

# *Clash of Giants* *Civil War*



**BATTLES** *of* **SECOND BULL RUN** *and* **GETTYSBURG**

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## BATTLE BOOK



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This is the "Living Battle Book" document for the game. It includes updates and clarifications to the original rules.  
To aid readability, updates and clarifications are indicated in blue text.

# Second Bull Run

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## 1.0 Introduction

The Second Battle of Bull Run (or “Second Manassas” to most Southerners) was fought August 28–30, 1862, around the northern Virginia battlefield that had witnessed the first major clash of the Civil War in 1861. At the Battle of Second Bull Run, Robert E. Lee cemented his fame as the Confederacy’s ablest general when he soundly defeated the Union Army of Virginia under John Pope. This victory was followed immediately by Lee’s first invasion of the North, which ended in the bloody stalemate at the Battle of Antietam in September.

Following the failure of George McClellan’s Peninsular Campaign, Lincoln had put his hopes on John Pope. Pope was commander of the newly formed Army of Virginia, soon to be reinforced by corps from McClellan’s Army of the Potomac. But Pope, who had showed promise campaigning in the west, was outmaneuvered by Lee at every turn. A wide flank march had placed Major General Thomas J. “Stonewall” Jackson’s Confederate “wing” on Pope’s line of communication near Manassas, Virginia. Pope—seeing this as an opportunity to smash Jackson before the rest of Lee’s Army (i.e., Longstreet’s wing) could come to Jackson’s rescue—ordered his troops to concentrate around Manassas. But when Pope’s leading units arrived on August 28, Jackson had seemingly vanished.

In fact, Jackson had pulled his divisions into a defensive position behind an unfinished railroad embankment northeast of the small town of Gainesville. Pope’s forces spent much of the day marching about in search of Jackson, who finally revealed himself late in the day by attacking a Union division near the Brawner’s Farm just east of Gainesville. The Battle of Brawner’s Farm ended in a bloody draw, but Pope planned to launch a general assault on Jackson the next day.

Pope assumed he would catch the Confederates preparing to retreat, but Jackson had no plans to withdraw. Jackson’s task was to focus Pope’s attention on his entrenched wing while Longstreet’s forces pushed through the Thoroughfare Gap to the west and fell on Pope’s unguarded left flank. Though hard-pressed, Jackson’s forces held against repeated attacks until Longstreet’s troops began to arrive on the battlefield, forming up on Jackson’s right.

Pope, oblivious to Longstreet’s arrival, renewed his attacks on August 30. Typically, Longstreet delayed his assault until he was satisfied his forces were in perfect order, leaving Jackson’s men to endure a heavy pounding. Longstreet then launched

five divisions against the Union left in the largest single mass assault of the war. The Union left was crushed, and though Pope's army escaped annihilation thanks to the bravery of a hastily employed rear guard, the way was clear for Lee to invade Maryland.

Pope had suffered a major defeat, but the Union soldiers had fought well, and more than once Jackson's forces had almost broken under the pressure of repeated Federal attacks. The forces involved were evenly matched, and Lee's victory was over a Union general rather than over the Union army. Now you are in command. It is 28 August, 1862. Can you win the Clash of Giants?

## 2.0 Game Notes

### 2.1 Game Scale

Each hex on the map represents approximately 500 yards across. Each turn represents the passage of three to six hours. Units are mostly brigades.

### 2.2 The Retreat Compass

Note the Retreat Compass for each side on the map. Union units retreat to the northeast and southeast, Rebel units to the northwest and southwest.

## 3.0 Game Setup

### 3.1 Counter Setup

Both players should take all the units and sort out those with a reinforcement turn of entry indicator—a number/letter code at the top-right of the unit; e.g., “3E” or “3”. These can be stacked on the turn record track as a reminder. The remaining combat units and leader counters will be placed on the map per the scenario instructions below.

#### 3.1.1 First Player Setup

The Confederate player sets up first. Initially, the CSA player must decide where to place each of his starting Formations. Units setting up at a location must set up according to the stacking limits, within three hexes of the chosen hex (i.e., at most two intervening hexes). Formations may not be divided between starting locations; each Formation must have one location chosen only.

**Taliaferro's Division:** May set up at either Bethlehem Church (hex 3118) or Henry House Hill (hex 3010).

**Ewell's Division:** May set up at either Manassas Junction (hex 3823) or Matthews Hill (hex 2907).

**Light Division:** May set up at either Groveton (hex 2510) or Centreville (hex 4504).

**F. Lee's Cavalry Brigade:** May set up at either Stony Ridge (hex 2507) or Sudley Church (hex 2805).

Placement of Turn 1 markers is explained in 3.1.3. Place all remaining Confederate units, AMs, CMs, and SCMs on the Turn Record Track on the turn indicated on the unit. Place the

Confederate VP markers on the 0 VPs space. Note that the Stuart Horse AM is available on Turn 1.

#### 3.1.2 Second Player Setup

The Union player sets up second. If Ewell's Division starts at Manassas Junction, set up Hooker's *entire* Division in Reinforcement Entry Hex E. Otherwise set up Hooker's Division at Manassas Junction (hex 3823), *according to the stacking limits and within three (two intervening) hexes of Manassas Junction.*

Placement of Turn 1 markers is explained 3.1.3. Place all remaining Union units and AMs, CMs, and SCMs on the Turn Record Track on the turn indicated on the unit. Place the Union VP markers on the 0 VPs space.

#### 3.1.3 Marker Setup

Place the Turn 1 Confederate and Union AMs in an opaque cup.

**Exception:** *Stuart's Horse Artillery is automatically available and is not placed in the AM cup.* Draw ½ (round down) of the markers in the cup, and give these to their respective owners. These are the AMs available on Turn 1. Put the remaining AMs aside; they may not be used this turn.

Place the Turn 1 CM markers in a separate opaque cup.

## 4.0 How to Win

### 4.1 Game Victory

Victory is determined at the end of Game Turn 17. VPs are scored according to the schedule below. If the number of Union VPs is equal to or greater than the number of Confederate VPs, the Union player wins. If the number of Confederate VPs is greater, the Confederate player wins. A draw is not possible. In addition, a player may win an Automatic Victory at the end of certain Game Turns.

#### 4.1.1 Victory Points

**Casualty VPs.** Both players get 1 VP per enemy step eliminated. To simulate that the VI Corps saw almost no action, the VI Corps units are worth 2 VPs per step lost instead of the normal 1. Replaced Steps subtract from the opponent's VP score.

**Geographic VPs.** At the end of Turn 17 (only) a player is awarded 3 VPs for each of the following hexes he controls:

2507 (Stony Ridge)

3823 (Manassas Junction)

4504 (Centreville)

**Delay VPs.** The Second Battle of Bull Run uses variable reinforcements (see Series Rules section 9.4). Additionally, the respective player gets 1 Delay VP for each Union or CSA Formation delayed one turn, and 2 Delay VPs per Formation delayed two turns (**Exception:** *He does not get these points if he attempts to bring them in a turn early and it backfires.*) These Delay VPs are tracked with their own markers.

**Williams VPs.** The Union player can bring on Williams' Division of Banks' Corps at the start of Turn 13 for 1 CSA VP, or the start of Turn 7 for 2 CSA VPs (these *do* count to-



wards Automatic Victory and are marked with the regular VP marker).

### 4.1.2 Automatic Victory

During the Game Turn End Phase of Game Turns 6, 12 and 17 (only) check to see if either player has won an Automatic Victory. On Turn 17, check for an Automatic Victory before checking for a normal victory.

Either player wins an Automatic Victory if that player controls Stony Ridge (hex 2507), Manassas Junction (hex 3823) and Centreville (hex 4504). This trumps any other type of Victory. If neither player controls all three victory hexes, a player wins an Automatic Victory if he has inflicted (gained) his Automatic Victory target in Casualty and Williams VPs on the other player. The Automatic Victory target is equal to 25 plus the number of Delay VPs scored by the opposing side. (For example, if the Union player currently has 5 Delay VPs, the Automatic Victory target for the Confederate player is 25+5=30 VPs.) A side's own Delay VPs are not counted in determining whether they have reached the Automatic Victory target. If both players score an Automatic Victory in this way, the player with the greatest number of Casualty VPs wins. If the number of Casualty VPs is identical, the Union player wins.

### 4.1.3 Normal Victory

If neither player has achieved an Automatic Victory by the end of the Game Turn End Phase of Game Turn 17, a Normal Victory is determined. Each player adds their Casualty, Delay, Geographic and Williams VPs together. If the number of Union VPs is equal to or greater than the number of Confederate VPs, the Union player wins. If the number of Confederate VPs is greater, the Confederate player wins. A draw is not possible.

## 4.2 Hex Control

### 4.2.1 At Start

At the start of play, the Confederate player controls only those Victory Hexes he occupies. The Union player may control Manassas Junction if he is able to set up Hooker's Division there. Otherwise, Victory Hexes are controlled by neither side until occupied.

### 4.2.2 Victory Hex Control

A player scores the VPs for a specific hex if:

- 1) He controlled that hex at the start of the game and no enemy infantry unit has entered it, or
- 2) A friendly infantry unit was the last to enter that hex.

## 5.0 Special Command Markers

### 5.1 Union SCMs

There are no Union SCMs in Second Bull Run.

### 5.2 CSA SCMs

These markers are *not* placed in the CM cup to be randomly drawn.



