

Gettysburg



‘Gettysburg’ is a two player wargame recreating possibly the most famous battle of the American Civil War. The game should take three to four hours to complete.

If you have played ‘Waterloo’, the previous Treefrog Line wargame, then many aspects of this game will feel familiar. Combat and casualties are handled in a similar manner. The main difference between the games is the order system. You place numbered command blocks in areas to allow you to issue orders. The number of orders you can issue from an area depends on the value on the block. If you have not played ‘Waterloo’ then


please take comfort in the fact that this game is much easier to learn.

If you have any difficulties then you can contact me at martin@warfroggames.com or check the Warfrog website, www.warfroggames.com for a FAQ.


Martin Wallace

Components


As well as one rule book, a nice map, two identical Player Aid sheets and one Reinforcements card, you should also have the following wooden pieces:




17 Confederate regular infantry pieces




5 Confederate elite infantry pieces




9 Confederate artillery pieces




19 Union regular infantry pieces




1 Union elite infantry piece




7 Union inferior infantry pieces




2 Union cavalry pieces




11 Union artillery pieces




8 Confederate command blocks, numbered from 2 to 5, with two of each number




8 Union command blocks, numbered from 2 to 5, with two of each number




22 Confederate order discs




12 Union order discs




8 Forced Pass discs




30 Confederate regular infantry damage cubes




20 Confederate elite infantry damage cubes




30 Union regular infantry damage cubes




4 dice




5 Union elite infantry damage cubes




15 Union inferior infantry damage cubes




5 Union cavalry damage cubes




20 Entrenchment sticks



8 Disruption markers

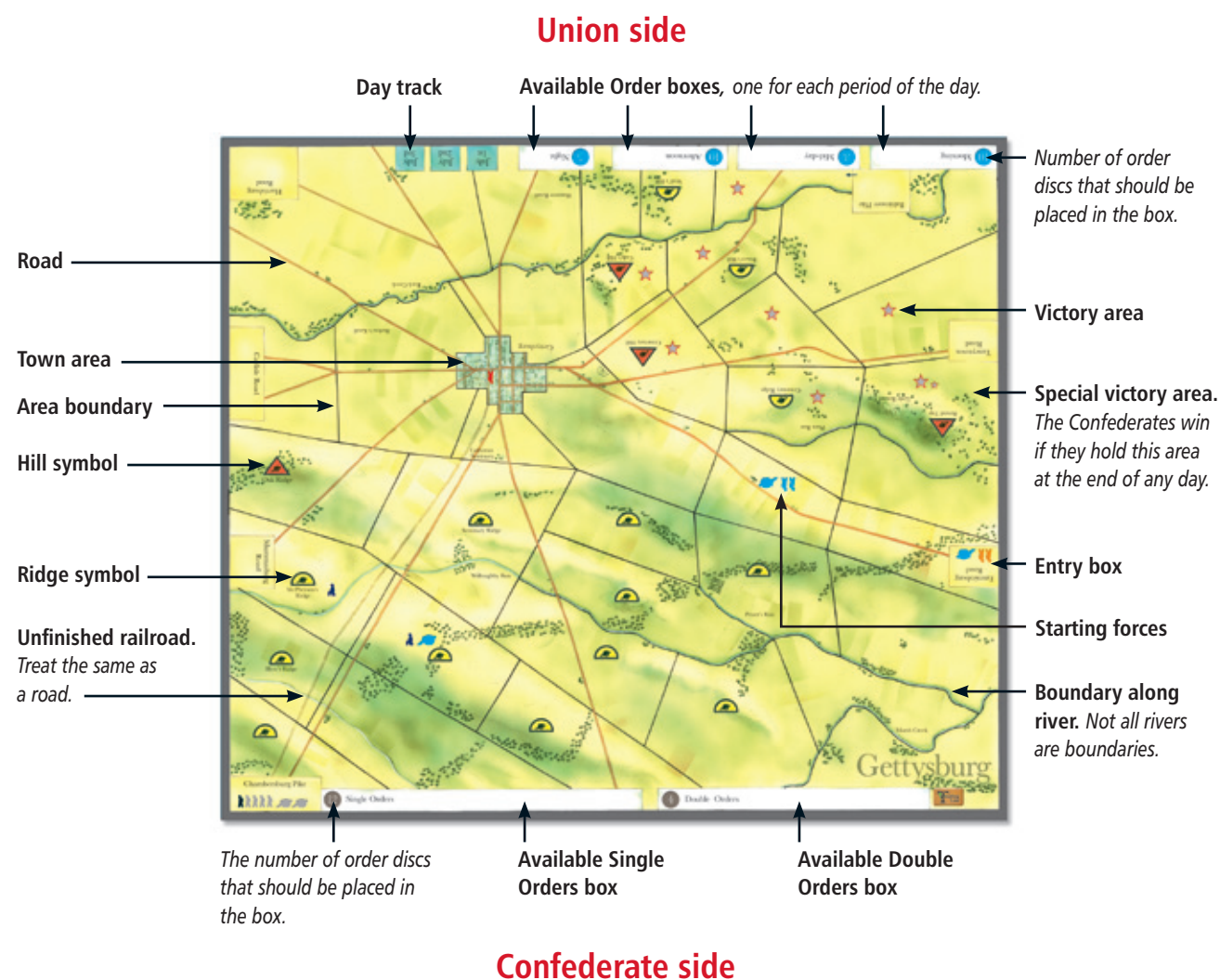


4 Artillery Fire markers



1 Day marker

The Board



Starting the Game

The players should agree which side they will play and take the corresponding set of pieces.

