

Flanks of Gettysburg

Little Round Top • Culp's Hill
July, 1863



LIVING RULES V1.0

Rule Book



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INTRODUCTION

Flanks of Gettysburg consists of two, two-player games with Company-sized units organized into regiments simulating the two brigade-sized flank attacks on Little Round Top and Culp's Hill that occurred on July 2, 1863 during the Battle of Gettysburg. Each assault is a separate game. One player controls the forces of the United States (Union) and the other player controls the forces of the Confederate States (Confederate).

Flanks of Gettysburg includes the following components:

- Two, 22" x 34" Battle maps
- Three, die-cut sheets of 5/8" counters and markers
- One Rules Book
- Two Player Aid Cards (one double-sided)
- Two Player Set-Up Cards
- Eight ten-sided dice

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HISTORICAL BACKGROUND

In the Summer of 1863 General Robert E Lee led the spirited Army of Northern Virginia, flush with success from the previous year, north into Pennsylvania. There, on July 1st, the vanguard of his 71,000 men met and defeated a smaller Union holding force outside of the small crossroads town of Gettysburg. As night fell, both sides were reinforced and Lee made plans to attack a variety of points all along the Union took defensive positions. The two assaults that held the most promise concerned the high ground on either side of the Federal Line.

Flanks of Gettysburg

The battles of Culp's Hill and Little Round Top resulted from Lee's determination to attack and envelop both the right and the left flanks of the Union Army of the Potomac. The battle for Little Round Top began when MG Daniel Sickles advanced from the safety of the main Union leaving his left flank dangling and giving a Lee an opportunity to roll up Sickles Corps and decisively flank the Union Army by seizure of Little Round Top. Elements of John Bell Hood's Division of Longstreet's Corps took quick advantage of Sickles' dangling left flank, defeating Sickles in a series of bloody firefights at the Peach Orchard, the Wheatfield, and Devil's Den. While Laws and Robertson's brigades pinned Union defenders to the foot of Little Round Top and curling around in the swale between Big and Little Round Top.

While Little Round Top is the better known of the two battles because of Chamberlain's heroic stand and his ultimate bayonet charge that broke the back of the Texan's relentless uphill charges. This battle has been gamed many, many times but perhaps not so often using a chit-pull system. It is worth pointing out that the brave Southern soldiers who assaulted Chamberlain's position in the late afternoon did so after an 18 hour march during the heat of the day and only a very few had the opportunity to fill their canteens prior to the assault. Still, even if the tactic of a bayonet charge may not have been Chamberlain's idea alone (See memoirs of Lt. Holman S. Melcher and Major Ellis Speer), Chamberlain conducted a masterful defense in trying circumstances.

Weary but confident units under Law and Robertson were attempting to surprise Union defenders perched on Little Round Top behind which lay much of the Union supply park. When sounds of the battle on the Union left could be heard, the Confederate Artillery of Johnson's Division of Ewell's Corps, commanded by the 19 year old Major Joseph Latimer, commenced a preliminary bombardment on Union batteries on Cemetery Hill to prevent their interference with the assault on Culp's Hill. While the Artillery barrage landed on Cemetery Hill, the second, left flank prong of Lee's envelopment began against front and rear of Union defenses at Culp's Hill, led by Stewart's brigade of Johnson's division. The envelopment had the objective of circling around Culp's Hill and reaching the Baltimore Pike which served both as a line of Retreat and a supply corridor from the Union railhead at Westminster, MD.

The success of the attack on Sickles drew off much of the original garrison of the XII Corps on Culp's Hill, leaving 1,600 New York Troops under 60 year old Brig. General George Greene of Connecticut to initially repulse an assault from 4,700 Confederates from Maj. Gen. Edward Johnson's Division of Ewell's Corps, with the timely arrival of reinforcements rebalancing numbers. Fortunately for the Union, the attack began just before dusk. With foresight, Greene equipped his men with shovels and fortified Culp's Hill with defensive works. During the battle, Greene showed himself more than a competent commander, able to take advantage of the 200' steep, rocky, high and wooded slope. Despite some initial success, forcing the Union right back around the crest of the hill, the timely arrival of depleted and weary reinforcements and nightfall stopped the Confederates and caused them to abandon their gains. Ironically, the battle for Culp's Hill ended as that of Little Round Top, with a bayonet charge, albeit much less well known.

Both Confederate assaults failed because they got underway too late on July 2. Total battle casualties for the Union on July 2, 1863 were 8,750 against 6,500 Confederate casualties. If the defenders had suffered the unexpectedly larger numbers of casualties, they had cemented into place the fish hook line, defying Robert E. Lee's best troops and attempts to dislodge it at the flanks. Yet, Lee read it a bit differently. He did not recognize these engagements as failures. Lee felt the Union line at Cemetery Ridge had been thinned to reinforce the flanks. His misreading of his failure as success made him think a strike put with his one remaining fresh division reinforced by other elements of Hill's III Corps who had rested from fighting on July 1 could succeed. The decision to assault the Union center with Pickett's Division coupled with a Cavalry assault behind Union lines resulted directly from the action on the flanks.

While neither of these two games presents the assaults in their entirety, they focus on the moments where Lee had the opportunity to make the greatest gain.

Flanks of Gettysburg

GAZETTEER OF TERMS

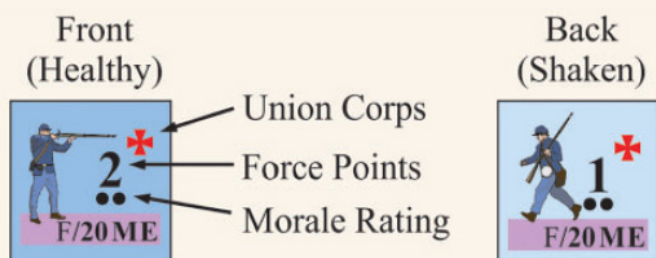
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Artillery

Each unit represents a battery of four to six guns, typically eight men per gun. In this case the most common gun used was the 12 lb. Napoleon. Field Artillery may target any hex on the map within LOS. Few Artillery units are represented here and then only on Little Round Top. *See 7.4 for Artillery rules.*

Brigades

A brigade in the American Civil War consisted of a minimum of two regiments. Over the course of the war, brigade size varied widely. A Union brigade might contain anywhere from 2 to 12 regiments. A Confederate brigade might carry as many as 20 regiments. By this point in the war, the strength of some regiments would have been severely reduced.



Unit ID

(This is F company, 20th Maine)

Companies

The basic line unit in both games are Infantry Companies. The roster of a Company in the American Civil War looked much better on the muster rolls than it did in the field. Casualties, sickness, stragglers, desertions— all of these depleted Company ranks. In some cases at Gettysburg, Companies were reduced to only a couple dozen men.

Companies used letter designations from A to K (J was not used because the letter on the Company flag was judged to look too much like an 'I'). In *Flanks*, Companies average 40-50 men. So for game purposes, regiments reflect historic regimental strength but not specific Company strength. Most soldiers were armed with a muzzle-loading rifled musket.

Companies - Shaken

A Shaken Company is a Company that has been flipped from its full-strength 2 FP side to its less effective 1FP side. It is lighter in color with different artistic figures. Officers can be used to Rally a Shaken Company which then flips the counter back to its healthy 2 FP side.

Companies - Broken

Infantry Companies that suffer a severe loss of morale and battle cohesion as the result of combat are removed from the map. They are considered Broken, not destroyed. Broken

Companies are removed to the faction's Casualty Box. Broken Companies may be reformed and return to the map next to their Regimental Officer on their Shaken side. *See 9.4.*

Counters

All the game pieces are collectively referred to as counters.



Defense Works

There are three types of Defense Works. Rock walls and historical earth & brush works comprise the first two. These are drawn on the map. The third is created by the Union Player and represented by two-step defensive position counters. *See 7.2.5.*



Demoralization

Demoralization occurs when all of a Regiment's Companies have been Shaken or Broken. This affects movement, firepower, and Melee Combat.

Draw Chits

Counters which are pulled from an opaque draw cup for the purposes of activating HQs, Regiments, and Out-of-Ammo effects are called chits. Draw Chits are divided between Union Blue and Confederate tan and gray. There are three types of Draw Chits—Factional M/V Chits, Brigade HQ Chits, and Out-of-Ammo chits.

Draw Cup

An opaque cup or container (not included) used to hold the Draw Chits.

Force

All healthy and/or Shaken Companies (including Sharpshooters), Officers, and Artillery in a hex.

Force Points (FPs)

Every unit counter is assigned FPs representing its relative effectiveness in combat. When conducting Volley Fire and Melee, FPs determine the number of dice rolled. During Melee, an Officer's Morale Influence factor acts as additional FPs. FPs also determine how many units can stack in a hex. *See 7.1 Volley Fire, 7.3 Melee and Player Aid-Stacking.*

Healthy Company

Companies that have not been Shaken or Broken are considered to be at 'full strength' or 'healthy'.

