

ADVANCED GETTYSBURG

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OPTIONAL RULES

- 0.1 Hidden Movement
- 0.2 Night Orders
- 0.3 New Commanders
- 0.4 Hidden Identity
- 0.5 Optional Entry
- 0.6 Cavalry Charge
- 0.7 Delayed Attack
- 0.8 Reduced Artillery Effectiveness
- 0.9 Ammunition Loss
- 0.10 Ammunition Reserve Breakdown
- 0.11 Ammunition and Victory
- 0.12 Breastworks
- 0.13 Artillery Commanders

1.0 INTRODUCTION

In keeping with the design approach demonstrated in the previous two games, the Advanced Game system has nothing in common with its predecessors. Players must learn a totally new game though they will be using many of the same components.

Care should be taken in reading the rules that the major concepts are understood. Playing a practice game is an excellent way to learn and remember the rules of play. Don't be intimidated by the length and complexities of the rules. It often takes much verbiage to insure that a new game procedure which, by itself, is easily explained and understood fits into its proper niche in the total system. Players will realize that the game is easier to play than supposed after one reading and will need to refer to most of the rules only when necessary to adjudicate special situations which might arise during play.

2.0 COMPONENTS

Not all the items provided with the game are utilized in the Advanced Game.

2.1 Counters

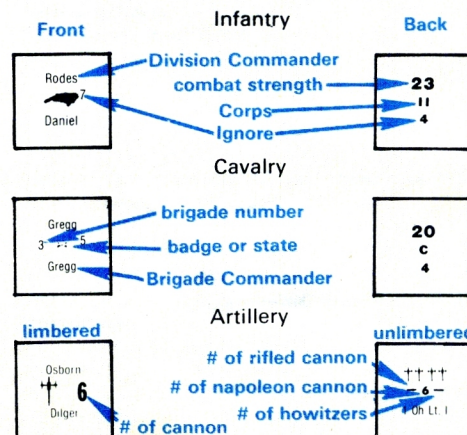
Certain counters provided in the game are not used in the Advanced Game. The vast majority are used, so only those which are not used are listed below.

1. All Basic Game counters
2. All Intermediate Game artillery counters
3. All Intermediate Game headquarters counters

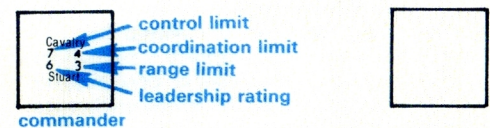
All remaining markers and counters are used in some capacity.

2.11 Unit Counters

The unit counters represent the actual infantry and cavalry brigades, artillery batteries, and important commanders who participated in the battle. These are basically the same units which were used in Intermediate Gettysburg, although their function has been altered somewhat. When used in the rules, the term "unit" refers to all unit counters in play; infantry, cavalry, artillery and commanders. The term "brigade" refers only to infantry and cavalry. The term "battery" refers only to artillery.

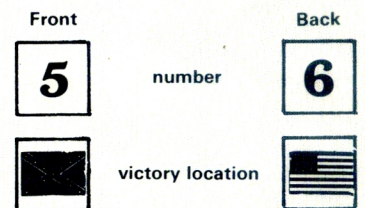


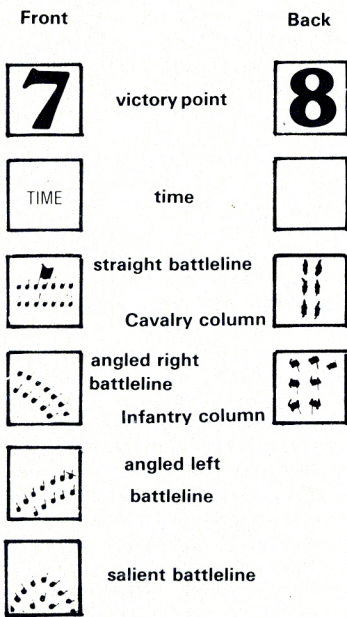
Commander



Players should refer to the "Unit Identification" section of the Intermediate Game rules for a more detailed discussion of the various symbols found on the counters and the organization of these units within their respective army.

2.12 Markers





Note: Battleline and column markers are in two shades. One shade should be used to signify the rear marker in a brigade's column or the two flank (end) markers of a brigade's battleline.

2.2 Mapboard

Players should refer to the "Mapboard" and "Terrain Hexes" sections of the Intermediate Game rules for the identification and definition of the various features on the mapboard.

2.3 Order of Appearance Cards

Each player receives an "Advanced Order of Appearance" card for the army that he will control. On the card will be a Victory Point Track—used to keep track of victory points (V.P.); a Time Record Track—used to keep track of the turn of play; and the Order of Appearance for all units in the army—its use will be explained in "Order of Appearance" (34.1)

2.4 Advanced Tables Card

One card is provided which contains some of the Advanced Game tables and charts. The back of the Basic Game Order of Appearance Card contains the remaining tables and charts used.

3.0 PREPARE FOR PLAY

From two to any number of players may participate in play. The Advanced Game is specially conducive to multi-player with its command system.

The game is played between two sides, the Union Army of the Potomac and the Confederate Army of Northern Virginia. If two players play, each assumes the role of the opposing army commanders, R. E. Lee of the Army of Northern Virginia, and G. G. Meade of the Army of the Potomac. Additional players assume the role(s) of any of the subordinate commanders. Hereafter, each side will be referred to as a single player, though it is understood that it can refer to more than one player.

Each player should segregate the unit counters that he will use into groups as they are to appear on their respective Advanced Order of Appearance Charts. All markers should be segregated according to type.

Because of the large number of counters used, players may wish to make compartment trays or purchase pre-formed trays directly from Avalon Hill to sort and store the pieces.

The Union player places those units which

are to start play on the board in the proper hex as described on the Advanced Union Order of Appearance card. The time markers are set for 7:00 a.m. July 1st, and the game is ready to begin.

4.0 SEQUENCE OF PLAY

The Confederate player starts his turn first. The sequence of activities for each player's turn must be followed in the exact order described below. Upon completion of the Confederate turn, the Union player takes his turn following the identical sequence of activities. Upon conclusion of the Union turn, a complete game turn has been completed and a time marker is advanced to the next twenty minute period on the Advanced Time Record Track. Both players alternate taking their turns while advancing the time until the last full hour on the Time Record Chart is completed or the conditions for victory have been satisfied by one of the players.

5.0 SEQUENCE OF ACTIVITIES (organized in distinct, ordered phases and segments)

Note: The player who is taking his turn is, hereafter, referred to as the phasing player. The opposing player is the non-phasing player. As both players alternate their turns, they also alternate in their role as the phasing or non-phasing player.

1. Movement Phase—

A. Command Determination Segment—The phasing player chooses one commander as the *primary commander* for the turn in progress.

B. Primary Movement Segment—Any or all units within the range, authority and command and coordination limit of the chosen primary commander may move any number of hexes and/or perform activities within the limits imposed by the Activity Capability Chart. Reinforcements scheduled to enter this turn may do so during this segment.

C. Brigade Movement Segment—For each brigade whose activity for the turn is being determined individually, the phasing player rolls one die, consults the Activity Allotment Table for the maximum activity level and then moves it and/or performs its activities.

D. Command Movement Segment—All units within the range, authority and command and coordination limit of a commander other than the primary commander may move and/or perform activities within the limit of the Activity Allotment Table. The phasing player rolls one die and consults the Activity Allotment Table for the maximum activity level for all units under the commander being checked.

2. Artillery Fire Phase—Any or all of the phasing artillery batteries in play may fire at any opposing units that are within their range of influence (20.0). Non-phasing artillery may not fire. The phasing player must record ammunition expenditure for every battery which fired. Those batteries which fire cannot move during the Movement Phase.

3. Combat Fire Phase—Units of both sides may fire at opposing units which are adjacent. Non-phasing units may perform a limited movement.

4. Assault Phase—Phasing brigades may attempt to assault any of the opposing units to which they are adjacent.

5. The non-phasing player takes his turn, becoming the phasing Player, and performs, in order, the same phases and segments.

6. After both players have taken their turn, a complete turn has been completed and the time marker on the Advanced Record Track is advanced to the next 20 minute period.

6.0 UNIT FORMATION

Contrary to their role in the previous two games, the infantry and cavalry unit counters in the Advanced Game do not function, in themselves, as combat units, rather they represent brigade commanders and serve to identify the brigade in play. Actual combat units are represented by the battleline and column markers provided.

6.1 Formation Set-Up

The following steps must be followed to set up infantry and cavalry brigades.

Step 1. Determine the formation that the brigade is to occupy; either column, battleline or rest. A brigade has the ability to change from one formation to another.

Step 2. Check the current strength of the brigade. The maximum strength of each brigade is printed on the top reverse side of the unit counter. This strength may have changed as a result of combat losses or due to the reinforcement schedule on the Advanced Order of Appearance Card. Changes in strength are maintained by the use of number markers.

Step 3. Collect a number of battleline or column markers that are equivalent to the brigade's current strength. Each infantry column and battleline marker represents 8 strength points (sp). A cavalry column marker represents 3 sp. For example, an infantry unit is to form a column and has 24 sp as its current strength. Three column markers (8 sp x 3 = 24 sp) will be needed to form the column. If the current strength of a unit does not match exactly the strength of the markers, one or more number markers are placed under one or more of the formation markers to reduce or increase the total strength to the proper level.

Step 4. All battleline or column markers of a brigade must always occupy a chain of adjacent hexes so that there is never a gap of one or more hexes between markers.

Step 5. The identifying unit counter (brigade commander) must be placed with one of the markers. It can never be more than two hexes from any one of the battleline markers forming the brigade. It must stay with the lead marker if in column formation.

Step 6. The rear marker of a column formation and the two end (flank) markers of a battleline formation must be a darker shade to signify the end(s) of the formation.


6.2 Formation Continuity


1. A brigade in battleline and in column formation must insure that the formation is continuous at the end of each movement phase.

2. Continuity is dependent upon the position of each marker in the formation.

3. a. To form a battleline, any of the 4 types of battleline formations may be used.

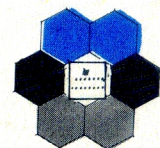
b. To form a column, only one type of

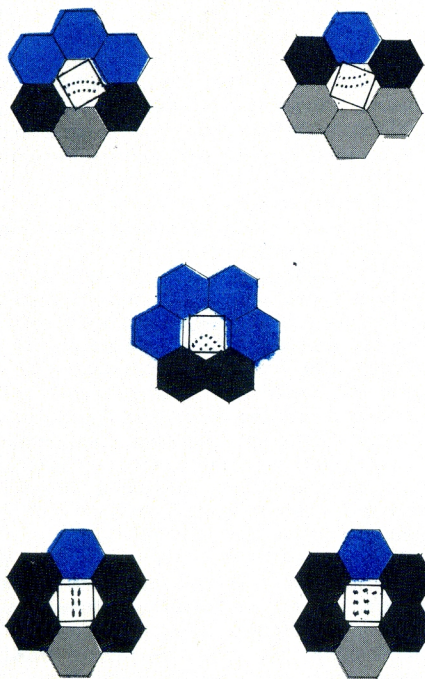
column marker is used, either  if

infantry or  if cavalry.

4. Each marker has a definite facing. This is further developed in Facing (19.0).

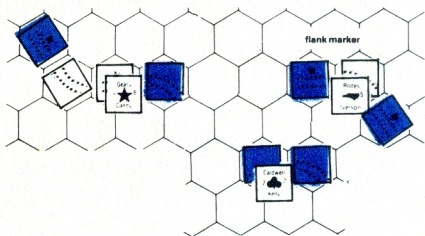
Flank Hexes Front Hexes Rear hexes





5. a. All battleline markers which comprise a brigade must be positioned so that each flank hex of each marker is occupied by an adjacent marker. In this way, a single unbroken line is formed. There is one exception.

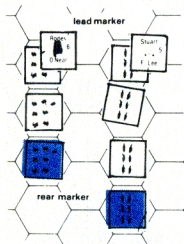
b. A maximum of two markers will be adjacent to just one marker. These are defined as the flank markers. They are always positioned on each end of the brigade. Any and all interior markers must be adjacent to two markers as described in 5a, above.



6. a. All column formations which compose a brigade must be positioned so that the head of one marker points toward the rear of another.

b. There is one exception to 6a. One marker must be defined as the lead marker. It forms the lead of the brigade and does not point toward any marker. The brigade headquarters must always be with the lead marker.

c. The last marker in a brigade column is called the rear marker.



7. A brigade in battleline formation may change the types of markers any time before or after its move (but not during) as long as it conforms to the continuity requirements.

7.0 STRENGTH DISTRIBUTION

7.1 Battleline

1. A battleline marker may contain more or less than 8 sp. A number marker should be placed underneath the battleline marker to indicate the strength of that marker. *No number marker indicates that the battleline marker has a strength of 8 sp.*

2. An infantry battleline marker can never be voluntarily formed with a strength below 8 sp unless it is a flank marker. A flank marker can be formed at any strength.

3. A cavalry battleline marker can never be formed at a strength below 6 sp unless it is a flank marker. A flank marker can be formed at any strength. All other markers must be at the same strength.

4. A brigade in battleline formation may freely redistribute its strength among any or all of its markers within the limitations imposed by the three rules above, any time during its movement phase unless adjacent to an enemy battery or brigade. There may be an activity penalty if in an enemy range of influence (20.0).

7.2 Column

1. All column markers of an infantry brigade in column formation must contain exactly 8 sp, except for the rear marker. The rear marker may contain any strength up to a maximum of 8 sp.

2. All column markers of a cavalry brigade in movement column formation must contain exactly 3 sp, except for the rear marker. The rear marker may contain any strength up to a maximum of 3 sp. This is required only for cavalry column formations which are utilizing column movement (i.e., not charge column 0.6).

8.0 REST FORMATION

There are no formation markers to indicate rest formation, rather a brigade at rest formation is indicated by no line or column markers. In such a situation a unit at rest occupies one hex, no matter what strength it contains.

9.0 ARTILLERY FORMATION

An artillery battery always occupies one of two possible formations, either limbered or unlimbered. No special markers are used to signify these formations. When the front side of a battery is up, it signifies that the unit is in limbered formation. When the reverse side is up, the unit is in unlimbered formation. Only limbered batteries may move. Only unlimbered batteries may fire their cannon.

10.0 EXPERIENCE

Every cavalry and infantry brigade has a certain experience level. This is a quantification of its morale, fighting ability, and ability to maintain its organization under fire. A brigade's experience affects its performance in combat fire and assault.

1. A brigade's experience is presented on the back of the unit counter. The color of the combat strength indicates its experience level.

2. A brigade's experience is not constant and can vary, depending upon its current disorganization level as explained on the Experience Table.

3. All artillery have an experience rating of seasoned.

Blue — veteran

red — seasoned

black — experienced

green — green

11.0 MOVEMENT

Special attention should be directed to the movement procedure since most brigades in formation will occupy more than one hex and movement will be made one hex at a time necessitating a split of the brigade during movement.

1. An infantry or cavalry brigade may only move while in column or battleline formation. It may not move while in rest formation.

2. An artillery battery may only move while limbered. It may not move while unlimbered.

3. During his Movement Phase, the phasing player may move as many of his units as he desires; all, some or none. The non-phasing player may not move and/or perform any activity with any of his units.

4. Each formation marker of a brigade is moved individually, expending one or more activity points for each hex entered depending upon the hex type (see Activity Cost Table for terrain costs). A unit may not skip over a hex or hexes while conducting its move.

5. At the end of movement, all formation markers of a brigade must again be adjacent and continuous (as explained in 6.14 and 6.2).

6. All formation marker(s) of one brigade must complete their movement and activities before the formation markers of another brigade are moved.

7. While moving a battleline formation marker, it is considered a straight type marker no matter what type it is at the start or end of its move. This is important when exposing a flank to enemy fire during movement. The phasing player does not have to take the trouble to exchange the marker if he intends to keep the same type of battleline at the end of the move as long as he indicates the facing it would have as a straight battleline. Activity costs (if any) for changing the type of battleline are indicated on the Activity Costs Chart.