Pieces should be placed on the board as indicated by the symbols marked in the areas. All pieces should be placed upright.

Place the Reinforcement card by the side of the board. The remaining pieces should be placed on the card, as indicated.

Place the Day marker in the box marked 'July 1st' on the Day track.

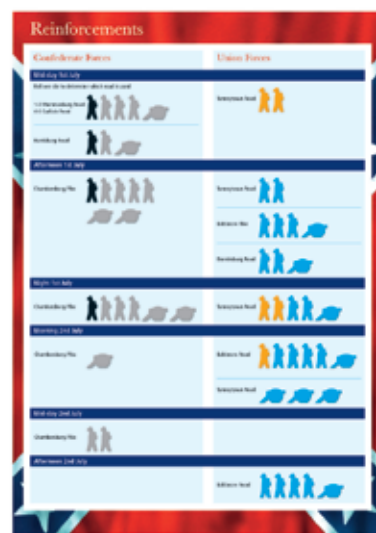
Players should place their command blocks face up in front of their position so that their values can only be seen by themselves.

Order discs, damage cubes, and all other remaining markers should be placed in a pool by the side of the board.

EXAMPLE: The Union player would place two regular infantry pieces and one artillery piece in this area.



EXAMPLE: The remaining pieces should be placed on the Reinforcements card, as shown here.



Playing the Game

The game 'Gettysburg' is played over three days. Each day is split into four periods. These periods are: morning, mid-day, afternoon, and night-time. It is possible for the game to end before three days have passed if the Confederate player controls a certain number of victory areas, or decides to concede the game to the Union player.

Days and Periods

Each day is split into four periods, as stated above. Each period is divided into a number of phases, as shown here:

1. Reinforcements
2. Place order discs in Available Order boxes
3. Player actions phase – Confederate player first
4. End of day

A period ends when the Union player has expended all of his order and Forced Pass discs.

At the end of the night-time period a new day begins. The Day marker should be moved on one space. The game will effectively end at the end of the afternoon period of the third day, if it does not end earlier.

Phase one: Reinforcements

Both players should check the Reinforcements card to see if any units arrive in this period. Each player should take the pieces shown and place them in the entry boxes indicated.

Entry boxes

Certain areas contain entry boxes. Arriving pieces are placed in these boxes. There is no upper limit to the number of pieces that can be placed in an entry box. You may move pieces from the entry box at any point in your turn. This does not count as an action and does not require the use of an order disc. Pieces can never move back to an entry box. If the area that the entry box is in is occupied by enemy pieces then you can still move pieces into the area. This will result in assault combat. Once again, this does not count as an action and does not require an order disc. Artillery cannot fire from this box, nor can artillery fire into it. You can place a command block in this box if necessary.



There is one group of Confederate pieces that arrive mid-day on the 1st of July who will either enter via the Mummasburg Road or the Carlisle Road. One die should be rolled to determine which entry box all of these pieces should be placed in. On a roll of one through three they are all placed in the Mummasburg Road entry box, on a roll of four or more they are all placed in the Carlisle Road entry box.

Phase two: Take order discs

Each player will command his army by issuing orders. Orders are represented by wooden discs and each army has a certain number available at the start of each period.

The Union player has four Available Orders boxes, one for each period of the day.



The Union player must place a number of order discs as indicated in the box for the present period. If he cannot place this number then he makes up the difference with Forced Pass discs.

EXAMPLE: On the morning of the first day the Union player will be able to place ten blue order discs in the Available Orders box marked for the morning period.



Later during the day, at the start of the afternoon period, the Union player can only place eight blue order discs in the 'Afternoon' box. He must place a further two Forced Pass discs to bring the total up to ten discs.



The Confederate player must also bring up the number of orders in his Available Orders box to the number indicated, which is always twelve.



He also brings up the number of Available Double Orders box to four discs. If he already has this number or more of discs in the box then he adds another two discs to the box. He can only add discs to this box if he has sufficient order discs available, i.e. he must always fulfil the requirements of the Single Orders box first.



Phase three: Player action rounds

This phase is the longest one in each period. During this phase each player will be able to issue orders to his pieces, thus allowing them to move, fight, and perform other actions.

The Confederate player is always the first player to take an action at the start of a new period.

When it is a player's turn to take an action he must perform one of the following actions:

Place one command block

Remove one command block

Issue an order disc

After a player has performed one action the other player then must perform one action. This procedure is repeated until the Union player has issued all of his available order discs and Forced Pass discs. At that point the phase ends and play progresses to the next phase.

ACTION Place one command block

Each player has a set of eight command blocks. These are numbered from '2' to '5', with two of each number in a set. These blocks represent the capacity to issue orders to an area. Order discs can only be placed in areas containing command blocks, with the value on the block restricting the number that can be issued. Once an order disc has been placed it can be used to order pieces either in the same area or an adjacent area.

As an action a player can take one of his available command blocks and place it in an area on the board. That area cannot contain enemy pieces, nor can it contain another command block, even one belonging to the same player. A command block can be placed in an entry box. Otherwise a player can place his block in any eligible area. He does not have to place it in an area containing his own pieces, or one that is adjacent to one containing his pieces.