Hex

Each map is separated into rows and columns of hexagons. Each hexagon is referred to as a hex. Hexes are approximately 30 yards across and used for the placement and movement of units.

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Hit

A hit is a successful die roll result in Volley Fire or Op Fire that forces each unit in the targeted force to make a Morale Recovery Roll that can potentially result in step losses.

HQ

This denotes a Divisional (*Optional Rule 13.6*) or Brigade Headquarters command staffed by 10-20 supporting Officers and aids. Brigade HQ chits afford a player special activation abilities.

Line of Sight (LOS)

This is the ability to See from hex center to hex center between two locations on the map. *See Optional Rule 13.1.*

Maps

The battle maps in *Flanks of Gettysburg* depict the topography of major portions of Little Round Top, Culp's Hill, and the surrounding terrain in both instances. Each map has been overlaid with a hex grid for placement and movement of units. Also found on the map are the Turn Track and VP Tracks. Objective hexes are marked with gold stars.

Markers

Counters used to indicate game-related information on the battle map and player aids are called markers (Turn, VP, Melee, Dummy, Fired, Defense Works, Demoralization, etc.).

Melee

Melee Combat is hand-to-hand fighting that is conducted when entering an enemy hex. *See 7.3.*

Melee Hex

The hex where Melee Combat is conducted.



Melee Markers

Melee Markers indicate which Companies have participated in a Melee. Melee markers, like Fired markers, are removed before drawing the next Draw Chit.

Miss

A failed Volley Fire or Op Fire die roll.

Morale

Each Infantry unit possesses a Morale Rating in the form of dots—1 dot (poor), 2 dots (average), or 3 dots (excellent).

Morale Influence

All Officers have a +1, +2, +3, or +4 Morale Influence factor which they may use to assist in Melee (*See 7.3.3*) and Rallying (*See 9.2, 9.4*).

Morale Recovery Rolls

When a force receives a hit during Volley or Opportunity Fire, each of its units must make a Morale Recovery roll based on its Morale Rating and the highest Morale Influence available from any present Officers.

Officers

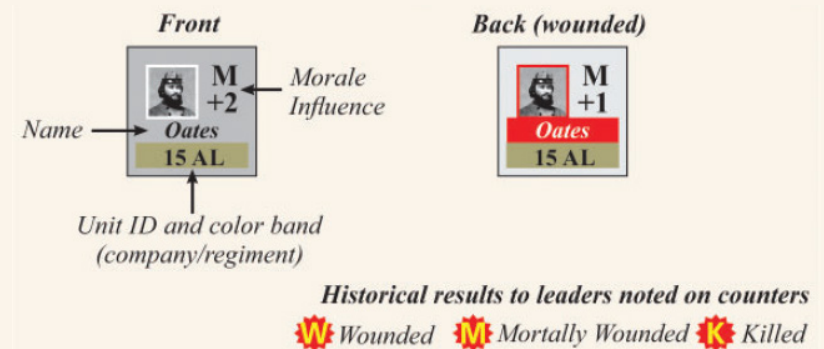
Officers are identified by their italicized name and a portrait of the Officer (if one was available). Healthy Union Officers are dark blue, Confederate Officers are dark gray or tan. Officers have special Volley, Melee, Rally & Movement capabilities.

Regimental Officers are identified by a colored band bearing the name of their regiment.

Officers with multiple color bands (ex: Law) can be used to aid/activate all regiments represented by those bands.

Divisional Officers are not used in the basic game. *See Optional Rule 13.6* for how to include them.

HQ Note: Set-up instructions will designate which Officers are HQs (also referred to as Brigade Officers), allowing them special activation abilities and their own Draw Chit. This counter design (with photograph) represents the on-map HQ unit.



Officer Replacements

Replacement Regimental Officers take the place of Killed or Captured Officers. They have the same capabilities and VP values as the named leaders they replace. Brigade and Divisional Officers are not replaced.

Wounded

The first time an Officer is hit in combat, it is flipped to its wounded side. (Officers have no Morale Recovery rolls) The wounded side of an Officer unit is lighter and has a red band/portrait outline. Wounding reduces his effectiveness in Melee and Rallying. *See 7.3 Melee, 9.0 Rally, 11.0 Officer Mortality.*

Opportunity (Op) Fire

Enemy movement anywhere within a two-hex radius of a friendly unit may trigger Op Fire. Dice are rolled based on the number of occupied friendly hexes within range that fire. *See 7.2.3.*

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Regiment

On paper, a Regiment of the American Civil War consisted of 1000 men, but because of illness or battlefield losses, was often less. In *Flanks of Gettysburg*, each regiment is identified with a colored band across the base of its counter that contains the Regiment's name.

Slope Contour Lines

Advancing up slopes slowed and reduced the energy of units. Slopes, Steep slopes, and Steep inclines can reduce movement ability in one or both directions and may (*Optionally*) affect LOS. *See 7.2.1 Terrain Effects and 13.1 Optional Rule: Blocked LOS.*

Step

Every healthy Officer, Artillery, and Infantry Company is considered to have two steps, represented by the two sides of their counters.

Step Loss

A loss of FPs. This can be due to failed Morale Recovery rolls in Volley Fire or Op Fire, Melee results, or Retreat through a fully stacked hex. The roll of one or more 0s in Volley Fire, Op Fire, or Melee may also cause Officer step losses.

State Abbreviations

AL - Alabama	ME - Maine	MD - Maryland
MI - Michigan	LA - Louisiana	TX - Texas
NY - New York	OH - Ohio	VA - Virginia
PA - Pennsylvania	WI - Wisconsin	
NC - North Carolina		

Turn Record Track

Each battle segment lasted approximately 3 hours. Each game's Turn Record Track is divided into six, half-hour turns.

Turn

A game turn represents 30 minutes of actual time in which all Draw Chits have been drawn and all Regiments and HQs have been activated.

Stacking

Units are limited to four FPs per hex. Additionally, only one Artillery can be in a hex. Any number of Officers may occupy the same hex with Infantry Companies and/or Artillery and do not count towards stacking.

Officer counters should be placed on top of the force they accompany for easy reference, but are considered to be at the bottom of the stack (below Artillery) when resolving effects like Melee hits and Retreat losses.

Moving through a fully stacked hex (4 FPs) is prohibited unless Retreating. When Retreating through a fully stacked hex, the stationary force panics—1 unit is Broken (top non-Officer unit in stack) and moved to the Casualty Box. *See 7.3.6.*

Units

Counters used to represent military forces. Infantry Companies, Artillery batteries, and Officers are units.

Volley Fire

A concentrated small arms attack on an enemy force. *See 7.1.*

Victory Points (VP)

VPs are earned by both sides at the end of each game to determine the winner. *See 12.0.*

ZOC

The three forward “firing” hexes faced by a defending unit halt the movement of an advancing enemy unit. This means that a unit will immediately stop moving upon entering a ZOC. It can move out of the ZOC on its next activation. It may move out of the ZOC and then back into it at a different point, but may not move from ZOC hex to adjacent ZOC hex. The three rear, “non-firing” hexes have no affect on enemy movement. *See 7.2.4 for a diagram.*

1.0 COURSE OF PLAY

In *Flanks of Gettysburg*, the Union player is defending Little Round Top or Culp's Hill, attempting to keep objective hexes out of Confederate hands. The Confederate player is assaulting the Union positions attempting to Little Round Top or Culp's Hill, attempting to keep objective hexes out of Confederate hands. The Confederate player is assaulting the Union positions attempting to control objective positions. Both sides Seek to inflict as many casualties as possible on their enemy.

2.0 HOW TO WIN

A player wins by having gained more VPs than their opponent after final scoring, conducted at the conclusion of Turn #6. Both sides obtain VPs by:

- Shaking or Breaking enemy Companies
- Wounding and Killing enemy Officers
- Demoralization of enemy Regiments
- Capture (or Recapture) of Artillery
- **Confederate Only:** Holding Objective Hexes

The Confederate player can also earn VPs by reaching certain game-specific goals. *See 4.2.4 and 5.2.4 Special Confederate Victory Conditions.*

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3.0 GENERAL SET UP

1. Choose a scenario map.
2. Choose player sides and decide which of the Optional Rules in **13.0** (if any) will be in play.
3. Place the Game Turn marker on the earliest time space of the scenario map's Turn Record Track.
4. Place the x1 and x10 VP markers on the 0 space of the Union & Confederate VP Scoring Tracks.
5. Give each player their Set Up Card and place the Player Aids within reach of both players.
6. Separate and organize counters. Both the Union player and the Confederate player should separate and organize their forces according to regimental color and designation.
Note: Regimental Replacement Officers will not begin play on the map (7.1.9). Divisional Officers will not be used unless using Optional Rule 13.6.
7. Place starting units on the map as indicated by the scenario instructions. *See 4.0 Little Round Top & 5.0 Culp's Hill Set-Ups.*
8. Place each side's Reinforcements on their corresponding Set Up Cards & Reinforcement Draw Chits on the Turn Record Track according to scenario instructions.