8. Artillery batteries are identified and moved individually. They are not required to maintain a formation structure with any other batteries of the same brigade or battalion.

9. Commander counters are moved individually.

10. A marker which moves can never contain a strength greater than 8 sp.

11. A marker can never expend more activity points in movement than available to it by its maximum activity level (see 13.0).

12.0 ROAD MOVEMENT

1. A brigade in column formation may utilize road movement as long as each formation marker maintains the same position in the column throughout the road movement.

2. To utilize road movement a brigade must move from one road hex to another road hex as explained in the Strategic Movement section of the Intermediate Game. The brigade does not have to travel along a road but through hexes that contain a road or roads which do not necessarily have to connect.

13.0 ACTIVITY LEVEL

Contrary to many other battlegames, a brigade does not have a fixed movement allowance that determines the number of hexes it can move and/or activities it can perform each turn.

1. A brigade has a variable movement allowance (called activity level) which it utilizes to move and/or perform various activities. All movement and activities and their costs are listed on the Activity Cost Chart.

2. All movement and activities, except for advance and retreat, which are special movements that can be made during the Combat

Fire and Assault Phases, must be made during the unit's Movement Phase.

3. The phasing player must announce the activity level of a brigade, if not already known, immediately after it has completed all of its movement and/or activity for that turn and before he can move another brigade.

4. The activity level chosen for a brigade is announced as a number of activity points equal to or less than the maximum activity level available to the unit as explained in the Activity Capability Chart and equal to or more than the activity points expended by the brigade during its move.

5. Certain units and formations may have a fixed maximum activity level as explained in the Activity Capability Chart.

6. Command Control (14.0) may affect the maximum activity level available to a unit.

7. In cases where one formation marker of a brigade utilizes less activity points than another of the same brigade, the number of activity points expended by the brigade is that of the marker expending the greatest number.

8. A unit which has expended less activity points than available to it by its chosen or pre-determined activity level because it does not have enough activity points remaining to complete the activity or movement being attempted may retain the unexpended activity points for use in the next turn. A number marker indicating the number of unexpended activity points is placed on the unit counter as a reminder. Fractions may not be retained.

9. A disorganization penalty may also be incurred if a brigade utilizes an activity level close to or equal to the maximum level available to it. Penalties are listed on the Activity Capability Chart. The effect of disorganization is explained in Disorganization (33.15).

10. Units cannot save activity points from turn to turn unless to complete an unfinished activity or movement into a hex as explained in 8, above.

14.0 COMMAND CONTROL

During the battle, the ability of units to move quickly and react to changes in the battle action was, in great part, dependent upon the abilities of their respective commanders. In the Advanced Game, the activity levels available to a brigade is dependent upon its relationship with its commander.

14.1 Command Organization

Each infantry and cavalry brigade has 4 commanders in a strict sequence of authority.

1. The brigade unit counter, itself, represents the first level or brigade commander of the brigade. The brigade commander has authority over his brigade only.

2. The division commander is the second level commander of the brigade. The division commander is named on the top front edge of the brigade unit counter. The division commander has authority over every brigade and brigade commander in his division. Every division commander is represented by a commander counter.

5	5
6	3
Hood	

3. The corps commanders has authority over all commanders and brigades in his corps. corps commanders are represented by a commander counter.

1	Corps
12	7
6	3
Reynolds	

4. The army commander is the fourth level commander of the brigade. The army commander has authority over all commanders and brigades in his army. Both army commanders are represented by a commander counter.

Virginia	Potomac
6	5
Lee	3
3	Meade

14.2 Control Authority

1. Each phasing infantry and cavalry brigade must be under the authority of one of its commanders in order to determine the maximum activity level available to it for the Movement Phase.

2. The commander must be first, second or third level. The two fourth level (army) commanders can never be used to determine a brigade's activity.

3. A brigade is always under the authority of its brigade commander. It may also come under the authority of its division or corps commander if within his range, command and coordination units.

4. More than one brigade may have its maximum activity level influenced by the same commander provided that all brigades being influenced are within the commander's authority, range, command, and coordination limits. These limits are printed on the commander's counter.

5. A brigade commander does not have a command coordination value or command range, as he can only command and coordinate his own brigade.

14.3 ~~Command Limit~~ Control Limit

This value refers to the maximum number of brigades under a commander's authority whose activity level he can influence. Usually, this limit is equivalent to the number of brigades in his division or corps, but not always.

14.4 Coordination Limit

This value refers to the maximum number of brigades under a commander's authority in battleline formation that he can influence. When the command limit of a commander is greater than the coordination limit (and it usually is), the difference must be composed of brigades in rest and/or column formations.

14.5 Range Limit

1. A brigade under a commander's authority cannot be influenced if outside of his command range.

2. All brigades in a division commander's division are within range if their unit counter (brigade commander) is within 3 hexes of the division commander counter.

3. All brigades in a corps commander's corps are within range if their unit counter is within 3 hexes of the corps commander counter or if their unit counter is within 3 hexes of their division commander, whose counter is within 3 hexes of the corps commander counter.

4. This 3 hex range is the same for all division and corps commanders.

5. A brigade in column formation can still be within command range if outside the 3 hex command range if the brigade commander is within 2 hexes of the rear marker of another brigade in column whose brigade commander is either within the 3 hex command range or 2 hexes of the rear marker of another brigade whose brigade commander is either within the 3 hex command range or within 2 hexes of the rear marker of another brigade, etc. This forms a chain of 2 or more brigades in column formation of which the brigade commander of the lead brigade is within the 3 hex command range of

the commander. Of course all brigades involved must be in the division or corps of the commander.

6. If the commander of a chain of brigades in column is a corps commander, a player cannot utilize a division commander as an intermediary commander to increase the command range as explained in 14.5. 3 above.

15.0 ACTIVITY DETERMINATION

1. The phasing player at the start of his movement phase has the opportunity to select one commander as the primary commander for that turn (a different commander may be selected each turn). Any and all brigades of the phasing players choice under his authority, within his command range and which conform to his command and coordination limits, may move and perform activities expending up to the maximum activity points allowable on the Activity Capability Table.

2. a. After the phasing player has moved and/or performed activities for all of the brigades that he wishes under the primary commander's control, he may move and/or perform activities for any or all of the remaining brigades whose controlling commander he chooses to be the brigade commander.

b. Before each brigade under the control of its brigade commander performs its move and/or activities, the phasing player rolls one die, subtracts 1 from the roll, and cross-indexes the result with the type of unit on the Activity Allotment Table. This value represents the maximum activity level that can be utilized by that brigade for that turn.

3. a. After the phasing player has moved and/or performed activities for all individual brigades that he wishes, he may determine the maximum activity level for all remaining brigades that have yet to perform any movement and/or activity. Only those brigades within the control of a Division and corps commander can do so.

b. For each commander, the phasing player rolls one die and cross-indexes the result with the type of unit(s) under the commander's control to determine the maximum activity level for all brigades under his control.

c. All brigades under control of a division commander must determine its activity level and complete its move and/or activity before any brigade under control of a corps commander determines its activity level.

4. After determining the maximum activity level for a brigade or brigades under a commander's control, all of their movement and activity must be performed before determining the maximum activity level for the brigade(s) under a new commander.

5. After a brigade's maximum activity level is determined, it is not required to remain within range of its commander.

6. A brigade is not required to remain under the control of the same commander for each turn.

7. A brigade often is within the control capabilities of its division and/or corps commander as well as permanently within control of its brigade commander. The phasing player has the choice as to which commander it is to perform under. He must announce the commander to avoid confusion.

8. It is important to repeat that after all brigades under a primary commander have performed their movement and activities, those brigades which are to perform independently must do so before those which are to operate under the control of their division commander and those brigades under control of their

division commander must perform their activities before those which are to operate under the control of their corps commander.

16.0 SPECIAL ACTIVITIES

16.1 Reinforcements

1. The phasing player has the privilege of utilizing any activity level up to the maximum available to a unit in the Activity Capability Chart for all reinforcing units for an unlimited number of turns as long as the brigades remain in the same formation in which they enter the game, they remain out of an unfriendly range of influence and they enter in the hex designated by the Order of Appearance or orders (see 34.O). A reinforcing unit which expends less activity points than it does on its turn of arrival loses its exemption.

2. Reinforcements which conform to rule 1 above must perform their movement and activities during the Primary Command Segment.

16.2 Commander

1. A commander has a choice of two available maximum activity levels for its own movement.

a. 8 a.p., or

b. the same activity level as the level available to units under his command.

2. A commander may ignore activity costs due to terrain, i.e., it can enter any hex at a cost of 1 a.p.

3. Brigade commanders have no movement. They can be positioned with any marker of their brigade at the end of the Movement Phase.

16.3 Artillery

Artillery batteries never have to check for their maximum activity level and always have the ability with certain exceptions (see 33.O2) to utilize any activity level up to the maximum available to it on the Activity Capability Chart without disorganization penalty.

17.0 CONCENTRATION LIMITATIONS

17.1 Concentration Restrictions for Infantry and Cavalry

1. Only the formation markers of one infantry or cavalry brigade may end their movement in the same hex with one exception. (see 17.16).

2. If more than one battleline marker of the same brigade move into the same hex, simply keep one formation marker and combine the strength.

3. More than one column marker of the same brigade may move into the same hex but only if their next action is to change into battleline formation, rest formation or attack column formation (0.6). A brigade in column formation which intends to continue to move in column must maintain its proper formation as described in (6.26).

4. Brigades which change from rest to column formation can have more than one column marker occupy the same hex provided that the markers move into normal column formation as quickly as possible.

5. The formation markers of phasing brigades may pass through a hex or hexes occupied by the formation markers of another friendly brigade but no marker may end its move in a hex occupied by a formation marker of another brigade.

6. EXCEPTION: There is one exception to rules 1 and 5 above. Flank battleline markers of two different brigades may occupy the same hex. This is the only situation in which the formation markers of more than one brigade may occupy the same hex. In this situation a maximum total of 8 sp for both brigades may be in the hex.

7. A brigade in column formation or limbered battery which exits or passes through a hex or hexes occupied by another brigade in column formation or limbered artillery, must utilize non-road activity costs indicated on the Activity Cost Table, i.e., the position of another column on a road hex negates its use as a road.

8. A brigade, battery or commander may never enter hex occupied by an enemy brigade or battery. A brigade or battery which enters a hex occupied by an enemy commander or commanders automatically captures them.

17.2 Concentration Restrictions for Artillery

1. The number of artillery batteries which may occupy a hex depends upon the formation of the units and the total number of cannon of the batteries. Printed on both the limbered and unlimbered sides of an artillery battery is the number of cannon contained by that battery.

2. No more than 9 cannon in limbered formation may occupy the same hex.

3. No more than 15 cannon in unlimbered formation may occupy the same hex.

4. Infantry, cavalry or commanders do not affect the number of cannon which can occupy a hex and vice versa.

5. Cannon in both formations may occupy the same hex up to 24 guns as long as each formation does not exceed its limit.

6. Unlimbered cannon do not block road movement in the hex that they occupy.

7. An artillery battery cannot end its movement in the same hex with an infantry or cavalry brigade which is not in the same division or corps to which its battalion or brigade is attached. The organization tables in the back of the manual will indicate the division or corps to which each battery belongs. For example, all batteries in Henry's artillery battalion can end their move with brigades of Hood's division and no other brigade. Batteries in Wainwright's artillery brigade can end their move with brigades in the Union I corps and no other brigade.

8. Batteries in the Union Artillery Reserve may end their move with any brigade in the Union Army.

9. A battery can fire only if it is within 3 hexes of a brigade in its division or corps.

10. Only one battery may occupy a woods hex.

11. A limbered artillery battery may split its cannon into two hexes to stay within concentration limits. The counter is placed in the lead hex and the excess cannon occupy the hex immediately facing the rear of the counter. These cannon are considered to follow the same path of hexes as the unit counter.

17.3 Commander's Concentration

There is no limit to the number of commanders of the same army that may occupy the same hex. They may occupy the same hex with any friendly unit.

18.0 Formation Change

All brigades and batteries have the ability to change their formation. A formation change may require an expenditure of activity points depending upon terrain and/or enemy range of influence. This is detailed in the Activity Cost Table.

1. A brigade marker may change from column to battleline or vice versa, expending the appropriate activity cost, simply by flipping over the formation marker.

2. If the new formation marker isn't the proper shade or type, it may be exchanged without any activity penalty. The counters have

been designed to minimize this problem.

3. Artillery units may simply flip from one side to the other to change formation, expending the appropriate activity cost, if any.

4. At the end of its move, a brigade can never contain more than one formation. If the formation change cannot be completed within the activity level, no marker can change formation. Remember that any remaining activity points can be retained for use the next turn.

5. All markers of a brigade must occupy the same hex for a unit to change to rest formation.

6. A battleline marker which is adjacent to an enemy unit cannot change formation nor may it redistribute its strength among its markers.

7. A brigade not adjacent to an enemy unit which desires to add a new battleline marker may do so with a certain activity cost. This marker must be placed on one of the two existing flanks. A rearrangement of strength points to conform to concentration limitations may be necessary.

19.0 FACING

Each formation has a definite facing or facings which may affect its movement, combat fire and defense.

1. The facings for each battleline marker have been defined in Formation Continuity (see 4).

2. A brigade in any formation but rest has 3 facings; front, flank, and rear.

19.1 Battleline Facing

1. To determine the 3 different facings of a brigade in battleline, the facings of the flank marker(s) must be determined.

2. a. The flanks of the brigade correspond to the two open flanks of the flank marker(s).

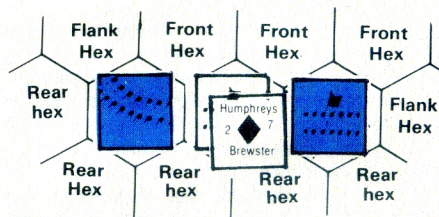
b. The two hex(es) that the flanks point to are the brigade's flank hexes. All brigades in battleline have two flank hexes.

c. All hexes adjacent to the brigade battleline between the two flank hexes and toward the front of the battleline are the front hexes.

d. All hexes adjacent to the brigade battleline between the two flank hexes and toward the rear of the battleline are the rear hexes.

e. In formation where no straight battleline markers are in use, the top edge of the brigade headquarters are used to determine the front.

3. All markers must be positioned so that the flanks point toward a hexside.



19.2 Column Facing

1. To determine the 3 different facings of a brigade in column formation the facings of the lead and rear marker(s) must be determined.

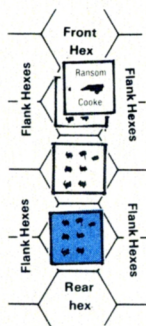
2. a. The front and rear of a brigade in column correspond to the front of the lead marker and the rear of the rear marker respectively.

b. The hex that the front of the lead marker points to is the front hex of the brigade.

The hex that the rear of the rear marker points to is the rear hex of the brigade.

c. All other hexes adjacent to the brigade column are the flank hexes.

3. The front and rear of a brigade in column must point to a hexside.



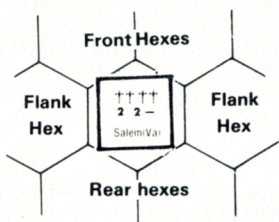
Artillery Facing

1. Each unlimbered artillery battery has two front hexes toward which its front points, two rear hexes toward which its rear points and two flank hexes toward which its flanks point.

2. The flanks of an artillery battery must always point toward a hexside.

3. Each limbered battery has the same facings as a column marker.

4. If more than one battery occupies a hex, all batteries in the hex must have the same facing.



19.3 Rest and Commander's Facing

1. Brigades in rest have no facing. All adjacent hexes to the hex occupied are considered flank hexes.

2. Facing has no effect upon commanders.

19.4 Facing in Movement

1. A battery or brigade marker may change its facing any number of times during its movement phase as long as it remains outside of an enemy range of influence and it conforms to its continuity restrictions. A marker in an enemy range of influence may change facing within the restrictions of advance and retreat movement (21.0).