If the command block just placed was the last one available to the player then he retrieves all of the command blocks that he has placed to one side. These will be blocks that were removed from the board in earlier actions. Thus a player must cycle through all eight of his command blocks before he can reuse any.

Command blocks should be placed upright so that the opposing player cannot see the value on the block.

ACTION Remove one command block

As an action a player can take one of his command blocks from the board, along with all of the order discs placed with it. He places the block to one side. He does not place it with his available command blocks. He will not be able to use this block again until he has used his remaining command blocks. The order discs should be placed back in his stock. It does not matter how many orders have been issued to the order block, i.e. you do not have to wait until a command block's capacity has been used up before removing it.



EXAMPLE: Here we can see the positions at the start of the battle. The Confederate player has opted to place two regular infantry and two artillery in the area connected to the Chambersburg entry box. He is the first player to perform an action and decides to place a value '3' command block in the area shown. Note how he has placed it ahead of his force, which will increase its usefulness.

ACTION Issue an order

Each player has a number of order discs available to issue. As an action a player can take one disc from his Available Orders box and place it in an area containing one of his command blocks. He cannot issue an order to an area that does not contain a command block. He also cannot issue an order to an area where the number of discs in it already matches the value of the command block.

Placing the order disc in an area allows that player to issue one order. An order can normally only be given to pieces in the same area (the exception being Fire Artillery). The area that pieces can be ordered in can be the same one that the order disc was placed in or an adjacent area. All of the pieces affected by the order must perform the same order.

The Confederate player has the option to take one order disc from the Single Orders box or two order discs from the Double Orders box. He can issue these to the same command block or different ones. Normally he would treat each order as a discrete event. However, if the player is moving pieces to assault an area then he can use both orders to allow him to move up to four pieces across the border into the area (normally you can only move two pieces across a border if assaulting).

There are eight types of orders that can be issued by a player. These are:

- Move/Assault
- Fire artillery
- Reinforce
- Entrench
- Reorganise
- Remove Artillery Fire marker
- Pass
- Forced Pass

All of the units affected by the order must be in the same area and must perform the same action.

ORDER Move/Assault

The most common order to be issued will be the move order. Assault occurs as a result of movement, i.e. if pieces move into an enemy occupied area then assault combat will occur after movement has been completed.

Infantry and artillery units have a movement rate of one, which means they can move into an adjacent area. Cavalry units have a movement rate of two, which means they can move up to two areas.

Although only pieces from one area can be moved in the same order it is not necessary for them to all move to the same area, i.e. they can be moved to different eligible areas.

Normally the maximum number of pieces that can cross a boundary is two. However, if the boundary is crossed by a road AND the area being moved into does not contain enemy pieces then a player can move up to four pieces across that boundary. The unfinished railroad counts as a road for the purposes of movement. Pieces cannot cross a vertex.

Roads are the only terrain feature that has an effect on movement.

Infantry and cavalry pieces can be moved into an area containing enemy pieces. Cavalry moving into such an area must cease movement. Artillery cannot be moved into an area containing enemy pieces.

Area Limit

A maximum of four combat pieces belonging to the same side can be placed in an area (a combat piece being an infantry, cavalry or artillery piece). A player can never move pieces such that this limit is exceeded at the end of an action round. It would be possible for the Confederate player to temporarily exceed this limit if he took two order discs and used the second one to continue moving pieces such that the limit was not exceeded by the end of his action round.

Command blocks, discs, and other markers, do not count towards this area limit. When pieces move into an enemy occupied area the other units do not count towards this area limit, thus it is possible for up to eight combat units to temporarily exist in the same area. However, assault combat always results in one side or the other having to move out of the area, so the area limit will be observed by the end of the action round.

The area limit can also be temporarily exceeded due to pieces having to retreat as a result of assault combat. This situation is dealt with in the section on retreats.

The area limit does not apply to entry boxes. There is no upper limit to the number of pieces that can occupy an entry box.



EXAMPLE: Following on from the last example the Union player decided to place a '2' value command block behind his line of cavalry units. The Confederate player then issued a single order to the area containing his command block. He decided to move the four pieces from the adjacent area. As the unfinished railroad crosses the boundary he can move all four pieces. Note that he has also moved the remaining pieces from the entry box. There was no additional cost for moving these pieces from the entry box.

Pieces cannot move into an enemy occupied area during the night-time period.

Damage Cubes

Combat pieces will suffer damage due to assault combat and artillery fire. Damage is represented using wooden cubes, one cube being one point of damage. At certain points in the game a player must assign damage cubes to pieces. When a player moves pieces from an area containing damage cubes then he must assign those cubes to specific pieces. If a piece has damage cubes assigned to it and then moves it must take those cubes with it. A piece can only have damage cubes of the same colour assigned to it.

An infantry piece can have up to five damage cubes assigned to it. A cavalry piece can have up to three damage cubes assigned to it. Damage cubes can never be assigned to artillery pieces. The manner that damage cubes are assigned in can be changed in later action rounds, i.e. just because three damage cubes were assigned to a moving infantry unit does not mean that that unit must have those same cubes assigned to it at a later time in the game. However, when cubes are assigned to pieces that then move into an enemy occupied area they must remain assigned to the same piece for the duration of the assault combat.