4.0 LITTLE ROUND TOP SET-UP

4.1. Union

4.1.1 Union Draw Chits

Place the following five Draw Chits in the Draw Cup: 44th NY, 16th MI, 83rd PA, 20th ME, & the Union Vincent HQ.

4.1.2 Initial Union Forces

Place each regiment's Companies and Regimental Officers on the map within three hexes of their designated starting hex (*same for HQ*). Regiments: 44th NY, 16th MI, 83rd PA, 20th ME & the Union Vincent HQ. Starting hexes are indicated on the map. Union Artillery units must be set-up within 3 hexes of the Vincent HQ.

Note – For the Union to receive Reinforcements, the Union HQ must be within three hexes of the crossroad, hex 2110. If not, the Reinforcements are delayed until the next turn the HQ is within this range.

4.1.3 Union Reinforcements

These will enter through the Union reinforcement entry hex on the map at the start of the indicated turn.

4:00 - 140th NY

4:30 - 155th PA, & Warren (*Warren will be activated by the Union HQ. See Player Aid Card - Engineer Warren*)

5:00 - **Optional:** Add Division Officers, Weed & Barnes. **(13.6)**

5:30 - 1 Union M/V Chit (*See 6.2.2*).

6:00 - 1 Union M/V Chit.

6:30 - 1 Union M/V Chit & the Out of Ammo Chit (*See 6.2.4*).

4.2. Confederacy

4.2.1 Confederate Draw Chits

Place the following eight Draw Chits in the Draw Cup : 4th AL, 15th AL, 44th AL, 47th AL, 48th AL, 4th TX, 5th TX & the Confederate Robertson HQ.

Note – The Confederate HQ commands Sharpshooters and captured Artillery. When using the Brigade HQ Chit effect to move any one friendly Regiment one hex, Robertson may activate ANY Confederate Regiment for this move, not just the ones in his brigade. *See 6.2.3 Brigade HQ Chits.*

4.2.2 Initial Confederate Forces

Place each regiment's Companies and Regimental Officers on the map within three hexes of their designated starting hex (*same for HQ*). Regiments : 4th AL, 15th AL, 44th AL, 47th AL, 48th AL, 4th TX, 5th TX & the Confederate Robertson HQ (and HQ Sharpshooters). Starting hexes are indicated on the map. Sharpshooters must be placed within three hexes of an HQ (*Robertson or Law (Optional), See 13.6.1*).

4.2.3 Confederate Reinforcements – See 6.2.2

4:00 - Add 1 Confederate M/V Chit

4:30 - Add 1 Confederate M/V Chit

5:00 - Add 1 Confederate M/V Chit

5:30 - Remove 1 Confederate M/V Chit

6:00 - Remove 1 Confederate M/V Chit

6:30 - Remove 1 Confederate M/V Chit

Optional: Add Confederate Officer Law at HQ entry hex (*see 13.6*).

4.2.4 Special Confederate Victory Condition for Little Round Top

The Confederate player earns 1VP (Limit of 5 VPs) for each Confederate FP the Confederate player sends off the Eastern side of the Map (past the stone wall) To earn these Victory Points, the Confederate player must control at least three Objective Hexes (*gold star icon*) at the end of the game.

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5.0 CULP'S HILL SET-UP

5.1 Union

5.1.1 Union Draw Chits

Place the following five Draw Chits in the Draw Cup: 60th NY, 78th NY, 137th NY, 149th NY, and the Union Greene HQ.

5.1.2 Initial Union Forces

Place each regiment's Companies and Regimental Officers on the map within three hexes of their designated starting hex (*same for HQ*). Regiments: 60th NY, 78th NY, 137th NY, 149th NY, and the Union Greene HQ. Starting hexes are indicated on the map.

Note – Greene may move no farther than three hexes from the crossroads hex (2021) unless enemy units move within five hexes of the crossroads hex.

5.1.3 Union Reinforcements

Except for the 71st PA (**Optional, 13.8**), regiments arrive fully stacked adjacent to the Greene HQ unit.

7:30 - 102nd NY

8:00 - 84th NY & 147th NY

8:30 - 6th WI

9:00 - 61st OH & 157th NY & 1 Union M/V Chit

- **Optional:** Place the 71st PA Draw Chit on the 9 :00 turn of the Turn Record Track. Place the regiment's Companies and their Regimental Officer off to the side of the map nearest their entry hex (**13.8**)
- **Optional:** Add Union Officers, Geary & Wadsworth to the 9 :00 turn of the Turn Record Track. They will enter with the 71st PA regiment (**13.6**).

9:30 - Add 1 Union M/V Chit

10:00 - Add 1 Union M/V Chit & the Out of Ammo Chit

5.2 Confederacy

5.2.1 Confederate Draw Chits

Place the following eight Draw Chits in the Draw Cup : 1st MD, 1st NC, 3rd NC, 10th VA, 15th LA, 23rd VA, 37th VA & the Confederate Steuart HQ.

5.2.2 Initial Confederate Forces

Place each regiment's Companies and Regimental Officers on the map within three hexes of their designated starting hex. Regiments (*same for HQ*) : 1st MD, 1st NC, 3rd NC, 10th VA, 15th LA, 23rd VA, 37th VA & the Confederate Steuart HQ. Starting hexes are indicated on the map.

5.2.3 Confederate Reinforcements

Place the Confederate Draw Chits on the Turn Record Track at the designated times. **See Optional Rule 13.12, Confederate Initiative.**

8:00 - Optional: Add Confederate Officer Johnson at HQ entry hex (**See 13.6**).

8:30 - 1 Confederate M/V Chit

9:00 - 1 Confederate M/V Chit

9:30 - 1 Confederate M/V Chit

10:00 - 1 Confederate M/V Chit

5.2.4 Special Confederate Victory Condition for Culp's Hill

The Confederate player earns one additional VP for every healthy or Shaken Confederate Company within three hexes of the 71st PA entry hex. If the Confederate player controls the Crossroads hex (2021) and the 71st PA entry hex at the end of the game, they instead earn two VPs for every healthy or Shaken Confederate Company within three hexes of the 71st PA entry hex.

Note: These conditions are in play whether or not **Optional Rule 13.8** is in use.

6.0 TURN SEQUENCE

The following sequence of play is used for each turn in both games:

- 1. Reinforcements (6.1)**
- 2. Chit Pull (6.2)**—Draw one chit and place it on the Chit Track of the corresponding player's set up card. Choose one of the following actions for all Companies and Officers in the chosen regiment:
 - a) Volley Fire (7.1)**
 - b) Movement (7.2)** – this could cause possible Opportunity Fire (7.2.3) and Melee (7.3).
 - c) Do nothing...i.e. pass.**Then, draw a new chit and repeat this process until all chits have been drawn.
- 3. Officer Second Movement (8.0)**—Confederates move first.
- 4. Rally (9.0)**—Confederates Rally first.
- 5. End Turn** – Advance turn marker.
- 6. Final Turn Only: Tally Points (12.0)**—Confederates tally first.

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6.1. Reinforcements

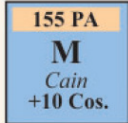
Players check their Set Up Cards to See if Reinforcements arrive this turn. Drop reinforcing Draw Chits into the Draw Cup at this time. Reinforcement units are not placed on the map until their Draw Chit has been drawn. *See 13.7 Optional Variable Entry.*

6.2. Chit Pull

Pull one Draw Chit from the Draw Cup at a time, place it on the Chit Track on the corresponding Set Up Card, and resolve its effects. Draw Chits continue to be pulled until there are none remaining in the draw cup. Once all chits have been pulled, place them all back in the cup.

Note: This procedure is used for ALL chits drawn, including the Out of Ammo chit.

6.2.1. This section has been removed.



6.2.2. Factional M/V Chits

You will notice that there are two sets of regiment chits, both with M on one side and V on the other (M/V chits). When a scenario set-up instructs you to place a regiment's Draw Chit in the cup, you will place ONE of the corresponding M/V chits in the cup. When the scenario specifies "1 Union M/V Chit" or "1 Confederate M/V Chit", it is up

to the controlling player to select which regiment's additional M/V chit will be added to the cup (or removed, as directed).

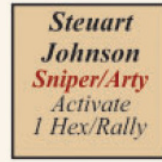
Important Note: *There is an extra set of M/V chits provided ONLY as extras in case replacements are needed (Union Vincent HQ regiments, countersheet 3). Players may never add a 3rd M/V chit for a given regiment to the cup.*

An M/V Chit allows the corresponding regiment to perform a function, as described in 6.0. If a regiment's second M/V chit is drawn, it may then perform the alternative function. IE if it has moved and has a second M/V Chit applied to it, it may then Volley-Fire. If it has Volley-Fired, it may then Move.

