions where you move a unit's Rally Point marker: 1) When that unit Regroups and ends its turn; 2) When it enjoys an On To Washington! result; and 3) When it captures a Union Position.
- » Union Position spaces are also Obstacles, so a unit must achieve a successful result to allow entry into them! Consider this as an "elan test" for the unit to see if the unit has the impetus to get into hand-to-hand combat.

10. COMPREHENSIVE EXAMPLE OF PLAY

The Confederate Player, Rhett, has just completed the activation for Fry's once pristine Brigade for Game Turn 2 (flipping its marker to its "Done" side) and now he flips back the Advancing Brigade marker from its Shaken! side (Fry just got his Brigade through some Union Heavy Fire).

He then decides, for no particular reason, to place it behind Garnett's 10-SV Brigade, the first in line for Pickett's Division (it is in the last space in the Green Zone, with its Rally marker one space behind it because Garnett's Brigade has recently benefited from a Pickett's Fresh Division Gray Event card earlier this turn). In addition, Garnett has the Pickett Division General marker attached to it. Rhett Activates Garnett's Brigade to move and rolls the Movement Dice. A 2 and a 5 yields an Advance result, so the Brigade moves one space forward (into its first space in the Yellow Zone) without incident and activates the unit again. "Onward, men!" orders Rhett and rolls the Movement Dice again. This time he rolls a 6 and a 3 for a sweet C'mon, Boys! result.

The Brigade advances to the second space in the Yellow Zone and since that is not an Obstacle space, Rhett draws one Gray Event Card. He draws Open Fire! (9+). With few Brigades left on the map with at least 9 SV, Garnett's Brigade is chosen to shoot and, being in the Yellow Zone, inflicts one Fire! marker upon the Union unit opposite it on Cemetery Ridge (i.e., the Union unit in the same Brigade Column).

Wanting to make the most of this opportunity to soften up the Union Position space ahead, Rhett uses his Pickett Division General marker to assist this Open Fire! event, placing a second Fire! marker on the Yankee unit and flipping the Pickett marker over to his USED side.

Garnett is a good distance from its Rally marker and Rhett considers a Regroup to consolidate its position but feeling lucky he picks up the dice again for another move. "It would be great if I could get them into, or even past, that Obstacle space first, and then Regroup", he reasons.

The dice are cast and fate catches up with Rhett as he rolls a 2 and a 1 for a Heavy Fire result. Suddenly regretting having used Pickett already (a re-roll of the Movement Dice would have been really useful right now), Garnett's Brigade must endure the Heavy Fire. The unit suffers two Hits (half the distance back to its Rally marker, rounded up) and stands its ground. He flips the Advancing Brigade marker to its Shaken! side and, after adjusting the SV markers down to "8", Rhett draws the required one Blue Event Card. And it couldn't be much worse – he draws the Artillery Barrage vs Area 6 card (right on top of Garnett's Brigade!). As it turns out, Kemper's Brigade is also in Area 6, so both Garnett's and Kemper's Brigades suffer two Hits each.

Rhett adjusts their SV markers (cursing his luck). Angry at this new situation, Rhett cries, "We paid for that Obstacle space, men, and I'm fixin' to take it! Who's with me?" But there is no answer. Sobered by the reality of the situation as he slowly surveys Garnett's Brigade gasping suddenly at only 6-SV, Rhett finally chooses the better part of valor (discretion) and decides to have Garnett Regroup and consolidate its position. He advances Garnett's Rally Point marker to the Brigade's currently occupied space and flips it over to its "Done" side.

During Garnett's subsequent Sighting Phase, since this Brigade is in the Yellow Zone, one Fire! marker on the opposite Union unit is revealed to be a 1 Hit result (the second Fire! marker remains unrevealed). Rhett gladly reduces that Union unit's strength from 5-SV to 4-SV. He ends Garnett's turn by flipping the Advancing Brigade marker from its Shaken! side. Deciding to just continue on down his line, he places it behind Armistead's 8-SV Brigade which currently resides in its second Green space. "To glory, boys! They haven't got the stomach!"

Rhett eventually completes his turn after each of his Brigades have had a chance to Activate. During his Housekeeping Phase, Rhett flips over his Division General markers back to their front sides (leaving them in their current spaces for now), then flips each Brigade's "Done" marker back to its "Rally" side, removes any

temporary Fire! chits from their Union Positions, and finally advances the Game Turn marker to the “3” space on the Game Turn Track.

Time marches on! During Game Turn 4’s Union Activity Phase, Rhett must pull two Blue Event Cards but neither has any effect. “Their fire has slackened, boys!” During the Follow Me! Phase, he attaches the Trimble Division General marker to Fry’s Brigade, leaves Pickett with Garnett (planning a major push in this sector of the battlefield) and takes a moment to reflect on the fall of poor Pettigrew.

It is now the Brigade Activation Phase and Rhett chooses Fry’s Brigade to Activate first. Following some amazing die rolling – “The Lord hails from Dixie!” – Fry goes on to capture the Union Position in his Brigade Column and now resides there with 7-SV. Rhett, sensing a critical moment in the game has been reached, activates Garnett (6-SV) next.

His first task is to get past that intrusive Emmitsburg Road obstacle. He rolls the Movement Dice and gets a 3 and a 5, which has no effect (an Advance result is not good enough to enter the Obstacle space). He chooses to move again and this time rolls a 1 and a 6, an Against the Wind result! Rhett has a tough choice here – either take the two Hits and advance into the Obstacle space or use up Pickett’s Division General ability for this turn to re-roll the dice. With his main concern being to get through that obstacle, Rhett’s men take the two Hits.