An infantry piece will be eliminated if it has six or more damage cubes assigned to it. A cavalry piece will be eliminated if it has four or more damage cubes assigned to it. A player cannot deliberately assign sufficient cubes to a piece to eliminate it, unless he has no choice due to the number of damage cubes in the area. Generally a piece will be eliminated due to additional cubes being assigned to it due to assault combat or artillery fire.

When damage cubes are inflicted and there are potential targets of different colours then it is up to the player who owns those pieces to decide the colour of the damage cubes.

When damage cubes are inflicted during assault combat they must be immediately assigned to a specific piece, and the cube must match the colour of the piece. The player must also allocate cubes such that they are spread as evenly as possible.

If a player cannot assign a damage cube as there are none left in the stock then he must remove one of his infantry pieces from the board along with up to five matching damage cubes from the same area. Please note that the damage cubes removed in this way should be the ones that there was a shortage of.



EXAMPLE: The Union player issues an order. He decides to move some of the pieces in the area shown. He must assign the two red damage cubes to the red elite infantry piece. He then assigns one orange cube to one of the inferior infantry pieces and the other two cubes to the other inferior infantry piece. He then moves the elite unit and the inferior unit with one damage cube to the adjacent area, as shown.

Assault Combat

Assault combat will occur as a result of movement. After the active player has finished moving all of his pieces any and all situations requiring assault combat must be resolved. Assault combat will occur where the active player has moved one or more pieces into an area containing enemy pieces.

There are five separate steps to assault combat, as listed below:

Step one – defending artillery fire

Step two – defending infantry fire

Step three – attacker makes morale check

Step four – attacker fires

Step five – defender makes morale check

If both the attacker and the defender still have pieces in the area then steps two to five are repeated a second time. After that any remaining attacking pieces must retreat to the area they assaulted from.

Step one: defending artillery fire

All artillery pieces in the area being assaulted must now fire. Roll one die for each defending artillery piece and consult the Defending Artillery Fire table, shown below:

1. Defending Artillery Fire						
	1	2	3	4	5	6
-						
Die Modifiers -1 if artillery piece damaged						

The result of the die roll will determine how many damage cubes should be inflicted on the attacking pieces. There is only one modifier: if the artillery unit is damaged, i.e. on its side, then subtract one from the die roll.

Defending artillery do not receive Artillery Fire markers for this fire.

Step two: defending infantry fire

The defending player must now assign damage cubes that were originally in the area to defending pieces. Once these damage cubes have been assigned they cannot be re assigned later in the same assault combat.

Each defending piece must now fire. The defending player rolls one die for each infantry piece.

2. Defending Infantry Fire						
	1	2	3	4	5	6
-	M					
Die Modifiers -1 for every 2 damaged cubes						

For every two damage cubes assigned to a piece subtract one from the die roll result. The final result shows how many damage cubes are inflicted on the attacking force. It is important to remember that damage cubes assigned to pieces remain assigned as such until the end of the assault combat.

If an 'M' result was rolled then the attacker must still make a morale check in Step three, even if no damage cubes were inflicted.

Step three: attacker makes morale check

If the defending pieces, including artillery, managed to inflict one or more damage cubes on the attacker, or rolled an 'M' result then ALL of the attacking pieces must make a morale check. Note that the attacker and defender use different Morale Check tables.

3. Attacking Infantry Morale Check Table						
	<0	1	2	3	4	5
1		R	R	E	E	E
2			R	R	E	E
3				R	R	E
4					R	E
5						R
6						
R = retreat E = eliminated						

The attacker rolls one die for each assaulting piece. He cross-references the die result with the column that matches the number of damage cubes assigned to the piece. If the piece is elite infantry then shift one column to the left.

An 'R' result means the piece must immediately retreat to the area it moved from, taking with it any damage cubes assigned to it.

An 'E' result means that the piece is immediately eliminated. It should be removed from the board along with any damage cubes assigned to it. The damage cubes are returned to the available stock.

Step four: attacker fires

The attacker now fires with all of his remaining pieces. He rolls one die for each piece. One should be subtracted from the die roll for every two damage cubes assigned to the firing piece.

One should also be subtracted from the die result if the defending units are entrenched – see later for rules on entrenchment

Note that there is one fire table for the defender and a different one for the attacker. Please make sure you use the correct table.

The table shows how many damage cubes should be inflicted on the defending pieces.

4. Attacking Infantry Fire						
	1	2	3	4	5	6
-		D	D			
Die Modifiers -1 for every 2 damaged cubes -1 target entrenched D = disruption						

If a 'D' result is rolled then a Disruption marker should be placed in the area. Only one such marker can be placed in an area, so any further 'D' results have no effect other than to force the defender to take a morale check.

Step five: defender makes morale check.

If the attacker managed to inflict at least one damage cube on the defender, or rolled a 'D' result, then all defending pieces must make a morale check. This is done in the same manner as when the attacker had to make a morale check, except a different table is used, as shown below.

5. Defending Infantry Moral Check Table						
Right shift			<0	1	2	3
Attacked via flank*	2	1	R	R	E	E
In town	2	2		D	R	E
Disrupted	1	3			D	R
Inferior	1	4				D
* Do not gain shift for being entrenched.		5				R
		6			C	C
Counter-attack means one attacker must retreat immediately.						