The second M/V Chit may alternatively be used to allow a regiment to repeat a function, although in a reduced manner.

A regiment that has already moved may move again using half its normal MPs (5 MPs). However, this is considered a forced march and requires the loss of one FP. In other words, a forced march will cause one healthy Company to be Shaken or one Shaken Company to break, owning player's choice.

A regiment that has already Volley-Fired may fire again at 1/2 strength (rounded down).



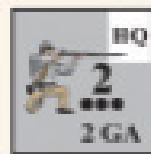
6.2.3. Brigade HQ Chits

When the HQ Chit is drawn, the corresponding player may resolve any or all of the following effects in the order of their choosing:

- **Move an HQ and any optional Divisional Officers up to 10 MPs.** *Note:* The Officers do not need to start or end in the same hex for this move.
- **Activate any one friendly Regiment to move one hex** regardless of terrain—even if this causes Melee—as long as the HQ is within 5 hexes of the Regimental Officer at the time movement begins.
- **Conduct a Special Rally:** Remove two Broken Companies of the same regiment from the Casualty Box. Place one in or adjacent to the Brigade or Divisional Officer's hex at full strength. Place the other Broken Company in the Killed/Captured Box as a reminder that this unit may no longer be rallied.

Additional Effects for Little Round Top Only:

- The Union HQ chit can be used to activate and command Union Sharpshooters and Artillery within 5 hexes of the HQ.
- The Confederate HQ chit can be used to activate and command Confederate Sharpshooters and captured Artillery within 5 hexes of the HQ.



6.2.3.1 HQ Sharpshooters (LRT)

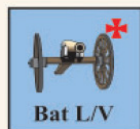
Sharpshooters fire up to 6 hexes from their location adding +1 to their die roll. Note, six hexes is considered extreme range but will still hit on a roll of 0. Other intervening units and Defense Works do not block Sharpshooter fire. Officers are only hit on an unmodified 0. When the Confederate HQ is drawn,

Sharpshooters within five hexes of the Confederate HQ are activated. When the Union HQ is drawn, Sharpshooters within five hexes of their regimental Officers who are in turn within five hexes of the HQ are activated.

Notes: *Sharpshooters may be activated more than once per turn (by their regiment's M/V chit & the HQ chit). Any mention of Infantry Companies in the rules applies to Sharpshooters, with the exception of the activation and firing differences noted above.*

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6.2.3.2 HQ Artillery

When an HQ is drawn, Union Artillery and/or Confederate captured Artillery may be moved or fired. Range is unlimited within line of sight, but range will affect its effectiveness. *See 7.4 Artillery*



6.2.4. Out-of-Ammo Chits

When the Out-of-Ammo Chit is drawn, place an Out-of-Ammo marker on all forces belonging to the next Union Regiment drawn from the cup. This regiment may not conduct Volley Fire or Opportunity Fire, but may conduct a Bayonet Charge when conducting Melee with enemy units one to two hexes away. Place a Bayonet Charge chit on this regiment to note the use of this maneuver. A bayonet charge negates enemy Opportunity Fire and adds +3 to the Union Melee roll (+2 if charging uphill).

7.0 ORDER CHOICE

A regiment must choose to either Volley Fire or Move. A player may not choose to Volley Fire some Companies and Move others—all Companies will respond to the same order. Each regimental chit has a V side for Volley and an M side for Movement. Once an order is given, the Chit is placed on the Regimental Chit Track with its order side up.

Note: One set of 5 M/V chits show 'M' on both sides rather than 'V' on the reverse (1 MD x 2, 1 NC, 10 VA x2). This should not affect gameplay, but spare Fired or M/V counters may be used to track when an affected M/V chit is used for Volley Fire.

7.1. Volley Fire

Only Companies activated by the current Draw Chit may Volley Fire. A force may only Volley Fire through its forward three hexsides so facing is important. Volley Fire is resolved in any order the attacking player wishes. If Volley Fire is chosen instead of movement then all units in the regiment must Volley Fire, this is the All or None rule.

7.1.1 Volley Fire Procedure

1. Choose a force.
2. Target an enemy force.
3. Determine LOS.
4. Determine hex range.
5. Roll dice equal to units' FPs.
6. Subtract 2 from the die roll if targeted force is protected by Defense Works (1 if adjacent).
7. Apply the relevant Range Modifier (7.1.3).
8. Modified die rolls of 7, 8, 9, or 0 are considered hits.
Note: No more than 2 hits are allowed in a Volley or Melee Combat.
9. Each hit requires all Infantry units (except Officers) in the targeted force to make a Morale Recovery check (7.1.4). A failed check requires a step loss. *Skip this step in Melee.*
10. If a 0 result was rolled in Step #8, an Officer in the targeted force is wounded (owning player's choice). If a second 0 result was obtained, either another Officer is wounded or an already wounded Officer is killed. *See 13.4 Optional Officer Wounding.*

Important Note: No more than 2 steps may be lost in Volley (including Op Fire) or Melee combat (Exception: Officer casualties). See Example #1 in 7.1.4.

7.1.2. Line of Sight (LOS)

Terrain on the map such as trees may hinder or block LOS if it passes through the hex (not along its hex-side). For firing purposes LOS normally extends 5 hexes, but when firing through any rough or woods hexes LOS is restricted to four hexes and the fourth hex reduces firepower hitting only on a 9 or 0. Exception: LOS for Artillery is limited only by terrain. LOS is not affected by slopes in the basic game. LOS is not hindered if it passes along the hexside of one or more rough or woods hexes. Companies block LOS. Batteries and Companies will not fire over the heads of friendly Companies. Adjacent hexes always have a LOS between them. *See 13.3 Extreme Range Option.*

7.1.3 Range

Volley Fire is coordinated ranged Fire and requires that opposing units be within a set number of hexes (1-5 unrestricted hexes) as long as there is LOS. Do not count the hex the firing Company(s) is in when calculating range. Any woods or Rough terrain reduces firing range to 4 hexes. Roll dice equal to the number of FPs firing. Dice hit on a modified die roll of 7, 8, 9, & 0 (10). Healthy Companies within a force must receive a step loss before a Shaken Company is Broken and removed.

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Range Modifiers (*Do not use for Artillery firing*)

- At 1 hex (adjacent) range, no DRM is applied.
- At 2-3 hex range through Rough/Trees or 2-4 hex range through Clear hexes, apply a -1 DRM.
- At 4 hex range through Rough/Trees or 5 hex range through Clear hexes, apply a -3 DRM.

Exceptions:

- **Defense Works:** -2 DRM (-1 if adjacent)
- **Extreme Range (Optional):** -4 (*See 13.3*)

EXAMPLE: A force of two healthy Companies attempts to fire at a Company behind Defense Works through 3 Rough hexes. Normally, Volley Fire die rolls would hit on a 7, 8, 9 or 0. However, a -1 Range DRM and another -2 Defense Works DRM are added. In this case, the firing player would only hit on rolls of 0 ($10-3=7$, still a hit).

7.1.4. Morale Recovery

When a force receives hits due to Volley or Opportunity Fire (not Melee), **EACH** non-Officer Infantry unit in the force must take one Morale Recovery die roll per hit taken.. A Company's ability to recover is based on its regimental Morale Rating. (number of dots, 1-3). The ranking Officer present will lend its Morale Influence to the die roll of all Companies in the force. If the die roll is less than or equal to the total of the regimental Morale Rating and the ranking Officer's Morale Influence, the hit is ignored, otherwise the Company is flipped to its Shaken side or, if already Shaken, it is Broken and removed to the Casualty Box.

EXAMPLE #1: Let us compare two Volley Fire situations. In the first, we have a defending force containing one Shaken Company with a Morale Rating of 2 (two dots). In the second, we have a defending force containing four Shaken Companies with that same Morale Rating of 2.

Now, let us assume that the attackers in both situations have successfully achieved the maximum two hits noted in Step #8 of the Volley Fire procedure.

For each hit received, all defending units (except Officers) must make a Morale Recovery check. However, no more than 2 steps can ever be lost in a single Volley Fire attack.

If this concept Seems redundant, think of it in terms of probability. The first defending force will make 2 Morale Recovery checks (one per hit), while the second defending force will make 8 checks. While both defending forces cap out at two steps lost, our second defending force is far more likely than our first to fail enough rolls to suffer those maximum losses.

EXAMPLE #2: Since Officers do not count toward the stacking limit, let's give our second defending force (4 Shaken units, Morale Rating 2) a little help from a healthy regimental Officer (Morale Recovery Assistance of 2). Now, when each Company makes its checks, its target number is 2 higher. Before, the player needed to roll a 1 or 2 to successfully brush off a hit. Now, they can do so with a 1, 2, 3, or 4.

