

Intermediate Gettysburg 1977 Rules Mods

These are basically “optional” rules to enhance the play of Gettysburg’s Intermediate Rules, to make the game more “accurate” and interesting than as originally presented. These mods do not require changes to the contents of the original game, but they are presented based on the use of a new map that’s available, which has streams and creeks as hexside features, among other things. This map is available from UhlansGames.us

Streams and creeks hexside features effect combat by adding a +1 DRM when all attackers are attacking across a stream or creek hexside. The streams and creeks in the area are mostly gullies or depressions of some sort and would have some effect on combat across them.

The creeks (outlined waterways) ought to effect movement when not crossed at roads (bridges/fords) by adding 1 movement point (MP) to the cost of entering the next hex. Streams do not effect movement.

Woods and Orchards should add 1 level of elevation to a hex when determining line-of-sight for Zone-of-Influence (and ranged artillery).

Woods (not orchards) should impede movement for artillery and cavalry by costing an additional MP when not using road (strategic) movement.

Ranged Artillery Fire: The IG’s biggest omission is probably the lack of rules for ranged artillery fire. Here’s the simplest way to include it: Still using the IG’s artillery battalion counters; artillery in an enemy zone-of-control (ZOC) may only be used as originally described in the rules. Artillery NOT in a ZOC only, may fire at ranges from 2 to 8 hexes. Artillery fires with it’s printed IG strength, but when firing at 5 to 8 hexes, that strength is halved (rounded up). Determine odds and combat results normally, except the firing artillery only suffers adverse results if the target was itself artillery. An EXC would become a D1 unless the target was artillery and then it would remain an EXC.

This is not the ideal resolution of the lack of ranged artillery in the IG, but it doesn’t require new or changed counters, dedicated charts and tables, or a change to the sequence-of-play to be implemented.

Breastworks: Allow cavalry and artillery to construct breastworks. Dismounted cavalry, and artillery especially, were every bit as capable of putting up hasty works as infantry.

Experience: The color of the AG strength on the back of the counters denotes the unit’s “Experience” level;

4 Blue=Veteran

3 Red=Seasoned

2 Black=Experienced

1 Green=Green

All artillery is Seasoned

One unit in a defender’s stack and one attacking unit are designated as the “lead units” and it’s their Experience level that is used. It doesn’t have to

be the highest experience unit. In combat, compare the experience of the two lead units on the

Experience Matrix to get a DRM for the combat. Any losses must come from the “lead units” first.

EXPERIENCE MATRIX					
Attacker	Blue	Red	Black	Green	
Defender	Blue	0	+1	+2	+3
	Red	-1	0	+1	+2
	Black	-2	-1	0	+1
	Green	-3	-2	-1	0
<p>Blue -Veteran Red -Seasoned Black-Experienced Green-Green</p>					

Incremental Losses: When taking losses from CRT results, take Strength-Points (SP) instead of “steps.” When a unit’s strength is not at its printed level, place a number marker under it to show what its actual strength is. When ever a unit takes a loss from A1, D1, or EXC CRT results, it loses 1 SP instead of a step. When a units level reaches the number printed on the back of its counter, it is “shattered” with the effects described in the rules.

Disorganization: When a unit is “Disorganized” it’s marked with a **D2** marker. Disregard flipping D2s to D1s in the *Disorganization and Breastwork Placement Phase*. In the *Reorganization Phase*, roll a die against all units with D2 markers against their **Experience Level**; Blue=4, Red=3, Black=2, and Green=1. If the die roll is less than or equal to the unit’s level, it is reorganized and the **D2** is removed. *This makes the ability to reorganize based on the experience of the troops; veteran better troops have the potential to reorganize sooner than green troops.*

Headquarters may apply their **Reorganization Value** to the Reorganization Roll as laid out in the rules. Basically, the Headquarters’ Reorganization Value is the highest roll that will remove disorganization from a unit. Example: A seasoned (red) brigade needs a 3 or less to reorganize. If in range of a leader with a Reorganization Value of 4, it need to roll a 4 or less.

Simple Command Rules: Add the AG Division commanders to the IG. Use the number in the lower left as the commander’s Reorganization Value (RV) and the number in the lower right is their command range.

The army commander is always *in command*. A corps commander is in command if he is within the *Command Range* of the army commander. If he is not, he may roll his RV or lower on a die to be in command on his *own initiative*. If he rolls higher than his RV, he is not in command and may not place subordinates in command.