Each of the following will result in a column shift to the left: the piece is in a hill or ridge area; the piece is in an area that is fully entrenched; the piece is an elite unit.

Each of the following will result in a shift of two columns to the right: the piece is being assaulted on its flank (see later for more rules on flank attacks); the piece is in a town (of which there is only one, which is Gettysburg).

Each of the following will result in a shift of one column to the right: there is a disrupted marker in the area; the piece is inferior infantry.

Any shifts beyond the '5' column are ignored, as are any shifts beyond the '0' column.

An 'R' result means the piece must retreat immediately, along with all assigned damage cubes. The rules for such retreats are dealt with later.

A 'D' result means a Disruption marker is placed in the area, but only if there is not already one there.

An 'E' result means the piece is eliminated. Remove it from the board along with any assigned damage cubes. The cubes should be placed back in the available stock.

A 'C' result means that the defending piece launched a counter-attack which took the attacker by surprise. The attacker must retreat one piece of his choice immediately (along with any assigned damage cubes). The defending piece remains in the area.

If there are still attacking and defending pieces in the area then repeat steps two to five. If those steps have already been repeated then all remaining attacking pieces must retreat to the area they moved from.

If all defending pieces are removed from the area, either by elimination or retreat, then the attacker remains in the area. If this happens then any Disruption marker and/or entrenchment markers in the area should be removed.

EXAMPLE OF ASSAULT COMBAT



On the right are the initial positions. The Union forces have already suffered a Disruption marker due to artillery fire earlier in the period. The Confederate player takes two order discs from the Double Order box. Both order discs are used to move two infantry pieces over the border into the enemy occupied area. The Confederate player must assign damage cubes at this point.



The Union artillery piece fires. A roll of '4' results in one damage cube being inflicted. Damage must be assigned as evenly as possible, so the cube must be allocated to one of the infantry units that does not have a cube against it. No Artillery Fire marker is placed in the area as it is not long-range fire.

The Union infantry now fires. At this point the Union player must assign damage cubes. He rolls a '2' and two '4's, which is an 'M' result and two damage cubes. The first cube must be allocated to the undamaged infantry. The second cube can be allocated to any of the four infantry pieces.



The Confederate player must now make a morale check roll for each piece, even those pieces that were not damaged by enemy fire. The two pieces with just one damage cube both pass their checks. A '1' is rolled for the elite piece, which still passes as it uses the '0' column of the table. A '2' is rolled for the final piece, which must retreat to the area it moved from, taking both damage cubes with it.

The Confederate player now fires back. He rolls a '6', and '5' and a '4'. Each roll is subject to a minus one modifier as the defending units are entrenched. This results in two damage cubes and a 'D'. No Disruption marker is placed as there is already one in the area. One damage cube must be assigned to the undamaged regular infantry unit, then the other one can be assigned to any defending unit.



The Union player decides to allocate the second cube to the inferior infantry piece. He must then make a morale check for each piece. He rolls a '2' and a '3' for the regular pieces. Both pass as they roll on the '0' column (one shift to the right for being disrupted, one shift to the left for being entrenched, and another shift to the left for being on a hill). He then rolls a '2' for the inferior piece. This results in the piece having to retreat (start on the '2' column, two shifts to the right for being inferior and disrupted, two shifts to the left for being entrenched and on a hill). The piece can retreat as there is a command block adjacent to the area it chooses to retreat to. The Union player also has the option to retreat his artillery piece without it suffering any damage, but chooses not to.

As there are pieces from both sides still in the area assault combat continues. The defender fires again (note that the artillery does not fire again). This results in two more damage cubes being inflicted.



The Confederate player decides to place one cube on one of the regular pieces and the other on the elite unit. He must now make a morale check. Both pieces pass their morale check. He can now fire on the defenders. They both suffer a minus one fire modifier as they each have two or three damage cubes assigned to them. The fire results in one more damage cube being inflicted on the defender. He makes a morale check and one of the pieces retreats. However, as he still has one infantry piece still in the area the attacker is now obliged to retreat.

The Confederate player retreats his pieces. The damage cubes are no longer assigned to specific pieces after they have completed their retreat.

Disruption Markers

A Disruption marker may be placed in an area as a result of long-range artillery fire or assault combat. In assault combat only the defender can suffer a Disruption marker, so if there is a marker in the area then it only affects the defenders.

Only one Disruption marker can be placed in an area, so any further disruption results are almost meaningless (the only effect would be to force a morale check).

If there is a Disruption marker in an area and one or more pieces move from that area then at least one infantry or cavalry piece must be left behind.

If all of the pieces defending an area are forced to retreat then the final retreating piece must take any Disruption marker with it.

A Disruption marker can be removed by issuing a reorganise order.

Retreat

An infantry or cavalry piece may be forced to retreat as a result of assault combat. A cavalry piece may choose to retreat to avoid taking one damage cube, which may occur due to long-range artillery fire.

If a piece is part of the attacking side in an assault then if it has to retreat it must retreat to the area it moved from. It takes with it any damage cubes assigned to it.

If a piece is part of the defending side in an assault then if it has to retreat it must retreat to an area that either contains a friendly command block or is adjacent to an area containing a friendly command block. If it cannot retreat to such an area then it is eliminated instead.