2. A formation marker must always move into the hex or hexes toward which its front is pointing.

20.0 RANGE OF INFLUENCE

Every battery and brigade has a range of influence which affects the ability of an enemy unit to change its facing and/or perform certain activities. The range of influence of a unit is an abstraction of its ability to place a volume of fire into a certain area. A unit's range of influence is determined by its field of fire and line of sight.

20.1 Field of Fire

1. Each unit has a specific field of fire.

Those batteries which have more than one type of cannon assume all of the appropriate fields of fire.

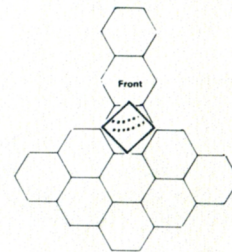
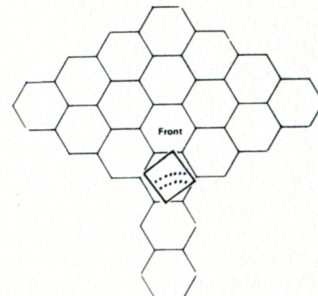
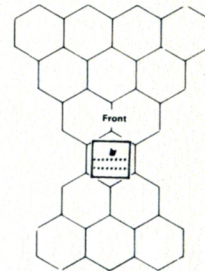
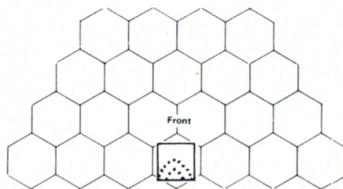
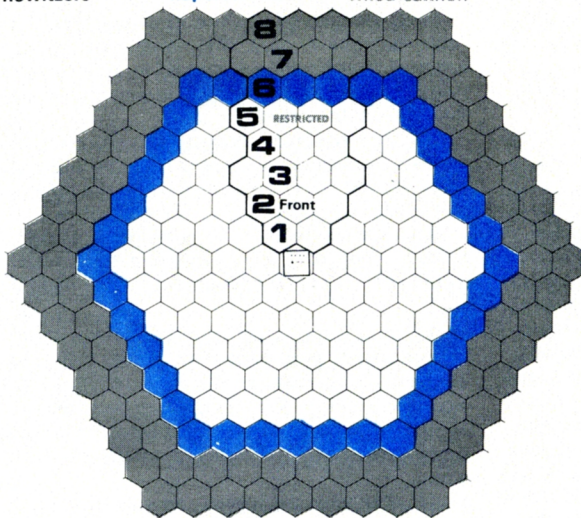
2. If more than one battery occupies a hex, all cannon have a more restricted field of fire as illustrated below.

Field of Fire

howitzers

napoleon cannon

rifled cannon



3. Brigades in column or rest, batteries in limbered formation and commanders have no field of fire and, consequently, no range of influence.

20.2 Line of Sight

All weapons used during the Civil War were used in a direct fire role. This meant that the weapon could only fire at a target that the person aiming it could see.

1. All units (called target units or targets) in an enemy battery or brigade's (called firing unit) field of fire must also be in its line of sight in order to be in its range of influence.

2. Line of sight between firing unit and target is determined by lining a straight edge along the center points of the target and firing hex.

20.3 Obstructions to Line of Sight

If the straight edge touches any of these obstructions, battery or brigade cannot fire at its target. Ignore any obstructions that occur within the hexes occupied by the two units.

1. An elevation level which is higher than both the level of the firing and the target hex.

2. An elevation level which is at the same level as either the target hex or firing hex whichever is higher, provided that the target and firing units occupy hexes of different elevations.

3. A crest level if both the crest level, target hex and firing hex are all on the same level.

4. Gettysburg town hex.

5. A hex which contains an enemy brigade. This blocks infantry fire and cavalry fire only.

6. A hex which contains a friendly brigade or battery, i.e., you cannot fire through or over your own units.

20.4 Special Situations

1. An elevation covered by woods terrain across the line of sight, (not orchards, rough /woods, or individual or clumps of trees), raises that elevation two levels.

2. A target hex which is also a woods hex is never in a line of sight.

3. A town hex or hex occupied by a brigade marker is still considered an obstruction if the line of sight runs along one of its hexsides.

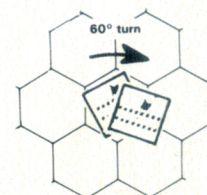
21.0 ADVANCE AND RETREAT MOVEMENT

Advance and retreat are special forms of movement that can occur during the Movement Phase and the Combat Phases.

1. All units except commanders must move by advance or retreat when in an enemy range of influence.

2. A unit marker which advances must move by entering either of its front hexes. It can turn only 60° (i.e., one hexside) for each hex it enters.

3. A unit or marker which retreats must move by the rear entering either of its rear hexes. It can turn only 60° for each hex it enters.



4. A marker or unit cannot combine advance and retreat movement in the same move.

5. Only a brigade named to attack may advance unless it has made a successful defender's assault (see 28.0).

6. Once a brigade begins to retreat it must continue to retreat until all of its markers are out of all enemy brigade's ranges of influence at the start of its Movement Phase.

7. For each turn of retreat that it remains in an enemy brigade's range of influence, including the initial retreat, it receives 5 disorganization points (dp). If the retreat is involuntary as a result of an assault, it receives 10 dp for each turn it remains in an enemy unit's (including artillery) range of influence. Units in involuntary retreat must expend 8 ap in retreats during its movement phase. It does not acquire the disorganization penalty (if any) which corresponds to the 8 ap activity level.

8. A unit which retreats off the board cannot return until night and at the closest road to the exit hex. If more than one road qualifies, the controlling player may choose which road hex the unit will enter. The unit cannot change the re-entry hex and it must remain off the board as long as the re-entry hex is within an enemy brigade's range of influence.

22.0 ATTACK ADVANCE

1. A phasing player cannot move a column marker into an enemy range of influence.

2. A phasing player cannot move an artillery battery into an enemy infantry or cavalry range of influence.

3. The phasing player must announce at the start of his Movement Phase which brigades not already in an enemy brigade's range of influence he intends to move adjacent to an enemy unit. These brigades are defined as attacking. Their movement must be advance movement. A brigade cannot enter an enemy brigade's range of influence unless it is named to attack.

4. A brigade cannot be named to attack and advance if already within the range of influence of an enemy brigade named to attack (exception: see 27.0).

5. Only a brigade in battleline formation can be named to attack. It must remain in battleline in order to retain its attack status.

6. All markers of an attacking brigade must expend exactly 6 ap a turn or the maximum activity level gained on the Activity Allotment Table, if less than 6 ap in order to advance adjacent to an enemy battery or brigade.

7. An attacking brigade is only required to advance one of its markers adjacent to an enemy battery or brigade to fulfill the adjacent requirement. It must utilize at least the same number of activity points in advance for any remaining markers not yet adjacent as the first marker which moved adjacent.

8. As soon as a battleline marker advances adjacent to an enemy battery or brigade, its move is over for the turn.

9. If required to use the Activity Allotment Table because of their command situation, all brigades that have been named to attack must subtract 2 from the die roll (this is over and above any other subtraction).

10. An attacking brigade is required to consult the Activity Allotment Table because of its command situation only once on the turn of attack. On subsequent turns it must utilize 6 ap to advance as long as it remains attacking, unless it rolled 0 ap in which case it must continue to roll each turn until it gets at least 2 ap.

11. A brigade which is not adjacent to an enemy battery or brigade may lose its status as attacker. A brigade which as a result of its advance is within 3 hexes of an enemy brigade or battery is considered to be making an effort to move adjacent to that unit and retains its attack status.

12. The phasing player can voluntarily end any of his brigade's status as attacker only by stating so at the start of his Movement Phase. It has a maximum activity level of 6 ap for this turn.

13. A brigade which is at a disorganization level of 4 or more cannot be named to attack although it may continue to attack if already named to attack.

14. A brigade which starts its turn within 3 hexes of an enemy battery or brigade and out of its range of influence and is named to attack automatically must expend 6 ap no matter what its commander situation is.

15. An attacking brigade may expend less than 6 ap or maximum activity level only if the move would force it to violate concentration restrictions, but it must utilize as many as possible.

23.0 FLANK FIRE

1. A battleline marker which occupies a hex that exposes one or both flanks to enemy fire may receive a special type of fire termed flank fire.

2. There are two requirements to determine flank fire.

a. The target marker must be in the firing unit's range of influence.

b. The hex occupied by the firing unit must be in the flank field of the target marker.

3. Flank fire may be utilized during the Artillery Fire Phase, Combat Fire Phase and Combat Assault Phase.

a. Each cannon utilizing flank fire during the Artillery Fire Phase is tripled in number.

b. Each strength point utilizing flank fire against an adjacent marker during the Combat Fire Phase is tripled in strength.

c. A marker which has undergone flank fire during the Combat Fire Phase cannot perform an assault that turn.

4. No marker unless it has been named to attack can ever move in such a way that it would expose a flank to enemy fire in any hex it enters during its move (see Movement 11.07).

24.0 COMBAT FIRE

Every phasing battery and battleline marker which is adjacent to an enemy battery or brigade at the end of the Movement Phase may give and receive Combat Fire with the adjacent unit(s). Combat Fire must occur before any assault can be attempted. Combat Fire occurs after the phasing player has completed all of his army's movement and activity for that turn.

1. Only attacking brigades can move adjacent to an enemy battery or brigade. All enemy units are termed the defender.

2. A maximum of 8 sp in both attacking and defending infantry and cavalry battlelines may combat fire from one hex even if there are more than 8 sp in the hex.

3. A maximum of 11 sp of cannon may combat fire from one hex. The Artillery Strength Point Table converts cannon to strength points. All cannon in the hex can be counted.

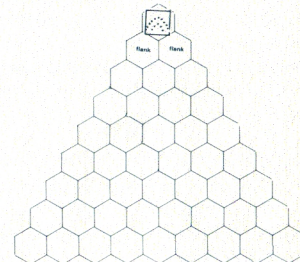
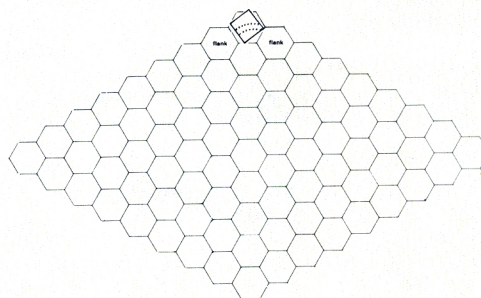
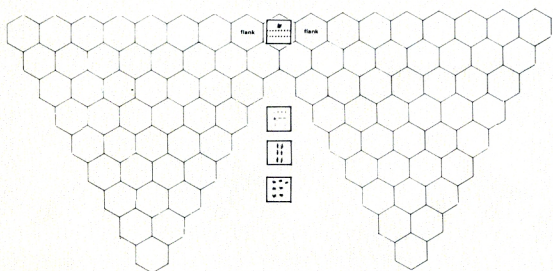
4. A player has the ability to count any number of howitzer and/or napoleon cannon as rifled cannon to improve the strength point total.

5. A hex which contains both artillery and infantry or cavalry may fire up to a maximum 11 sp. Of these 11 sp, a maximum of 8 can be fired by cavalry or infantry, the remainder must be artillery. The defending player must indicate how many strength points of each type are being used for fire.

6. Defending brigades which are in column formation automatically change to battleline formation. The facing must be such that the flanks of each end of the battleline marker point in the same direction as the lead and rear of the column marker. Only in cases where the straight battleline marker breaks continuity may an angled type marker be substituted. This is the only exception to the rule that a formation change may occur during the phasing Movement Phase.

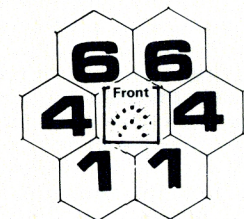
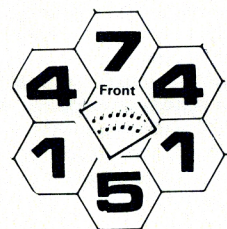
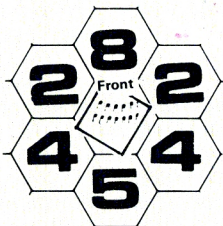
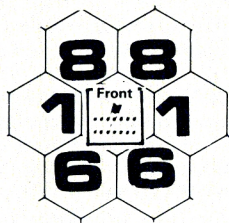
7. Brigades which are forced to change from column to line formation can use a maximum of 6 sp per hex for combat fire for the turn it changes formation.

8. No brigade is required to combat fire. A defending brigade may combat fire at any adjacent attacking brigade whether it is being fired upon or not.



24.1 Combat Fire Distribution

1. The type of battleline marker and facing can affect what part of its combat strength can be fired into the 6 adjacent hexes.



2. A brigade cannot fire more than 8 sp nor can it put more fire into one hex than the maximum indicated in 1, above. A brigade may fire into more than one hex.

24.2 Fire Combat Procedure

The following sequence of steps must be performed in order to conduct Combat Fire.

Step 1. Before any fire is resolved, the phasing player announces against which adjacent hexes his attacking battlelines are to fire. Each attacking battleline marker may fire at only one adjacent hex.

Step 2. The non-phasing player determines how his defending units will distribute their combat strength within the following restrictions.

a. Each defending hex must fire at the attacking marker which has been announced as attacking it.

b. All defending strength points in a hex must attempt to match the combat strength of the marker attacking the hex.

c. If more than one attacking marker fires at the same hex, the non-phasing player may split the fire of the defending hex in any way in order to match the attacking strength.

d. If the defending strength in a hex has

more combat strength available than is needed to match the attacking strength firing at it or it is not being fired at, the excess strength can be directed toward one or more adjacent hexes within the limitations of Combat Fire Distribution (24.11).

Step 3. The attacking formations receive damage due to defender's fire as explained in Fire Resolution (24.3).

Step 4. The defending formations receive damage due to attacker's fire as explained in Fire Resolution.

24.3 Fire Resolution

1. The player conducting his fire totals the combat strength firing at all marker(s) of the same brigade.

2. The total strength is cross-indexed with a die roll on the Combat Fire Table to determine the amount of casualty points received.

3. The casualty total is then cross-indexed with the target brigades current strength to determine the number of disorganization points received.

4. The non-phasing player always fires first. 5. All losses are deducted from the attacking brigades before they can fire with the following exception.

6. If at least half of the combat strength firing at a brigade emanates from a brigade(s) forced to change from column to battleline (see 24.06), damage to fire combat is not deducted until after the attacking brigade fires.

7. Combat strength firing at a hex containing markers of two brigades or a brigade firing less than 8 sp must utilize the breakdown Table to determine what proportion of the firing strength fires at the weakened marker(s).

8. Combat fire can never be directed to a target 2 or more hexes away.

24.4 Combat Fire Modifications

1. All combat strength firing at a brigade from one of that brigade's flank hexes has its combat strength tripled.

2. Any combat strength that is free to fire at any hex as explained in Fire Combat Procedure (24.2d) which fires at a flank marker which has one flank in the air (i.e. one of its flank hexes is unoccupied by any battery or brigade marker, friendly or unfriendly) has its strength doubled if not already in its flank hex.

3. a. Any number of battleline markers of the non-phasing player may advance 1 or 2 hexes after the phasing player has finished moving his units as long as each marker ends its move in an unoccupied flank hex (a hex with commanders only is considered unoccupied) of an enemy battleline marker.

b. A defending battleline marker may temporarily separate itself from its brigade in order to advance into an enemy flank (i.e., a marker can temporarily break brigade integrity and continuity).

c. At the end of the combat fire phase and before any assaults are begun, it must return to its original position.

d. Only one marker with a maximum strength of 4 sp may move into one flank hex. A new marker can be formed from another marker to accomplish this.

e. A marker which must expose its flank to an enemy flank fire (see 23.0) in order to move to or occupy an enemy marker's flank hex cannot make the move.

f. A marker occupying a hex being fired upon cannot move.

g. All markers able to move into an enemy flank hex can triple their combat strength in combat fire.

h. This move does not require any activity

points.