7.1.5. Shaken Companies

Shaken Companies may move and defend themselves in a Melee. Shaken Companies may stack together. Should the Rally of a Shaken Company conflict with the stacking rules, a unit must immediately be moved to an adjacent hex to resolve this.

7.1.6. Demoralization

When all of a regiment's Companies have been Shaken or Broken, that regiment is demoralized. Place a Demoralization Marker in that regiment's M/V box. Demoralization affects movement, combat, Rally recovery and ultimately VPs.

The effects of demoralization:

- Volley Fire is not allowed
- May not advance toward the enemy
- -1 to all Rally and Morale Recovery rolls
- -1 to all Melee rolls.
- Despite the outcome of a Melee, a demoralized Company always Retreats leaving any remaining attacker in possession of the hex.

All Regiments containing six or more Companies are worth 3VPs when demoralized. All regiments containing five or fewer Companies when demoralized are worth 1VP. The following US regiments in the Culp's Hill game have five or fewer Companies: **84th NY** (2), **147th NY** (2), **157th NY** (2), **6th WI** (4), **78th NY** (4), and **71st PA** (5).

7.1.7. Voluntary Retreat

Any time a force receives two hits, whether the targeted force was able to 'recover' either of the hits it sustained, the owning player has the option to voluntarily Retreat the force two hexes away from the enemy (regardless of terrain).

7.1.8. Officer Casualties

Officers on the battlefield were often targeted, wounded, and killed. At the end of each Volley Fire (including Op Fire), Artillery Fire, or Melee combat resolution, if a 0 has been rolled against a force containing one or more Officers, one accompanying Officer is wounded. No Morale Recovery roll is made. If that same Officer is wounded again, he is killed, removed from play, and placed in the Killed/Captured Box.

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7.1.9. Replacement Officers

When a regimental Officer is killed or captured, a replacement Officer takes his place. Replacements for Brigade and Divisional Officers are not available. The Replacement

Officer is placed with the force the dead Officer previously accompanied unless that force has been Broken and removed – in which case he is placed with the nearest force belonging to the dead Officer’s regiment. If no Companies are left on the map from a given regiment, no replacement Officer would be placed unless a unit from that regiment later returned to the map (via Special Rally by Brigade or Divisional Officer, 6.2.3).

7.2. Movement

Each regimental Company activated by the chosen Draw Chit may spend up to 10 movement points. If any Companies in the designated regiment are moved, none of that regiment’s Companies may Volley Fire, this is the All or None rule. *See 7.2.1 Terrain Effects.* Companies may expend their MPs to build Defense Works. *See 7.2.5 Defense Works.*

7.2.1. Terrain Effects

Unhatched contour lines, fences, rock walls, streams/creeks, and Defense Works cost no MPs to cross.

No hexes are both Woods and Rough. On the Little Round Top Map, Hex 1502 is a Woods hex.

7.2.2 Movement Procedure

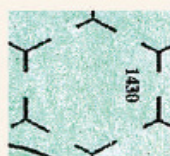
Regiment Movement may involve the following:

1. Move some none or all of a regiment’s forces one at a time, completing their movement/Melee before moving another. Unless multiple units are moving into a Melee, in which case, all such units are moved and the Melee conducted before moving on to the next units in the regiment.
2. Enemy Companies may conduct opportunity fire against those forces that move within two hexes of an enemy force. *See 7.2.3 Opportunity Fire, 7.3.1 Opportunity Fire in Melee.*
3. Forces that enter into enemy occupied hexes enter Melee.
4. Conduct Melee Combat. *See 7.3 Melee.*



Road hex
1 MP

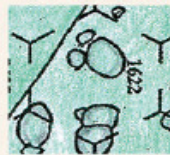
Note: Moving along a Road allows the moving force to ignore the MP costs of other terrain in the hex. This only applies when a hex is both entered and exited via the Road or if the hex is entered via the Road and movement ends.



Clear hex
1 MP



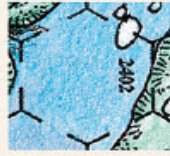
Orchard hex
1 MP



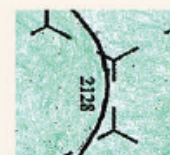
Rough hex
2 MP



Woods hex
2 MP



Rock Creek
hex
2 MP



Simple slope
contour line
+0 MP



Simple slope
hexside
Up: +1 MP
Down: +0 MP



Up/Down
Steep slope
+2 MP



Up/Down
Steep incline
+3 MP

Note: The double arrow shown here simply denotes that there is a different cost for moving in each direction, as opposed to steep slopes/inclines where the cost is the same in either direction.

Note: Only one slope (simple or steep) or incline modifier can ever be applied to a given hex. Multiple contour lines in a hex are not additive. Example: On the Little Round Top map, moving from Hex 1916 to Hex 1917 would incur a +3 MP cost, not a +9 MP cost.

7.2.3 Opportunity Fire (Op Fire)

Op Fire may be conducted against infantry, snipers, Artillery and Officers when an enemy force moves within two hexes of a friendly force. Each hex that enemy units move within that two hex range allows the defender the opportunity to fire on said force with none, some or as many defending units as possible – one die per defending force. The moving player must allow the defending player Op Fire if he wishes to use it.

When a force fires, place a FIRED marker on it. Fired units may not fire again during that regiment's movement. Markers are removed before the next chit pull.

Since the markers have been removed, the same units may be capable of firing again on a different regiment's units.

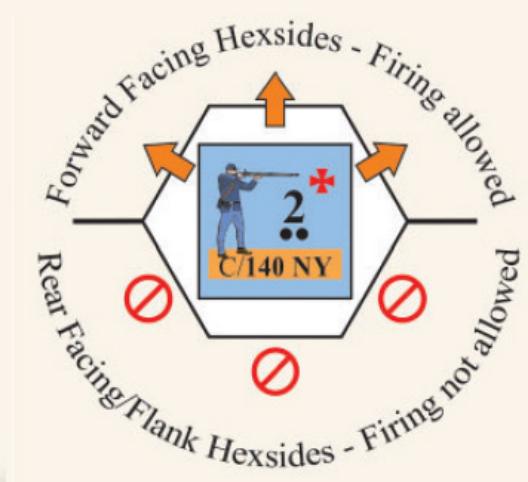
Op Fire does not depend on a Company's FPs. Instead, each occupied friendly hex within range may use Opportunity Fire, one die per hex regardless of the FP present. Op Fire hits on a roll of 8, 9, or 0. Company Retreat and Officer Secondary Movement do not trigger Opportunity Fire.

Note: This applies only to infantry Company Op Fire. See 7.4 for Artillery Op Fire rules. Artillery fire separately from Infantry during Op Fire, both regular and Melee.

EXAMPLE: There are a total of 3 hexes containing units eligible for Op Fire when an enemy Company moves within a two-hex range, but the defending player only directs two to conduct Op Fire. He holds fire from one hex anticipating the advance of another enemy force. One die roll is made for each hex ordered to fire. After the Op Fire has been resolved, a FIRED marker is placed on the two forces that fired. Before the next chit is pulled, the FIRED markers are removed.

7.2.4 Facing

A unit ends its movement facing the direction it was moving. Each force may adjust its facing at the beginning of that force's action, be it Volley Fire or movement. This refacing does not affect its movement capability (whether Movement or Volley Fire). A unit has three forward-facing hexsides and three rear-facing hexsides. A unit's attention is on its forward facing hexsides. It may only conduct Opportunity Fire and Volley Fire through its three forward facing hexes. *Note: The rules for changing facing apply to ALL forms of movement, including Retreat.*



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A unit's rear facing hexsides are considered flanking hexsides. Enemy units may pass behind these hexes or enter adjacent without undergoing Opportunity Fire and Volley Fire. Units attacking from a flank hexside are afforded +2 to their Melee die roll.

All units in a hex are considered to be facing in the same direction. Changing facing costs no movement points during movement. Units may not reface once the next new chit is drawn.

7.2.5. Defense Works

Defense Works subtract -2 from any Volley Fire die roll made against the Defending force, if attacked across the works. If fired on from an adjacent hex, subtract only -1 from the die roll. Defense Works also allow one extra die roll when defending against a Melee.

Defense Works that have been abandoned or captured remain in play but only provide protection from the directions indicated by the arrows.

Defense Work hexsides already exist on both maps, these are rock walls or dirt & brush entrenchments. Union Companies need only occupy the hex behind these works to benefit from their protection. Further Defense Works may be built on either map just not in the same hex as existing Defense Works. When a regiment is ordered to move, each Company may build Defense Works instead of moving. This is a two step process.

Note: Both sides can benefit from Defense Works, whether they are printed on the map or built during the game.

