

INTERMEDIATE GETTYSBURG

Level Number	Level Color	Elevation	Level Number	Level Color	Elevation
		380 ft.	8.	light yellow green	540 ft.
1.	dark blue green	400 ft.	9.	yellow	560 ft.
2.	dark green	420 ft.	10.	tan	580 ft.
3.	medium dark green	440 ft.	11.	orange brown	600 ft.
4.	green	460 ft.	12.	light brown	620 ft.
5.	medium light green	480 ft.	13.	brown	640 ft.
6.	light green	500 ft.	14.	dark red brown	660 ft.
7.	yellow green	520 ft.			

INTRODUCTION

Refight the famous Civil War battle that turned the tide of the war. All of the units that participated in the battle are included plus a full color and detailed map of the battlefield.

COMPONENTS

Inventory

1. Mapboard
2. 2 Sheets of die-cut counters
2. Order of Appearance Charts
4. 1 die

Mapboard

The mapboard is an actual survey of the battlefield made in 1868-69. A grid of hexagons (hereafter referred to as hexes) has been placed over the map to regularize position and movement of combat units. At the center of each hex is a white or black point used to determine line of sight for artillery fire and the dominant terrain of the hex. Each hex has a grid co-ordinate determined by the lettered row and numbered diagonal column in which it is located, e.g., the Gettysburg town square is between hexes O38 and O39. The junction of Bendersville and Harrisburg road is in hex N39. There has been no attempt to conform the terrain features to the hexes.

The mapboard serves a dual function; one—as a playing surface for the game, and two—as a relief map of the battlefield. Important terrain features which have no game-related function have been retained on the map for historical reference. Those features which have no game function will be so indicated on the Terrain Features Chart. The map scale is 756 feet from hexside to hexside.

The mapboard has been drawn as a relief map. This style of map displays different elevations in the terrain, generally by color. The Gettysburg mapboard has been divided into 14 major elevation levels, each identified by a color, at 20 ft. intervals ranging from a base of 380 ft. above sea level to 660 ft. above sea level. Both Big and Little Round Top are above 660 ft. and have special elevation contours to indicate the higher levels.

A display map of the battlefield has been printed on the back of this rules manual which provides the level number of the dominant elevation of each hex.

PLAYING PIECES

Although there are many die-cut cardboard pieces (interchangeably called units, unit counters or counters) provided in the game, only a few are used in Intermediate Gettysburg.

These units are identified in the key below. All remaining counters are used in the Basic or Advanced Games and should be placed aside out of play.

Note that the elevation levels are placed on the contour lines between the levels. For example, the yellow level of the map indicates terrain that ranges from 540 ft. to 560 ft. above sea level.

Terrain Features Chart

TYPE	ILLUSTRATIONS	NOTES
1. Woods		
2. Rough/woods		
3. Individual trees and clumps of trees		historical interest only (no game function)
4. Orchard		historical interest only (no game function)
5. Swamp		historical interest only (no game function)
6. Stream		historical interest only (no game function)
7. River		historical interest only (no game function)
8. Buildings		historical interest only (no game function)
9. Road		historical interest only (no game function)
10. Crest level		Hill and ridge crests of less than 20 ft. above base level (note that there is no change in color). Exception—all crest levels on Big and Little Round Top below the topmost crest level are treated as normal levels of 20 ft. intervals.
11. Contour lines		

Terrain Hexes

Each hex usually contains one or more of the features described above. For game purposes, a hex is defined as a certain hex type or types because of certain terrain contained within.

HEX TYPE	ILLUSTRATIONS	DESCRIPTION
1. Road hex		Any hex which contains any part of a road. (See display map on inside back cover.)
2. Woods hex Rough/woods hex		A hex which contains woods or rough/woods terrain that touches the center point. (See display map on inside back cover.)
3. Sunken road hex		The following road hexes: Q36, R35, S34, T33, U32, V31, U31, V30.
4. Gettysburg town hex		Any hex which contains a dark center point (all are located in Gettysburg.)
5. Elevation of a hex		The elevation level of a hex is the highest touched by the center point. (See display map on inside back cover.)

NOTE: Some hexes can qualify as more than one type. Other terrain not mentioned have no effect on game play (i.e., rivers, streams, swamps, orchards, buildings, etc.)

UNIT COUNTER KEY

	Confederate	
	Front	Back
Infantry I—Corps Number		
Artillery A—Artillery		
Cavalry C—Cavalry		
Horse Artillery HA—Horse Artillery		
Headquarters		

	Union	
	Front	Back
Infantry		
Artillery		
Cavalry		
Horse Artillery		
Headquarters		

Markers	Front	Back
1. Breastworks		
2. Disorganized		
3. Shattered		

Markers	Front	Back
4. Occupation		
5. Time		
6. Victory Point		

UNIT COUNTER IDENTIFICATION

COMBAT
(Infantry, Cavalry, Artillery, Horse Artillery)

FRONT
(full strength)

BACK
(reduced strength)

HEADQUARTERS

FRONT

BACK



SUMMARY OF PLAY

Gettysburg is played between two sides—one representing the Union forces of the Army of the Potomac (blue) and the other representing the Confederate forces of the Army of Northern Virginia (gray). Each side may have one or more players, each controlling all or part of the army of their side by agreement before the start of play. Each side (hereafter referred to as player even if more than two players participate) takes its turn moving its (friendly) units on the board; bringing on and moving reinforcements if any are scheduled to enter that turn; and resolving any combat initiated against the opposing side's unfriendly units. The Union player always moves first. When both players have taken their turns, a complete turn has been finished and an hour is marked off on the Time Record Chart. Both players continue alternating their turns and marking time until the conditions for victory have been accomplished or until the last complete turn on the Time Record Chart has been finished.

VICTORY CONDITIONS

Each player gains a certain number of Victory Points (V.P.) for accomplishing the following objectives.

VICTORY POINTS

Union	Confederate	Objective
3	3	Each eliminated opposing infantry or artillery unit.
6	6	Each eliminated opposing cavalry unit.
1	1	Each opposing infantry or artillery unit at reduced strength (only counted during Victory Point Check).
2	2	Each of the other player's cavalry units at reduced strength (only counted during Victory Point Check).
—	20	Occupation of entrance hex to Baltimore Pike (II-42).
20	—	Occupation of entrance hex to Cashtown Pike (D-23).
2	5	Occupation of crest hex of Culps Hill (U-40).
2	10	Occupation of crest hex of Cemetery Hill (V-35)
2	5	Occupation of crest hex of Little Round Top (KK-26).
1	1	Occupation of either of the Peach Orchard hexes (EE-24) or (FF-24); (2 V.P. for occupation of both).
1	1	Occupation of crest hex of Big Round Top (MM-24).
1	1	Occupation of the crest hex of Power's Hill (CC36).
—	1	Occupation of the crest hex of Benner's Hill (Q44).
5	1	Occupation of crest hex of Oak Ridge (E-39)
—	1	Occupation of Devil's Den (JJ-24).
—	1	Occupation of Smith's farm hex (BB27).
—	5	Occupation of entrance hex to Taneytown Road (XX22).
10	—	Occupation of entrance hex to Hagerstown Road (W15).
5	—	Occupation of McPherson's Woods hex (M31).