4. All fire directed into a woods hex is halved.

5. All fire of Union Cavalry is doubled.

6. Artillery never receives damage as a result of Combat Fire.

25.0 COMBAT ASSAULT

After all combat fire has been resolved, the phasing player has the option to assault any and all brigades which remain adjacent to any of his attacking brigades. For each defending brigade to be assaulted the phasing player performs the following actions, step by step.

Step 1. The phasing player chooses one hex occupied by the defending brigade to be assaulted.

Step 2. One battleline marker that fired into the chosen hex during combat fire must make the assault. If more than one marker fired into the hex, the phasing player may choose which is to perform the assault. A marker which itself underwent flank fire during the Combat Fire Phase cannot assault.

Step 3. Both players determine the assault strength of the assaulting and defending units.

Step 4. The phasing player compares the assault strengths as a difference, rolls one die and cross-indexes the two results on the Combat Assault Table to determine the success of the assault.

26.0 ASSAULT STRENGTH DETERMINATION

1. Each player computes the total combat strength for the defending and assaulting units.

a. The maximum strength that an assaulting marker can contain is 8 sp.

b. The defending strength can include the total combat strength of all brigades and artillery in the assaulted hex including strength points which were unable to fire. All artillery strength points and the infantry or cavalry strength points which did not fire are totalled and halved in strength (rounded up).

c. This is the base assault strength.

2. The current experience level of the brigade is added to the base assault strength. This level is determined on the Current Experience Chart.

3. The leadership rating of any commander occupying a hex with the brigade is also added to the assault strength.

a. All Brigade commanders have a leadership rating of 3.

b. The commander does not have to occupy the same hex as the assaulting or defending units. It must occupy a hex with a marker of the brigades involved.

c. If more than one commander qualifies, the controlling player chooses which one will affect the assault strength.

4. The defending assault strength is subtracted from the attacking assault strength. If the result is less than -2, the assault cannot be made and no other assault may be attempted against the defending brigade that turn. If the result is positive, the phasing player rolls a die, cross-indexes the result with the assault strength difference on the Combat Assault Table to determine the outcome of the assault.

5. Artillery, by itself, has a seasoned experience level. The player must choose the weaker experience level if more than one brigade is defending a hex against assault.

27.0 DEFENDER'S RETURN FIRE

1. During the defender's turn, any and all defending units which did not retreat may return fire against the attacking units. This fire must be directed by both attacker and defender in the

same way as was done in the previous Combat Fire Phase, i.e. neither the attacker or defender can fire at a different hex and/or brigade than it fired at in the previous Fire Combat round.

2. The defending units are still considered as defending but the attacking units fire first.

3. Return fire is not mandatory and the defending units can stay in place without firing. In this case the attacking units cannot fire.

4. A defending brigade can never advance except by Defender's Assault (28.0), they can only retreat as long as at least one marker remains in an enemy brigade's range of influence.

28.0 DEFENDER'S ASSAULT

1. During the defender's turn, any and all defending brigades may attempt an assault against any and all of the attacking brigades. Defender's assault procedure is identical to the normal assault procedure.

2. The assaulting brigades do not have to return fire to perform an assault. Successful assaulting brigades must advance into the vacated attackers hex(es) as explained in Advance after Combat (30.0). This is the only exception to advance by attacking units only.

3. Successfully assaulting brigades may continue to advance in their next turn. Those that do are automatically considered to be attacking without having to be named to attack.

29.0 ARTILLERY FIRE

The phasing player may fire at any non-adjacent enemy infantry, cavalry or artillery units within the range of influence of any of his deployed artillery batteries.

1. All artillery fire is conducted by the phasing player before any Combat Fire is resolved.

2. Only phasing batteries may fire.

3. A battery may fire at any target or targets within its range of influence.

29.1 Artillery Fire Procedure

Artillery fire is conducted in the following steps:

Step 1. All cannon which occupy the same hex may be combined for fire. Cannon in different hexes cannot be combined.

Step 2. Cannon in the same hex may fire at the same target or different targets. A target is defined as a single battery or brigade marker.

Step 3. Combine the number of cannon of the same type (either rifled, napoleon or howitzer) in the same hex firing at the same target. Compare this number with the range in hexes from the firing hex (exclusive) to the target hex (inclusive) on the Artillery Fire Table. The result is either the casualty damage, if the target is infantry or cavalry or the number of ammunition attacks available if the target is artillery.

Step 4. All brigades which receive casualty points must consult the Disorganization Table to determine the number of disorganization points received. Step 3 is repeated for all cannon firing. The phasing player must order his artillery fire so that all fire directed toward one target is resolved before fire toward a new target is commenced.

2. Batteries which fired cannot move during the Movement Phase.

3. Not all cannon in a battery have to fire.

4. If the firing cannon occupy a hex at least 2 levels higher than the target hex, the range is reduced by one hex. If 2 levels lower than the target hex, the range is increased by one hex.

5. If a cannon has a flank fire, it is treated as 3 cannon of the same type.

6. Artillery cannot artillery fire into a woods hex unless the target has previously fired from

that hex. The range to a woods hex is increased by one hex.

7. Artillery cannot artillery fire into an adjacent hex.

29.2 Counter Battery Resolution

1. If the target is an artillery battery, the number of ammunition attacks is determined as explained in Step 3 of Artillery Fire Procedure.

2. For each ammunition attack, a die is rolled. If the result is a 4, 5, or 6, the target battery loses one ammunition factor.

3. For every battery in which at least one cannon fires, the phasing player marks off one ammunition factor.

29.3 Heavy Fire

1. The phasing player may choose to utilize heavy fire for any and all of his batteries.

2. A battery utilizing heavy fire has its range reduced by two hexes to a minimum of one hex. This in no way increases a cannon's range of influence.

3. A battery utilizing heavy fire must mark off two ammunition factors.

29.4 Ammunition

1. Each battery has a maximum capacity of 10 ammunition factors. A status sheet for every battery containing its number of ammunition factors is provided in the rear of the manual. This sheet can be copied by machine or by hand for continued use. As ammunition factors are lost or expended, it should be checked off on the sheet.

2. Both armies have a reserve supply of ammunition factors from which a battery can renew its ammunition supply. This reserve is fixed.

3. During any night turn only, a battery which does not move that turn may replenish any or all expended ammunition factors. A battery cannot increase its number of ammunition factors over the number allotted to it at the start of play.

4. A battery cannot fire, use its strength points in combat fire, or exert a range of influence if it does not have any unused ammunition factors remaining.

5. The Confederate ammunition reserve is 944 factors.

The Union Ammunition reserve is 1,140 factors.

30.0 RETREAT AFTER COMBAT

There are two types of retreat available to attacking and defending units during the Combat Fire and Assault Phases, voluntary and involuntary.

30.1 Voluntary Retreat

1. The phasing player may choose after all combat fire has been completed and before any assault is made, to retreat one or more attacking brigades any number of hexes within the activity cost of activity points remaining. If a brigade does not have enough activity points, it may retreat one hex without cost or penalty.

2. After any and all of the phasing player's voluntary retreats have been made, the non-phasing player may retreat any and all defending brigades and batteries one or two hexes. The number of activity points expended by each defense brigade and battery in retreat is deducted from the next turn's activity level. A number marker should be placed on each retreating brigade and battery to indicate the points expended in retreat.

30.2 Involuntary Retreat

1. All markers of a brigade must involuntarily retreat 2 hexes as a result of an unfavorable assault result.

2. If a successful assault is made against a hex which contains more than one brigade, only one brigade of the controlling player's choice is retreated.

3. Artillery batteries may never involuntarily retreat.

4. Involuntary retreats never cost the retreating brigades any activity points.

31.0 ADVANCE AFTER COMBAT

1. A brigade involved in fire combat and/or assault may advance if it conforms to the following qualifications.

a. No enemy battleline markers remain adjacent to any of the brigade's front hexes.

b. It occupies or passes through at least one hex vacated by a defending unit during fire combat.

2. A brigade which conforms to 1, above, must advance if it conducted a successful assault.

3. If the advancing brigade made a successful assault, the first hex of advance is free. Subsequent advance, if any is desired, must be made by expending activity points remaining to the brigade.

4. A brigade that can advance and which did not conduct an assault must expend activity points to do so. It may advance any number of hexes as long as it has movement points available to allow the movement.

5. A brigade which is retreating cannot prevent an advancing brigade from occupying a hex that it has occupied in retreat. All brigade markers must retreat one additional hex taking an additional 10 pt. disorganization penalty. This additional retreat may occur several times during a turn. The additional retreat does not cost activity points but does gain the retreating brigade 10 extra points of disorganization each time it retreats in a turn.

6. A battleline marker which advances into a hex occupied by one or more enemy batteries captures those batteries and their ammunition points.

7. A captured battery immediately changes to the control of the capturing army. It comes under the authority of the corps artillery brigade of the capturing brigade if Union, or the division artillery battalion of the capturing brigade if Confederate. Its ammunition may be supplied by the capturing army's ammunition reserve.

32.0 COMMANDER LOSS

1. A player must roll one die to determine the survival for each army, division or corp commander that occupies a hex which comes under combat fire.

2. This survival check is made at the end of the Combat Fire Phase and *before* the Assault Phase.

3. A 5 or 6 result means that the commander being checked has been incapacitated for the rest of the battle.

4. The commander counter is not removed from play, but the ratings on it are changed. All new ratings are 2 except for command range which remains at 3 hexes. A note should be made of each commander incapacitated as a reminder.

33.0 DISORGANIZATION AND CASUALTIES

1. a. All infantry and cavalry brigades may receive two types of damage which will affect their performance; disorganization and casualties.

b. Disorganization measures the level of a brigade's endurance, battle cohesion, straggling, and ability to stand fire.

c. Casualties measure a brigade's per-

manent losses due to enemy fire and capture.

d. Disorganization is not permanent and may be reduced.

e. Casualties are permanent and cannot be reduced.

2. Artillery never receives disorganization penalties or casualties. The only damage which artillery may receive is loss of ammunition factors. A battery may never utilize an activity level which would cause it to accept a disorganization penalty unless it is in column with one or more brigades. In this case, it can utilize the same activity level as the brigades in column in order to retain its position in column.

33.1 Disorganization

1. Disorganization is acquired in any of 4 ways.

- a. as a result of artillery fire
- b. as a result of combat fire
- c. as a result of an assault
- d. by expenditure of a high number of activity points in a turn.

2. Disorganization is measured in points. A status sheet (like that for artillery) is provided to maintain a record of disorganization points as well as casualty points for each brigade.

3. For every 10 disorganization points received a brigade gains one level of disorganization. A number marker should be placed under the brigade unit counter to indicate the current disorganization level.

4. When determining the current disorganization level, the last digit of the disorganization point total is rounded down, e.g. a brigade with 19 disorganization points has a disorganization level of 1; 21 disorganization points has a disorganization level of 2, etc.

5. a. Disorganization affects a unit's ability to fire and assault by reducing a unit's experience.

b. A brigade's current experience is determined by cross-indexing the unit's basic experience with its current disorganization level on the Experience Table. This current experience is used to determine a brigade's assault strength and any combat fire result.

c. All brigades have a maximum disorganization level over which the brigade cannot continue to attack. At this level, a brigade's status as attacker is lost. This is shown on the Experience Table. A brigade at 4 disorganization level cannot be named to attack.

33.2 Disorganization Removal

A brigade may remove disorganization at the following rates.

1. A brigade which performs no activities, is not involved in any combat fire, artillery fire, or assault and remains stationary during a complete turn can reduce its disorganization by a certain number of disorganization points depending upon its current disorganization level.

disorganization level	disorganization points removed
1	10 points
2	7 points
3 or more	5 points

2. A brigade at rest formation which performs no activities, is not involved in combat fire, artillery fire or assault during a complete turn reduces its disorganization state by 10 points per complete turn.

33.3 Casualties

1. Casualties are acquired in any of 3 ways.

- a. as a result of artillery fire
- b. as a result of combat fire
- c. as a result of assault

2. Casualties are measured in points. A

status sheet for each brigade is provided to maintain a record of its casualties and its current strength.

3. For every 10 casualty points received, a brigade permanently loses one strength point.

4. After each phase in which a brigade acquires casualty points, the controlling player determines the number of strength points, if any, it will lose.

5. Any and all strength point losses are taken immediately. A number marker indicating the current strength is placed under the appropriate marker(s) of the brigade.

a. All losses are distributed evenly among all markers forming the brigade so that a marker with a lower strength cannot take a loss until all other markers in the brigade have the same strength or lower.

b. This loss distribution will conflict with strength restrictions (7.0) but is allowed as long as the brigade is within an enemy range of influence.

34.0 REINFORCEMENTS/ORDER OF APPEARANCE

Only one Union commander, two Union brigades and one Union artillery battery start the game on the board. All other units enter play as reinforcements. Information pertinent to the entry of all reinforcements are presented on each army's Order of Appearance Card.

34.1 Order of Appearance Card

1. The Turn of Arrival gives the turn that each unit enters the game. This time coincides with the historical time of arrival. The turn of arrival can vary as explained in Variable Turn of Entry (34.2).

2. Under Unit are listed the units which are to enter on each turn of arrival.

3. Disorganization indicates the disorganization level of a brigade entering play. Certain brigades had been weakened due to the long march to the battlefield.

4. The strength is the current strength of a brigade which enters the game *stronger* or *weaker* than its *printed strength*. This change of strength resulted from a temporary attachment of regiments belonging to other brigades or a detachment of regiments for guard and scout details.

5. The location lists the exact hex of entry for each reinforcing unit. The hex is always the entrance to a road.

6. All brigades which enter on or before their turn of entry must enter in column formation. If several units enter together at the same entrance they must enter as one column so that each marker expends at least one less activity point (depending upon terrain) than the marker in front of it.

7. All reinforcements which enter or complete their entry at the same turn must utilize the same activity level.

8. If several units are to enter at the same location, the controlling player determines their order of entry.

9. Quite often a unit will not be able to enter the turn at which it is to enter. It must remain off the board until its position in the column enters.

10. Commanders have no entry restrictions.

34.2 Variable Turn of Entry

A reinforcement is not required to enter on the turn of entry, but may enter before or after, within the following restrictions.

34.21 Early Turn of Entry

1. At the start of each turn, the phasing player secretly writes on a slip of paper any units which he wishes to enter before their proper

turn of arrival and/or at a different entrance hex. He places the name of each unit, its new turn of arrival and/or entrance hex, the disorganization penalty, if any, incurred by the change and the turn the change is being made.

2. Artillery batteries which are the only units to enter together cannot enter before their turn of arrival, although they may still change their hex of entry. Artillery which enter with infantry and cavalry can be included in entry and location change of any of the brigades which make a change.

3. The earliest turn of arrival available to a reinforcing unit depends upon the turn its arrival will be changed. Count the number of turns from the turn that the change is being written to the scheduled turn of arrival. This value is divided by 2 and any fraction rounded down. The result is the maximum number of turns before its stated turn a unit can arrive. For example, on the 3:00 p.m. turn, the Union player decides to bring in all of the XII corps due to enter at 4:20 p.m., at the earliest possible turn. The number of turns between 3:00 and 4:20 is 4 turns. The result divided by 2 allows the XII corps to enter 1 or 2 turns before 4:20. The Union player secretly writes that the XII corps will enter 2 turns before its turn of entry or at 3:40 p.m.

4. A player cannot begin hastening or changing the entry location of any of his units until the start of the first complete turn after the first artillery or combat fire have been conducted.

5. The earliest turn which a unit's turn of entry can be altered is 18 turns or 6 hours before its scheduled turn of entry.

6. Every brigade which hastens its turn of arrival will also incur a disorganization penalty dependent upon the turn of announcement and the turn of arrival, utilizing the Entry Penalty Table. The penalty is marked on the brigade's status sheet.

7. The phasing player may alter a unit's entry hex. The change must be written down at least 4 turns before the unit's actual turn of arrival.