7.2.5.1 Defense – Step #1

An entrenchment counter is placed over the Company at the beginning of its turn to show its activity. A single entrenching Company may conduct Volley Fire, Opportunity Fire, and Melee but in doing so, must remove the Entrenching marker and start all over again during the next chit draw. *Notes: An Entrenching counter provides no additional protection. Only one Company is necessary to prepare the Defense Works. A second Company placed on top of the Entrenching marker is still capable of conducting Opportunity Fire without having to remove the first Defense Works step.*

7.2.5.2 Defense – Step #2

Flip the Entrenching marker to its Defense Works side at the beginning of the Company's movement phase during its next chit pull. Once this is done, place the marker on top of the defending force. See that the arrows on the marker are facing the three forward hexes from which an attack is most likely anticipated.

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7.3 Melee

Melee is hand to hand combat represented by one force moving into an enemy occupied hex. An attacker may send no more than 4 FP into a Melee. However, an Officer may accompany the force and lend it's Rally factor as force points to the Melee. Each Melee is conducted immediately upon entry of the enemy hex. Each Melee Combat is fought to completion before the next Melee is begun. Although there are notable instances of Melee at Gettysburg, it was not nearly as common as is believed. *See 13.2 Unbridled Fury, 7.3.7 Melee Markers, 7.3.2 Melee Combat.*

7.3.1 Opportunity Fire in Melee

Op Fire during a Melee is unlike typical Op Fire. Once the attacking units have entered the enemy hex and before Melee begins, the attacker receives Op Fire. In Melee, the attacker may only receive Op Fire from the Melee defenders. Also in a Melee, up to two healthy defending Companies (4 FP) may each roll a die of Op Fire and add 1 die to the number of dice rolled if behind Defense Works. Opportunity Fire in Melee hits on a 7, 8, 9, or 0. Morale Recovery rolls are still made. If the attacking force has strength left it may continue the Melee. If because of casualties, the attacking player feels the Melee will be a lost cause, the survivors may Retreat two hexes toward their side of the map (starting board edge).

Notes: Melee defenders can always use Melee Op Fire. It is unaffected by the use of regular Op Fire. See 7.4 for Artillery Op Fire rules.

7.3.2 Melee Combat

The attacker totals the FP of the attacking force then rolls a die and adds it to the FP strength. This is the attacker's Melee strength. The defender totals the FP of all defending Companies then rolls a die and adds it to the FP strength. This is the defender's Melee strength.

Compare the Melee strengths of both sides. The side with the smallest Melee total must Retreat. If the Melee strengths are tied, no step loss occurs; the defender wins the Melee and the attacker Retreats. If the difference in Melee strength is 1-3, one step loss occurs and the defeated force Retreats two hexes away from the Melee hex. If the difference in Melee strength is 4 or more, two step losses occur and the defeated force Retreats two hexes away from the Melee hex. There are no Morale Recovery rolls in Melee combat. *See 7.3.6 Melee Retreat.*

When units are stacked in Melee Combat, hits go to the top unit. When a top unit is hit and survives, it goes to the bottom of the stack. Remember that Artillery is always considered to

be at the bottom of the defending stack (7.4.1).

7.3.3 Officer Wounding/Capture in Melee

Officers have no Morale Recovery roll. When an Officer is hit, he is wounded. When the same Officer is hit again, he is killed and removed from the map. Officers in Melee without the support of infantry Companies or Artillery are automatically captured and placed in the Captured box. Whether they were alone to begin with or their support units were destroyed under them. In case of capture, Victory Points are awarded as if the Officer was killed. *See 11.0 Officer Mortality.*

7.3.4 Melee Flanking

A unit that moves past or into Melee from one of the defending force's three rear hexsides is considered to be flanking that force. In this case the defending force may not use Op Fire. In addition, +2 is added to the attacker's die roll.

7.3.5 Officers Assisting in Melee

Officers in Melee add their Morale Influence factor as FPs to whichever side they are fighting for. However, they do not conduct Melee, as attacker or defender by themselves. So, they cannot defend an Artillery unit without Company backup.

7.3.6 Melee Retreat

Once Melee losses have been resolved, the attacker or the defender (whoever lost the Melee) will Retreat two hexes away from the Melee hex towards their friendly (starting) board edge. The Retreating force may not Retreat through an enemy force but may Retreat through or into one or more enemy ZOCs if forced to at the cost of a single FP.

A Retreating force may Retreat into a friendly occupied hex as long as its entry does not violate the stacking restriction of 4 FP. If it does violate this, the Company must pass through the occupied hex to the nearest unoccupied hex away from the enemy. This will cause panic and the top unit in the hex passed through must lose 1 FP.

If a Company cannot Retreat because it is surrounded by enemy units (unable to escape through enemy zones of control), it is considered captured. Remove the force to the Captured section of your opponent's Casualty Box. Captured units may not be reformed and brought back by an Officer.

7.3.7 Melee Markers

Whether a force won the Melee or lost and Retreats, "NO Melee" markers are placed on the participating forces. These forces may neither move nor be involved in another Melee for the remainder of that draw turn. When all of the current regimental Companies have completed their actions, all "NO Melee" and Fired Markers are removed from the map.

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EXAMPLE 1: A force of one healthy and one Shaken Confederate Company and their healthy Officer attempts to move across Defense Works into a hex containing two healthy U. S. Companies and a wounded Officer. Two healthy Companies would normally roll two dice of Op Fire in Melee, but because of the Defense Works may roll one additional die for a total of three dice.

EXAMPLE 2: The U.S. player rolls the three dice (2 dice for the 2 healthy Companies plus one additional die for the Defense Works). His roll results are a 7, 9 & 0. The Confederate player then makes two Morale Recovery rolls for each of his two Companies (max two hits, one roll per unit per hit) . The Confederate units have a Morale of two (two dots) but can add the +2 of the healthy Officer. Unfortunately, no successes are rolled. His Shaken Company is now Broken and removed to the Casualty Box (1 step) and his healthy Company is now Shaken (1 step). Note that he did not lose both Companies because a force can lose no more than two steps in any attack, though additional Officer casualties are allowed. The Confederate player then wounds his Officer (Officers have no Morale Recovery Roll unless using the *Officer Wounding Option, 13.4*) because a 0 was rolled. If the Confederate force had been able to attack so that it avoided the three forward facing hexsides, he would have flanked the defenders and avoided Opportunity Fire casualties.

EXAMPLE 3: The Confederate player is looking at his 2 FPs (Shaken Company+1 for wounded Officer Morale Influence) against the Union player's 5 FPs (2 Healthy Companies+1 for wounded Officer Morale Influence) with poor odds of winning and a good chance of losing his remaining FP and possibly his Officer as well. He has two options – let's look at them both.

He can avoid additional loss by calling off the attack and Retreat two hexes toward his side of the board OR he can continue the attack and hope for the best.

He presses the attack. Both players roll a die. The Confederate result is 3, the Union result is 8. $2+3=5$ Confederate Melee points compared with $5+8=13$ Union Melee points. The Union player wins with an 8 point advantage. Normally, the Confederate player would lose 2 steps for a difference greater than 3, but he has only 1 step remaining. His Shaken Company is now Broken and removed to the Casualty Box. Since a 0 was not rolled, his wounded Officer survives, but is captured and placed in the Captured Box because it no longer has a standing Company to protect him.

EXAMPLE 4: Once the Confederate player's step losses have been resolved, he would generally Retreat two hexes away from the Melee hex. However, since he has no units remaining, this step is ignored.

If the Melee totals had instead been equal, the Confederate player would not have lost its remaining FP but would have lost the Melee and Retreated due to the defender winning ties.

7.4 Artillery



Only one Artillery unit is allowed per hex. A healthy Artillery battery is considered to have two steps (For stacking purposes – 2FP). A Shaken Artillery battery has only one step (For stacking purposes – 1FP). Artillery has unlimited range within line of sight and hits on an 8, 9, or 0 in Volley Fire. When an HQ is drawn, Union Artillery and/or Confederate captured Artillery may be moved or fired.

Range is unlimited but range will determine its effectiveness. A healthy battery firing from:

1-2 hexes away – rolls 4 dice

3-5 hexes away – rolls 3 dice

6-10 hexes away – rolls 2 dice

11+ hexes away – rolls 1 die

A Shaken battery subtracts one from the number of dice rolled down to a minimum of 1 die roll.

Artillery movement is determined by the units accompanying it with one exception: Artillery units may NOT move up a steep slope.

An Artillery unit's Op Fire is its close-range fire (Cannister). This is resolved by rolling 4 dice, hitting on a 7, 8, 9, or 0.

7.4.1 Artillery in Melee

Artillery may not enter into Melee (as part of an attacking force) but may have an enemy Melee conducted against them. They may perform Op Fire in Melee, following the Artillery Op Fire rule mentioned in 7.4. Once it has fired Op Fire, Artillery has no Melee roll.

Note: An Artillery battery has no Melee value and, if unattended by infantry, will be captured once the combat is resolved.