5 — Occupation of Lutheran Seminary hex (N34).
 Reor- Reor- Each unfriendly eliminated
 ganiza- ganiza- headquarters.
 tion tion
 Value Value

Occupation is defined as physically occupying or being the last to occupy the objective hex with a friendly *infantry* unit at the time of victory determination. The infantry unit does not have to be at full strength or organized to qualify. At the start of the game, all objective hexes are considered to be in Union control except for the entrance hex to Hagerstown Road which is in Confederate control. An occupation marker of the controlling side should be placed on all objective hexes and a running account of the number of victory points possessed by each side should be maintained on the Victory Point Chart of each player.

At the end of the last daylight turn of each day, a victory check is made. Both players should check their V.P. totals including the opposing units which are at reduced strength (these are not added into the Victory Point Chart).

If one player has a 2 to 1 or greater ratio in V.P. than his opponent with a minimum victory point total of 30 V.P., he wins immediately. If neither side can win, play continues. If, by the end of the last day, neither side has been able to gain a 2 to 1 advantage, the player with the most V.P. is the winner.

PREPARE FOR PLAY

After sides have been chosen, both players punch out the counters that they will use. Both players take their army's Intermediate Order of Appearance card and organize their units into groups as they will arrive in the game. The Union player places the Gamble and Devin cavalry brigades on the board as outlined on the card. The "time" markers are placed on the 7 a.m. and July 1 space on the Intermediate Time Record Chart. Play is ready to begin.

SEQUENCE OF PLAY

The Union player moves first. He must follow the sequence of activities in the exact order described below. Upon completion of the Union turn, the Confederate player takes his turn following the identical sequence of activities. Upon conclusion of the Confederate player's turn, a complete turn has been recorded and the "time" marker is moved to the next hour.

SEQUENCE OF ACTIVITIES (presented in phases)

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 phasing or non-phasing player.

1. Disorganization and Breastwork Placement Phase—The phasing player flips over all disorganized 2 markers to the disorganization 1 side on his units. He also flips over all build markers to breastworks on his units out of enemy ranges of influence. He may also place build markers on any of his units out of enemy ranges of influence.

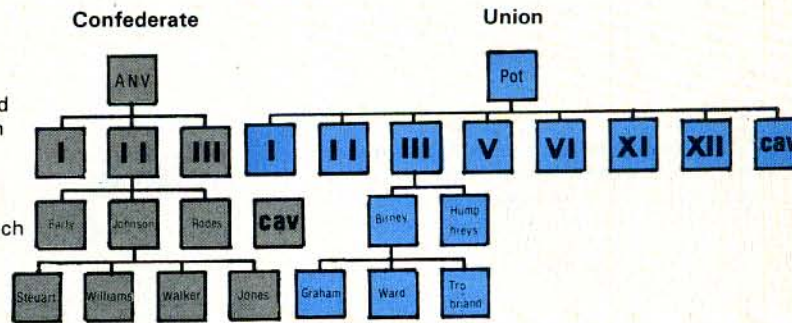
2. Movement Phase—From none to all of the phasing player's units on the board are moved up to their maximum movement allowance (generally 5 or 8 hexes). Reinforcements on the Order of Appearance card scheduled to enter on the turn in progress may be brought on the board at the prescribed location and moved. The non-phasing player cannot move any of his units at this time.

All of the combat units in the game are of brigade level organization except for the Confederate artillery which are battalion level. To

understand the relationship between the combat units, it is important to know the organization of the two Gettysburg armies.

EXAMPLE

Each army is composed of:
 3 or more numbered corps each of which is composed of:
 2 or more divisions (numbered and/or named) each of which is composed of:
 2 or more brigades (numbered and/or named)



All headquarters represent corps or army commanders except the headquarters of J.E.B. Stuart who is a division commander.

Each combat brigade in the game has enough information on it to identify the army, corps and division to which it belongs. This coding is somewhat different for each army.

ORGANIZATION KEY

IDENTIFICATION

Army

1. Color of counter identifies army.


gray—Confederate Army of Northern Virginia
 blue—Union Army of the Potomac

Corps

2. Color of state on Confederate counters identifies corps.

red—I Corps
 Black—II Corps
 blue—III Corps

3. Badge on Union counters identifies corps.

● —I Corps + —VI Corps
 ♣ —II Corps ☾ —XI Corps
 ♦ —III Corps ★ —XII Corps
 ✝ —V Corps
 —Cavalry Corps

Division

4. Divisions of both armies are identified by the division commander's last name above the badge or state.



5. Color of badge identifies division number of Union counters

red—first division
 white—second division
 blue—third division

Brigade

6. Brigades of both armies are identified by the brigade commander's name printed below the state or badge and often by a brigade number printed to the left of the state or badge.



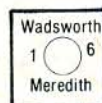
7. Confederate cavalry is identified with a badge, even though they organized as a division rather than a corps.



Artillery brigades and battalions of both armies were not organized on their own, except for the Union Artillery Reserve, but were attached to various corps or divisions. The attachment can be determined by noting the division commander or corps number above the artillery symbol.



Examples:



Key

Color of counter—blue
 Badge—circle
 Color of badge—red
 Wadsworth
 Meredith
 Brigade number—1

Identification

Union Army of the Potomac
 I Corps
 First Division
 Division Commander
 Brigade Commander
 First brigade

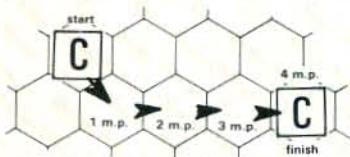
3. **Combat Phase**—Any and all battles initiated by the movement of the phasing player's units are resolved. The phasing player is the attacker. The non-phasing player may not initiate combat and is always the defender.

4. **Reorganization Phase**—The phasing player rolls one die for each "disorganized 1" friendly unit to determine whether it reorganizes.

MOVEMENT

1. All counters placed on the board must start and end their move in a hex. During movement a unit moves from hex to hex expending 1 movement point (m.p.) from its movement allowance for each hex it enters. Movement must be made through consecutive, adjacent hexes.