8. A unit may change its entry hex to one of one or two possible arrival hexes on either side of its designated arrival hex. It must be a hex which is listed on its Order of Appearance Card (except that a Confederate unit cannot use Hagerstown Road) and there cannot be an entry hex used by either player between it and the designated entry hex. Example: A unit which enters at Taneytown Road may enter at either Baltimore Pike or Emmitsburg Road. A Union unit scheduled to enter at Hagerstown Road must enter at Taneytown Road.

9. Once an entry hex for a unit has been changed, it cannot be changed again.

10. Once a unit appears at an earlier time and/or a different hex, the slip of paper instructing the change is revealed to substantiate the change.

34.3 Delayed Turn of Entry

1. A player may delay the entry of any of his units any number of turns without penalty.

2. For every turn that a brigade delays arrival without altering its hex of arrival or column formation, it may recover 5 disorganization points.

3. A brigade which desires or is forced to enter in battleline formation (i.e., the entrance hex is in an enemy range of influence) must delay its entry.

4. For each turn of delay, 2 brigades may enter in battleline formation.

5. For each turn of delay, the entrance may be expanded to any hex within 2 hexes on either side of the designated hex.

6. For each turn of delay, the number of battleline formations is increased and the range of entrance is increased by two, i.e., after a two turn delay, four brigades may enter in battleline formation through any hex or hexes within 4 hexes on either side of the designated entry hex. After three turns, six brigades in battleline may enter within 6 hexes on either side of the designated entry hex.

7. To qualify as entering within the proper number of hexes on either side of the designated entry hex, only the brigade commander of the brigade in column or battleline must enter within the proper range.

8. The range of entry hexes on either side of a designated entry hex can never be greater than 6 hexes.

9. A unit may be delayed at any time for any number of turns. The delay does not have to be written beforehand. Units which have had their turn of arrival hastened or entry hex changed

may delay their arrival but still must retain their disorganization penalty.

35.0 NIGHT

Night turns are clearly defined on the Time Record Table.

1. During any night turn, no unit may enter within 3 hexes of an enemy unit or if within this range at the start of a night period, move closer to an enemy unit, unless it must do so in order to move out of the 3 hex range.

2. A unit cannot move adjacent to an enemy battery or brigade.

3. No fire of any kind or assault is allowed.

4. All brigades which do not move are considered in rest formation without having to change to rest formation during the night period.

36.0 EXPANDED TURNS

By mutual agreement, at the start of any player turn, both players can combine two or

more turns into one turn. The only restriction is that no brigade can be named to attack and no fire or assault can occur. This is particularly recommended during the night period.

37.0 VICTORY

The victory conditions are the same as those for the Intermediate Game (see) except that casualty and commander penalties are altered.

1. For every cannon captured—1 V.P.

2. For every enemy cavalry strength point lost—1 V.P.

3. For every 2 enemy infantry strength points lost—1 V.P.

4. For every commander incapacitated— $\text{leadership rating} \times \text{command level} = \text{V.P.}$

level 1—division

level 2—corps

level 3—headquarters

OPTIONAL RULES

Any or all of these rules may be added to the game to increase the realism. They may also be utilized for play balance.

0.1 HIDDEN MOVEMENT

Inclusion of this rule will cause an increase in complexity and an added expense for additional components. Three boards and two sets of unit counters must be used. An extra set of markers should also be included and an unlimited number of outpost and detachment markers for each side must be handmade.

Preparation

1. Each player sets up one board for his use. The third board (called the control board) is placed in between.

2. Each player board should be screened from the view of the opponent. The control board is in view of both players. While the game is in progress, each player will position and move all of his brigades and batteries on his player board. Units in view or which a player wishes to place in view are placed on the control board.

3. Units which are to start the game on the board should be placed in their proper hexes on the player board. If these units are to remain hidden, the outpost line should be placed on the control board, otherwise the unit should also be placed on the control board.

Outposts

1. In order for both sides to secretly move their units without the necessity of a third party to monitor the procedure, a contiguous line or lines of outposts surrounding all or parts of each army must be maintained and displayed on the control board.

2. Neither player is required to use outposts and may always place any or all of his units on the control board.

3. Each outpost in a line of outposts can never be more than two hexes away from two other friendly outposts or two hexes away from one friendly outpost and the edge of the board. Each line of outposts, therefore, forms a perimeter within which units of the army may remain hidden from view of the opposing player.

4. An outpost can never be more than four hexes away from a friendly artillery, infantry, cavalry unit or detachment.

5. A line of outposts can never be formed within or along a perimeter formed by an enemy line of outposts.

6. Any unit within or along the perimeter of a friendly line of outposts may be removed from the control board. Its position and movement is maintained and tracked on the appropriate player board. There are two exceptions to this.

A. Any unit that comes adjacent to an enemy outpost at any time must be immediately placed in view.

B. A unit in the line of sight of an unfriendly brigade or battery that is in view on the control board and within 9 hexes of that unit must be immediately placed in view.

7. A non-phasing player cannot voluntarily place one of his units in view on the control board.

8. Once a unit or marker is placed in view, it must remain in view until it moves away from the hex it occupies.

9. If part of a brigade is in view, the whole brigade need not be placed in view.

10. At the end of each phasing player's movement phase, he may rearrange his outpost line in any manner as long as it conforms to the rules for outpost formation.

11. Outposts do not move during the turn. Any number may be used.

12. If during its move a unit leaves its outpost perimeter, it may remain hidden from the opponent if it does not move adjacent to an enemy outpost or into an enemy line of sight (ignore 9 hex range limit in this case). If, at the end of the turn, the player does not reform his outpost perimeter to encompass the unit, it must be placed in view on the control board whether it is in line of sight or not.

Detachments

1. Detachments function only to allow both armies to spread their line of outposts.

2. A phasing player can form 3 detachments by removing 1 strength point from a formation cavalry or infantry marker and placing 3 detachment markers in the same hex. This may only be done at the beginning of his movement phase.

3. All detachments have a fixed activity level of 8 activity points.

4. Detachments which remain within two hexes of the brigade that formed them can

return to the unit any time that 3 can stack in the same hex with any of the brigade formation.

5. Detachments cannot move adjacent to any enemy units or outpost. If an enemy brigade or battery moves adjacent to it, it is immediately eliminated from play.

6. Headquarters alone may never move adjacent to enemy outposts.

7. Detachments which move further than two hexes from the brigade which has formed them can only reform at night.

8. A record of the number of detachments each brigade forms should be maintained.

9. Detachments can only be reformed back into a brigade in groups of 3.

10. A unit or marker cannot move adjacent to a hidden enemy unit unless it is in battleline formation. The opposing player must indicate if this occurs. If an artillery unit or brigade in column comes within 2 hexes of a hidden unit, the defender immediately reveals and combat fires all units within two hexes of the moving units without answer and the moving unit immediately takes an involuntary retreat. A unit moving in battleline sees only the units to which it has moved adjacent. It immediately becomes an attack battleline and must utilize 6 ap unless it has already expended over that amount. The defender gets to double all casualty and disorganization results due the attacker on combat fire for the turn of surprise, only. Disorganization is doubled not quadrupled.

0.2 NIGHT ORDERS

Before the last night turn of each night period is begun, both players have the option as army commanders to determine the activities of his army for the following day. He does this by writing orders. There are two types of orders; movement orders and transfer orders.

Transfer Orders

1. Any brigade may be transferred from one division to another division not necessarily in the same corps.

2. Any division may be transferred from one corps to another.

3. All transfers must be written and remain in effect until changed by another transfer order in a subsequent night period.

Movement Orders

1. For each order written, a single commander must be chosen and any and all brigades and batteries that are to be under his control.

2. The hex the commander is to occupy at the end of his movement and the hour the commander is to occupy the hex must be written. He can occupy the hex in any one of the three turns in the hour. The hex must not be in enemy range of influence. There must be an open route (along roads) to the hex at the time of the order. An open route is one out of enemy ranges of influence or through an enemy outpost line.

3. All brigades named as under the ordered commander's control do not have to roll on the Command Activity Table to determine their activity level. These brigades and batteries *must* remain under the commander's control until he reaches the hex named at the hour named.

4. All units *cannot* be named to attack until the proper commander reaches the ordered hex within the ordered hour.

5. The order may be rescinded only if the commander is unable to reach the hex in question without entering an unfriendly range of influence.

0.4 HIDDEN IDENTITY

1. Players may hide the identity of all their brigade unit commanders by covering with a blank counter or a marker.

2. The identity of any commander is only revealed when his brigade or a brigade he is stacked with is involved in fire combat or assault.

0.5 OPTIONAL ENTRY

Listed on each player's Advanced Order of Appearance Card is a list of possible changes to the strength and/or time of arrival for various units and for units which did not historically enter the battle within the confines of the area covered by the mapboard.

1. Each player, before starting play, secretly writes down the option number for each option he chooses to utilize.

2. Once chosen the option cannot be altered.

3. The opposing player receives the victory points immediately upon the arrival of the first strength points or units in the option. If they are indefinitely delayed from appearing, the opposing player still receives the victory points at the end of the game.

4. The Union player may exchange the arrival of one corps, in toto, for another within this group; XII, V, VI and II Corps. The exchanged corps assume the other's turn and location of arrival and disorganization level.

0.6 CAVALRY CHARGE

Cavalry has the option to make a mounted charge.

1. Cavalry can be placed in mounted charge by stacking a maximum of 2 column markers in a hex. While in this formation, it can only move by advance or retreat whether in an enemy range of influence or not.

2. All cavalry brigades to make a mounted charge must be named to attack. Only then may they be allowed to enter an enemy range of influence in column formation.

3. The activity level of mounted advance is 12 a.p. with the disorganization penalty.

4. A cavalry brigade cannot charge an enemy unit that was not in its line of sight when named to charge.

5. While mounted (i.e., in column formation) cavalry cannot combat fire.

6. A charging cavalry brigade may only assault one hex, at +2 to the die roll.

0.3 NEW COMMANDERS

The Confederate player has available two optional commanders: Stonewall Jackson and Isaac Trimble. Isaac Trimble actually participated in the battle. Stonewall Jackson was dead as a result of wounds received two months previously at Chancellorsville.

General Trimble

1. The Confederate player may substitute Trimble for any division commander which has been removed from play.

2. The Confederate player may substitute any division for a corps commander which has been removed from play if Trimble is available to take that division commander's command.

3. Once Trimble is placed in command, he remains in command for the remainder of play.

I Corps—Longstreet

I Corps Artillery
Alexander
Eshleman

Hood's Division
Henry's Artillery Battalion

McLaw's Division
Cabell's Artillery Battalion

Pickett's Division
Dearing's Artillery Battalion

Anderson's Division
Garnett's Artillery Battalion

Ewell's Division (formerly Heth)
(Pettigrew, Davis)
Poague's Artillery Battalion

Artillery Reserve—Pendleton
Lane's Artillery Battalion
Nelson's Artillery Battalion
(treated like Union Reserve)

Split III Corps artillery ammunition reserve into 5 equal parts. 2/5 goes to the I Corps, 2/5 goes to the Reserve and 1/5 goes to the II Corps.

The Pendleton counter must be handmade.



3. A semi-revised Confederate order of appearance must also accompany the inclusion of Jackson. Only those changes listed below are made. The order of appearance remains the same otherwise. Any disorganization value and strength value remains the same.

4. The substitution(s) may be made during a night turn only.

General Jackson

1. Before the start of the game, and before any optional appearance decisions are made, the Confederate player announces that General Jackson will be used in play. The Union player gains 20 v.p. at the end of the game for this choice. With this decision, it is assumed that General Jackson survived his wound at Chancellorsville and returned to command before the battle of Gettysburg.

2. The Army of Northern Virginia is reorganized from 3 corps back into two corps and certain commanders' authority altered as described below:

II Corps—Jackson

II Corps Artillery
Brown
McIntosh

Hill's Division (formerly Pender) (Archer, Heth, Pender, Perrin, Lane, Thomas). Hill is demoted from Corps command. Heth resumes command of Brockenbrough's brigade and Pender resumes command of Scales' brigade. The Heth and Pender commander unit is treated in the same manner as Trimble.

Pegram's Artillery Battalion

Rodes' Division
Carter's Artillery Battalion

Johnson's Division
Latimer's Artillery Battalion

Early's Division
Jones' Artillery Battalion

Pendleton accompanies Lee. All artillery which have switched to a new division must enter with that division.

7:00 A.M. Jy 1	Ewell's Division Poague Battalion	Cashtown Pike
9:40 A.M.	Anderson's Division Garnett Battalion	Cashtown Pike
Noon	Nelson Battalion Lane Battalion	Cashtown Pike
2:40 P.M.	A.P. Hill Pegram Battalion	Bendersville Road
3:20 P.M.	Johnson's Division Latimer	Cashtown Pike

7. The opposing player gains +1 to the die against any charging cavalry during its combat fire. No flank movement (see 24.1) against charging cavalry is allowed.

0.7 DELAYED ATTACK

If the Confederates consistently gain an unbeatable advantage due to their first day attacks, provide the Confederates the following option to wit:

No Confederate brigade may be named to attack until the turn that Pender's or second Confederate division enters play.

This option is made randomly and secretly.

1. The Confederate player secretly writes one number 1 or 2, this number must be revealed at the end of the game.

2. The Union player rolls a die and the Confederate player secretly sums his number with the die roll.

3. If the total is even, the Confederate may attack at any time. If the total is odd, the Confederate may not attack until Pender enters play.

0.8 REDUCED ARTILLERY EFFECTIVENESS

Rather than allow a battery full firepower until its last ammunition square is removed in an all or nothing manner, never permit more cannon to be fired in a battery than the number of ammunition factors remaining (e.g., a battery of 6 cannon which has 5 ammunition factors left may only fire 5 cannon; a battery of 4 cannon with 1 ammunition factor left may only fire one cannon. Batteries that contain more than one type of cannon always lose rifled cannon before napoleon cannon and napoleon cannon before howitzers. Of course once the ammunition is replenished these cannons may fire again.

0.9 AMMUNITION LOSS

As the two armies closed in for battle, traffic jams developed which delayed the arrival of many units. As a result some artillery ammunition was left behind. To reflect this occurrence, as each corps headquarters (excluding cavalry) enters play, the controlling player rolls one die. If for the Union player, a 6 appears, all reserve ammunition for that corps is lost for the game. If, for the Confederate player, a 6 appears, he rolls again and multiplies the second result by 10 to determine the number of ammunition factors for that corps permanently lost for the game. Note that this hurts the Union player more so than his opponent. This is as it should be.

0.10 AMMUNITION RESERVE BREAKDOWN

In the Advanced Game, there is one single pool of ammunition from which all the batteries of the army can draw. This is not entirely accurate as corps jealously guarded their own

supply. Allow each artillery brigade or battalion to draw from their corps reserve only. An exception is the Union Reserve supply which is still available to all batteries in the Union army. The Confederates do not have a general reserve. Those few batteries (Rank's, Jackson's and McClanahans) which are not attached to an artillery brigade or battalion, have no reserve whatsoever, although Rank's battery may draw from the Union Reserve.

0.11 AMMUNITION AND VICTORY

For a more accurate effect of supply on an army's ability to maintain its fighting strength, allow the opponent 1 V.P. for every 10 ammunition factors expended or lost to fire. Losses due to Ammunition Loss (0.9) do not count. Increase the minimum victory point total from 30 V.P. to 50 V.P.

0.12 BREASTWORKS

The tactic of prepared defense (i.e., breastworks, entrenchments, gun emplacements, etc.) was not included in the Advanced Game for 2 reasons:

a. It requires maintaining a record of construction progress.

b. It would increase an already high unit density on the board.

For those hardy souls who are playing the game for history as well as enjoyment and who don't mind the extra work (anyone starting the Advanced Game would fit in this category), presented is a set of rules for the inclusion of prepared defenses (all of which are included within the overall title of "breastworks").

1. To form breastworks, a brigade must stay in place during the entire construction phase out of enemy ranges of influence.