As much as possible the controlling player must avoid exceeding the area limit of four pieces. However, if it is impossible to avoid exceeding the area limit then the piece must be retreated two areas instead, with the final one being one that a) has room, and b) contains a command block or is adjacent to such an area. If both of these conditions cannot be met then the piece is eliminated. The

first area the piece retreats through should have one Disruption marker placed in it. If it already contains a Disruption marker then one damage cube, matching the colour of one of the pieces in the area, should be placed there.

If the retreating piece has to take a Disruption marker with it and ends up in an area that already contains one then one of the Disruption markers is removed. In addition, one damage cube matching the colour of one of the pieces in the area must be added to the area.

Cavalry

There were only a few cavalry units at Gettysburg. Cavalry would fight as mobile infantry, avoiding actually charging enemy infantry. A cavalry piece fights in the same way as an infantry piece. A cavalry piece can only have up to three damage cubes assigned to it, the fourth one will eliminate it. If a cavalry piece suffers any damage, for any reason, then the controlling player can choose to retreat the piece and ignore one of the damage cubes. Any artillery in the area can also retreat at the same time (it is regarded as being horse artillery). Artillery that retreats in this manner does not suffer any damage. If a cavalry unit does retreat then it must follow the standard retreat rules.

Artillery

If artillery is left unaccompanied by friendly infantry units due to the elimination of those units by assault combat then it is also eliminated.

If all of the accompanying infantry suffered retreat results then the artillery must also retreat but it suffers one level of damage, i.e. it is placed on its side. If it is already damaged then it is eliminated.

After the first defender morale check the defending player can choose to retreat some or all of his artillery pieces. Retreating at this point in time means that none of the artillery suffers any damage.

If artillery is only with cavalry pieces and those pieces are forced to retreat then any artillery in the area can also retreat and it does not suffer any damage.

Artillery, like infantry and cavalry, must retreat to an area containing a friendly command block, or an area adjacent to one.

Command Blocks

Command blocks cannot retreat. If enemy pieces move into an area containing just a command block then that block is removed, along with any order discs, and placed with the used command blocks. The same would happen if after an assault a command block ended up in an area containing only enemy pieces.

Flank Attacks

If the defender is in an area that contains one or two entrenchment markers then it is vulnerable to an attack on its flanks. When placed the entrenchment markers should be positioned such that they lie along one boundary. If the enemy player moves into the area via a different boundary then the defenders will suffer a shift of two columns to the right on the morale check table. In addition, the defenders do not gain the shift to the left for being entrenched.



EXAMPLE OF A FLANK ATTACK

If the Union forces are attacked from direction A then they will benefit from the entrenchment markers. However, if they are attacked from direction B then they will be subject to a flank attack.

ORDER Fire artillery

Placing an order disc in an area allows the player to issue a Fire Artillery order to up to two areas. Those areas must be adjacent to the area the order disc was placed in. One of the areas may be the one the order disc was placed in.

This is long-range artillery fire. The distance that an artillery piece can fire depends on the area that it is firing from. If it is in a non-ridge or non-hill area then it can only fire into an adjacent area. If it is in a ridge area then it can fire at a target up to three areas away. If it is in a hill area then it can fire at a target up to four areas away.



Hill symbol



Ridge Symbol

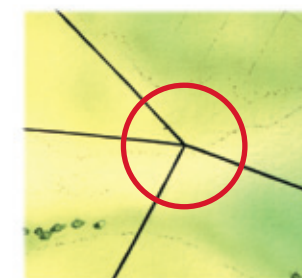
The distance to the target can be traced through the vertex between two areas.

A vertex is where a number of lines meet. For the purposes of artillery fire all four of the areas here are adjacent to each other.




The firing piece must be able to trace a clear line of sight to its target. A line of sight is blocked by a ridge or hill area. It is not blocked by enemy or friendly pieces.

The firing player must declare whether each firing piece is targeting infantry/cavalry or artillery. It is only possible to target artillery if there is an Artillery Fire marker in the target area. Artillery on its own could not be fired upon if there is no such marker in the area.

The firing player rolls one die for each firing artillery piece and consults the Long-range Fire table. He should subtract one from the



die if he firing into an area with two entrenchment markers in it. He should also subtract one if the firing piece is damaged.

Long-range Artillery Fire Table						
	1	2	3	4	5	6
				D	■	■
-1 if target entrenched -1 if firer damaged						
D = means place a Disruption marker. Ignore this result if the area already contains one.						
 Ridge area – range three			 Hill area – range four			

If the firing piece is attempting to hit infantry and/or cavalry then the possible results are: no result; disruption; a damage cube. If the area already contains a Disruption marker then no additional marker is placed. If a damage cube is inflicted then the player controlling the targeted pieces decides which piece receives the damage i.e. if it were possible for more than one colour of damage cube to be taken then he chooses which to take. Damage must be allocated as evenly as possible between pieces of different colours.

If the firing piece is attempting to hit an artillery piece then if it achieves a damage cube result it damages one artillery piece. The player controlling the targeted pieces decides which artillery piece should become damaged. When an artillery piece is damaged it should be placed on its side. It cannot recover from this state. If it is damaged again then it is removed from the board. A Disruption result has no effect against artillery.

The firing player must now place one Artillery Fire marker in each area from which he fired artillery. He should take these from the available stock if possible. If there are not enough markers in the stock then he should take one from another area, of his choice. This marker indicates that the artillery in the area can be targeted by enemy artillery.