Example:



2. The movement allowance for each unit varies according to the type of unit.

Infantry—	5 movement points (mp)
Artillery—	5 movement points (mp)
Headquarters—	8 movement points (mp)
Horse Artillery—	8 movement points (mp)
Cavalry—	8 movement points (mp)

3. During his movement phase, a player may move none, some or all of his units on the board at his option. He is not required to move any of his units in his turn. He may move each unit any number of hexes not to exceed its movement allowance. Units may be moved in any direction or combination of directions, in the same move.

4. Units may be moved through or on top of friendly units but not through or on top of unfriendly units. Movement points are not transferable from one unit to another nor can they be accumulated from one turn to the next.

5. **IMPORTANT:** Terrain has no effect on movement.

6. Half hexes on the mapboard can be used for movement. A unit can voluntarily leave the mapboard but must return to the closest hex (of his choice) out of unfriendly zones of control to the exit hex. The turn of re-entry may be delayed. The earliest turn of re-entry is the next turn after the exit.

STRATEGIC MOVEMENT

1. This is a special type of movement which permits a unit to move farther than normally allowed if it meets three restrictions.

A. A combat unit may utilize strategic movement only while it enters and travels along continuous adjacent hexes containing a road or any part of a road (earlier defined as a road hex). The road does not have to connect or be the same from hex to hex. It is only important that a road or part of a road occupies the hex being entered. *Headquarters may ignore this restriction.*

B. A unit, while conducting strategic movement, cannot enter a hex which is within an enemy range of influence. This is defined as any hex within 3 hexes of a hex occupied by an enemy combat unit or units (not headquarters).

C. A unit which has used strategic movement during an earlier portion of its move cannot enter a hex which is adjacent to one occupied by an unfriendly combat unit or units even if it is not utilizing strategic movement to do so.

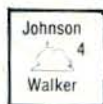
2. Units utilizing strategic movement may

Meredith's brigade is the first brigade of the first division (commanded by Wadsworth) of the I Corps (commanded by Reynolds—see I Corps headquarters) or the Army of the Potomac (commanded by Meade—see army headquarters). This is the famous Iron Brigade.

Walker's brigade is part of Johnson's division of the II Corps (commanded by Ewell—see II Corps headquarters) of the Army of Northern Virginia (commanded by Lee—see army headquarters). This is the famous Stonewall Brigade.

The Army of Northern Virginia did not order its brigades and divisions by number as did the Union armies, with the exception of the brigades of Pender's Light Division. The Confederates did organize their brigades by states with minor exceptions. Although this has no effect in determining the brigade's place in the army organization, it is included on the unit for historical interest. The Stonewall Brigade was composed entirely of Virginia Units.

Examples:



Key

Color of counter—gray

Color of state—Black

Johnson

Walker

Identification

Confederate Army of Northern Virginia

II Corps

Division Commander

Brigade Commander

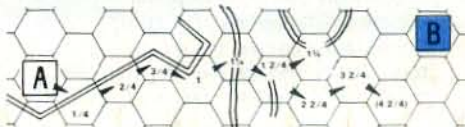
move up to 4 hexes for every movement point expended rather than 1 hex as in regular movement. Disorganized and shattered units may move up to 2 hexes for every movement point expended. Infantry and artillery can now move up to 20 hexes. Cavalry, horse artillery and headquarters can move up to 32 hexes. All other rules pertaining to movement apply to strategic movement.

3. A unit may combine normal and strategic movement to allow it to move on both road hexes and non-road hexes in the same move, as long as it does not exceed its normal movement allowance or move adjacent to an unfriendly combat unit. It may switch from one type of movement to another only once per turn though. It cannot switch back again.

4. A unit is not required to use strategic movement while moving along road hexes.

5. Artillery units can only expend 2 movement points of their movement allowance for moving on non-road hexes. To move more than 2 hexes, they must utilize strategic or normal movement on road hexes.

Example:



Artillery unit A starts its move utilizing strategic movement by entering a road hex. After moving 6 hexes along road hexes it changes to normal movement as it would move within 3 hexes of unfriendly unit B if it continued along the road. Unit A moves 2 more hexes by normal movement. It is not allowed to move any farther because it is artillery. If it were an infantry unit, it could move one more hex (though it could not move adjacent to unit B) spending a total of 4 2/4 m.p.—if it moved an additional hex, it would have spent 5 2/4 m.p. which is more than the 5 allowed.

STACKING

1. Both players may place 2 combat units maximum of either infantry or cavalry type or

A chart of the complete organization of both armies is provided on page . The remaining piece of information on the front of the combat unit is its combat strength. This is a measure of the unit's ability to attack or defend. Each factor of the strength represents—300 troops or—6 cannon.

The reverse of each counter contains two strength values and an identification code. The topmost number printed in one of four colors is used in the Advanced Game and is ignored. The lower number is a reduced strength of the unit used when it has been damaged as a result of combat. The identification code indicates the corps to which an infantry unit belongs or whether it is cavalry, artillery or horse artillery.

one of each type in one hex (called stacking). An artillery unit may be added to increase the total to 3 combat units. Artillery units cannot stack with one another.

2. Any number of friendly headquarters may occupy the same hex by themselves or with friendly combat units. They are not limited by the stacking restrictions.

3. Stacking restrictions only apply at the end of the friendly movement phase. During movement any number of units may pass through a hex as long as at the end of all movement for the phase only those units which conform to the stacking restrictions remain in that hex.

4. For purposes of stacking and combat, a player may substitute for an infantry or cavalry unit any number of infantry or cavalry units of the same type whose combined strength is not greater than 5 points. This is termed a *group*. A *group* functions exactly as a single combat unit. Artillery can never be formed into groups.

ZONE OF CONTROL

1. Each combat unit has a zone of control which consists of the six hexes adjacent to the hex it occupies.

2. A unit which enters the zone of control of an unfriendly unit must stop its move at that point. Its move for that turn is ended. When a unit enters any hex in an enemy unit's zone of control, combat results.

Zone of Control

Limitations to Movement

1. A unit which starts its turn in an enemy zone of control may leave that zone of control but is considered disorganized. A disorganized 2 marker is placed on the unit to indicate this. The unit may re-enter a zone of control of the same or different unfriendly unit if desired. A unit which starts its move in a hex in an unfriendly unit's zone of control can move from that hex directly into an adjacent hex in the same or different unfriendly unit's zone of control, but than must stop and cannot move further that turn. It, too, is disorganized at 2 level.