A division commander is in command if he is within the *Command Range* of corps commander of his corps. If he is not, he may roll his RV or lower on a die to be in command on his *own initiative*. If he rolls higher than his RV, he is not in command and may not place subordinates in command.

A brigade is in command if it is within the *Command Range* of the division commander. If it is not, it may roll its Experience level or lower on a die to be in command on its *own initiative*. If it rolls higher than Experience, it is not in command.

A combat unit cannot enter an enemy *Zone-of-Control (ZoC)* unless it is *in command*. Command has no other effect. Artillery does not have to be in command to use Ranged Artillery Fire.

Recovery: Allow brigades to recover lost strength points when using *Incremental Losses*. During the **Reorganization Phase**, any brigade that is not in an enemy **Zone-of-Influence**, and doesn’t move in the movement phase, may attempt to recover lost strength points by rolling a die against its Experience Level. If it rolls its level or less, it recovers 1 SP and its SP marker is adjusted to reflect that gain. If the die-roll is a 1, it recovers 2 SP. If the brigade’s new strength is greater than the reduced strength printed on its reverse side, it is no longer *shattered*, and that marker may be removed. If the unit is *shattered* or *disorganized*, 1 is added to the recovery die roll.

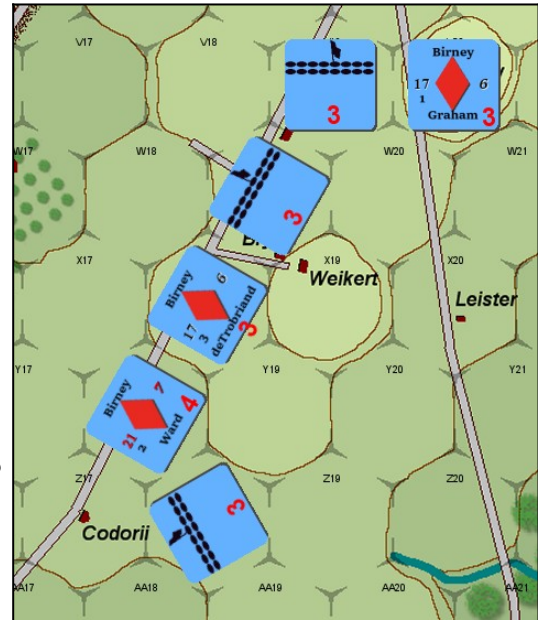
Extended Lines: Using *Incremental Losses* allows for using Extended Lines to allow a brigade to span over multiple hexes. The most basic way to implement this is to use the straight line markers from the AG.

Each line marker has its own SP marker containing a portion of the brigade's total SP, and the SP marker under the brigade piece is reduced by the amount placed in each line marker. For instance, a brigade with 8 SP could have 3 SP under the brigade piece, 3 SP under one marker, and 2 under the other marker; or a 9 SP brigade could have 3 SP under all three markers. A 6 SP brigade could have 3 SP under 2 line markers.

Markers are created during the movement phase by moving the SPs into an adjacent hex and putting the line marker on it. It moves and does combat as if it were a separate unit, but again **MUST** remain adjacent to the parent brigade piece.

If a marker's SP is reduced to 0, it is removed from the map. During movement, a marker's SP may move into the Brigade piece's hex (this *is* movement), and the marker removed.

The line markers must always be adjacent to their parent brigade, which limits each brigade to a maximum total of two line markers, one on each side. Each marker acts as a separate unit that is "attached" to the Brigade piece. If any of the up to three units of a brigade must retreat, the entire brigade must retreat. If a marker is forced from being adjacent to the parent unit, and there is no way for the rest of the brigade to retreat to retain contact, the marker, and its SP are lost, which may result in shattering the brigade.



If a marker is disorganized, it gets a D2 marker on it. If the marker is reabsorbed into the parent brigade, the D2 goes with it, disorganizing the parent brigade. If an action causes a disorganization, such as a retreat, every portion of the brigade that physically retreated on the map, becomes disorganized. Each disorganized portion of a brigade reorganizes as a separate unit using the Experience level of the parent brigade.

Only the AG's straight line markers are used, and are always placed facing so one of their flanks is facing the parent brigade piece. They do not have facing (front, flanks, rear) otherwise. Units, including markers are "flanked" when brought under a *two-sided* attack as described in the **Combat Qualifications** rule of the IG.