**Longstreet:** Once per game Longstreet may be used as the first chit of a turn to activate all Formations of Longstreet's Wing with a +1 DRM to their Command Rolls. This may automatically be done on Turns 16 or 17, or on a die roll of 1 on turns 9 to 15 (if the attempt fails, the player may roll again on future turns until successful). The Command chits for Longstreet's Formations remain in the CM cup. Activated Formations must all move first and then all may attack.



**Stuart:** Stuart is always held out of the CM cup and may activate once per turn along with any just-drawn CSA Formation. (Note that Stuart cannot activate when Longstreet is used, since Longstreet is chosen rather than drawn. Neither can Stuart activate at night, since the marker is an SCM.)



**Jackson:** May be used once each turn in place of any just activated Formation of Jackson's wing. Add +1 DRM to the Command Roll of that Formation.

## 6.0 Artillery Markers

### 6.1 Union AMs

Union AMs may only be used with units of their formation. Corps artillery may support any unit of that corps.

### 6.2 CSA AMs

CSA AMs may only be used with units of their Formation. Divisional AMs may be used with any unit of their division. CSA Wing (corps) AMs may be used with any unit of that corps.



In addition to their normal usage, S.D. Lee and Stuart AMs may instead be used for defense of any eligible unit (regardless of Formation) within six hexes (five intervening hexes) of a unit of their Formation (Longstreet's Wing and Stuart respectively).

Stuart's Horse Artillery is always available as long as a Confederate Cavalry unit is currently on the map. It is never placed in the AM cup for random draw.

### 6.3 AM Cup

AMs not placed in the AM cup (for any reason) do not count towards the 1/2 (rounded down) number of markers drawn that turn. Markers for Formations that have been eliminated (have no units currently in play) are still placed in the AM cup, and if randomly drawn will obviously be ineffective.

## 7.0 Terrain

### 7.1 Bull Run

Bull Run is a river and may only be crossed at Fords and Bridges. Note that the Union Mills Bridge has been burned and may not be used.

## 7.2 Railroad Embankment

Units that are attacked exclusively across Railroad Embankment hexsides, and which themselves lie to the north, northwest or southwest of those hexsides, [add 1 to the defense total of their stack](#). Units may not move, advance or retreat across a Railroad Embankment hexside except through connected road hexes.

## 7.3 Fords and Bridges

Units that are attacked exclusively across Ford or Bridge hexsides [add 1 to the defense total of their stack](#). It always costs 1 extra MP to move across a Ford or Bridge hexside, even if using Road or Reinforcement March Movement. ZOCs do not exist across Ford or Bridge hexsides. Units may retreat normally across a Bridge or Ford hexside.

# 8.0 Additional Rules

## 8.1 Surrender

During the Simultaneous Surrender Phase of any Night Turn any unit that is adjacent to an enemy unit must be able to trace a line of hexes of any length free of enemy units or non-negated ZOC to any Entry Hex on the West or South Map edge for the CSA, or the East Map edge for the Union. Any unit that cannot do so is considered surrounded and surrenders. Surrender is simultaneous for both sides. Victory points are awarded normally for units that surrender.

**Exception:** *On Turn 6 (only), units from the Formations of Reynolds, Ricketts and I Corps may trace a path to Entry Hexes H, I or J in addition to Entry Hexes on the east edge of the board for purposes of avoiding surrender.*

## 8.2 Williams' Division



The Union player can bring on Williams' division of Banks' II Corps at the start of Turn 7 for 2 CSA VPs, or the start of Turn 13 for 1 CSA VP (these *do* count towards Automatic Victory). Alternatively, the Union player can opt not to bring on the units, thereby avoiding the VP cost. Williams' Division consists of two brigades, Crawford and Gordon. If it is brought on it must enter at E and may not be delayed. The entry turn for these units is indicated in a black box as a reminder of this rule.

## 8.3 Buford



Buford may activate when any CM from the Army of Virginia (except I Corps) is drawn. Buford may only activate once per turn. Buford may activate with a different Formation each turn.

## 8.4 King's Division



The Movement Allowance for King's Division is two on its turn of entry.

## 8.5 Jackson's Wing

No unit of Jackson's Wing may end its activation west of hexrow 23xx on Turns 1-5. Units may ignore this restriction if violating it is the only way to perform a Retreat (Series Rule 12.10), Emergency Withdrawal (11.5) or Cavalry Retreat Before Combat (14.3), but these units must move into or east of hexrow 23xx during their next activation (or as soon as possible thereafter). Units from Jackson's Wing may attack units in hexrow 22xx but may not then advance after combat.

## 8.6 Longstreet's Wing Combat Restriction

Only one Formation of Longstreet's Wing may take part in combat (apart from Mandatory Combats) per turn until Longstreet's Wing is released. Longstreet's Wing is released in one of three ways:

1. The CSA player controls either Manassas Junction (hex 3823) or Centreville (hex 4504) at the start of any turn on Turn 9 or later.
2. At the start of any turn the Union player currently controls all three of Stony Ridge (hex 2507), Manassas Junction (hex 3823) and Centreville (hex 4504). (Assuming this has not already resulted in an Automatic Union Victory.)
3. If Longstreet's SCM is used according to rule 5.2 on Turn 9 or later, Longstreet's Wing is immediately released.

## 8.7 Pope's Orders

On August 28 certain Union Formations must move on roads (only) to arrive at certain destinations:

1. The Union Army of Virginia III Corps (minus Reynolds) and the Union Army of the Potomac III, V and IX Corps must march towards Centreville (hex 4504).
2. The Union Army of Virginia I Corps and Reynolds' Division of the III Corps must march towards New Market (hex 3214).

Each Formation under Pope's Orders must remain on roads until they are released from the Orders. [Affected units use these priorities \(in order\):](#)

- 1) [Units under Orders may not backtrack or reenter the same hex twice.](#)
- 2) [The lead unit of the Formation must end its move closer \(in road hexes\) to its assigned target hex.](#)
- 3) [All units of a Formation must follow the path of the lead unit of that Formation.](#)
- 4) [Each individual unit must choose the form of movement—Reinforcement March Movement, Road Movement or regular movement—that allows it to move the greatest distance towards its destination hex. Stacking restrictions or zones of control may prevent a unit from using all of its Movement Points.](#)

**Important:** [The lead](#) unit does not have to take the shortest route if these stipulations are met, but the Union player may not make a move that enters a Confederate ZOC if there is any alternate route that does not enter a Confederate ZOC, also follows Pope's Orders, and is an equal or lower number of road hexes from the destination hex.

**Restriction:** No Union unit under Pope's orders may use the Sudley Springs-Haymarket Road (hexes 1908 to 2903).

Units of a Formation under Pope's Orders are freed of these restrictions once any one of the following applies at the end of an activation:

- a. any unit of that Formation arrives at the assigned hex. Upon reaching this hex, it ends its activation;
- b. any unit of the Formation is attacked by a CSA unit;
- c. any unit of that Formation moves adjacent to a CSA unit;
- d. the start of Turn 7.
- e. If the lead unit of a Formation under Pope's Orders enters a Confederate zone of control using Regular Movement (only) on the shortest route to its destination during its turn of arrival (only), other units from this Formation arriving this turn are released from the Orders as soon as they become adjacent to the lead unit and may move without restriction for the remainder of this activation. Other Formations arriving later this turn would also be released from the Orders as soon as they became adjacent to the first Formation's lead unit.

In addition, on August 29th the Union subtracts two from the Command die rolls for the Army of the Potomac V Corps starting the turn after it first enters the map and ending with Turn 11 (inclusive). The die roll can never be reduced below one.

**Design Note:** Pope initially was unable to locate Jackson's forces (until they signaled their position by attacking him) and then assumed they were retreating, when in fact they were awaiting the arrival of Longstreet. As a result his orders were both confused and confusing.

The intent of these rules is to not allow the Union player to deliberately dawdle, and thereby avoid an initial CSA ambush. Players may dispense with these orders if they wish, but the result will be to shift play balance heavily in the Union's favor. I suggest in that case no variable or optional reinforcement rules be used, and the Union player wins only through control of **all three** Victory Hexes at the end of Turn 17 (only). Any other result is considered a CSA Victory (for the Confederate player, if not for the Army of Northern Virginia).

## 8.8 Jackson and Pope's Orders

The Confederate player may not declare a Combat Action on turns 1-5. The only combat that the Confederates may initiate is that allowed by the use of the Jackson SCM. This restriction is lifted as soon as the Confederate player loses a unit (not step) while defending, or on Turn 7, whichever occurs first.

## 9.0 August 29 – Battle Scenario

### 9.1 Introduction

For no very good reason the actions of August 28, including the fighting at Groveton, are considered part of the 2nd Bull Run Campaign, but not the 2nd Bull Run Battle. The campaign scenario starts on the 28th regardless, because the events of that day had a major impact on the two days of fighting to follow. This scenario allows players to fight the 2nd Bull Run "battle" starting on the morning of 29 August (Turn 7).

### 9.2 Scenario Length

This scenario starts on Turn 7 and ends on Turn 17.