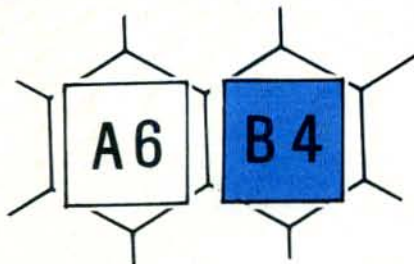
2. A unit which has used strategic movement during any part of its move may not enter an unfriendly zone of control.

COMBAT

1. A combat unit which enters an enemy unit's zone of control in its movement phase has initiated combat against one or more of the units in the hex to which it has moved adjacent. It is the attacker and the opposing unit(s) is the defender.

2. In combat, the attacker's combat strength is compared to the defender's combat strength as a ratio (attacker's strength first). The ratio is rounded down in favor of the defender. This is called basic odds or odds (e.g. 8 to 4 becomes 2-1 basic odds; 3 to 7 becomes 1-3 basic odds) and is cross-indexed with a die roll on the Combat Results Table (CRT) for the result of combat. The result of combat must be applied immediately.

Example:



A6 has moved adjacent (in the zone of control) of B4. A6 is the attacker. B4 is the defender. The combat odds are 6 to 4 which reduce to 3-2. The die is rolled and the result of 3 is cross-indexed with the 3-2 column of the Combat Results Table resulting in Exc + DR. This is implemented immediately as explained on the CRT.

3. A list of all tables used in Combat are printed on the back cover of this manual and should be referred to while reading the combat sections.

Combat Qualifications

1. The phasing player may move as many of his units into enemy zones of control as he is able before attacking.

2. All hexes occupied by enemy combat units to which the phasing player has friendly combat units adjacent must be attacked.

3. All friendly combat units adjacent to a hex occupied by an enemy combat unit or stack of units need not attack as long as at least one of the friendly combat units does attack (exception see 6).

4. All defending combat units in a hex need not defend as long as one combat unit does defend (exception see 6).

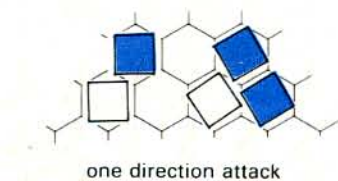
5. A maximum of one infantry or cavalry unit or group of units of the attacking player's choice can attack from one hex. Artillery units may always attack. Any remaining infantry and/or cavalry units in the hex are not allowed to attack.

6. A maximum of one infantry or cavalry unit or one group of units of the defender's choice may defend in one hex against a one direction attack. Any remaining infantry and/or cavalry units in the hex are not allowed to defend.

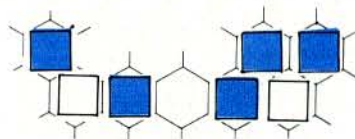
7. Two combat units or two groups of units or a combination of the two may defend at the defender's option in one hex against a two direction attack. In this case, each defending unit or group must be attacked separately by the attacker.

A one direction attack is defined as an attack emanating from one hex or two adjacent hexes. A two direction attack is an attack emanating from three or more hexes or two hexes which are not adjacent.

Examples:



one direction attack



two direction attack

8. An artillery unit in the hex may always add its combat strength to the defending unit in the hex or defend on its own. If more than one unit is defending in the same hex against a two direction attack, it may add its strength to either defender or split it and apply part to each defender.

9. The defender always indicates which unit or units in a stack of units are defending before the attacker indicates which unit or units are attacking.

10. A headquarters unit or units not stacked with combat units are never involved in combat. They may not enter a hex in an enemy zone of control unless it is also entered or occupied by a friendly combat unit. If an enemy combat unit moves adjacent to a headquarters unit or units, the controlling player utilizes the Headquarters Table for the disposition of each unit. If this occurs during the opponent's movement phase, the enemy combat units involved may continue their movement without penalty. Each headquarters stacked with friendly combat units which are involved in either attack or defense must also consult the Headquarters Table at the end of each combat round in which the combat units are involved in a battle.

11. A unit cannot attack or defend against a unit to which it is not adjacent.

12. A defender who is unable to defend a hex with an infantry or cavalry unit or group of units with a combat strength of 5 or more may add strength points from another unit of the same type in the hex in order to increase the strength to 5. Only one unit may loan points and only one unit or group may receive points in a hex during a battle. If the combat results affect the reinforced unit, they also affect the lending unit equally if it has lent at least half of its strength, otherwise it is not affected at all.

Multiple Combat

1. When one unit attacks two or more defending units or groups in 2 or more hexes, the defenders' combat strengths in each hex are totalled into one combined strength for odds comparison.

2.a. When two or more units make a one direction attack against one defending unit or group in the same hex, the attacking player chooses whether to attack with either or both units if in different hexes. If he chooses to attack with both, the attackers' strengths are totalled into one combined strength for odds comparison.

2.b. When two or more units attack a hex containing at least two combat units or groups or a combination of each in a two direction attack and the defending player exercises his option to defend with two units, the attacking player must attack both units separately. The defender must

indicate which pair of adjacent hexes (or defensive field) each unit will defend (they cannot overlap) and to whom the friendly artillery in the hex (if any and if it is not defending by itself) will apply its combat strength before the attacker indicates his attacking units. An attacking unit may only attack the defending unit in whose defensive field it occupies.

3. When several units in different hexes attack several unfriendly units in different hexes, the attacker has the choice of dividing combat into more than one battle as long as these conditions are met.

a. He must battle the defending unit or units chosen by the defender in every hex to which he has attacking units adjacent.

b. The attacking unit or units must be adjacent to the unit or units in the hex they are attacking.

4. An attacking unit not in a defended pair of hexes may attack the defending unit(s) of its choice, by itself or with other attacking units, with a -1 modification to the die during a two direction attack.

The attacker may divide combat into any number of battles and resolve the battles in any order he wishes as long as he conforms to the combat rules listed above.

Voluntary Retreat

1. After all battles have been concluded, the attacker may choose to retreat any or all of his units which remain adjacent to unfriendly units.

2. After the attacker has conducted his retreats, if any, the defender may choose to retreat any or all of his units still adjacent to unfriendly units.

Multiple Rounds

1. After all battles initiated by the attacker have been resolved and any retreats and advances conducted, a round of combat has been completed. If after a round of combat, there are no longer any units in unfriendly zones of control, the combat phase is over and the phasing player proceeds to the next phase. If, however, there are still unfriendly units adjacent to one another, another round of combat may be conducted by attacker's choice. There is no limit to the number of combat rounds that might occur in a combat phase.

2. The units which attacked or defended in a previous round of the combat phase need not attack or defend in the current round. Both players may choose to attack or defend with units different than those used in a previous round.