2. It costs 18 ap to build breastworks. A *build* marker (Intermediate Game) with a number marker(s) can be placed on the brigade commander indicating the activity points remaining in the build.

3. Once the build is completed, a breastworks marker is placed on each hex occupied by the brigade. Most likely when utilizing this rule, players will have to handmake their own counters as there is only a limited number of one type in the game.

4. There are 4 types of breastworks markers corresponding to the 4 types of battleline markers. Each breastworks marker has a facing identical to the corresponding type of battleline marker.

5. A breastworks marker of the same type and with the same facing as the battleline marker that built it must be the only type emplaced.

6. If the emplacing brigade moves out of all of its hexes while in the build process, the build has to start over again. If the build is temporarily halted due to an enemy range of influence, it can

continue where left off once the range of influence is gone.

7. Not every marker in a brigade has to participate in a build. Those markers which do must stay in place.

8. Breastworks cannot be built on hexes containing a river, stream(s) which do not end in that hex or swamps.

Effect

1. Breastworks only affect combat and artillery fire, it does not affect assault procedure.

2. Strength points in a breastworks combat firing at a target or targets in one or both of the breastworks' front hexes have their strength increased by 1/2 (rounded down) (i.e., a combat strength of 10 becomes 15, a combat strength of 7 becomes 10). If there is any enemy combat fire being directed to it from any hex other than the two front hexes, this bonus is lost. The bonus is *not* factored into the assault strength.

3. All fire directed toward units in breastworks from its front field hexes is halved.

4. Up to 12 cannon in a breastworks can have an unlimited field of fire. If 13 or more cannon occupy the same breastworks hex, the field is narrowed to the reduced field whether all fire or not.

5. Units firing from breastworks cannot use Defender's Return Fire or Defender's Assault. Units in breastworks may choose to ignore the advantages accrued from the position in order to utilize Defender's Return Fire or Defender's Assault in their turn.

6. Attacking brigades cannot use breastworks. If occupying a hex with a breastworks, it is ignored. The range of influence for all units is reduced to one hex.

0.13 ARTILLERY COMMANDERS

An artillery commander has a special function used in conjunction with a *Night Order*. He may control and fire artillery batteries out of range and influence of their respective controlling divisions or corps.

1. A *Night Order* (see 0.2) must be written naming the batteries involved. Any friendly batteries may be used.

2. The maximum number of batteries which can be used in this order is listed on the artillery commander's (Hunt or Alexander) counter.

3. All batteries named on the order can fire out of range of their corps or division. They can occupy the same hex with artillery of different brigades or battalions and with any infantry and cavalry brigade.

4. The cannon of the batteries can only fire if they are within 10 hexes of the artillery commander.

5. The order cannot be revoked until the next night period.

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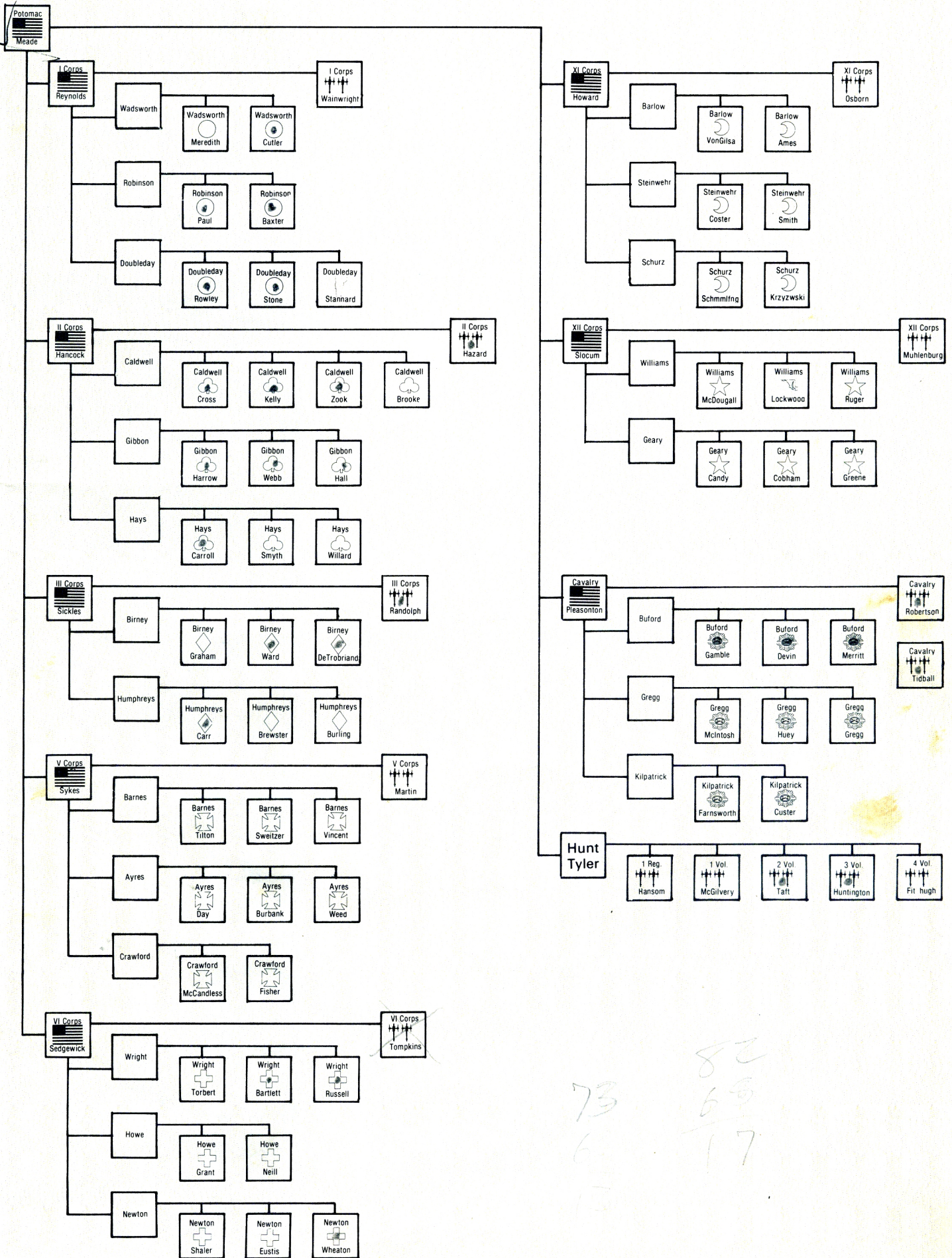
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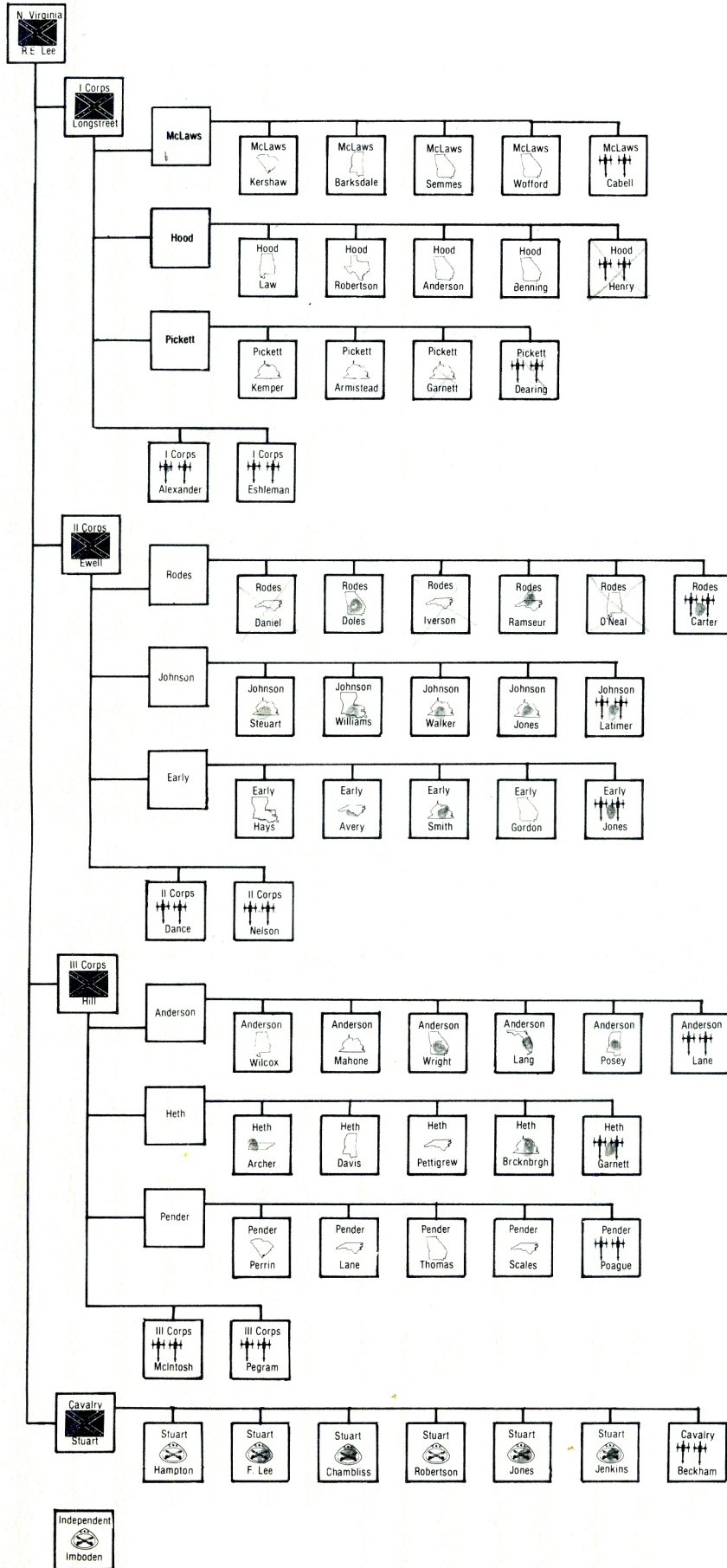
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UNION ORDER OF BATTLE



82
73
68
17

CONFEDERATE ORDER OF BATTLE



AMMUNITION FACTORS

UNION AMMUNITION STATUS SHEET

AMMUNITION FACTORS

Wainwright		1	2	3	4	5	6	7	8	9	10
I Corps	2 Me Lt, B										
	5 Me Lt, E										
	1 NY Lt, 1+E										
	1 Pa Lt, B										
	4 US, B										

Hazard											
II Corps	1 NY Lt, B + 14 NY										
	1 RI Lt, A										
	1 RI Lt, B										
	1 US, I										
	4 US, A										

Randolph											
III Corps	2 NJ Lt										
	1 NY Lt, D										
	4 NY Lt										
	1 RI Lt, E										
	4 US, K										

Martin											
V Corps	3 Ma Lt, C										
	1 NY Lt, C										
	1 Oh Lt, L										
	5 US, D										
	5 US, I										

Tompkins											
VI Corps	1 Ma Lt, A										
	1 NY Lt										
	3 NY Lt										
	1 RI Lt, C										
	1 RI Lt, G										
	2 US, D										
	2 US, G										
5 US, F											

Osborn											
XI Corps	1 NY Lt, I										
	13 NY Lt										
	1 Oh Lt, K										
	1 Oh Lt, I										
	4 US, G										

Muhlenburg		1	2	3	4	5	6	7	8	9	10
XII Corps	1 NY Lt, M										
	Pa Lt, E										
	4 US, F										
	5 US, K										

Robertson											
Horse Artillery	9 Mi Bty										
	6 NY Bty										
	2 US, B+L										
	2 US, M										
4 US, E											

Tidball											
Horse Artillery	1 US, E+G										
	1 US, K										
	2 US, A										
	3 US, C										

Ransom											
Horse Artillery	1 US, H										
	3 US, F+K										
	4 US, C										
	5 US, C										

McGilveray											
Horse Artillery	5 Ma Lt, E+ 10 NY Bty										
	9 Ma Lt										
	15 NY Lt										
	Pa Lt, C										

Taft											
Artillery Reserve	2 Ct Lt										
	5 NY Lt										

Huntington											
Artillery Reserve	1 NH Lt										
	1 Oh Lt, H										
	1 Pa Lt, F+G										
	WV Lt, C										

Fitzhugh											
Artillery Reserve	6 Me Lt, F										
	Md Lt, A										
	1 NJ Lt										
	1 NY Lt, G										
	1 NY Lt, K+ 11 NY										

McIntosh											
Horse Artillery	3 Pa, H										

AMMUNITION RESERVE SUPPLY

Day	Total	I	II	III	V	VI	XI	XII	Rob	Tid	1 Reg	1 Vol	2 Vol	3 Vol	4 Vol	Reserve
1	1140	78	78	78	77	124	77	62	78	63	62	62	31	62	78	130
2																
3																

Cabell										
1 NC Arty. A										
Pulaski (Ga)										
1 Richmond Howitzers										
Troup (Ga)										
Dearing										
Fauquier (Va)										
Hampden (Va)										
Richmond Fayette										
Virginia										
Henry										
Branch (NC)										
German (SC)										
Palmetto (SC) Lt										
Rowan (NC)										
Alexander										
Ashland (Va)										
Bedford (Va)										
Brooks (SC)										
Madison (La)										
Va. Parker										
Va. Taylor										
Eshleman										
1 Co.										
2 Co.										
3 Co.										
4 Co.										
Latimer										
1 Md Bty										
Alleghany (Va)										
Chesapeake (Md)										
Lee (Va)										
Jones										
Charlottesville (Va)										
Courtney (Va)										
Louisiana Guard										
Stanton										
Carter										
Jeff Davis (Al)										
King William (Va)										
Morris (Va)										
Orange (Va)										

AMMUNITION RESERVE SUPPLY

Day	Total	I Corps	II Corps	III Corps	Horse Artillery
1	944	305	278	278	83
2					
3					

2 Richmond Howitzers										
3 Richmond Howitzers										
Powhatan										
Rockbridge (Va)										
Salem (Va)										
Nelson										
Amherst (Va)										
Fluvanna (Va)										
Georgia Bty										
Garnett										
Donaldsonville (La)										
Huger (Va)										
Lewis (Va)										
Norfolk Light Blues										
Lane										
Co A										
Co B										
Co C										
Poague										
Albemarle (Va)										
Charlotte (NC)										
Madison (Ms)										
Virginia										
McIntosh										
Danville (Va)										
Hardaway (Al)										
2 Rockbridge (Va)										
Virginia										
Pegram										
Crenshaw (Va)										
Fredericksburg (Va)										
Letcher (Va)										
Pee Dee (SC)										
Purcell (Va)										
Beckham										
1 Stuart (Va)										
Ashley (Va)										
Baltimore (Md)										
Washington (SC)										
2 Stuart (Va)										
Lynchburg										
Beauregard										
Jenkins										
Jackson's (Va) Bty										
Imboden										
McClanahan (Va)										

STATUS SHEET

Current Strength Level

Casualty Points (cp)

Disorganization Points (dp)

I	Wadsworth Meredith	19		
	Cutler	16		
	Robinson Baxter	15		
	Paul	14		
	Doubleday Rowley	14		
	Stone	13		
XI	Stannard	21		
	Barlow VonGilsa	11		
	Ames	13		
	VonSteinwehr Coster	14		
	Smith	17		
	Schurz Schimmelfennig	19		
	Krzyzanowski	14		
	Williams McDougall	15		
	Lockwood	12		
	Ruger	16		
XII	Geary Candy	18		
	Cobham	9		
	Greene	15		
	Birney Graham	17		
	Ward	21		
	DeTrobriand	17		
	Humphreys Carr	20		
	Brewster	21		
	Burling	15		
	Caldwell Cross	9		
II	Kelly	6		
	Zook	11		
	Brooke	8		
	Gibson Harrow	13		

STATUS SHEET

Current Strength Level

Casualty Points (cp)

Disorganization Points (dp)