### 9.3 Scenario Setup

#### CSA Set Up

Set up the following units in the hexes indicated below:

#### Jackson's Wing:

Ewell/Early, hex 2111  
 Ewell/Hays, hex 2109  
 Ewell/Lawton, hex 2608  
 Ewell/Trimble, hex 2707  
 Light/Archer, hex 2605  
 Light/Branch, hex 2805  
 Light/Fields, hex 2607  
 Light/Gregg, hex 2705  
 Light/Pender, hex 2606  
 Light/Thomas, hex 2706  
 Taliaferro/Garnett, hex 2409  
 Taliaferro/Starke, hex 2409  
 Taliaferro/Stonewall (*reduced side*), hex 2508  
 Taliaferro/Taliaferro (*reduced side*), hex 2508  
 Stuart/Fitz Lee, hex 2804

#### Union Set Up

Set up the following formations as indicated below:

IX Corps/Army of the Potomac and Kearny and Hooker's Divisions of III Corps/Army of the Potomac, within three hexes of Centreville (4503).

King's Division of III Corps/Army of Virginia, within one hex of Manassas Junction (3823); Doubleday's Brigade starts on its reduced side.

Reynolds' Division of III Corps/Army of Virginia, within one hex of Five Forks (2812).

I Corps/Army of Virginia, within one hex of Henry House Hill (3010).



## 9.4 Special Scenario Rules

All standard rules for the campaign scenario are in effect. The Union has two VPs for reducing two CSA brigades, while the CSA has 1 VP for reducing one Union brigade. Neither side has any Delay VPs. All VP hexes except Stony Ridge are controlled by the Union player; Stony Ridge is controlled by the CSA player.

On Turns 7 and 8 (the first two turns of the scenario) no unit of Jackson's Corps may move or attack unless a Union unit is currently within two hexes (one intervening hex) when it is Activated. In the latter case, all other units of that unit's Command are also released from this constraint.

**Design Note:** Jackson, having performed his role as the cape in capturing the bull's (Pope's) attention, waited in defensive positions for Longstreet's sword to thrust home. The wait would turn out to be longer than Jackson expected.

No Union unit may move or advance after combat into hexes west of hexrow 21xx on the first two turns of the scenario. They may attack into such hexes.

**Design Note:** This prevents the Union player from using his bird's-eye view of the map to immediately turn Jackson's right.

The Longstreet's Wing Combat restrictions are still in effect (see 8.6).



*Dejected Union troops retreat across the Stone Bridge on Saturday evening, 30th August 1862.*

# Gettysburg

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## 1.0 Introduction

The most famous clash of the American Civil War—the Battle of Gettysburg—was fought July 1–3, 1863, around the town of Gettysburg, Pennsylvania, between Confederate General Robert E. Lee’s Army of Northern Virginia and the Union Army of the Potomac commanded by George Meade. It marked the “high tide” of Confederate hopes, and its outcome put an end to Lee’s second invasion of the North.

In May Lee had defeated Union General Joseph Hooker at Chancellorsville, Virginia—a victory that had cost the life of Lee’s key lieutenant, “Stonewall” Jackson. After reorganizing his army into three corps (I Corps under James Longstreet, II Corps under Richard Ewell, and III Corps under A.P. Hill) Lee invaded the north in June, hoping that a defeat of the Union Army on Northern soil would lead to foreign recognition for the Confederacy and perhaps even peace talks with the Federal government. Initially the invasion went well, with Ewell’s troops inflicting 4000 Union losses at Winchester and advancing deep into eastern Pennsylvania. But without the bulk of his cavalry (General “Jeb” Stuart had taken most of his cavalry in another “ride around the Union Army” of the sort that had previously made him famous, and would not rejoin Lee until the battle was underway) Lee was advancing blind, unaware that the Army of the Potomac—under its new commander George Meade—was nearby.

On July 1, the two armies blundered into one another west of Gettysburg, a small town that happened to be the center of the local road network. The division of Harry Heth, initially mistaking the Union cavalry of John Buford’s division for militia, soon found itself embroiled in a fight with the Union I Corps. Over the course of the day a meeting engagement took place in which arriving Confederates outnumbered and outfanked arriving Union forces, leading to a Union retreat to the hills and ridges south and east of Gettysburg.

Ignoring Longstreet’s advice that he assume a defensive position (Lee reasonably assumed that Meade—who could be supplied and reinforced by rail—would wait him out), Lee determined to attack early on 2 July. For various reasons, including Longstreet’s desire to await the arrival of additional troops, the attack was postponed until late afternoon. Although





the Confederates smashed the Union III Corps (which had advanced without authorization, forming a salient on the Union left), Lee's forces failed to take the high ground of Little Round Top, Cemetery Hill, or Culp's Hill.

On July 3 Lee decided to attack the Union center with three divisions, spearheaded by George Pickett's newly arrived division. After a spectacular but largely ineffective bombardment by the bulk of the Confederate artillery, Longstreet reluctantly ordered the Confederate attack forward. Pickett's charge was a disaster, resulting in heavy Confederate casualties for no gain.

On July 4 the two exhausted armies glared at one another. Lee began his successful retreat to Virginia the next day.

Although the outcome was a major defeat for the Confederacy, the battle had *almost* tipped in Lee's favor more than once. As the Rebel commander can you win the victory that eluded Lee? Or, as the Union commander, can you inflict a major defeat on the enemy invaders? It is the morning of July 1, 1863, and the Clash of Giants is about to begin...

## 2.0 Game Notes

### 2.1 Game Scale

Each hex on the map represents approximately 270 yards across. Each turn represents the passage of three to six hours. Units are mostly brigades.

### 2.2 The Retreat Compass

Note the Retreat Compass for each side on the map. Union units retreat to the east, northeast, and southeast, Rebel units to the west, southwest, and northwest.

### 2.3 Errata

Union XII Corps units arrive at "H", not "T" as the counters indicate.

The Pickett CM should be orange, not red.

The chart used to determine the TER for the Confederate "Davis" unit is incorrect on the map. Rule 8.1 is correct.

The map incorrectly indicates the Sunken Road hexes (7.3). The Sunken Road Hexsides are correct as depicted, but the Sunken Road hexes are 3915, 3815, 3714, and 3614.

## 3.0 Game Setup

### 3.1 Counter Setup

Both players should take all the units they control and sort them into two piles:

- 1) units with an at-start setup code, and
- 2) units with a reinforcement turn of entry.

#### 3.1.1 First Player Setup

The Union player sets up first. All Union at-start units are marked with the hex they start in. Placement of Turn 1 markers is explained below. Place all remaining Union units and

AMs, CMs, and SCMs on the Turn Record Track on the turn indicated on the unit. Place the VP markers on the 0 VPs space.

#### 3.1.2 Second Player Setup

The Confederate player sets up second. All Confederate at-start units are marked with the hex they initially start in. Placement of Turn 1 markers is explained below. Place all remaining Confederate units, AMs, CMs, and SCMs on the Turn Record Track on the turn indicated on the unit. Place the VP markers on the 0 VPs space.

#### 3.1.3 Marker Setup

Place the Turn 1 Confederate and Union AMs in an opaque cup. Draw ½ (round down) of the markers from the AM cup, and give these to their respective owners. These are the AMs available on Turn 1. Put the remaining AMs aside; they may not be used this turn.

On the first turn of the campaign game, the first CM played must be the CSA Davis/Archer SCM, which allows the brigades of Archer and Davis to move and/or attack. This is followed automatically by the Reynolds SCM. The other CMs will be randomly drawn (see Series Rule 6.3.3).

Place the remaining markers aside within reach of the players.

## 4.0 How to Win

### 4.1 Game Victory

A player may win an Automatic Victory at the end of any Game Turn, including Game Turn 16. If an Automatic Victory has not been obtained by either side by the end of Game Turn 16, then a Normal Victory is determined.

#### 4.1.1 Victory Points

**Casualty VPs.** Both players get 1 VP per enemy step eliminated. To simulate that the VI Corps saw almost no action despite being the Union's largest, the VI is worth 2 VPs per step lost instead of the normal 1. Replaced Steps (see 9.6 of Series Rules) subtract from the opponent's VP score.

**Historical Note:** Meade felt the need for a reserve in case of disaster, a duty which fell to the VI Corps.

**Delay VPs.** Gettysburg uses variable reinforcements (see Series rules section 9.4). Additionally, the owning player gets 1 Delay VP for each Union or CSA Formation delayed one turn, and 2 Delay VPs per Formation delayed two turns (**Exception:** He does *not* get these points if he attempts to bring them in a turn early and it backfires.) Delay VPs are doubled on the first day of the battle only (Game Turns 1-4). These Delay VPs are tracked with their own markers.

**Geographic VPs.** Players score points for each of the following hexes they control: 2016, 2112, 2411, 3116, 3618, 3621, 4112. If players have reached the end of Game Turn 16 without achieving an Automatic Victory, roll one die for each controlled hex and halve the number rolled, rounding down (minimum 1). Add that number of VPs to the player's total. These VPs do not count towards Automatic Victory.



**Buford VPs.** At the end of Turn 7 the Union player also gets 1 VP for each full brigade (there are two brigades of two units each) of Buford's Formation which was not already eliminated and was therefore removed at the end of that turn (see rule 8.4). The Buford CM may be used to mark these points on the VPs Track printed on the map, as it will no longer be needed when these points are determined.

#### 4.1.2 Automatic Victory

At the end of each Game Turn check to see if either player has won an Automatic Victory. On Turn 16, check for an Automatic Victory before checking for a Normal Victory.