EXAMPLE: The artillery piece shown can fire at enemy pieces in the areas marked 'yes'. The arrows show how it is possible for it to reach targets on Little Round Top. Gettysburg itself does not block line of sight.

Artillery Fire markers are removed if one or more artillery pieces move out of the area, for any reason (may be due to retreat), or a Remove Artillery Fire marker order is issued. If an artillery piece enters an area containing such a marker then the marker remains in place. All Artillery Fire markers are removed from the board at the end of each period.

Long-range artillery fire cannot be carried out during a night-time period.

ORDER Reinforce

The active player can move one damage cube from an area to an adjacent area that contains an infantry piece of the same colour as the cube. This may be done even if by doing so the infantry piece in the receiving area is eliminated. The cube must be moved to the area that the order disc was placed in, or an adjacent one. The area that the cube is being moved from does not have to be adjacent to where the order disc was placed.

ORDER Reorganise

The active player can remove one Disruption marker from an area. The area must be the same one, or an adjacent one, that the order disc was placed in.

ORDER Entrench

The active player can place one Entrenchment marker in an area. The area must be the same one that the order disc was placed in, or an adjacent one.

The first Entrenchment marker must be placed against a boundary, so that it is clear which direction of attack is being defended against. The defenders will gain no benefit from one Entrenchment marker, this is still a work in progress. The defensive benefit is only gained when a second marker is placed in the area. The second marker must be placed parallel with the first marker, so that they are both in line with the boundary that they are protecting against. An area can only contain two Entrenchment markers.

Instead of placing an Entrenchment marker the player can move a marker already in the area to a different boundary. If an attack was made through this boundary then it would not be a flank attack but the defenders would not gain the shift for being entrenched.

If a friendly piece moves into an area with one or two Entrenchment markers in it then one of the markers must be removed.

If all of the pieces in an area vacate that area then all Entrenchment markers in the area must be removed.

If combat occurs in an area and the attacker wins then all Entrenchment markers in the area must be removed.

A player cannot choose to voluntarily un-entrench as an action on its own.

ORDER Remove Artillery Fire marker

The active player can remove one Artillery Fire marker from an area. The area must be the same one that the order disc was placed in, or an adjacent one.

ORDER Pass

In the unlikely circumstances that a player does not wish to do anything he can simply pass. He must still remove an order disc from his Available Orders box and place it in an area with a command block.

It is not possible for a player to pass and not place an order disc.

ORDER Forced Pass

The Union player may end up with one or more black discs in his Available Orders box. The period will only end when there are no more discs in this box, therefore the Union player must remove them. This counts as placing an order disc. However, the Forced Pass disc is placed to one side and not in an area with a command block.

Phase four: End of day

The player action phase ends when the Union player has removed his last order disc or Forced Pass disc from his Available Orders box. He completes the order and then the phase ends.

All Artillery Fire markers should be removed from the board.

The next period should now be started.

During the night-time period no assault combat is allowed, so pieces can never enter an enemy occupied area. Neither can artillery be fired. All Disruption markers should be removed at the end of the afternoon period.

The day ends at the end of the night-time period. The marker on the Day track should be moved to the next space on the track. The game will then proceed, starting with the morning period.

The game will end at the end of the afternoon period of the third day.

Winning the Game

The Confederate player wins if he controls two or more victory areas (areas that contain a single or double star) at the end of a period. He will also win if he controls just the double-starred victory area, Little Round Top and Round Top, at the end of any afternoon period. If the Confederate player does win then the game ends immediately.

If the Confederate player fails to achieve his victory conditions by the end of the third day then the Union player is the winner.

The Confederate player can also concede the game to the Union player if he feels that he will not be able to achieve his victory conditions.

Designer Notes

To a certain extent this is a sister game to Waterloo. The reason for its design is similar. There is no pressing need for another game on the battle, but it was an easy conflict for me to research and gather the necessary information quickly. I also wanted to produce a game that could be played in a reasonable amount of time. Back in the days when I had time to play proper wargames one of my favourites was Victory Games 'Across Five Aprils'. The first day of the Gettysburg scenario was great fun but if no decision was reached then the game tended to stagnate. I don't think we ever got to the end of the third day. The game you have here can be played in three hours or less and it is possible for the Confederates to win on the third day.

That last sentence should give you a clue that this is not an accurate simulation of the battle. This is foremost a game to be enjoyed, not one that offers an accurate order of battle or a deep understanding of weapon systems. What I have chosen to focus on is the problems of command. The command block system was designed to create little 'stutters' in the movement of each side's forces. I wanted to recreate the situation where it might not be possible for one side to take advantage of a temporary weakness in his opponent's position due to the inability to issue an order at the right time. The block system also hides to a degree the potential of the enemy. You can see where his forces are but you do not know how quickly they can move.

Gettysburg feels more like a chess game compared to Waterloo. You have more control over where you issue your orders and can plan better. That can also be your undoing, especially as the Union player, if you fail to make sure you have enough order discs available at the end of each period.

I cannot offer any great insights into how to play the game except to say that as with the real battle it pays for the Union player to take care not to throw the game away in the first day.

Credits

Game designed by Martin Wallace

All illustrations by Peter Dennis

Graphic design by Solid Colour

Playtested Andy Ogden, Richard Spilsbury, Alan Montgomery, Andrew and various kind people at the Convention of Wargamers.