During a Melee, Artillery is always considered to be on the bottom of the defending stack.

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7.4.2 Artillery Capture

Artillery may not Retreat nor may it be destroyed, only reduced and/or captured. If other defending infantry Retreats, leaving the Artillery alone in the hex, it is captured and the unit is replaced with the captured Confederate Artillery marker. Note that the captured marker equates to 1 FP, even if it was 2 FP when captured. It loses effectiveness due to the enemy's unfamiliarity with the battery and its supplies. A captured Artillery unit need not have a Confederate unit occupying its hex. Once captured, it is accepted that Confederate gunners operate the battery and continue to do so unless and until it is recaptured. Captured Artillery is activated when the Draw Chit belonging to the faction's HQ is pulled. If a captured Artillery unit is recaptured, replace it with the player's original Shaken Artillery unit.

Note: Shaken Artillery may not be Rallied to full strength and will remain Shaken for the rest of the game.

8.0 Officer 2nd Movement

After all Draw Chits have been pulled, Officers are allowed a second movement of up to three hexes, regardless of terrain. The Confederate player, followed by the Union player, may move none, some or all of their regimental, brigade and divisional Officers. This movement should be used to facilitate the Rallying of Shaken Companies.

9.0 Rally

Rally is an attempt to flip a Shaken Company back to its healthy side or reorganize a Broken unit and bring it back to the map from the Casualty Box. All Shaken Companies not in an enemy ZOC may attempt to Rally. The Confederate player rallies Companies first, followed by the Union player. Officers and Artillery may not Rally.

9.1 Rally Without an Officer

Each regiment has a Morale Rating displayed as one, two, or three dots. Each Company within a regiment carries the same Morale Rating. One dot is poor, two dots average, three dots excellent. When attempting to Rally a Shaken Company, roll one die. A Shaken Company will Rally to full health if the roll is less than or equal to its Morale Rating. *See Rally with an Officer, 9.2.*

9.2 Rally with an Officer

The Officer with the highest Morale Influence factor in a force may add his Morale Influence factor to the Morale Rating of all Companies he commands located in the same hex and not adjacent to the enemy.

EXAMPLE: A healthy Regimental Officer (+2 Morale Influence factor) attempts to Rally two Shaken Companies with average morale (2 dots). Two dice are rolled. The results are 5 & 7. Both Rally attempts failed because they were greater than the goal of 4 (2 dots + 2 Morale Influence factor). A Brigade Officer with +3 Morale Influence factor would have increased the odds and made one of these results a success. In this case, one Shaken unit would be flipped to its healthy side.

9.3 The Casualty Box

Each side, Union and Confederate, has a Casualty Box to hold Broken friendly Companies. Within the Casualty Box are two smaller boxes to contain Captured and killed enemy Officers, Captured enemy Companies, and destroyed friendly Companies (*result of Special Rally, 6.2.3*).

9.4 Recovering Broken Companies

Instead of attempting to Rally Shaken Companies, Officers have the option to regroup Broken Companies from their command (not from the Killed & Captured Boxes). The process is the same as it is when Rallying a Shaken Company. The player rolls a die hoping to roll a result less than or equal to the combined Company Morale rating (# of dots) and the Officer's Morale Influence factor. A Broken Company is returned to the map in the Rallying Officer's hex in its Shaken state. If the Officer conducting the Rally is in a hex already occupied by 4 FP worth of units, the newly rallied, Shaken Company would violate stacking so the newly rallied, Shaken Company would be placed in the adjacent hex furthest from the enemy (owning player's choice if multiple tied options).

Note: Brigade and Divisional Officers have additional Rally ability. See 6.2.3 Brigade HQ Chits.

10.0 End of each Turn

Remove any remaining Melee, Bayonet Charge, and Fired markers from the map. Return all the Draw Chits to the Draw Cup. Advance the Turn Marker one space and add or subtract any reinforcing chits to the cup. If this is the conclusion of the final turn #6, conduct Officer Mortality checks (**11.0**) and final point tally (**12.0**).

11.0 Officer Mortality

After the last chit is pulled and the final action is taken, players conduct Officer Mortality Checks. Roll a die for each wounded Officer. If a 9 or 0 is rolled, the Officer dies and VP is awarded as shown in Scoring (**12.0**). If the Officer dies, do not score the Officer as being wounded and killed.

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12.0 Scoring

Scoring is recorded by using VP markers on the VP track. Determine points using the point chart found below. The Confederate player tallies VPs first, followed by the Union player. After all scoring has been completed, the player with the most VPs wins. If tied, the win is awarded to the Union player.

12.1 VP Awards:

- 1VP per wounded Officer
- 1VP per Shaken Company
- 2VPs per Broken/captured Company
- 2VPs per dead/captured regimental Officer
- 2VPs per Demoralized Regiment
- 3VPs per captured Artillery counter
- 3VPs per dead/captured brigade Officer
- 4VPs per dead/captured divisional Officer
- 5VPs per held Objective Hex (*Confederate only*)

13.0 Optional Rules

Once you have mastered the basic rules, we suggest you bring additional flavor to your game by including one or more of the following options. We strongly recommend adding options *13.2 & 13.5*.

13.1 Blocked LOS

In the basic game, contour lines do not affect LOS. Increase realism by determining if firing units can really see their targets. LOS extends upslope but does not include the reverse side of a slope. This simply means that players cannot fire over the crest of a slope at a unit on the other side. Volley Fire and Opportunity Fire can only be performed if there is LOS from the firing hex to the target hex. Adjacent hexes always have LOS regardless of the terrain in the hexes. Additionally, forces (Enemy & Friendly) on the same elevation level will block Infantry LOS.

13.2 Unbridled Fury

This is a possible continuation of Melee Combat. If the victorious attacker is left in possession of a Melee hex unaccompanied by an Officer after the defender has Retreated or was Broken and removed, Unbridled Fury occurs. The victorious force enters into Melee again. If an Officer accompanies the victorious Company he may be able to check their advance if the owning player wishes to do so. Roll a die. A result of 1-5 means the Company stays in place. A result of 6-0 means Unbridled Fury occurs.

Unbridled Fury means the victorious Company must

follow the Retreating defender into the first hex into which it Retreated and enter into another Melee if the situation requires it. If the previous defender was Broken and removed, the victorious Company must then enter into Melee with a new adjacent enemy Company, if one is available. Whether this second Melee is won or not, Unbridled Fury ends following a second Melee. While Unbridled Fury can often break a defensive line wide open, it can also put its participants in an untenable position.

Note – Opportunity Fire does not take place during Unbridled Fury. The defenders in the second Melee hex are considered to have been taken by surprise.

13.3 Extreme Range

It was possible to hit a man-sized target at or slightly beyond 500 yards with rifled muskets, but effectiveness was negligible. Allow Company Volley Fire to extend up to 7 hexes (6 if any woods or rough hex intervenes). However, when firing at extreme range, a -4 range modifier is applied. See Sharpshooters (6.2.3.1).

13.4 Officer Wounding

Officer wounding was not always so neat and predictable as in the basic game where one hit is a wound and a second hit kills. Sometimes a shot was little more than a scratch or a spent bullet. Sometimes it was a decisive kill first time around, or a maiming so bad that it rendered the Officer ineffective.

To make Officer casualties more realistic do the following. Whenever an Officer is hit, roll a die and refer to the following :

- 1-3, a scratch or a spent bullet – No effect
- 4-6, a non-debilitating wound. Flip Officer.
- 7-8, A mortal wound. Flip Officer. Remains on the field but automatically dies at the end of the game. Place a Mortal Wound marker on the Officer. This Officer has no 2nd Officer Move.
- 9+, Killed – Remove from the map and bring on the Officer's Replacement (if any).

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13.5 Dummy Units

The attacking Confederates had no idea what they were up against when attacking Culp's Hill Five Dummy units may be used in conjunction with the 15 Question Markers. These are made available to the Union player in the Culp's Hill Game. During set-up the Union player positions the question markers over five Dummy units and 10 actual U.S. forces then discreetly places them anywhere behind the defensive line on Culp's Hill. As these units are fired upon, the question markers and the Dummy units they reveal are removed.

13.6 Division Officers

Upper echelon Officers were not directly involved in the actions presented here. For this reason they have been left out of the basic set-ups of both games. They were however present on the battlefield and could have provided personal intervention and in doing could have tipped the balance while endangering themselves. Feel free to include them.

13.6.1 Little Round Top

Add Union Officers:

Barnes: (Add to 5 :00pm turn – US HQ Entry Hex) Brigadier General James Barnes - Commander 1st Division, V Corps

Weed: (Add to 5 :00pm turn – US HQ Entry Hex) Brigadier General Stephen H. Weed - Commander, 3rd Brigade, 2nd Division, V Corps

Add Confederate Officer:

Law: (Add to 6 :30pm turn – CS HQ Entry Hex) Brigadier General Evander M. Law, Temporary Commander, Law's Brigade, Johnson's Division.