The CSA wins an Automatic Victory if they exit 10 brigades of the map between the Baltimore Pike and the Taneytown Road inclusive. This trumps any other form of victory, and play ends immediately. It costs 1 MP to exit the map from any allowable map edge space. The CSA player may also spend 1 MP to exit the map by entering Reinforcement hexes H (2627) and/or I (1318) as long as the Reinforcement Entry Hex entered does not contain a Union unit. This is an exception to Series Rule 9.5. The exited units are immediately removed from play and may never return, but do not count as losses. Units do not all have to leave the map on the same turn in order to count for this form of Automatic Victory.

Alternatively, the first player to score a number of Casualty VPs that is equal to or greater than their Automatic Victory target achieves an Automatic Victory. The Automatic Victory target is equal to 40 plus the number of Delay VPs scored by the opposing side. (For example, if the Union player currently has 5 Delay VPs, the Automatic Victory target for the Confederate player is 40+5=45 VPs). If both players score an Automatic Victory in this way, the player with the greatest number of Casualty VPs wins. If the number of Casualty VPs is identical, the Union player wins.

#### 4.1.3 Normal Victory

If neither player has achieved an Automatic Victory by the end of Game Turn 16, a Normal Victory is determined. Each player adds their Casualty, Delay, Geographic and Buford VPs together. If the number of Union VPs is equal to or greater than the number of Confederate VPs, the Union player wins. If the number of Confederate VPs is greater, the Confederate player wins. A draw is not possible.

### 4.2 Hex Control

#### 4.2.1 At Start

At the start of play, the Union player controls all victory point hexes.

#### 4.2.2 Victory Hex Control

A player scores the victory points for a specific hex if:

- 1) Their side controlled that hex at the start of the game and no enemy infantry unit has entered it, or
- 2) A friendly infantry unit was the last to enter that hex.

## 5.0 Special Command Markers

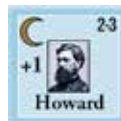
### 5.1 Union SCMs

These markers are *not* placed in the CM cup to be randomly drawn. SCMs are only in effect on the turns explicitly mentioned below.



**Reynolds:** Automatically the second chit played on Turn 1 of 1 July. May activate all units of the I Corps **on the map (including Robinson's two brigades if they are not delayed)**. Adds +1 DRM to the Command Roll. Remove from play after use.

*Historical Note: Reynolds was killed by a CSA sharpshooter.*



**Howard:** May be used on both Turns 2 and 3 in place of any one Union CM drawn (the drawn CM is set aside). Adds +1 DRM to the Command Roll of that Formation. Remove from play after Turn 3.

*Historical Note: Howard was replaced by Hancock as Meade's representative.*



**Hancock:** May be used on Turn 4 in place of any one Union CM drawn (the drawn CM is set aside). Adds +1 DRM to the Command Roll of that Formation. Remove from play after Turn 4.

*Historical Note: This represents Meade's arrival on the battlefield (although he is not represented by a SCM).*



**Warren:** Available starting Turn 8. To be used, the Union player must control Little Round Top (hex 2016). The Union player may interrupt any CSA Activation, including SCMs. He must do so before the CSA player makes his Command Roll. The Union player may then activate any one Union stack within six hexes of 2016. This stack has a Movement Allowance of 8. The units involved do not have to remain stacked. The activated units may attack (on their own, but possibly with artillery) after Movement. These units may have been activated previously this turn, or may activate again after Warren is used. Once Warren is used, he is removed from the game.

*Historical Note: This represents Warren using the view from Little Round Top to spot CSA movements and order up reinforcements to confront them.*

### 5.2 CSA SCMs

These markers are *not* placed in the CM cup to be randomly drawn.



**Lee:** Starting on Turn 2, and each turn thereafter, roll a die for Lee during the Artillery/Special Command Marker Phase. On a roll of 1 Lee is available. Lee may be used in place of any one CSA CM drawn (the drawn CM is set aside). Adds +1 DRM to the Command Roll of that Formation.



**Archer/Davis:** Must be first chit played on Turn 1 of 1 July. Adds +1 DRM to the Command Roll for the Archer and Davis Brigades. These units may still be activated by the Heth CM; they may thus

activate twice on Turn 1. Remove the Archer/Davis SCM from the game after use.

**Historical Note:** The Archer-Davis SCM represents the uncoordinated nature of the initial CSA approach to Gettysburg.



**Ewell:** May be used once per turn on Turns 2-4 in place of any one II Corps division drawn (the drawn CM is set aside). Adds +1 DRM to the Command Roll of that Formation.

**Historical Note:** Ewell showed some effectiveness during the afternoon of 1 July, but thereafter was ineffective in his new role as commander of the II Corps. Likewise, a sick AP Hill was ineffective as the commander of the III Corps, and is not represented by an SCM.



**Longstreet (July 2):** On Turns 9 or 10 (not both) the CSA player may choose to use Longstreet as the first activation of the turn. Longstreet activates all CSA I Corps Formations with a +1 DRM to their Command Rolls. Activated Formations must all move first and then all may attack. Do not place CSA I Corps Formation CMs in the CM cup the turn Longstreet is used. Note that each I Corps Formation establishes its own hex for Command Range.

**Historical Note:** Longstreet, both for reasons beyond his control but also because he was reluctant to attack, did not order his corps into battle until late afternoon, but when his two available divisions attacked they came close to defeating the Union left flank.



**Longstreet (July 3):** On any one turn starting on Turn 14, the CSA player may automatically draw Longstreet as the first activation of the turn. Longstreet may activate any three CSA Formations, regardless of corps, provided the farthest units of all those Formations are no more than 12 hexes (11 intervening hexes) apart from every other unit of those Formations. Add +1 DRM to their Command Rolls. Activated Formations must all move first and then all may attack. Do not place the CM of those three chosen Formations in the CM cup that turn. Remove Longstreet from the game after his use on July 3.

**Historical Note:** This SCM simulates Pickett's charge.

## 6.0 Artillery Markers

### 6.1 Union AMs



Union AMs may only be used with units of their Formation. Corps artillery may support any unit of that corps. Buford's AM may be used to support Buford's units. Union Reserve Artillery may be used to support any Union unit.



The five Union Reserve AMs (which can support any Formation) are never placed in the AM cup to be randomly drawn; once they enter play they are always available for use once each turn. They au-

tomatically arrive on the turn specified on the marker—do not roll for delayed arrival.

**Historical Note:** This makes Hunt's guns the 'ace in the hole' they were historically.

The US Sharpshooter marker also never goes in the AM cup. It may be used once per game in support of any V Corps unit on defense only.

### 6.2 CSA AMs



CSA AMs may only be used with units of their Formation. Divisional AMs may be used with any unit of their division. CSA corps AMs may be used with any unit of that corps.

Once per game the CSA player may declare he is forming a Grand Battery at the start of the Game Turn. All CSA corps (not division) AMs are withheld from the AM cup and are available—for attack only—during one activation this turn. This allows these three markers to ignore the requirement that a marker only be used with its Formation (provided the attacked hexes are all within five hexes of one another). However, at the end of the turn, all three corps AMs are removed from the game, whether they were actually used in combat or not.

**Historical Note:** The CSA player will have used up too much ammo for these guns to be effective thereafter.

### 6.3 Cemetery Hill

Control of hex 3618 during the AM phase allows the controlling player to withhold one of his AMs (of his choice) from the AM cup that turn. It does not count in the determination of the AMs to be drawn from the AM cup. This marker may be used normally by the owning player.

### 6.4 AM Cup

AMs not placed in the AM cup (for any reason) do not count towards the half (rounded down) number of markers drawn that turn. Markers for Formations that have been eliminated (have no units currently in play) are still placed in the AM cup, and if randomly drawn will obviously be ineffective.

## 7.0 Terrain

### 7.1 Waterways and Fords

All waterways on the Gettysburg map are creeks, not rivers. There are no fords on the Gettysburg map.

### 7.2 Railroad Cut and Railroad Cut Hexsides

A Railroad Cut hex is depicted on the TEC. Hexsides surrounding such a hex that have a dark slope pattern printed on them are referred to as Railroad Cut hexsides and affect movement and combat as stated below.

Movement, Emergency Withdrawal, Advance After Combat and Retreat across a Railroad Cut hexside are prohibited. Stacks defending in a Railroad Cut hex have their combined Combat Strength reduced by one (to a minimum of 1) if any



attackers attack across a Railroad Cut hexside. Defending units may not retreat (they are instead eliminated on any unfavorable combat result) if any attackers attack across a Railroad Cut hexside. ZOC does not extend out of a Railroad Cut hex through a Railroad Cut hexside. Cavalry may not perform Cavalry Retreat Before Combat from a Railroad Cut hex. Artillery may not be fired across a Railroad Cut hexside.

### 7.3 Sunken Road Hex and Hexsides

Sunken Road Hexsides are depicted on the TEC. [The Sunken Road Hexsides are correctly depicted, but the Sunken Road hexes should be 3915, 3815, 3714 and 3614. ZOCs extend out of, but not into, Sunken Road hexes across the Sunken Road Hexsides. Add one to the total defensive strength of defender\(s\) in a Sunken Road hex if all attackers are attacking through a Sunken Road Hexside.](#)

### 7.4 Devil's Den

Hex 1913 (Devil's Den) has the following Terrain Effects:

- The Devil's Den hex costs 2 MPs to enter.
- Artillery may not be used in attack or defense in the Devil's Den.
- ZOCs do not extend into or out of the Devil's Den.
- Cavalry may never move, attack, advance or retreat into the Devil's Den hex.