Thanks to Julia Wallace and James Hamilton.

You can check out the latest Warfrog games at: www.warfroggames.com

You can contact Warfrog at: martin@warfroggames.com

The rules to 'Gettysburg' are © Warfrog 2010.

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Reinforcements

Confederate Forces

Mid-day 1st July

Roll one die to determine which road is used

1-3 Mummasburg Road
4-6 Carlisle Road



Harrisburg Road



Afternoon 1st July

Chambersburg Pike



Night 1st July

Chambersburg Pike



Morning 2nd July

Chambersburg Pike



Mid-day 2nd July

Chambersburg Pike



Afternoon 2nd July

Union Forces

Tanneytown Road



Tanneytown Road



Baltimore Pike



Emmitsburg Road



Tanneytown Road



Baltimore Road



Tanneytown Road



Baltimore Road



Player aid sheet

Day Sequence

1. Reinforcements
2. Place order discs in Available Order boxes
3. Player actions phase – Confederate play first
4. End of day

Orders

Move/Assault

You may move some or all pieces from an area in, or adjacent to, where the order disc was placed. Infantry and artillery can move one area. Cavalry can move up to two areas. You can only move one or two pieces across a non-road border, or into an area containing enemy pieces. You may move up to four pieces across a border which is also crossed by a road, as long as the area you are moving into does not contain enemy pieces. The area limit is four pieces. You may not exceed the area limit, the exception being Confederates when using a double-action. You must assign damage cubes before moving any pieces from an area.

Fire Artillery

You may fire all of the artillery units in one or two areas that are adjacent to the area that the order disc was placed in. One of the areas may be the one the order disc was placed in. This is long-range artillery fire. The distance you may fire depends on the location of artillery. The normal range is one area. If the artillery is on a ridge then it can fire at pieces up to three areas away. If the artillery is on a hill then it can fire at pieces up to four areas away. You must trace the shortest route to the target. In the case of multiple possible routes you choose which to use. Your route may be traced across vertexes. You cannot fire into an area if you have already traced your line of sight through a ridge or hill area (one marked with a semi-circle or triangle). Roll one die for each firing piece on the table below. Apply any modifiers to the die roll.

Long-range Artillery Fire Table

	1	2	3	4	5	6	-1 if target entrenched -1 if firer damaged
				D	■	■	
D = means place a Disruption marker. Ignore this result if the area already contains one.							



Ridge area
– range three



Hill area
– range four

Actions

Place command block

Issue order disc

Remove command block

Reinforce

Move one damage cube from an area to an area containing at least one friendly infantry unit of the same colour.

Reorganise

Remove one Disruption marker from an area.

Pass

Do nothing. You must still place an order disc in an area.

Forced Pass

Union player only. Discard one black disc from your Available Orders box.

Entrench

Place one entrenchment marker in an area. The area is only fully entrenched if there are two markers init. You must clearly indicate which boundary the entrenchment runs along as this determines whether you have been attacked on one of your flanks.

Remove Artillery Fire Marker

Remove one Artillery Fire marker from an area.

Player aid sheet

Unit Key



Elite infantry



Regular infantry



Inferior infantry



Cavalry

Assault Combat Steps

1. Defending Artillery Fire



1	2	3	4	5	6
-	■	■	■	■	■

Die Modifiers

-1 if artillery piece damaged

If a cavalry unit takes one or more damage cubes then it can ignore one cube and retreat instead. Any artillery with the unit may retreat as well, without suffering damage.

2. Defending Infantry Fire



1	2	3	4	5	6
-	M	■	■	■	■

Die Modifiers

-1 for every 2 damaged cubes

The defender now assigns damage cubes. Neither side can now re-assign cubes. Damage cubes inflicted from now on must be allocated as evenly as possible.

Retreat – a unit must retreat to an area containing a command block or one adjacent to a command block. Otherwise the retreating unit is eliminated. A player must attempt not to break the area limit. If he has no choice then one damage cube is placed in the area that the unit retreated to. The unit is then retreated a further area. It only takes with it the damage cubes assigned to it when it first started retreating.

3. Attacking Infantry Morale Check Table

	<0	1	2	3	4	5
1		R	R	E	E	E
2			R	R	E	E
3				R	R	E
4					R	E
5						R
6						

◀ 1 Elite unit

R = retreat

E = eliminated

4. Attacking Infantry Fire



1	2	3	4	5	6
-	D	D	■	■	■

Die Modifiers

-1 for every 2 damaged cubes

-1 target entrenched

D = disruption

Disruption – you can only have one Disruption marker in area. This result also forces you to make a morale check.

5. Defending Infantry Moral Check Table

	Right shift		<0	1	2	3	4	5		Left shift
Attacked via flank*	2 ▶	1	R	R	E	E	E	E	◀	1 Hill or ridge
In town	2 ▶	2		D	R	E	E	E	◀	1 Entrenched
Disrupted	1 ▶	3			D	R	E	E	◀	1 Elite
Inferior	1 ▶	4				D	R	E		
		5					R	R		
		6			C	C	C	R		

* Do not gain shift for being entrenched.

Counter-attack means one attacker must retreat immediately.

R = retreat

E = eliminated

D = disrupted

C = counter-attack

If this is the first round of combat then the defender has the option to retreat some or all of his artillery pieces without suffering damage.