3. All combat rounds are conducted in the same way and all must conform to the rules and qualifications of combat with one provision.

4. After the first round of combat, the attacker is not required to attack every defending hex to which he has friendly units adjacent. If he does choose to attack a hex or hexes with one or more attacking units, he must attack every defending hex to which these attacking units are adjacent.

CASUALTIES

1. Each combat unit is represented by two steps. One is the unit at full strength. All units start the game at full strength. The second is the unit at a reduced combat strength. This is indicated on the reverse side of the counter.

2. A unit at reduced strength can only attack utilizing the reduced strength factor printed on the back side.

3. A unit which is to lose one step as a result of combat is flipped over to the reduced strength side.

4. A unit which has already lost one step is eliminated (i.e. permanently removed from play) if forced to lose another step.

5. When removing a step as a result of combat, a player may do so to any one of his units, if not in a *group*, involved in the battle.

6. Combat results which affect a *group* of units affects each unit in the group equally. For example, a combat result of D1 forces each unit in the defending group to lose one step and not just one unit of the group.

RETREAT

1. All retreats, whether voluntary or involuntary, are conducted in the same way. Each retreating unit may retreat either one or two hexes at the controlling player's discretion. The first hex entered by the retreating unit must be directly opposite the unfriendly unit's hex.

Example:

Unit D must retreat to hex 1. If it retreats a second hex, it must be one of the hexes numbered 2.



X—cannot enter.

2. If the retreating unit is adjacent to more than one unfriendly unit, the controlling player may choose which hex to retreat to as long as it is opposite to one of the opponent's hexes.

3. The second hex of the retreat may be in any direction the controlling player desires, provided that it isn't into a hex it could not retreat into initially.

Retreat Restrictions

All retreats must conform to the following restrictions:

1. A unit can never retreat into a hex in an enemy zone of control if there is another open retreat route available.

2. If a unit must retreat into an enemy zone of control (of the controlling player's choice) as there are no other routes that are not in enemy zones of control, it must end its retreat at that hex and can retreat no further. This does not prevent the unit from retreating again at some future time.

3. A unit which occupies a woods, sunken road, or breastworks hex does not have to retreat if called to do so as a result of combat. The controlling player may allow the unit to retreat anyway.

4. A unit or units may choose to retreat off the board if able to do so. In this case, they must sit out at least one complete turn and then may return as a reinforcement at the closest hex out of enemy zones of control to the hex they exited.

5. A unit or units which retreat onto friendly units may ignore stacking restrictions. If the stack is attacked in the next combat round or phase, their strength is not counted in defense, although they are subject to the same combat results as the other units in the stack. The controlling player must reconfirm the stack to stacking limitations in his next movement phase or eliminate the unit or units which have overstacked.

ADVANCE

1. A unit may advance into a hex which has been vacated by enemy unit(s) if it qualifies under one of the following criteria:

a. It is adjacent to a hex vacated during a voluntary retreat after a round of combat.

b. It is adjacent to a hex vacated as a result of combat and it, or any units stacked with it, participated in a battle that included at least one of the units in the vacated hex.

2. All advances must be made immediately when available and cannot be delayed.

3. Any number of units which qualify may advance within the limitations imposed by stacking.

4. A unit can advance one hex into the vacated hex or to an unoccupied hex adjacent to the vacated hex as long as at least one advancing unit occupies the vacated hex.

SHATTER AND DISORGANIZATION

1. Combat units which retreat from an enemy zone of control whether involuntarily as a result of combat, voluntarily during voluntary retreat or during their movement phase are disorganized. All units which become disorganized must have a "disorganized 2" marker placed over them to indicate this status.

2. At the start of each player's turn during the Disorganization and Breastwork Placement Phase, the phasing player flips over each "disorganized 2" marker that is on a friendly unit to a "disorganization 1" marker.

3. During the Reorganization Phase, the phasing player rolls one die for each of his units that has a "disorganization 1" marker and that is not adjacent to an enemy combat unit. A 1 or 2 result indicates that the unit has reorganized and the "disorganization" marker is removed. A 3, 4, 5 or 6 result indicates that the unit is still disorganized. Headquarters may affect the die roll. (see Headquarters).

4. A unit which loses a step as a result of combat is shattered.

5. The effects of shattering do not begin until the end of the combat phase in which the step is lost. At the end of the combat phase, a "shattered" marker is placed on each unit that has lost a step.

Effect of Shatter and Disorganization

The two levels of disorganization affect combat units in the same way. They have been distinguished only as a means of regulating the time for reorganization. Shatter and disorganization affect combat and strategic movement.

1. For each attacking unit which is disorganized, 1 is added to the die result for the battle.

2. For each defending unit which is disorganized, 1 is subtracted from the die result for the battle.

3. A cavalry or infantry unit which is shattered or disorganized can utilize strategic movement but may only move 2 hexes per movement point expended.

4. A shattered unit cannot attack. It may always defend using the reduced strength. When it loses its shattered status during the next night period, it may attack the following day using the reduced strength.

ORDER OF BATTLE

Each player receives an Order of Appearance/Time Record Card which allows him to keep track of the time and the appearance of his reinforcements.

1. Units designated to arrive in play for the turn in progress may enter at the edge of the board along the road named above them. The exact hex of entry is identified by its grid coordinate.

2. Some units have a number by their name on the chart. This indicates the reduced movement allowance for that unit for the turn of entry or placement on the board. On all subsequent turns, the unit may utilize its full allowance.

3. Reinforcements may not enter in stacks except for headquarters, which may stack freely with any unit. They must enter individually, they may stack after they enter.

4. When a unit enters it must count the first full hex it enters as part of its move. If more than one unit is to enter during a turn along the same road and with the same movement allowance, they must do so in column so that each unit entering moves at least one hex less than the unit preceding it (i.e. it is starting one hex behind the preceding unit off the board).

5. A unit can enter at either normal movement or strategic movement.

Example:

The brigades in Heth's division and Pegram's artillery battalion all enter at the 7 a.m. July 1 turn on Cashtown Pike with the same movement allowance of 3. If they enter by strategic movement, the first unit in line can move up to 12 hexes, the next unit can move up to 11 hexes, the third unit to enter can move up to 10 hexes and so on.

6. Units which are to enter the same road at the same time with the same movement allowance may do so in any order that the controlling player wishes.

7. A unit or units which are to enter at a road hex which is occupied or in the zone of control of an enemy unit, cannot enter that hex. For the loss of 1 m.p. from their allowance, they can enter up to 2 hexes away from the entry hex. These units may expend any number of movement factors to move the desired distance away from the entry hex as long as at least one movement factor remains to allow the unit to enter into the edge hex. Units which have the same movement allowance and which utilize this variable entry option and enter at the same hex must enter in column as explained in 2 above.