### 7.5 Big Round Top

Each unit entering a hex of Big Round Top (1514, 1614, 1615) from a non-Big Round Top hex must expend all of its MPs (in other words, it must begin its move adjacent to the hex entered).

### 7.6 Steep Hexsides

ZOCs do not extend in either direction across a Steep hexside. Artillery may not fire in either direction across a Steep hexside. Add one to the strength of a defending stack at a higher elevation when attacked solely through Steep hexsides.

### 7.7 Entry Hexes

If Union and Confederate Formations both arrive in Entry Hex "A" on the same turn, the Union units instead arrive at "J". Formations directed to arrive at Entry Hex "D" may be placed in either or both "D" hexes.

## 8.0 Additional Rules

### 8.1 CSA Davis Brigade



Davis' Mississippi Brigade had been called up from the Carolinas where it had been on coast defense duty. After getting pummeled on July 1st, they melted away early when they went forward as part of Pickett's charge. The first time Davis' Brigade is involved in combat—on attack *or* defense—roll a die to determine its TER. Roll to determine TER before resolving combat, but do *not* roll to determine TER if all opposing units are cavalry that withdraw before battle.

- on a roll of 1 or 2 it has a TER of 2
- on a roll of 3 or 4 it has a TER of 3
- on a roll of 5 it has a TER of 4
- on a roll of 6 it has a TER of 5



Use the Davis Brigade TER marker to indicate this on the Confederate Movement card. It retains the rolled TER for the rest of the game.

### 8.2 Union Vermont Brigade



The Vermont Brigade was green, but ended up proving itself a highly effective unit. But it could have been otherwise. The first time the Vermont Brigade is involved in combat, on attack or defense, roll a die to determine its TER.

- on a roll of 1 it has a TER of 2
- on a roll of 2-3 it has a TER of 3
- on a roll of 4-5 it has a TER of 4
- on a roll of 6 it has a TER of 5



Use the Vermont Brigade TER marker to indicate this on the Union Movement card. It retains the rolled TER for the rest of the game.

**Historical Note:** *You don't find out how good they are until they actually fight!*

### 8.3 Surrender

At the end of any Night Turn, units that are adjacent to enemy units and which cannot trace a line of hexes of any length free of enemy units or non-negated ZOC to any entrance hex on the west or north map edge for the CSA, or the east or south map edge for the Union, are considered surrounded and surrender. Surrender is simultaneous for both sides. VPs are awarded for units that surrender as if they were eliminated.

### 8.4 Buford



Buford's Cavalry are an exception to the general rule that Combat Strength equals Step Strength. Though Buford's units have one step each, they have a Combat Strength of only 1/2 each. Once eliminated, Buford's forces are out of play. They may not be replaced at Night. Buford's AM adds only 1/2 Combat Strength in support. After determining Surrender at the end of turn 7, any surviving units of Buford's formation are removed from the board and considered to have survived for victory point purposes (see section 4.1.1). Remove these Buford units first, before any retreats. If any Buford unit is unable to trace a path free of enemy units or zones of control to an entry hex on the East or South map edge at the end of Turn 7, consider it eliminated. Buford's CM and AM markers are also removed at this time.

# Illustrated Examples of Play

by John Ellsworth

## Reinforcement March Movement (11.6)

The V Corps began in Reinforcement hex “G” and has just been activated, rolling a “2” for their movement. This only gives them 4 MPs, but by using Reinforcement March Movement they can make quite a bit of progress. Vincent moves first (route shown by green arrows). As each road hex only costs  $\frac{1}{4}$  MP, he spends one MP to move to 4224, a second MP to move to 4220, a third MP to move to 4216 and  $\frac{3}{4}$  MP to end his move in 4313. Note that using either Reinforcement March Movement or Road Movement [11.7] allows units to ignore the +1 MP penalties for moving to a higher elevation or crossing a creek hexside. Burbank moves next. Even though he also has 4 MPs available, he must stop in 4215. Continuing along either fork of the road will put him adjacent to another unit on that road, which is prohibited when using Reinforcement March Movement. He is followed by Tilton. Tilton is allowed to end his turn next to Burbank because he is in a town hex—if this were not the case, he too would have to leave a gap of at least one hex between him and another unit on the same road. Finally, Sweitzer spends  $2\frac{3}{4}$  MPs to move to 4317. He would actually like to move to 4316 but cannot do so because he is not allowed to combine Reinforcement March Movement with any other type of movement.

Note that all of the units are allowed to pass through hex 4220 (adjacent to von Gilsa) because they are not using the road that von Gilsa occupies, even though it connects to their road. Also note that the town exception does not permit them to move adjacent to enemy units, whether those units are in a town hex or any other terrain. If there was a Confederate unit in 4318, for example, Union units using Reinforcement March Movement would have to stop in 4220, and a Confederate unit in 4316 would prevent Union units from using Reinforcement March Movement to enter 4216, 4217 or 4317.



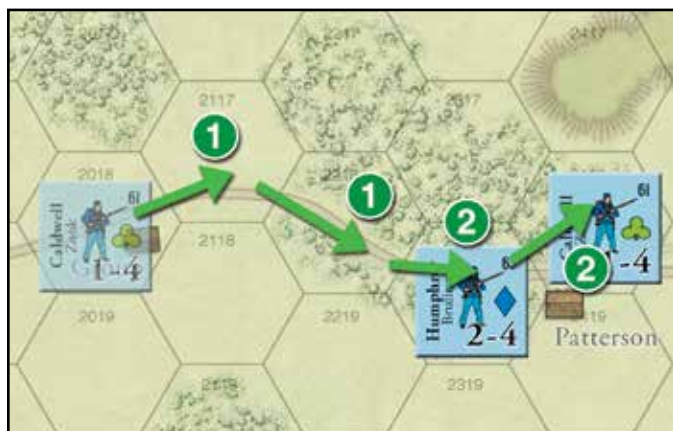


### Terrain Effects on Movement (11.3; Gettysburg 7.5)



The II Corps CM has just been drawn and they have rolled a “3”, giving them 6 MPs. Cross (1715) moves onto Big Round Top in 1615. He can move no further this activation—moving onto Big Round Top from a non-Big Round Top hex consumes a unit’s entire movement allowance. For the same reason, the Irish Brigade (1716) cannot move onto any Big Round Top hex. Instead, he moves to 1816 (3 MPs; 1 for the hex, +1 for the woods, and +1 for moving onto a higher elevation) and then into 1915 (again, 3 MPs because this hill is higher than the one he’s coming from). Finally, Willard in 1514 moves to another Big Round Top hex in 1614 at a cost of 2 MPs for the woods. Since he started on Big Round Top, he can continue moving to 1713 (2 more MPs for the woods, but now he’s going downhill so there’s no extra penalty for the change in elevation). He finished his move in 1813, spending 2 more MPs for another woods hex.

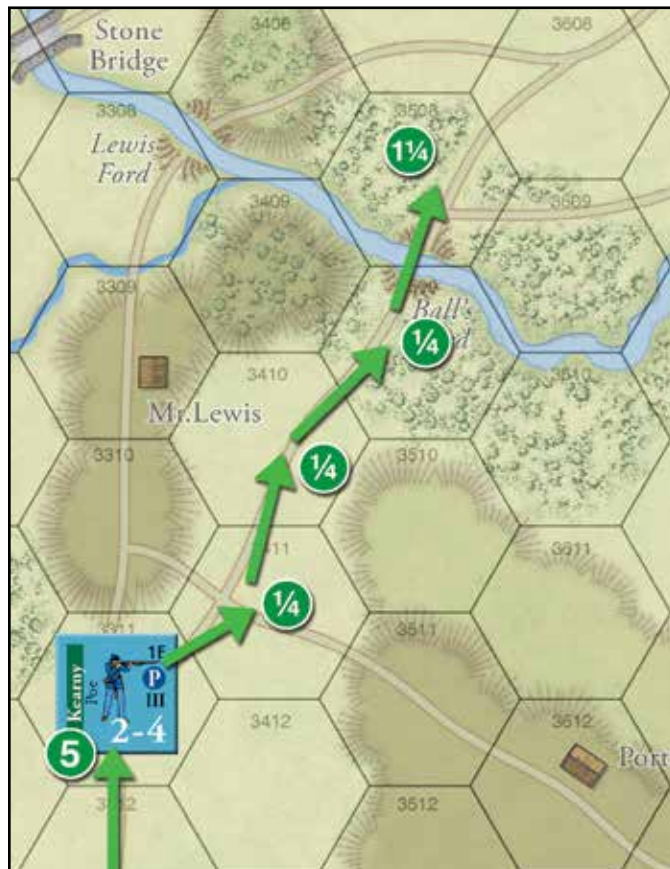
### Road Movement (11.7)



It is part of the same activation for II Corps, so Zook also has 6 MPs available. He begins in 2018 and uses the road to move to 2117 and 2218. He pays 1 MP in each hex, as the road negates the extra cost of moving into the woods hex. He can’t continue using the reduced rate into 2318 because stacking isn’t allowed when using Road Movement, though he can use it to

move adjacent to a *friendly* unit (unlike Reinforcement March Movement). He spends 2 MPs to enter Burling’s hex. Since he can’t use Road Movement after using regular movement, he spends 2 MPs to enter 2418. This rule also means that a unit must start in a road hex to use Road Movement.