“Forward!” Rhett advances Garnett into the Obstacle space, reduces the Brigade to 4-SV and then needs to draw two Event Cards, first a Blue one and then a Gray one. The Blue Event Card is God is a Rebel. How prophetic! Now Rhett draws a Gray Event Card instead. The card is Supporting Second Line, so he can choose any of his three Divisions and increase its Brigades by a total of 3 SVs (because it is Game Turn 3). “Ah, Longstreet has sent us some reinforcements!” Rhett decides to add all 3 SVs to Garnett, thus bringing him back up to 7-SV.

The second Gray Event Card is Unit Finds a Fold in the Ground and Rhett decides to place a “Ground Cover” marker over on the left with Davis’ Brigade as it is quite weak. Garnett is now ready to make a final push across the Red Zone against the 4-SV Union Position opposite him.

Rhett chooses to do another move and rolls a 5 and a 5 for a Determined Advance. Garnett’s Brigade moves two spaces forward! He rolls again and gets a 2 and a 4 for an Advance, thus moving Garnett’s Brigade adjacent to the Union Position.

The next move roll will be into an Obstacle space (the

Union Position) and Rhett grimly shakes the dice. A Southern miracle occurs as a 6 and a 3 appear and yields a C’mon Boys! result! Rhett moves Garnett into the Union Position space and now the Rebels are at ‘em! First, the unrevealed Fire! marker is flipped and it reveals to be a “Miss!” result. Bayonet Combat is now resolved.

The two sides’ combat calculations begin with Garnett’s value as follows: 4 dice (for the unit’s 7-SV); +1 die by “using” Pickett (flipping his marker over); +1 die for Fry’s support from the adjacent captured Union Position = 6 gray combat dice. The Union unit gets: 2 dice (for 4-SV); +1 die for the other adjacent Union Position space (Armistead has not yet captured it) = 3 blue combat dice.

Rhett rolls all nine combat dice at once and gets the following results: the gray dice are “6”, “6”, “3”, “3”, “2” and “1”; the blue dice are “5”, “4” and “4”.

The Union units suffers two Hits and is reduced to 2-SV and Garnett suffers no Hits. A true pounding! But the boys in blue are made of tougher stuff as they have inflicted three Morale Losses on the Rebs while Garnett’s men only inflicted two on the Northerners. So though more casualties were caused by the vicious attack, the Rebs just couldn’t carry the day.

Garnett loses the battle and is moved back to the last space in the Red Zone (adjacent to the Union Position just fought over). After Rhett is done cursing his mercurial luck, he flips Garnett’s Rally marker over to its “Done” side (keeping it where it is).

Now it will take at least one other turn to seize this space and Rhett’s plan of opening a breach in the Union lines is temporarily thwarted. Finally, he must resolve the Gray Event Card for his C’mon Boys! dice roll. He draws Weak Confederate Artillery Support and randomly picks one Fire! chit, deciding to place it on the Union Position Garnett just fought over as a final act of revenge and frustration.

If only that artillery fire had fallen on the Northerners earlier in the battle!

11. DESIGNER'S NOTES

The original iteration of *In Magnificent Style* was published back in 2012 and was to be the first in the planned *Death or Glory* series of games for Victory Point Games. This series was slated to offer designs that attempted to depict those infamous “forlorn hope” attacks of history. Alas, despite some neat ideas for the series and a couple of legitimate prototypes, it was cut short as VPG went in other directions. The game kind of wallowed for a while and became a bit of a collector’s item. I honestly didn’t know what to do with it and eventually was leaning to just either letting it alone or asking another company if they wanted it. And then suddenly Grant Wylie from Worthington Publishing wrote to me and asked about publishing a new, deluxe version of the game. I had never worked with Worthington before and was only too happy to make this our first project together.

In Magnificent Style was certainly a different type of game and it was a challenge to design. While first putting this new system together, I stumbled upon some unique interactive mechanics. The push-your-luck aspect of the design is essentially a dice-driven approach that evolved from a game my German grandmother taught me when I was young called *Schwein* (“Pig”). By tweaking the dice mechanic from *Schwein*, the system generates enemy activity during a unit’s move and constantly keeps the player involved. The addition of Event Cards enhances the narrative and produces additional opportunities

and pitfalls for the player. Between the dice rolls and the cards, the game’s general narrative is written, with punctuation added by important player decisions. The end result is a feeling of leading your men forward, pressing them on through a hail of enemy fire as you strain to reach an improbable goal. I believe that this game engine successfully creates the right balance of battlefield “chaos management” and important player decision-making that is inherent in battle.

It is important to remember that that this game is not meant to be a detailed historical study of this or any other ACW battle. We have tried to drape the game in plenty of history and drama, as historically based events can certainly unfold during game play. But the game is designed primarily to be a fun, quick-playing “gambling” style system where the history is there to lend context to the risks the player is taking. And the additional benefit of playing games based on history is, of course, actually learning more about the historical event just experienced.

So thanks for supporting this new version of the game! For veterans of *In Magnificent Style*, I hope that this deluxe edition gives you the same feel as the original but with some interesting new twists. For newcomers, I hope you enjoy this solo, push-your-luck experience. In both cases, I just hope you all have fun.

– Hermann

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