II	Webb	15		
	Hall	9		
	Hays Carroll	11		
	Smyth	15		
	Willard	18		
V	Barnes Tilton	10		
	Sweitzer	12		
	Vincent	13		
	Ayres Day	13		
	Burbank	10		
	Weed	17		
	Crawford McCandless	18		
	Fisher	14		
VI	Wright Torbert	19		
	Bartlett	15		
	Russell	15		
	Howe Grant	22		
	Neill	19		
	Newton Shaler	20		
	Eustis	12		
	Wheaton	14		
CAV	Buford Gamble	16		
	Devin	12		
	Merritt	5		
	Gregg McIntosh	14		
	Huey	13		
	Gregg	15		
	Kilpatrick Farnsworth	17		
	Custer	23		

STATUS SHEET

Current Strength Level

Casualty Points (cp)

Disorganization Points (dp)

Heth III	Archer	12		
	Davis	18		
	Brockenbrough	11		
	Pettigrew	29		
Pender III	Perrin	15		
	Lane	15		
	Thomas	13		
	Scales	14		
Rodes II	Daniel	23		
	Doles	14		
	Iverson	15		
	Ramseur	11		
	O'Neal	18		
Early II	Hays	14		
	Avery	13		
	Smith	9		
	Gordon	20		
Anderson III	Wilcox	18		
	Mahone	17		
	Wright	16		
	Lang	8		
	Posey	13		
Johnson II	Steuart	21		
	Williams	10		
	Walker	13		
	Jones	15		
McLaws I	Kershaw	20		
	Semmes	13		
	Wofford	15		
	Barksdale	18		

STATUS SHEET

Current Strength Level

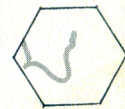
Casualty Points (cp)

Disorganization Points (dp)

STATUS SHEET		Current Strength Level	Casualty Points (cp)	Disorganization Points (dp)
Hood I	Law	17		
	Anderson	20		
	Benning	17		
	Robertson	13		
Pickett I	Garnett	16		
	Armistead	17		
	Kemper	16		
	Jenkins	23		
	Corse	12		
Stuart C	Hampton	20		
	F. Lee	14		
	Jones	19		
	Jenkins	17		
	Chambliss	16		
	Robertson	11		
Independent	Imboden	21		
	Ransom	28		
	Cooke	22		

Display Map Key

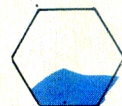
Road hex



Elevation level of the hex



Woods hex



ADVANCED GAME TABLES

Artillery Fire, Combat Fire and Assault Tables

Casualties Table

Casualties Table	Strength Difference	Die Modification	
0	.05	-2	-3
1	.08	-1	-2
2	.10	0-1	-1
3	.15	+2	0
4	.20	+3	+1
5	.25	+4	+2
6	.30	+5	+3
7	.35		

Procedure

- Determine the modification to the die roll corresponding to the assault strength difference.
- Roll one die. Add or subtract the appropriate modification. Cross-index this modified result on the Casualties Table for the result.
- This result is multiplied by the defending brigade's current strength to determine the number of casualty points (fractions rounded to the nearest place) received.
- Results less than 0 are treated as 0. Results greater than 7 are treated as 7.

Combat Assault Table Assault Strength Difference

Die Roll	-2	-1	0	1	2	3	4	5+
1	S	S	S	S	S	S	S	S
2	S	S	S	S	S	S	S	S
3	—	—	S	S	S	S	S	S
4	—	—	—	S	S	S	S	S
5	—	—	—	—	—	S	S	S
6	—	—	—	—	—	—	S	S

Procedure

Roll one die. Cross-index the result with the difference between the attacker's and defender's assault strength for result.

S— Assault is successful. Defending brigade must retreat. Roll again on the Casualties Table to determine additional loss to the defender.

— No result. Brigades remain in position.

Note:

If the defending brigade has retreated during its last Movement Phase, it must subtract 2 from its assault strength.

Combat Fire Table

Experience Level	Die Roll	Strength Points												
		2-3	4	5-7	8-9	10-11	—	—	—	—	—	—		
0-3	1-2	2	3-4	5	6-7	8	9	10-11	—	—	—	—	—	—
	3-4	4	5	6-7	8	9-10	11	—	—	—	—	—	—	
4-6	1	2-3	4	5	6-7	8	9-10	11	—	—	—	—	—	
	2	3	4	5-7	8	9-10	11	—	—	—	—	—	—	
7-9	1	2	3	4-5	6	7	8	9-10	11	—	—	—	—	
	2	3	4	5	6-7	8	9-10	11	—	—	—	—	—	
10-12	1	2	3	4	5	6	7	8	9	10	11	—	—	
	2	3	4	5	6	7	8	9	10	11	—	—	—	
1	1	2	3	4	5	6	7	8	9	10	11	—	—	
	2	3	4	5	6	7	8	9	10	11	12	13	14	
2	1	2	3	4	5	6	7	8	9	10	11	12	13	
	2	3	4	5	6	7	8	9	10	11	12	13	14	
3	1	2	3	4	5	6	7	8	9	10	11	12	13	
	2	3	4	5	6	7	8	9	10	11	12	13	14	
4	1	2	3	4	5	6	7	8	9	10	11	12	13	
	2	3	4	5	6	7	8	9	10	11	12	13	14	
5	1	2	3	4	5	6	7	8	9	10	11	12	13	
	2	3	4	5	6	7	8	9	10	11	12	13	14	
6	1	2	3	4	5	6	7	8	9	10	11	12	13	
	2	3	4	5	6	7	8	9	10	11	12	13	14	

Procedure

- Count the total number of strength points firing at one brigade.
- Use the experience level of the largest group of strength points within the same experience level grouping shown on the chart. Artillery is within the 7-9 grouping. In case of ties, use the weaker of the tied groupings.
- Roll one die. Cross-index the result with the proper strength column. The result is the number of casualty points that the target brigade receives.
- If the total firing combat strength is greater than 11, divide the strength into the greatest number of increments of 11 possible. The die is rolled once for each increment and for the leftover strength, if any.

Notes:

- Cavalry must use combat strength values in blue. Cavalry must have at least 2sp in order to fire.
- The attacker during all Combat Fire and both players if continuing the Combat Fire in the same location with the same units in subsequent turns must subtract 1 from the die roll. Results of 0 are treated as 1.

Artillery Fire Table Range (in hexes)

Number of Cannon Firing	Rifled								Napoleon						Howitzer				
	1	2	3	4	5	6	7	8	1	2	3	4	5	6	1	2	3	4	5
1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0
2	1	1	1	1	1	1	1	0	1	1	1	1	1	0	2	1	1	1	0
3	2	1	1	1	1	1	1	1	2	2	1	1	1	1	3	2	1	1	1
4	3	2	2	2	2	1	1	1	3	2	2	2	1	1	4	2	2	1	1
5	3	2	2	2	2	2	2	1	4	3	2	2	2	1	5	3	2	2	1
6	4	3	3	2	2	2	2	2	5	4	3	2	2	1	6	4	3	2	1
7	5	3	3	3	3	2	2	2	6	4	3	3	2	1	7	4	3	2	1
8	5	4	4	3	3	3	3	2	6	5	4	3	3	2	8	5	4	3	2
9	6	4	4	4	4	3	3	2	7	5	4	4	3	2	9	5	4	3	2
10	7	5	5	4	4	3	3	3	8	6	5	4	3	2	10	6	5	3	2
11	7	5	5	4	4	4	4	3	9	7	5	4	4	2	11	7	5	4	2
12	8	6	6	5	5	4	4	3	10	7	6	5	4	2	12	7	6	4	2
13	9	6	6	5	5	4	4	3	10	8	6	5	4	3	13	8	6	4	3
14	9	7	7	6	6	5	5	4	11	8	7	6	5	3	14	8	7	5	3
15	10	7	7	6	6	5	5	4	12	9	7	6	5	3	15	9	7	5	3

Procedure

- Count the total number of cannon of the same type that are firing at the same target at the same hex.
- Cross-index this number with the range in hexes to determine either the number of casualty points inflicted (if the target is infantry or cavalry) or the number of ammunition attacks available if the target is artillery.

Notes:

Artillery fire cannot occur between adjacent units. Fire at a range greater than maximum has no effect.

Any number of napoleon and howitzer cannon can be treated as rifled cannon at controlling player's option.

Artillery Fire Modifications

- If the firing cannon is at least 2 levels above the target, decrease the range by 1 hex.
- If the firing cannon is at least 2 levels below the target, increase the range by 1 hex.

ADVANCED GAME TABLES

Movement and Activity

Activity Capability Chart

Activity Allotment Table

Die Roll	Maximum Activity Level	
	Infantry	Cavalry in Column
	Cavalry in Battleline	
0	0	0
1	2	2
2	3	4
3	4	5
4	4	5
5	5	6
6	6	8

Brigades not under the primary commander nor moving as reinforcements must utilize the Table to determine the maximum activity level for the turn.

-1 to die roll if the brigade is moving independently.

-2 to the die roll if the brigade has been named to attack.

Modified die rolls less than 0 are treated as 0.

Activity Level	Disorganization	
	Infantry Cavalry in Battleline	Cavalry in Column
20 ap	Activity Level above 10 ap cannot be utilized	45 dp
19 ap		40 dp
18 ap		35 dp
17 ap		30 dp
16 ap		25 dp
15 ap		21 dp
14 ap		18 dp
13 ap		15 dp
12 ap		12 dp
11 ap		9 dp
10 ap	30 dp	7 dp
9 ap	20 dp	5 dp
8 ap [*]	10 dp	0 dp
7 ap	5 dp	0 dp
6 ap ^{***}	0 dp	0 dp
5 ap	0 dp	0 dp
4 ap	0 dp	0 dp
3 ap	0 dp	0 dp
2 ap	0 dp	0 dp
1 ap	0 dp	0 dp

ap — activity points

dp — disorganization points

* — fixed activity level for commanders

** — fixed activity level for horse artillery

*** — fixed activity level for artillery

**** — fixed activity level for advancing brigades

Activity Cost Chart

Activity	Activity Cost (in activity points)					Additional Costs (in activity points)		
	Infantry and Cavalry column	Cavalry battleline	Artillery limbered	Artillery unlimbered	commander	in enemy range of influence	adjacent to enemy unit	in woods
1. Movement along road	1	2	1	Not Allowed	1	Not Allowed	Not Allowed	+0
2. Movement off road	1½	2	1½	Not Allowed	1	Not Allowed	Not Allowed	+0
3. Advance	Not Allowed	2	Not Allowed	Not Allowed	1	+0	+0	+0
4. Retreat	Not Allowed	2	1½	Not Allowed	1	+0	+0	+0
Formation Change								
1. Column to battleline	6	N/A	N/A	N/A	N/A	+2	Automatic No Penalty	+2
2. Battleline to column	N/A	2	N/A	N/A	N/A	Not Allowed	Not Allowed	+2
3. limbered to unlimbered	N/A	N/A	1 or 0*	N/A	N/A	+1	Not Allowed	+1
4. unlimbered to limbered	N/A	N/A	N/A	1 or 0**	N/A	+1	0**	+1
5. change to rest	0	0	N/A	N/A	N/A	Not Allowed	Not Allowed	+0
6. change from rest	2	2	N/A	N/A	N/A	+0	Automatic Elimination	+0
7. increase number of battleline markers in brigade	N/A	2	N/A	N/A	N/A	+2	Not Allowed	+1
8. rearrange strength of brigade in battleline	N/A	0	N/A	N/A	N/A	+1	Not Allowed	+1

*-horse artillery

**-performing voluntary retreat

N/A-not applicable

ADVANCED GAME TABLES

Experience, Strength, Assault and Disorganization Point Determination Tables

Disorganization Chart

Brigade's Current Combat Strength

Casualty Points	Brigade's Current Combat Strength															
	1	2	3	4	5	6	7	8	9-10	11-12	13-14	15-16	17-19	20-22	23-25	26+
1	16	8	5	4	3	3	2	2	2	1	1	1	1	1	1	1
2	32	16	11	8	6	5	5	4	3	3	2	2	2	2	1	1
3	48	24	16	12	10	8	7	6	5	4	3	3	2	2	2	2
4	64	32	21	16	13	11	9	8	6	5	5	4	4	3	3	2
5	80	40	27	20	16	13	11	10	8	7	6	5	4	4	3	3
6	96	48	32	24	19	16	14	12	10	8	7	6	5	5	4	4
7	112	56	37	28	22	19	16	14	11	9	8	7	6	5	5	4
8	128	64	43	32	26	21	18	16	13	11	9	8	7	6	5	5
9	144	72	48	36	29	24	21	18	14	12	10	9	8	7	6	5
10	160	80	53	40	32	27	23	20	16	13	11	10	9	8	7	6

This chart must be utilized any time a brigade receives casualty points as a result of Artillery Fire, Combat Fire or Combat Assault.

Procedure

1. Cross-index the total number of casualty points received in the current phase with the brigade's strength at the start of the phase.
2. The result is the number of disorganization points received.
3. If the total number of casualty points received exceed 10, divide the points into the greatest number of increments of 10 possible.

Entry Penalty Table

Time Difference of Order

Time Difference of Arrival	Time Difference of Order																	
	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	
1	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	
2		2	15	15	14	13	13	12	11	11	10	9	9	8	7	7	6	
3			3	20	19	18	18	17	16	15	15	14	13	12	12	11		
4				4	25	24	23	22	22	21	20	19	18	18	17			
5					5	30	29	28	27	26	26	25	24	23				
6						6	35	34	33	32	31	30	30					
7							7	40	39	38	37	36						
8								8	45	44	43							
9									9	50								

Procedure

1. Time difference of order is determined by counting the number of turns between the turn the brigade is designated to arrive on the Order of Appearance Chart and the turn that the player is ordering the change of arrival.
2. Time difference of arrival is determined by counting the number of turns between the turn the brigade is designated to arrive on the Order of Appearance Chart and the new turn that the brigade is to arrive.
3. Cross-indexing the two turn differences gives the number of disorganization points that the brigade receives as a result of its advanced arrival. It receives no casualty points.

Procedure

1. Cross-index the base experience with the current disorganization level to determine the current experience level.
2. A brigade at experience level 0 cannot continue to attack.
3. A brigade at experience level 5 cannot be named to attack.

Breakdown Chart

Total Fire Strength

Target Strength	Total Fire Strength										
	1	2	3	4	5	6	7	8	9	10	11
1	0	0	0	0	0	0	0	1	1	1	1
2	0	0	0	1	1	1	1	2	2	2	2
3	0	0	1	1	1	2	2	3	3	3	4
4	0	1	1	2	2	3	3	4	4	5	5
5	1	1	2	2	3	4	4	5	6	6	7
6	1	2	2	3	4	4	5	6	7	7	8
7	1	2	3	3	4	5	6	7	8	9	10

Use only when firing at a hex occupied by one or more brigades at less than 8 sp.

Procedure

1. If the hex is occupied by a brigade marker at less than 8 sp, cross-index the number of strength points firing at it with its strength. The result is the strength used on the Combat and Artillery Fire Tables.
2. If two brigade markers occupy the same hex whose total strength is 8 sp, the firing player determines the combat strength available to fire at one of the brigades of his choice, all remaining combat strength must fire at the remaining brigade, i.e., 11 strength points fires into a hex containing two brigade markers containing 3 sp and 5 sp respectively. The firing player chooses to fire at the 3 sp. Cross-indexing the two values indicate that 4 sp can fire at that marker. The remaining 7 sp must fire at the 5 sp brigade marker. Note that if only the 3 sp brigade occupied the hex the extra 7 sp of the attacker's fire would be lost.