### Fords and Bridges (Bull Run 7.3)



Poe arrived this turn in entry hex “E” and has received 8 MPs. Using Reinforcement March Movement, he spends 5 MPs to reach 3311. He then continues to 3411, 3410 and 3509 (1/4 MP each) and crosses the ford into 3508 (1/4 for the road plus 1 MP for the ford). Using the ford does not prevent him from using Reinforcement March Movement. At that point he has spent 7 MPs and still has one remaining, which would allow him to move up to four more hexes along the road (only, as no other form of movement can be mixed with Reinforcement March Movement).

If he started his activation in 3311, he could use Road Movement to reach 3308 in 3 MPs, cross Lewis Ford into 3408 for 2 more MPs (1 for the road and 1 for the ford), and continue in any direction with his remaining 3 MPs. Bridges affect movement in exactly the same manner as do fords.



## ZOC Effects on Movement and Emergency Withdrawal (11.5)



The Confederates have just drawn the Heth CM and have received 4 MPs. Davis is in a jam at 4810; however, he has an out. By using Emergency Withdrawal, he can move through Brockenbrough and ignore the Iron Brigade's ZOC into 4809. He must move in a direction allowed by the retreat compass, and cannot end adjacent to an enemy unit. Davis continues his movement through 4908 and ends in 5008, spending a total of 3 MPs.

Both Pettigrew (4708) and Brockenbrough (4809) could move, but since they begin their activation in an enemy ZOC they would not be able to enter another ZOC, so they decide to stay put. Notice that Brockenbrough can still move at this point even though he "held the door open" for Davis.

Archer is the last unit in Heth's command. He begins in 4508, adjacent to Baxter, but while he casts a ZOC into Baxter's hex the reverse is not true due to the Railroad Cut hexside. He moves to 4507 in order to set up a possible attack on Cutler in 4506.

Now Early's CM is drawn and he rolls 6 MPs. At first it appears that Hoke is trapped, but he can use Emergency Withdrawal by using the higher elevation of hex 5110 and continuing to 5109. A woods hex would serve the same purpose regardless of whether or not other adjacent woods hexes were occupied by Union forces; if Devin (b) was in 5010 and Hoke started in 5110, he could move through the woods in 5210 and then on to 5209 or 5309.



## Emergency Withdrawal Restrictions (11.5)



Smith (5111) cannot use the higher elevation hex in 5110 to permit Emergency Withdrawal, because this hex is in the ZOC of a Union unit at its level or higher. Smith cannot use the higher elevation of 5112 to permit Emergency Withdrawal because moving there would not follow the Confederate Retreat Compass. Davis (4810) cannot use both Archer (4909) and Hoke (5009) to hold the door for him to escape to 5108 or 5008, because you are limited to moving through one hex containing an enemy ZOC when using Emergency Withdrawal.



### Pope's Orders (Bull Run 8.7)

Units under Pope's Orders must follow these priorities:

- 1) The lead unit must end its move closer to its destination hex if at all possible.
- 2) Each unit must move the maximum distance possible, following the path of the lead unit.
- 3) As long as they don't use a longer route to move next to a Confederate unit, units may choose any route they wish to advance towards their destination hex (keeping in mind the first restriction).
- 4) No hex may be entered twice by the same unit while under Pope's Orders.

Usually, but not always, this means that units will use Reinforcement March Movement (11.6) during their first turn on the board. When using this form of movement, units may not move next to any unit (friendly or enemy) on the same road.

In some cases (and after their first turn on the board, when Reinforcement March Movement is not an option), either Road or regular movement may allow a unit to move farther. These choices would then be a priority. The units must stay on the road, but should use the form of movement that allows them to advance the farthest. Remember that you can't stack while using Road Movement (11.7), but you can move through other units on the road while using regular movement as long as you don't end your move stacked with units from a different division.

### Pope's Orders, Example 1

In the above illustration, IX Corps has arrived in Entry Hex "E" this turn. This corps is destined for Centreville and has rolled a "4", giving it 6 MPs. The Union player has a couple of choices. His lead unit ([Scammon](#)) can use Reinforcement

March Movement to reach 4021. He can't enter 4120 using this form of movement because that hex is adjacent to Birney in 4221. The second unit in the formation also uses Reinforcement March Movement and ends in 3921, not being able to end its move adjacent to [Scammon](#). The next two units use regular movement to reach 3722, as only one could end in this hex using Reinforcement March Movement. The last two units are only able to move 5 MPs, again using regular movement. None of the units are allowed to voluntarily leave the road while under Pope's Orders.

Alternatively, the lead unit could have used Reinforcement March Movement to end its move in 3721. The other units would end in the same positions. This path is not shorter, but since it doesn't end in a Confederate ZOC it is allowed.

Although the lead unit could reach 3522 using regular movement, this is not allowed. Units under Pope's Orders may only choose a route that puts them in a Confederate ZOC if it is the *shortest* route to their final destination.

If [Stonewall](#) was in 3522, then the lead Union unit would be allowed to enter a Confederate zone of control using the shortest route to Centreville. This unit would stop in 3423. Other Union units from this Formation (IX Corps) would be allowed to move off of the road this turn as soon as they entered 3323 (adjacent to the lead Union unit), meaning they could end in 3422 and 3623 (assuming no blocking Confederate zones of control). The next time this Formation activated, it would be entirely free of the restrictions of Pope's Orders. If another Formation arrived at this entry hex later this turn, each of its units would also be released as soon as they entered 3323.



## Pope's Orders, Example 2

Kearny has just been activated and has 8 MPs. Again, the Union player has several choices. He could move the lead unit (Robinson) northeast through 4416. If he turns north when he reaches the intersection at 4615, he would cross Blackburn's Ford and end his movement in 4512. He could not enter 4412, because it costs one extra to cross a ford even using the road and road movement can't be used to enter an enemy ZOC, meaning that it would cost 9 MPs to reach 4412. Poe would join him in 4512, while Birney would end up in 4613.



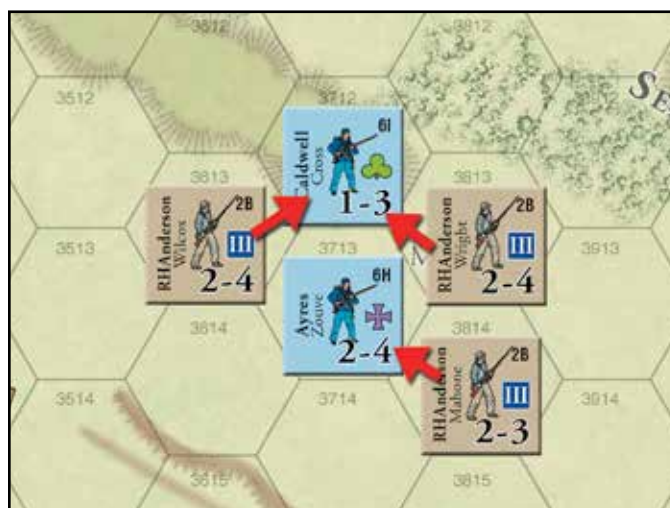
Alternatively, he could continue northeast from 4415, eventually crossing McLean's Ford and finishing at 5013, using Road Movement to climb the hill at 4913. Poe would end up in 4913 and Birney would end at 4714, lacking the MPs needed to cross the ford. Both of these moves meet the requirement that the lead unit end closer to the destination hex (Centreville). He could not go northwest through 4216 because he would finish at 3813, which is 17 road hexes from Centreville. Currently he is only 14 road hexes away. Note that only the distance in road hexes matters—extra MPs for ford crossings or the presence of enemy units are ignored.

Finally, Robinson could proceed straight north. It would cost him 3 MPs to enter 4313 (2 for the woods plus 1 for crossing the ford), as he can't use Road Movement to enter an occupied hex. He would end in 4412, spending 2 MPs to enter the final hex since Road Movement can't be used after regular movement or to enter an enemy ZOC. Note that you can enter a Confederate ZOC if it is part of the shortest route to the destination hex. Poe would end in 4312 and Birney would finish in 4314, unable to cross the ford because he can't end his move stacked with a unit from another formation.

A few other things to note about Pope's Orders:

- 1) If Robinson ends adjacent to a Confederate unit, Kearny's entire formation will be freed from Pope's Orders when they are next activated. However, the trailing units are still under Pope's Orders for the remainder of this activation.
- 2) A unit that reaches its destination ends its activation at that point. Some trailing units may end their movement backed up on the road leading to the destination as a result of stacking limitations.
- 3) Although you can't choose a route that would put you into a Confederate ZOC if there is a shorter route that would not do so, you can choose a longer route that doesn't put you next to a Confederate this turn even if it would almost certainly do so next turn due to the rule prohibiting backtracking through hexes previously entered under Pope's Orders. Just remember that you have to end your activation closer to your final destination hex.

## Flank Attack, Example 1 (12.12)



At first glance it appears that the Zouaves in 3713 can be flanked by Wilcox (3613) and Mahone (3814). However, both Wilcox and Wright must make Mandatory Attacks against Cross on the higher elevation that the latter occupies. Since Wilcox then will not be part of the attack on the Zouaves, he doesn't count for the flank bonus. If Cross wasn't there, the three Confederates could combine to attack the Zouaves at 6:2 (3:1), and the Zouaves' TER would be reduced to 2 by a flank attack before the die is adjusted for the odds. As it is, Wilcox and Wright must attack Cross; Mahone has to attack the Zouaves because the Mandatory Attacks have created a



Combined Attack situation (12.4). If Mahone were not there, the Combined Attack rule would force one of the remaining Confederates to attack the Zouaves despite both of them meeting the conditions for Mandatory Attack.