8. The variable entry (described in 7) is voluntary and a reinforcement may utilize it even if its prescribed entry hex is not blocked by enemy unit(s).

9. Reinforcing unit(s) do not have to enter on the turn indicated but may delay arrival for as long as desired by the controlling player. They cannot change their entry hex, though.

HEADQUARTERS

Headquarters have a special function in aiding reorganization of disorganized units and in modifying the combat die result. On the reverse of each headquarters counter is a number called the reorganization value. This represents the maximum die roll which a player can roll during the Reorganization Phase to reorganize a disorganized unit (e.g. If the Iron Brigade was disorganized and by itself, the controlling player would have to roll a one or a two during the Reorganization Phase to reorganize it. But, if the Reynolds headquarters unit with a reorganization value of 5 was within range of the Iron Brigade, that unit would be able to reorganize with any die roll but a 6.). A headquarters unit can apply this number only to those units within range.

1. All headquarters may apply their reorganization value to all disorganized units occupying the same hex or within one hex of their location.

2. Union corps (not army) headquarters may also apply their reorganization value to all units in their corps that are within 3 hexes of their location.

3. Confederate corps (not army) headquarters and Stuart headquarters may also apply their organization value to all units in their corps or division that are within 5 hexes of their location.

There is no priority as to which headquarters to use if more than one qualifies to aid in reorganizing the same unit. The controlling player may choose any one of the qualifying headquarters to aid in reorganization. Only one reorganization attempt can be made per unit per turn.

Those headquarters with a reorganization value of 4 or better can modify the die roll one place in their favor in any one battle in which they are stacked with either the attacker or defender.

NIGHT

1. The length of time covered by the game includes two night periods. Each night period is one turn in duration.
2. During a night turn, combat is not allowed nor may units enter an enemy zone of control.
3. A unit that starts a night turn in an enemy zone of control may remain in the zone of control for the night turn without having to attack. It may retreat out of the enemy zone of control but then cannot re-enter into another enemy zone of control.
4. At the start of the night turn, both players, before commencing any other activities, remove all disorganized and shattered markers from all units on the board.
5. All combat units' range of influence is reduced from 3 hexes to 1 hex, during the night turn. This is equivalent to its zone of control.
6. Only strategic movement can be utilized during a night turn unless the move involves a retreat out of enemy zones of control.

BREASTWORKS

1. Breastworks may be built in any hex. Only infantry units may build breastworks. The construction of breastworks is a two step procedure.
 - A. An infantry unit (in any state of organization) which has been designated to build breastworks must occupy the hex where the breastworks are to be emplaced at the start of the turn. During the Breastwork Placement Phase, a "build" marker is placed on the unit. The unit cannot move that turn.
 - B. During the Breastwork Placement Phase of the next turn, the "build" marker is flipped over to the "breastwork" side and is considered emplaced. An infantry unit (not necessarily the same) must remain in the hex during this turn also.
2. Once emplaced, a breastworks gives a +1 die modification to any battle that involves a unit

defending in that hex. The Gettysburg town hexes and the sunken road hexes are considered to be permanent breastworks throughout the game.

3. Breastworks can remain if unoccupied although a unit which occupies a breastworks hex may destroy (remove) it by ending its movement phase in the hex.
4. Breastwork removal can only be done at the end of a Movement Phase. Both players may use the same breastworks no matter who built them.
5. There is no limit as to the number of breastworks that may be built. If the supply of markers is exhausted, utilize Advanced Game battleline markers.
6. If a unit is forced to retreat during the build (first) phase of breastworks emplacement, that emplacement must start over again. If a unit is forced to retreat during the breastwork (second) phase of emplacement, the breastwork is considered to be emplaced.
7. A unit cannot emplace or continue to emplace a breastworks while in an enemy range of influence. Once outside of an enemy range of influence, the unit may commence or continue its construction.

Combat Die Modification

A Die Modification Table is included to present all die modifications to combat available to both attacker and defender. The final die result is always the cumulative total of both attackers' and defenders' die modifications.

Example:

A unit defending in a breastworks and in a stack with a headquarters with a 5 reorganization rating is attacked by a unit who is on a higher elevation but who is disorganized and is with 2 superior commanders. The total modifications are -1 for elevation favorable to the attacker; +1 for disorganization; +1 for the breastworks; +1 for the headquarters aiding the defender; and -1 for one of the two headquarters aiding the attacker. The total result is +1 +1 +1 -1 -1 or +1 final modification in favor of the defender.

SPECIAL EFFECTS TO COMBAT

1. All Union cavalry have their strength doubled while on defense.
2. A unit which is forced to retreat into a town hex must lose one step.
3. A disorganized unit which loans part of its strength to another unit or units also loans its disorganization to that unit or units.

INTERMEDIATE GAME OPTIONAL RULES

By mutual agreement at the start of play, both players may choose to add any or all of the rules included in this section.

ADVANCE

Units which have been reduced in strength during a combat phase cannot advance after combat.

ATTACK MOVEMENT

Units which move to attack are under two restrictions:

1. A unit which is or has moved two hexes away from an unfriendly unit or units and intends to attack must make its next move into a hex adjacent to an unfriendly unit.
2. Two or more attacking units cannot cross in opposing directions through the same hex. They must exit the hex through the same hexside.

OPTIONAL UNITS

Printed on the Intermediate Order of Appearance Chart are optional units which both sides may utilize. For each optional unit brought on, the player loses a certain amount of V.P. listed by the unit's name.

INCREASED RANGE OF INFLUENCE FOR ARTILLERY

1. An artillery unit now has an increased range of influence of 5 hexes. This range of influence can be blocked by the following terrain and hexes:
 - a. Woods terrain
 - b. Gettysburg hex or hexside
 - c. A higher elevation level than that of the artillery unit

2. To determine whether the terrain or hexes block the range of influence, draw an imaginary straight line between the center point of the hex occupied by the artillery unit and the hex being entered. If the line touches any of the obstructions, the range of influence is blocked in that direction.

HEADQUARTERS MODIFICATION

In any battle involving two superior headquarters with a reorganization value of 4 or more, allow a favorable die modification of 1 to the side having the headquarters with the higher reorganization value.