Base

Experience

Veteran (Blue)

Seasoned (red)

Experienced (black)

Green (green)

Current Experience Chart

Disorganization Level

	0-1	2	3	4	5	6	7	8	9	10	11+
12	11	10	9	8	7	6	5	4	2	0	
10	9	8	7	6	5	4	3	2	0	0	
9	8	7	6	5	4	3	2	0	0	0	
7	6	5	4	3	2	0	0	0	0	0	

Artillery Strength Point Chart

# of	Strength Points		
	Cannon	Rifled	Howitzer
1	0sp	0sp	0sp
2	1sp	1sp	1sp
3	1sp	2sp	2sp
4	2sp	3sp	3sp
5	2sp	3sp	4sp
6	3sp	4sp	5sp
7	3sp	5sp	6sp
8	4sp	5sp	7sp
9	4sp	6sp	7sp
10	5sp	7sp	8sp
11	5sp	7sp	9sp
12	6sp	8sp	10sp
13	6sp	9sp	11sp
14	7sp	9sp	11sp
15	8sp	10sp	11sp

sp-strength points

Procedure

1. Total the number of cannon of each type in the same hex. Cross-index the total with the type to determine the combat strength.
2. Napoleon and howitzer cannon may be counted as rifled cannon at the prerogative of the controlling player.

Example:

A hex contains 3 batteries which is composed of 6 rifled cannon, 5 napoleon cannon, and 1 howitzer. The total combat strength is 3 sp + 3 sp + 0 sp = 6 sp.

ADVANCED UNION ORDER OF APPEARANCE

(34.11) Turn of Arrival	(34.12) Unit	(34.13) Disorgan- ization Level	(34.14) Strength at Entry	(34.15) Location	(34-11) Turn of Arrival	(34-12) Unit	(34-13) Disorgan- ization Level	(34-14) Strength at Entry	(34-15) Location
On the board	Gamble (Cav) at rest	0		hex M34		Hays (Cmdr)			Taneytown Rd.
	Devin (Cav) at rest	0		L40		Hazard Arty Bde			Taneytown Rd.
	Tidball-Calef			M34		(all batteries)			
	Bty (H Arty)					Ransom Arty Bde			Taneytown Rd.
	Buford (Cmdr)			M34		(all batteries)			Taneytown Rd.
7:00 A.M.	Reynolds (Cmdr)			Emmitsburg Rd.		Fitzhugh Arty Bde			Taneytown Rd.
July 1						(all batteries)			
8:00 A.M.	Meredith	0		Emmitsburg Rd.	Midnight	Add 2 sp to Von-Gilsa			
	Cutler	0	16	Emmitsburg Rd.	July 2	Add 1 sp to Ames			
	Wainwright-Hall Bty			Emmitsburg Rd.	1:00 A.M.	Meade (Cmdr)			Taneytown Rd.
8:40 A.M.	Wainwright Arty Bde			Emmitsburg Rd.	5:00 A.M.	Robertson Arty Bde			Taneytown Rd.
	Stevens Bty					(H Arty)			
	Reynolds Bty					Daniels Bty			
	Cooper's Bty					Martin's Bty			
9:00 A.M.	Doubleday (Cmdr)			Emmitsburg Rd.		Heaton's Bty			
	Stone	0		Emmitsburg Rd.	6:40 A.M.	Lockwood	0	12	Emmitsburg Rd.
9:40 A.M.	Rowley	0		Nunemaker Mill Rd.	7:40 A.M.	DeTrobriand	0		Taneytown Rd.
	Wainwright-Cooper Bty			Nunemaker Mill Rd.		Burling	0		Taneytown Rd.
9:40 A.M.	Robinson (Cmdr) +					Randolph-Winslow Bty			Taneytown Rd.
	Paul	0		Emmitsburg Rd.		Randolph-Smith Bty			Taneytown Rd.
	Baxter	0		Emmitsburg Rd.	9:40 A.M.	McGilvery Arty Bde			Taneytown Rd.
9:40 A.M.	Howard (Cmdr) =			Taneytown Rd.		(all batteries)			
10:40 A.M.	Osborn Arty Bde			Taneytown Rd.		Taft Arty Bde			Taneytown Rd.
	Wiedrich's Bty					(all batteries)			
	Dilger's Bty					Huntington Arty Bde			Taneytown Rd.
	Heckman's Bty					(all batteries)			
11:00 A.M.	Schurz (Cmdr)			Taneytown Rd.	11:20 A.M.	Crawford (Cmdr)			Hanover Rd.
	Schimmelfennig	0		Taneytown Rd.		McCandless	1		Hanover Rd.
	Krzyzanowski	0	14	Taneytown Rd.		Fisher	1		Hanover Rd.
11:20 A.M.	Barlow (Cmdr)			Emmitsburg Rd.	12:20 P.M.	Gregg (Cmdr)			Hanover Rd.
	Von Gilsa	0	11	Emmitsburg Rd.		McIntosh (Cav)	0		Hanover Rd.
	Ames	0	13	Emmitsburg Rd.		Gregg (Cav)	0		Hanover Rd.
	Osborn-Wilkeson Bty			Emmitsburg Rd.		Tidball-Randolph			Hanover Rd.
11:40 A.M.	Von Steinwehr (Cmdr)			Taneytown Rd.		Bty (H Arty)			
	Coster	0		Taneytown Rd.		Pleasanton (Cmdr)			Hanover Rd.
	Smith	0		Taneytown Rd.	2:20 P.M.	Kilpatrick (Cmdr)			Hanover Rd.
	Osborn-Wheeler Bty			Taneytown Rd.		Farnsworth	0		Hanover Rd.
3:00 P.M.	Hancock (Cmdr)			Taneytown Rd.		Custer	0		Hanover Rd.
	Hunt (Cmdr) (see 0.13)			Taneytown Rd.		Robertson-Pennington Bty			Hanover Rd.
4:00 P.M.	Add 2 sp to Krzyzanowski					(H Arty)			
5:00 P.M.	Add 6 sp to Cutler					Robertson-Elder Bty			Hanover Rd.
4:20 P.M.	Williams (Cmdr)				2:20 P.M.	(H Arty)			
	McDougall	0	15	Baltimore Pike		Sedgewick (Cmdr)*			Baltimore Pike
	Ruger	0		Baltimore Pike		Newton (Cmdr)			Baltimore Pike
	Geary (Comdr)			Baltimore Pike		Shaler	5		Baltimore Pike
	Cobham	0		Baltimore Pike		Eustis	5		Baltimore Pike
	Greene	0		Baltimore Pike		Wright (Cmdr)			Baltimore Pike
	Muhlenburg Arty Bde			Baltimore Pike		Torbett	5		Baltimore Pike
	(all batteries)					Bartlett	5		Baltimore Pike
	Candy	0		Baltimore Pike		Russell	5		Baltimore Pike
5:00 P.M.	Slocum (Cmdr)			Baltimore Pike		Grant	5		Baltimore Pike
6:20 P.M.	Stannard	4		Nunemaker Mill Rd.		Neill	5		Baltimore Pike
6:20 P.M.	Sickles (Cmdr)			Emmitsburg Rd.		Howe (Cmdr)			Baltimore Pike
	Birney (Cmdr)			Emmitsburg Rd.		Tompkins Arty Bde			Baltimore Pike
	Graham	3		Emmitsburg Rd.		(all batteries)			
	Ward	3		Emmitsburg Rd.		Wheaton	5	14	Baltimore Pike
	Randolph-Clark Bty			Emmitsburg Rd.	8:00 A.M.	Add 5 sp to Lockwood			
	Randolph-Bucklyn Bty			Emmitsburg Rd.	July 3				
8:00 P.M.	Sykes (Cmdr)			Hanover Rd.	2:00 P.M.	Merritt (Cav)	0	5	Emmitsburg Rd.
	Barnes (Cmdr)			Hanover Rd.		Tidball-Graham Bty (H Arty)			
	Tilton	5		Hanover Rd.					
	Sweitzer	5		Hanover Rd.					
	Vincent	5		Hanover Rd.					
	Ayres (Cmdr)			Hanover Rd.					
	Day	5		Hanover Rd.					
	Burbank	5		Hanover Rd.					
	Weed	5		Hanover Rd.					
	Martin Arty Bde								
	(all batteries)								
10:20 P.M.	Humphreys (Cmdr)			Hagerstown Rd.					
	Carr	3		Hagerstown Rd.					
	Brewster	3		Hagerstown Rd.					
	Randolph-Seeley Bty			Hagerstown Rd.					
10:20 P.M.	Caldwell (Cmdr)			Taneytown Rd.					
	Carroll	5		Taneytown Rd.					
	Smyth	5		Taneytown Rd.					
	Willard	5		Taneytown Rd.					
	Harrow	5		Taneytown Rd.					
	Webb	5		Taneytown Rd.					
	Hall	5		Taneytown Rd.					
	Cross	5		Taneytown Rd.					
	Kelly	5		Taneytown Rd.					
	Zook	5		Taneytown Rd.					
	Brooke	5		Taneytown Rd.					
	Gibbon (Cmdr)	5		Taneytown Rd.					

OPTIONAL ENTRY

- Meredith, Cutler and Wainwright-Hall battery start the game in rest formation in any Gettysburg town hex. Advance the time of entry for all remaining I and XI Corps reinforcements (including artillery) 40 minutes.
- Allow Huey cavalry brigade and Tidball-Fuller battery to enter at Hanover Rd. at 9:00 P.M. July 2
- Exchange of brigades (see 0.6).
- Add 3 sp to McDougall on the Midnight, July 2 turn.
- Carr enters at normal strength.
- Wheaton enters at normal strength.
- Merritt enters at normal strength.

Notes

*There must be a one hex space between each brigade of the VI Corps entering. The artillery must enter together as a brigade. Only one brigade may enter as a battleline for every 20 minutes delay. This also applies to any corps exchanged for the VI Corps.

Victory Point Penalty
(not awarded until last turn) of the game
20 V.P.

10 V.P.

10 V.P.

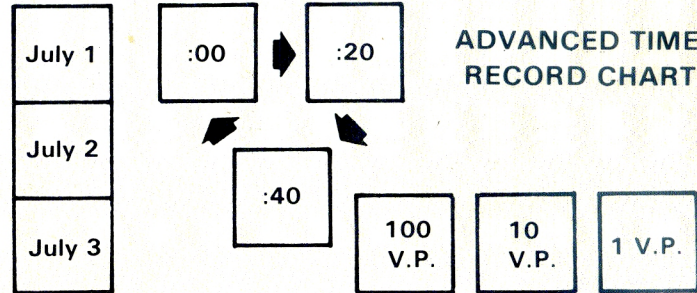
3 V.P.

2 V.P.

3 V.P.

5 V.P.

5 A.M.	6 A.M.	7 A.M.	8 A.M.	9 A.M.	10 A.M.	11 A.M.	Noon
1 P.M.	2 P.M.	3 P.M.	4 P.M.	5 P.M.	6 P.M.	7 P.M.	8 P.M.
Night 9 P.M.	10 P.M.	11 P.M.	Midnight	1 A.M.	2 A.M.	3 A.M.	4 A.M.



ADVANCED CONFEDERATE ORDER OF APPEARANCE

(34.11) Turn of Arrival	(34.12) Unit	(34.13) Disorganization Level	(34.14) Strength at Entry	(34.15) Location	(34.11) Turn of Arrival	(34.12) Unit	(34.13) Disorganization Level	(34.14) Strength At Entry	(34.15) Location
7:00 A.M. July 1	Heth (Cmdr) Archer Davis Pettigrew Brockenbrough Pegram Arty Bn (all batteries)	0 0 0 0 0	18	Cashtown Pike Cashtown Pike Cashtown Pike Cashtown Pike Cashtown Pike Cashtown Pike		McLaws (Cmdr) Kershaw Barksdale Semmes Wofford Cabell Arty Bn (all batteries)			Cashtown Pike Cashtown Pike Cashtown Pike Cashtown Pike Cashtown Pike Cashtown Pike
9:40 A.M.	Pender (Cmdr) Perrin Lane Thomas Scales McIntosh Arty Bn (all batteries) Hill (Cmdr)	0 0 0 0 0	15	Cashtown Pike Cashtown Pike Cashtown Pike Cashtown Pike Cashtown Pike Cashtown Pike Cashtown Pike	4:00 A.M.	Hood (Cmdr) Robertson Anderson Benning Henry Arty Bn Latham's Bty Garden's Bty Reilly's Bty	0 0 0 0		Cashtown Pike Cashtown Pike Cashtown Pike Cashtown Pike Cashtown Pike
Noon	Garnett Arty Bn (all batteries) Poague Arty Bn (all batteries)			Cashtown Pike Cashtown Pike	6:40 A.M.	Alexander (Cmdr) (see 0.13) Eshleman Arty Bn (all batteries) Beckham-Hart Bty (H Arty)			Cashtown Pike Cashtown Pike Cashtown Pike
12:40 P.M.	Rodes (Cmdr) Doles Iverson Daniel O'Neal Ramseur Carter Arty Bn (all batteries) Ewell (Cmdr)	0 0 0 0 0		Bendersville Rd. Bendersville Rd. Bendersville Rd. Bendersville Rd. Bendersville Rd. Bendersville Rd.	11:40 A.M.	Law Henry-Bachman Bty	3		Cashtown Pike Cashtown Pike
1:20 P.M.	Early (Cmdr) Hays Avery Smith Gordon Jones Arty Bn (all batteries)	0 0 0 0	13 9	Harrisburg Rd. Harrisburg Rd. Harrisburg Rd. Harrisburg Rd. Harrisburg Rd.	2:00 P.M.	Stuart (Cmdr) Hampton (Cav) Beckham-McGregor Bty (H Arty)	3		Harrisburg Rd. Harrisburg Rd. Harrisburg Rd.
2:40 P.M.	Jenkins (Cav) Beckham-Griffith Bty (H Arty) Jenkins-Jackson Bty (H Arty)	6		Harrisburg Rd. Harrisburg Rd. Harrisburg Rd.	2:20 P.M.	Pickett (Cmdr) Garnett Kemper Armistead Dearing Arty Bn (all batteries)	3 3 3		Cashtown Pike Cashtown Pike Cashtown Pike Cashtown Pike
3:20 P.M.	Anderson (Cmdr) Wilcox Mahone Wright Posey Lang Lane Arty Bn (all batteries) Lee (Cmdr) Longstreet (Cmdr)	0 0 0 0 0		Cashtown Pike Cashtown Pike Cashtown Pike Cashtown Pike Cashtown Pike Cashtown Pike	4:00 P.M.	F. Lee Chambliss Beckham-Breathed Bty (H Arty)	3 3	14	Harrisburg Rd. Harrisburg Rd. Harrisburg Rd.
5:20 P.M.	Johnson (Cmdr) Steuart Williams Walker Jones Latimer Arty Bn (all batteries) Dance Arty Bn (all batteries) Nelson Arty Bn (all batteries)	3 3 3 3		Cashtown Pike Cashtown Pike Cashtown Pike Cashtown Pike Cashtown Pike Cashtown Pike Cashtown Pike	Midnight July 3	Add 2 sp to F. Lee Remove 2 sp from Jenkins	0		Cashtown Pike Cashtown Pike
Midnight July 2	Add 6 sp to Davis Add 3 sp to Perrin				11:00 A.M.	Imboden Imboden-McClanahan Bty (H Arty)			Cashtown Pike Cashtown Pike

OPTIONAL ENTRY

1. Allow Smith and Avery to enter at full strength 10 V.P. to Union
2. Allow Ransom (Cmdr), Ransom and Cooke to enter 2:00 P.M. July 2 at disorganization level 3 at Cashtown Pike. 40 V.P. to Union
3. Allow Corse and Jenkins to enter with Pickett. 28 V.P. to Union
4. If entry option 2 is accepted, advance Pickett's entry to 5:00 A.M. July 2. See 2.
5. Allow Robertson, Jones, Beckham-Moorman Bty and Beckham-Chew Bty to enter at Noon, July 3 at Cashtown Pike. 10 V.P. to Union

Victory Point Penalty
(not awarded until last turn) of the game

5 A.M.	6 A.M.	7 A.M.	8 A.M.	9 A.M.	10 A.M.	11 A.M.	Noon
1 P.M.	2 P.M.	3 P.M.	4 P.M.	5 P.M.	6 P.M.	7 P.M.	8 P.M.
Night 9 P.M.	10 P.M.	11 P.M.	Midnight	1 A.M.	2 A.M.	3 A.M.	4 A.M.