### Flank Attack, Example 2 (12.12)



Even though McDougall appears to be flanked by the three Confederates, he will not suffer the -2 effect to his TER because he is on higher ground than all of his attackers. He also gets the elevation bonus, so the odds are 6:3 (2:1) and he will need a three or less to remain on the hill. If he survives a Confederate attack and this position is unchanged at the end of the turn, all three Confederate units will be required to retreat four hexes away from him! (6.3.4)

### Flank Attack, Example 3 (12.12)



Although this situation is very similar to the one outlined in the previous example, the presence of Barksdale at the same elevation as Ruger means that the latter is flanked. Since he's also not higher than all of his attackers, he doesn't get the +1 elevation bonus either. This attack would be 3:1 (+2 to Ruger's die roll), Ruger's TER would be reduced to 2 and he would need a 1 to survive. Even if he did survive, Robertson and Law would not be required to retreat at the end of the turn as long as Barksdale was still on the hill next to Ruger.

### Combined Attacks (12.4)



The Confederates have just finished an activation and declare their Combat Action for the turn. As long as each Confederate stack attacks by itself, they can divide combat up in several different ways. However, if any of them join forces in order to improve the odds, the Combined Attack rule (12.4) comes into play. For example, say that the Confederates would like to attack Day. Hoke and Hays (both in 2217) could do so without attacking Harrow (2317), because their attack comes from a single hex. Odds would be 2:1. The Confederates could add artillery (because the target is in clear terrain) but it wouldn't change the odds. They would become 5:2, rounded back down to 2:1. Day could not use artillery because his target hex (2217) is woods.

However, the situation changes if the Confederates try to use Gordon raise the odds of this attack. As soon as a second hex is used to attack a single hex, Combined Attack rules apply. This means that Harrow and Irish (2315) would both have to be attacked, as they are both in a ZOC of a unit making the Combined Attack. The Confederates can use Smith (2215) to attack Irish, ignoring Smyth in 2214 because he is not in the ZOC of any of the units that triggered the Combined Attack rule. Either Hoke or Hays would have to attack Harrow. If Gordon joins the attack on Day, the odds could actually be worse because with one of the attackers in clear terrain Day could use an available AM and the odds would become 4:3 (1:1). Confederate artillery would only make things 5:3—still 1:1.

Smith and Gordon cannot combine to attack Irish, as then both Smyth and Day would have to be attacked. If Smyth wasn't on the battle field, Smith and Gordon could combine to attack Irish

## Mandatory Attack (12.5)



At first glance it looks like Vincent (5111) is required to attack Ramseur (5112). However, the presence of Tilton at the same elevation in 5113 negates the Mandatory Attack, even though Tilton himself is subject to the Mandatory Attack rules because Doles is at an even higher elevation in 5213. Finally, Burling (5212) must join Tilton's attack on Doles. Normally if you are adjacent to two different Mandatory Attack hexes you can attack whichever you choose, but Tilton negates Ramseur's impact and thus forces Burling's hand. The Combined Attack rules then force Vincent to attack Ramseur after all.



In this example, Milroy (from Schurz' Division) and McLean (from Schenk's Division) are stacked together because Stahel, the only other unit in Schenk's Division, has already been destroyed. This allows him to use the exception in 7.2.







units in the town do have ZOCs going out into the clear terrain. Since the Stonewall brigade has a ZOC on both Harrow and Smyth (4419), the Combined Attack rule would prevent the two Confederates from joining forces to attack Harrow.

The Confederate player realizes that he won't be able to use his artillery later in the turn and decides to use it now. The Stonewall Brigade attacks Smyth and is supported by the Johnson AM. The odds are thus 3:1. Smyth rolls a 2, which goes up to a 4 because of the odds modifier. He is removed. The Stonewall Brigade rolls a 5, which is reduced to 3 by the odds modifier. He is unhurt. 1 CSA VP.

Nichols now has the option to attack Harrow, though he is not required to do so. The odds are 1:1—the remaining CSA AM won't help, and the Union can't use their marker against a target in a town hex. Harrow rolls a 2 and is fine; Nichols rolls a 5 and is fipped. 1 Union VP.

On the other side of town, the situation is different. Both Confederate units could combine against Hall and the Philadelphia Brigade in 4116, because Stuart (4115) does not have a ZOC into 4216, where Carroll is located. The Combined Attack rule thus does not apply. However, the Confederates get greedy and decide to attack both Union positions. Jones attacks Hall and the Philadelphia Brigade. The town causes this stack (not each unit) to have one fewer strength point; the attack will thus be 2:2 (1:1). Hall rolls a 5, the Philadelphia Brigade rolls a 4, and Jones rolls a 2. Two Union losses means 2 VPs for the Confederates. On top of that, the Philadelphia Brigade must retreat three hexes instead of 1, since he is in a town hex (12.10.1). He is barely able to satisfy both the retreat compass guideline and the town requirement by going to 4019.

Stuart now attacks Carroll, but things aren't as grim for the Union as they first appear. Carroll cannot be reduced below his current strength of 1 (12.11.5). In addition, while the town prevents Carroll from being targeted by CSA artillery, nothing protects Stuart. The Union commits Reserve A, raising his strength to 2. The odds are 1:1. Both sides roll a 4 and there is no damage.



### Combat in the Railroad Cut (Gettysburg 7.2)



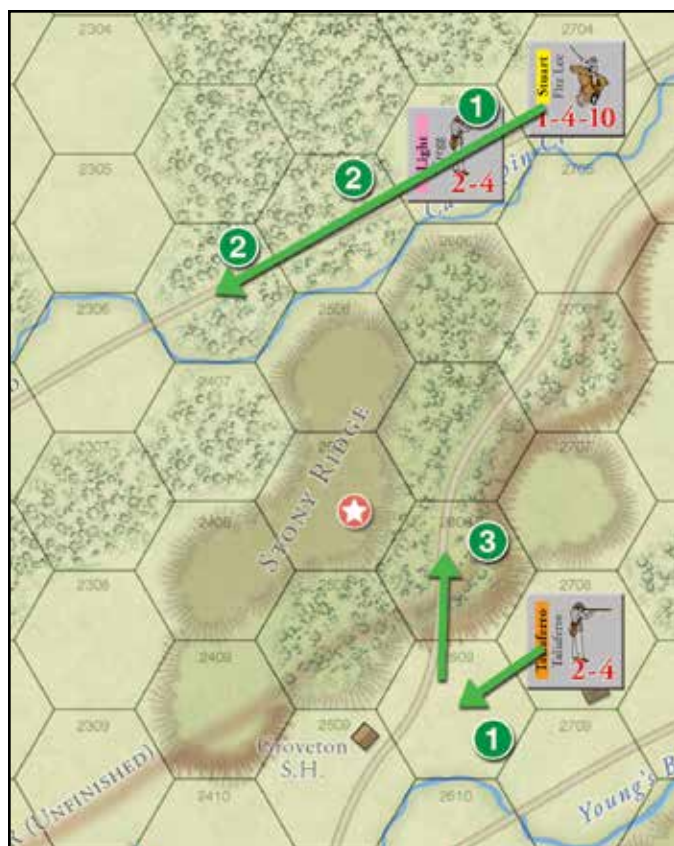
The Confederates have declared a combat action. The Confederates have Pender's AM available; the Union has the I Corps marker. Perrin (4513) attacks Paul (4413). Neither side can use artillery because the units are separated by a Railroad Cut Hexside. The odds are 1:1. Paul rolls a 5, Perrin rolls a 4. 1 VP is awarded to the Confederates.

However, the Union woes are not over. Paul must retreat one hex, but since he's in a Railroad Cut Hex and is attacked through a Railroad Cut Hexside, retreat is not allowed even though 4313 is a clear hex at ground level and not in a CSA ZOC. Paul is eliminated and the Confederates get another VP. Perrin is not allowed to advance, as the Railroad Cut Hexside cannot be crossed.

Next, Archer (4610) and Thomas (4611) attack the Iron Brigade (4510). The Confederates cannot use Pender's artillery because the only attacking unit from Pender's division (Thomas) is separated from the Union forces by the Railroad Cut Hexside. Meanwhile, the Iron Brigade can use the I Corps AM because Archer is not separated from the Iron Brigade by a Railroad Cut Hexside. The odds are 4:3 (1:1) as a result. The Iron Brigade flips and must retreat one space. Normally, the friendly unit in 4511 would allow the Iron Brigade to retreat despite the ZOC of Scales in 4612. However, units attacked while in a Cut Hex cannot retreat if any of the attackers attack through a Railroad Cut Hexside. The Iron Brigade is destroyed and the Confederates gain 2 VPs. Thomas cannot advance due to the Railroad Cut Hexside; Archer is allowed to advance if he wishes.







Cavalry unit Fitz Lee begins in 2704 and would like to move to the southwest. But even though he begins on the road he won't be able to use Road Movement because he isn't allowed to move into Gregg's hex at the Road Movement rate. However, the note on the TEC means that he can still make progress. He pays 1 MP to enter 2605, and then moves along the road into terrain that is normally prohibited to him, spending 2 MPs in 2505 and 2 more in 2406. He must then enter 2306 if he wishes to keep moving, as cavalry must enter and leave woods hexes by the path of a road. Even though 2305 is a clear hex, cavalry can't enter it directly from 2406.