South Carolina



Mississippi



Georgia



Virginia



Florida



Texas



North Carolina



Louisiana



Maryland



Vermont



Tennessee



Alabama

INTERMEDIATE GAME TABLES

ODDS DETERMINATION TABLE

Combat Odds

	1-3	1-2	3-4	1-1	3-2	2-1	3-1	4-1	5-1
1	—	—	—	1	2	3	4	5	
2	—	1		2	3	4	6	8	10
3	1	2		3	5	6	9	12	15
4		2	3	4	6	8	12	16	20
5	2	3	4	5	8	10	15	20	25
6	2	3	5	6	9	12	18	24	30
7	3	4	6	7	11	14	21	28	35
8	3	4	6	8	12	16	24	32	40
9	3	5	7	9	14	18	27	36	45
10	4	5	8	10	15	20	30	40	50
11	4	6	9	11	17	22	33	44	
12	4	6	9	12	18	24	36	48	
13	5	7	10	13	20	26	39		
14	5	7	11	14	21	28	42		
15	5	8	12	15	23	30	45		
16	6	8	12	16	24	32	48		
17	6	9	13	17	26	34			
18	6	9	14	18	27	36			
19	7	10	15	19	29	38			
20	7	10	15	20	30	40			
21	7	11	16	21	32	42			
22	8	11	17	22	33	44			
23	8	12	18	23	35	46			
24	8	12	18	24	36	48			
25	9	13	19	25	38				
26	9	13	20	26	39				
27	9	14	21	27	41				
28	10	14	21	28	42				
29	10	15	22	29	44				
30	10	15	23	30	45				
31	11	16	24	31	47				
32	11	16	24	32	48				

PROCEDURE

- Determine the total defense strength and attack strength for the battle being resolved.
- Locate the defense strength along the left-hand column.
- Locate the attack strength on the row next to the defense strength.
- If the strength is not listed, the closest smaller attack strength must be used.
- The head of the column containing the attack strength value lists the odds for the battle.

EXAMPLE

- A Confederate force of 10 combat factors is attacking a stack of units whose combined strength is 14 factors.
- Locating the value 14 on the Defender's Strength Column, the attacker reads across the row for his strength of 10.
- 10 does not appear, but the two closest values are 7 and 11. Of these the attacker must use the 7 even though it is not as close to 10 as 11 is as it is the closest smaller value.
- The 7 is located in the 1-2 column, so the battle odds are 1-2. If the attacker had been able to attack with one more combat factor, he would have been able to improve his odds to 3-4.

COMBAT RESULTS TABLE

	1-3	1-2	3-4	1-1	3-2	2-1	3-1	4-1	5-1
0	EXC	D1	DR - D1	DR + D1	DR + D1	DR + D1	DR + D1	DR + D1	DR + D1
1	EXC + AR	EXC	D1	DR + D1	DR + D1	DR + D1	DR + D1	DR + D1	DR + D1
2	A1	EXC + AR	EXC	EXC + DR	D1	DR + D1	DR + D1	DR + D1	DR + D1
3	AR + A1	A1	C	EXC	EXC + DR	D1	DR + D1	DR + D1	DR + D1
4	AR + A1	AR + A1	EXC + AR	A1	C	EXC + DR	D1	DR + D1	DR + D1
5	AR + A1	AR + A1	A1	EXC + AR	EXC + AR	EXC	EXC + DR	D1	DR + D1
6	AR + A1	AR + A1	AR + A1	AR + A1	A1	EXC + AR	EXC	EXC + DR	D1
7	AR + A1	AR + A1	AR + A1	AR + A1	AR + A1	A1	EXC + AR	EXC	EXC + DR

HEADQUARTERS TABLE

- E—The headquarters unit is eliminated.
 *—Headquarters unit, if not already stacked with a combat unit, must move to closest friendly combat unit of opponent's choice.

EXPERIENCE MATRIX

		Blue	Red	Black	Green
Defender	Blue	0	+1	+2	+3
	Red	-1	0	+1	+2
	Black	-2	-1	0	+1
	Green	-3	-2	-1	0

Blue -Veteran
 Red -Seasoned
 Black-Experienced
 Green-Green

DIE ROLL MODIFICATIONS

SITUATIONS FAVORABLE TO THE ATTACKER

- If at least one of the attacking combat units is on a higher elevation than all defenders. -1
- For each defending unit which is disorganized or shattered. -1
- One or more headquarters units with a reorganization value of 4 or better stacked with an attacker. -1
- For each attacking unit that is attacking from a hex that is not in the defender's stated 2 hex field of defense. -1

SITUATIONS FAVORABLE TO THE DEFENDER

- If at least one defending combat unit is on higher terrain than all attackers. +1
- If at least one defending combat unit (except Union cavalry) is in breastworks, town hex or sunken road hex. +1
- One or more headquarters units with a reorganization value of 4 or better stacked with a defender. +1
- For each cavalry unit involved in an attack against at least one infantry unit. +1
- For each attacking unit which is disorganized. +1

Odds of less than 1-3 are not allowed—units must retreat before combat.
 Odds of greater than 5-1 are treated as 5-1.
 Modified die rolls less than 0 are treated as 0.
 Modified die rolls greater than 7 are treated as 7.

- DR+D1 — One defending unit of defender's choice loses one step and all defending units retreat.
- D1 — One defending unit of defender's choice loses one step
- EXC — One defending unit and one attacking unit of controlling players' choice lose one step.
- C — No result. All units remain in place.
- EXC+DR — One defending unit and one attacking unit of controlling players' choice lose one step and all defending units retreat.
- EXC+AR — One defending unit and one attacking unit of controlling players' choice lose one step and all attacking units retreat.
- A1 — One attacking unit of attacker's choice loses one step.
- AR+A1 — One attacking unit of attacker's choice loses one step and all attacking units retreat.

Gettysburg '77 Intermediate Order of Appearance & Game Record Chart

5 AM	6 AM	7 AM	8 AM	9 AM	10 AM	11 AM	12 NOON	1 PM	2 PM	3 PM	Union VP	100	10	1
4 PM	5 PM	6 PM	7 PM	8 PM	Night	Night		JULY 1	JULY 2	JULY 3	Confederate VP	100	10	1

Time **Units/Location** *commander*

Set-up **Within 6 hexes of a Gettysburg town hex:**
 Gamble (Cav) *Buford* (M34)
 Devin (Cav) (L40)

July 1

7 AM **Emmitsburg Rd:**
Reynolds (I HQ)
Cashtown Pike:
 Davis (3mf) (III)
 Archer (3mf) (III)
 Pettigrew (3mf) (III)
 Brockenbrough (3mf) (III)
 Pegram (3mf) (III)