13.6.2 Culp's Hill

Note: *The use of Union Division Officers in Culp's Hill requires the use of Optional Rule 13.8, 71st Pennsylvania.*

Add Union Officers:

Wadsworth: (Add to 9 :00pm turn – 71st PA Entry Hex) Brigadier General James S Wadsworth - Commander 1st Division, I Corps

Geary: (Add to 9 :00pm turn – 71st PA Entry Hex) Brigadier General John W. Geary - Commander 2nd Division, XII Corps

Add Confederate Officer:

Johnson: (Add to 8 :00pm turn – CS HQ Entry Hex) Major General Edward Johnson - Commander, Johnson's Division

13.7 Variable Entry Options

Timely reinforcements were key to the Union defense of the Gettysburg flanks. However, decisions and repositioning in an age of courier and wigwag communication were rarely if ever smooth. If agreed upon at the beginning of the game, employ one of the two Varied Entry Reinforcements options. Needed help may arrive early, on time late or not at all.

At the beginning of the game roll a die for each scheduled Union reinforcing regiment.

1-3, Arrives Early – Place the Reinforcement chit on the Turn Record Track in the turn space preceding its intended arrival

4-7, Arrives On time – Place the Reinforcement chit on the Turn Track in the turn space of its intended arrival.

8-10, Arrives Late – Place the Reinforcement chit on the Turn Track in the turn space following its intended arrival. This does not mean it will arrive at this new time. You have to roll for it each time you would receive it.

Want more uncertainty as to whether reinforcements will arrive at all? Roll a die every time a Union Regiment is to enter the map.

1-7, Arrives! Place Expected Reinforcements.

8-10, Late Arrival! Place reinforcement Draw Chit on the Turn Record Track in the turn space following its intended arrival. This does not mean it will definitely arrive at this time. It must be rolled for each new turn.

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13.8 71st Pennsylvania (Culp's Hill)

Add the 71st Pennsylvania Regiment and its Draw Chit to the 9:00 pm box on the Turn Record Track. The 71st Pennsylvania Regiment commanded by Colonel Richard Penn Smith is mired in mystery and controversy. Earlier in the day the 71st had helped repulse a furious rebel attack upon Cemetery Hill.

Ordered to send his regiment to support Ireland and the 37th NY to the rear of Culp's Hill, he initially did so. There, he engaged the enemy briefly, then ... unexpectedly withdrew and returned to his original position. To simulate this erratic behavior, once the 71st has been targeted by Volley Fire or Melee - thereafter when its chit is pulled roll a die. On a result of 1-5 it can be directed as the player Sees fit but if the result is 6-0 the 71st must withdraw via the shortest distance back to its starting hex and from there off the board. If engaged along the way, it may defend itself and will then return to the player's full control.

13.9 Early Demoralization

(Little Round Top Only)

Morale is not always based strictly on bravery or fortitude but rather battlefield conditions. Rapidly deteriorating conditions could spell the collapse of an assault or for that matter a defense. If agreed upon at the beginning of a game, the demoralization of three Full strength regiments (Composed of 9 or more Companies) on one side or the other will end the game in favor of that player's opponent regardless of points or objective hexes taken.

Note: This special rule should only be used when playing Little Round Top unless players desire to give the Union player a significant advantage (only the Confederate player has enough full-strength regiments for early demoralization).

13.10 Union Flexibility

Rather than having all reinforcement regiments except for the 71st PA arrive fully stacked adjacent to the Greene HQ, the Union player may opt to have reinforcements arrive at the marked Reinforcement map hex. Note: This Reinforcement map hex is only used with this optional rule.

13.11 Culp's Hill Historical Variant

Historical sources provide two starting locations for the 23 VA and 37 VA in the Culp's Hill battle. One is the set-up included on the game map. To enable players to explore both possibilities, we have added the following **Optional Rule:** Switch the starting positions of the 23 VA and 37 VA.

13.12 Confederate Initiative

(Culp's Hill Only)

Before the first chit pull, all Confederate units may take a free move action.

13.13 Expanded Sharpshooter Placement

Allow Union Sharpshooters to fire by being within 5 hexes of either the Regimental HQ OR the Brigade HQ, firing on either HQ's activation.

14.0 Player Aid Corrections

Volley Fire: "taget" should read "target".

Range: 3rd bulletpoint should read, "4 hexes through Rough/Trees or 5 Hexes through Clear: -3 DRM".

Exceptions: Should read, "Defense Works -2 DRM (-1 if adjacent)" and "Optional: Extreme Range: -4 (See 13.3)"

Sharpshooters: Both mentions of the "Steuart HQ" should read "Law HQ".

Confederate Set Up Card (Culp's Hill): Ignore references to "Confederate Initiative". See Optional Rule 13.12 if you are interested in including this mechanic.

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15.0 Designer Notes

Growing up in Illinois, Avalon Hill's Gettysburg was one of the first war games I played. Back then, my father took our family on annual vacations outside of the state. He took us to Gettysburg when I was just 7 or 8, too young to fully comprehend the import of that hallowed ground. Years later, my wife and I found ourselves living in York, PA, a town held and ransomed by General Early prior to the Gettysburg conflagration. York was no more than an hour distant from the battlefield, yet I put off making the trip until we were on the verge of decamping to Pittsburgh. That battlefield trip revived my interest and I began researching the subject. Since then I have been back many times. Even taking my Hagerstown, MD high school students on field trips there.

I have since settled in the quaint little town of Waynesboro, PA, a smidge North of the Mason-Dixon. Waynesboro had been captured and held by General Ewell's Corps for eight days prior to his march on Gettysburg. In addition, Waynesboro saw Lee himself pass through on his Retreat south after the battle. Needless to say, I've returned to the battlefield often. I have pondered the horizon atop Little Round Top and sweated up and down the slopes of Culp's Hill.

While attending my master's program in history at Shippensburg University I even got to slide behind the scenes at the Visitor's Center and participate in a dawn reenactment of Picket's Charge.

I tell you all this not to impress you with my expertise. Richard Barber, ex-Gettysburg guide and creator of the excellent maps found in this game, has taught me just how little I know. Rather, I tell you to share my life-long connection with the place and the unsettling itch that has festered in me to share that connection. Why create yet another Gettysburg game? Great question! There have to be 100+ Gettysburg-themed designs already on the market. So why another one and why me? The answer has to do with another Civil War design, Across Five Aprils (Victory Games, 1992), and a gamer friend who introduced me to a little known Civil War Battle site, Ball's Bluff.

Across Five Aprils showed me the advantages of the chit-pull mechanic when it comes to fog-of-war. The uncertainty of command movement and engagement fascinating me. When I learned of the Ball's Bluff debacle, I thought 'here would be a great way to experiment with the mechanic,' so I created a design on the topic. Randy Lein of Legion Games cooperating with Roy Mathison produced the game to help Roy in promoting his new publication War Diary Magazine (2015).

The magazine was a success as was the design, BALL'S BLUFF I expanded on the design mechanics to launch another little-known Civil War Battle Belmont (Grant's first battle in the Civil War). Compass Games featured it in issue #87 of Paper Wars in 2017. It too was well received. Around this time I visited Gettysburg with a teacher colleague when the vegetation around Culp's Hill was being cleared and the idea percolated about gaming the assault.

Jump forward to the Summer of 2019 when a group of eight gamers and Civil war aficionados including Rick Barber and myself met for a day long self guided tour of the Battlefield. Idea's solidified and the design took shape. I didn't want to do a grand design. Nor did I just want to do a design just on Culp's Hill. I wanted to capture the assault on both flanks on July 2nd 1863 when Lee stood his best chance of breaking the Union lines. I wanted players to be able to compare the two. Yes the struggle for Little Round Top has been gamed to death but not so Culp's Hill.

Neither, to my knowledge, have been given the chit pull treatment. Rick, who did the maps for both Ball's Bluff and Belmont was very much on board. Soon after, I briefly secured the talents of Wade Hyett who was of great assistance in revamping the rules of Lincoln's War (2010) but he had to bow out of the project and Shawn Bozarth took over. Ultimately, here we are with Flanks of Gettysburg. The evolved Ball's Bluff system now includes sharpshooters, more detailed small arms range, slope effects, expanded Rally and Melee rules, officer casualty variations and demoralization. I hope it adds something helpful to the already existing library of Gettysburg titles. Moreover, Shawn, Wade, Rick and I hope it meets with your approval. RIP Rick. You could be an irascible old fart, but you knew the Civil War. You will be long remembered and greatly missed.

Game Credits

Game Design – John Poniske

Developer – Shawn Bozarth

Cartographer – Richard Barber

Graphics – Bruce Yearian

Playtesters – John Davis Poniske, Bill Morgal, Roy Struble, Chris Valentine, and Andrew McKinley