The same TEC note allows Taliaferro to make use of a road to cross a normally impassable Railroad Embankment hexside, even though he doesn't begin on a road. He spends 1 MP to enter 2609, then 3 MPs to enter 2608 (2 for the woods plus 1 for entering a higher elevation). Being infantry, the unit could then continue on or off the road, paying full terrain costs for each hex entered.

## Player's Notes

by John Ellsworth

This addition to the *Clash of Giants* system removes us from the battlefields of World War I and deposits us on those of the American Civil War. Many of the key systems are very similar, but there are enough differences that you'll quickly realize that you need to adjust your thinking if you're going to be successful.

It's more important to keep individual elements of divisions and corps together in this version of the system. While you could reap a stacking benefit in the earlier games, you now suffer a number of restrictions if you spread the brigades of a single division out over a large area. Stacking with other divisions is prohibited, unless one of the larger units has been so badly mauled that it is down to its last brigade. Worse, you won't be able to enter enemy ZOC with units that stray too far from the rest of their formation. Thus, an element of command control is introduced that was absent from the earlier games.

Combat hasn't changed much on the surface. You're still able to concentrate on a specific hex to a certain extent, but the Combined Attack rule means that you can't ignore units on the flanks of the target hex unless your attack comes from a single hex. Two new rules can alter your thinking quite a bit. The Mandatory Attack rule means that you can't just sit quietly at the base of a hill, safe from the enemy glaring from above because you choose not to attack him. The artillery rules add another element of uncertainty to your attacks; both sides have limited amounts of artillery, which is generally restricted in terms of which units it may serve. The attacker has to commit his first; the defender may then change the odds through the use of his own guns.

One other rules section has been added. In addition to the Command Markers which are drawn to activate a particular formation, one or both sides may have a Special Command Marker (SCM) available. These usually help the movement die a bit, but generally their real value is in permitting a portion of your army to have a second chance at combat during a turn. One of the biggest challenges of the combat system is deciding when to use your single combat action for the turn. Too early, and many units that could have taken part in attacks are still waiting to be activated. Too late, and you may find that many of your targets have been reinforced or have moved away. An SCM allows units that are ready to attack now to do so while still preserving an opportunity for a larger attack later.

## The Battle of Gettysburg

This is perhaps an obvious choice for one of the battles included in the game, as it's by far the most widely recognized action of the conflict. Victory is based on control of objectives and casualties inflicted upon one's opponent, though the Confederates can also win by getting behind the Union army and heading off towards Baltimore and Washington. In practice, this one is usually a bit of a slugfest and will often be decided before the control of objectives becomes important. The game can end on any turn when one side reaches their casualty target, and while



it seems like a fairly high goal the reality is that a defeated army is still going to be pretty sizable. You're not allowed to "fight to the last drop of blood", just as Meade and Lee had to remain aware of the dependence of their respective nations on the continued existence of their army.

Although it's possible to reenact history, you're more likely to see heavier fighting towards the northern end of the Union line and less likely to see serious action near the Round Tops and other areas in the south. They're too close to Union arrival points and too far from Confederate ones, and the men in grey will usually have better luck striking as early as they can before the larger Union army completely arrives on the scene.

As the Confederate player, you'll be blessed with generally higher TER for your units. As a rule you're more likely to move faster, and you have some very useful SCMs. General Lee in particular offers a lot of flexibility; unfortunately, he isn't feeling up to his usual self during the battle and will likely lend his skills infrequently. In addition, the Union player has some serious handicaps. The XI Corps is an essential part of the first portion of the battle for you, but it's a collection of misfits that are ill-suited to the attack and likely to break and run on defense due to their poor TER. You have to rely on them because there isn't much else at the time, but they're often easy victory points for the rebels. Your other problem is the late-arriving VI Corps. This is a big, strong formation with high TER. Unfortunately, while it may be enough to tip the scales in your favor in a close game, it may also be enough to tip them away from you in a close game. That's because every loss from this formation is worth double VPs, meaning that you have to use it very carefully.

The Union cavalry can do a very good job of duplicating its historical performance. You're not likely to cause many Confederate losses, but played properly you can delay your opponent significantly. The VPs for saving either or both brigades are nice, but should probably take a back seat to keeping the Confederates away from the Cemetery Ridge line. If that line is breached before the main Union army arrives, the Union player has likely lost the battle.

## The Second Battle of Bull Run

This is an interesting choice for the other battle in the box. It's not nearly as well known, but that's as much a benefit as a hindrance. This one plays very differently from Gettysburg. The former often develops lines of battle that face one another. Bull Run frequently has a number of small clusters of engagements away from the main line. In addition, you're very likely to see units get surrounded from time to time, particularly during the second day, due to the fact that units from both armies arrive on the same roads.

The Confederate starting positions often decide the general course of the game. Starting Ewell in key positions around Manassas Junction can prevent both Hooker and Kearny from getting much use out of Reinforcement March Movement, but may lead to early combat. Taliaferro can start in the same general area, but the Confederates can't press their advantage very well due to the limitations on their combat actions during the

first day. On the other hand, starting Ewell at Matthew's Hill will put Hooker at Manassas Junction. Not only will he be unable to use Reinforcement March Movement, but he may well clog the roads for Kearny. Meanwhile, the Light Division can start around Centreville. Its size means that it may be able to slow the Union forces for quite a while.

The Confederates do not have an entirely free hand, however. The Union is going to be getting a lot stronger before the Confederates see significant gains in strength, and Jackson's three divisions are tasked not only with making sure that the boys in blue are kept under Pope's Orders for as long as possible but also with making sure that at least one of the three victory locations remains under the Stars & Bars. Manassas Junction is almost certain to fall into Union hands fairly early. Centreville can be defended for a while, but eventually Union numbers will tell. Stony Ridge therefore needs to be solidly protected, as the *easiest* road to Union victory is to capture the three objectives. Perhaps I should say "least difficult", as "easiest" implies that it isn't much of a challenge. Once again the Union army has overall lower TERs, and once again it has one formation that was never designed for combat (Ricketts) and another that arrives late and is a top-notch formation that the Union player must hesitate to use because it offers double VPs (the VI Corps—again). You'll enjoy coming in on the rebel flank with your Turn 3 reinforcements; you may not enjoy the situation quite as much if you're still there on Turn 8, caught between Jackson and Longstreet.

I think the Bull Run battlefield is more challenging than the one at Gettysburg. The latter has relatively obvious positions upon which to base lines and the vast majority of reinforcements arrive safely behind friendly lines. The Bull Run battlefield, however, is cut in half by the river, the hills have gaps, and the Railroad Embankment hexes can create serious problems in terms of adjusting forces to meet threats. But perhaps the most difficult problem stems from the Retreat Compass... you'll often find it impossible to use Emergency Withdrawal or Cavalry Retreat Before Combat because your line doesn't match up well with the Retreat Compass. These special tactics are much easier to use in Gettysburg, where the lines not only match up better but the Compass offers three directions of retreat instead of the two that appear in Bull Run.

I've only skimmed the surface of this game, which is very playable yet offers a lot of subtle nuances. The individual rules systems are all pretty easy to grasp, yet many of the movement and combat situations require quite a bit of thought to manage effectively. I found this latest addition to the series to be very enjoyable and hope that you do as well.



## Glossary of Game Terms and Abbreviations

*This is a summary of commonly-used game terms and abbreviations. Players should consult the rules for details. The rules section referenced indicates the main entry only. Series rules are indicated, except that “B” indicates Second Bull Run rules and “G” indicates Gettysburg rules.*

### **AM (Artillery Marker)**

When drawn, indicates artillery availability (13.0).

### **CM (Command Marker)**

When drawn, indicates that a Formation is active (10.0).

### **Combat Action**

Once per turn a side may attack with all units except OOC units of the just-completed CM activation (12.0).

### **CSA**

Confederate States of America (the “Rebels”).

### **Delay Victory Points**

Victory Points awarded to a side as a result of delays to its reinforcements (B 4.1.1, G 4.1.1).

### **DRM (Die Roll Modifier)**

An adjustment to a combat die roll caused by the combat odds (12.9).

### **FCM (Formation Command Marker)**

Used to designate units of the currently active Formation (3.2.8).

### **FCR (Formation Command Range)**

Four hexes from a unit selected to be the focus of an activation (10.4).

### **Formation**

All on-board units sharing a common colored background or symbol (3.2.3).

### **MP (Movement Points)**

The number used to determine how many hexes a unit may enter during movement (11.0).

### **OOC (Out of Command)**

Units that are outside of FCR when activated. (10.4) Effects of being OOC differ depending on the type of activation:

**CM:** May not move adjacent to an enemy unit or take part in any Combat Action immediately following this activation.

**SCM:** May not move or take part in combat.

### **SCM (Special Command Marker)**

Used to activate certain Formations, usually with movement and combat advantages (6.3.3, B 5.0, G 5.0).

### **Stacking**

More than one friendly unit in the same hex (7.0).

### **TER (Tactical Efficiency Rating)**

A measure of a unit’s ability in combat (3.2.7).

### **USA**

United States of America (the “Union”).

### **VP (Victory Points)**

Used to measure each side’s success (B 4.1.1, G 4.1.1).

### **ZOC (Zone of Control)**

The ability of units to exert influence into neighboring hexes (8.0).



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