8 AM **Emmitsburg Rd:**
 Cutler (I)
 Meredith (I)

9 AM **Emmitsburg Rd:**
 Stone (I) *Doubleday*
 Wainwright (I Arty)
 Paul (2mf) (I) *Robinson*
 Baxter (2mf) (I)

Nunemaker Mill Rd:
 Rowley (3mf) (I)
Cashtown Pike:
 Perrin (1mf) (III) *Pender*
 Lane (1mf) (III)
 Thomas (1mf) (III)
 Scales (1mf) (III)
 McIntosh (III Arty) (1mf)
Hill (III HQ) (1mf)

10 AM **Emmitsburg Rd:**
Howard (IX HQ)

11 AM **Taneytown Rd:**
 Osborn (IX Arty)
Schurz (4mf)
 Schimmelfennig (4mf) (IX)
 Krzyzanowski (4mf) (IX)
Emmitsburg Rd:
 Von Gilsa (4mf) (IX) *Barlow*
 Ames (4mf) (IX)

12 PM **Taneytown Rd:**
 Coster (IX) *von Sieinwehr*
 Smith (IX)

Cashtown Pike:
 Garnett (III Arty)
 Poague (III Arty)
Bendersville Rd:
 Doles (4mf) (II) *Rodes*
 Iverson (4mf) (II)
 Daniel (4mf) (II)
 O'Neal (4mf) (II)
 Ramseur (4mf) (II)
 Carter (II Arty) (4mf)
Ewell (II HQ) (4mf)

2 PM **Harrisburg Rd:**
 Hays (4mf) (II) *Early*
 Avery (4mf) (II)
 Smith (4mf) (II)
 Gordon (4mf) (II)
 Jones (II Arty) (4mf)
 Jenkins (Cav) (1mf)

3 PM **Taneytown Rd:**
Hancock (II HQ)
Cashtown Pike:
 Wilcox (4mf) (III) *Anderson*
 Mahone (4mf) (III)
 Posey (4mf) (III)
 Wright (4mf) (III)

Time **Units/Location** *commander*

3 PM Lang (4mf) (III)
 Lane (III Arty) (4mf)
Cashtown Pike:
Lee (ANV HQ)
Longstreet (I HQ)

4 PM **Baltimore Pike**
 McDougall (4mf) (XII) *Williams*
 Ruger (4mf) (XII)
 Candy (4mf) (XII)
 Cobham (4mf) (XII) *Geary*
 Greene (4mf) (XII)
 Mullenbrough (XII Arty) (4mf)

5 PM **Baltimore Pike:**
Slocum (XII HQ)
Emmitsburg Rd:
Sickles (III HQ) (3mf)
 Graham (3mf) (III) *Birney*
 Ward (3mf) (III)
 Randolph (III Arty) (3mf)
Nunemaker Mill Rd:
 Stannard (I)

Cashtown Pike:
 Steuart (2mf) (II) *Johnson*
 Williams (2mf) (II)
 Walker (2mf) (II)
 Jones (2mf) (II)
 Latimer (II Arty) (2mf)
 Dance (II Arty) (2mf)
 Nelson (II Arty) (2mf)

Night **Hagerstown Rd:**
 Carr (III) *Humphreys*
 Brewster (III)

Taneytown Rd:
 Carroll (2mf) (II) *Caldwell*
 Smyth (2mf) (II) *Hays*
 Willard (2mf) (II)
 Harrow (2mf) (II) *Gibbon*
 Webb (2mf) (II)
 Hall (2mf) (II)
 Cross (2mf) (II)
 Kelly (2mf) (II)
 Zook (2mf) (II)
 Brooke (2mf) (II)
 Hazard (II Arty) (2mf)
 Ransom (R Arty) (2mf)
 Fitzhugh (R Arty) (2mf)
Meade (AotP HQ)

Hanover Rd:
Sykes (V HQ) (2mf)
 Tilton (2mf) (V) *Barnes*
 Sweitzer (2mf) (V)
 Vincent (2mf) (V)
 Day (2mf) (V) *Ayres*
 Burbank (2mf) (V)
 Weed (2mf) (V)
 Martin (V Arty) (2mf)

Cashtown Pike:
 Kershaw (4mf) (I) *McLaws*
 Barksdale (4mf) (I)
 Semmes (4mf) (I)
 Wofford (4mf) (I)
 Cabell (I Arty) (4mf)
 Robertson (1mf) (I) *Hood*
 Anderson (1mf) (I)
 Benning (1mf) (I)

Time **Units/Location** *commander*

July 2

5 AM **Taneytown Rd:**
 Robertson (Cav Arty)

6 AM **Emmitsburg Rd:**
 Lockwood (2mf) (XII)

7 AM **Taneytown Rd:**
 Detrobriand (2mf) (III)
 Burling (2mf) (III)

8 AM **Cashtown Pike:**
 Alexander (I Arty)
 Eshleman (I Arty)

9 AM **Taneytown Rd:**
 McGilvery (R Arty) (2mf)
 Taft (R Arty) (2mf)
 Huntington (R Arty) (2mf)

11 AM **Handover Rd:**
 McCandless (4mf) (V) *Crawford*
 Fisher (4mf) (V)

12 Noon **Handover Rd:**
 McIntosh (Cav) (4mf) *Gregg*
 Gregg (Cav) (4mf)
Huey (Cav) (4mf) (-5VP)
Pleasanton (Cav HQ) (4mf)

Cashtown Pike:
 Law (I)

2 PM **Handover Rd:**
Kilpatrick (4mf)
 Farnsworth (Cav) (4mf)
 Custer (Cav) (4mf)

Baltimore Pike:
 Shaler (1mf) (VI) *Newton*
 Eustis (1mf) (VI)
 Wheaton (1mf) (VI)
Sedgewick (VI HQ) (1mf)

Harrisburg Rd:
 Hampton (Cav)
Stuart (Cav HQ)

3 PM **Baltimore Pike:**
 Tobert (2mf) (VI) *Wright*
 Bartlett (2mf) (VI)
 Russell (2mf) (VI)
 Tompkins (VI Arty) (2mf) *Howe*

4 PM **Baltimore Pike:**
 Grant (3mf) (VI)
 Neill (3mf) (VI)

Harrisburg Rd:
 F. Lee (Cav)
 Chambliss (Cav)
 Beckham (Cav Arty)
Chambersburg Pike:
 Garnett (I) *Pickett*
 Kemper (I)
 Armistead (I)
 Dearing (I Arty)

July 3

11 AM **Chambersburg Pike:**
 Imboden (Cav) (4mf)

2 PM **Emmitsburg Rd:**
 Meritt (Cav) (3mf)
 Tidball (Cav Arty) (3mf)

Hagerstown Rd:
Robertson (Cav) (3mf)
Jones (Cav) (3mf)
 (-3VP each)

Note: Units in **bold italics** optional and cost VPs to enter.

