

The Three Days of  
  
**Gettysburg**  
 DELUXE EDITION



# Battle Book

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## 1.0 Introduction

*Three Days of Gettysburg – Deluxe Edition* is the 5th edition of Richard H. Berg’s game to cover the most famous battle of the American Civil War. Originally published in 1995, the game has stood the test of time, improving with each new edition. All rules below are in addition to the *GBACW* Series Rules. If they change the rules, such change is noted.

Players will discover a wealth of optional rules (marked with a §) that offer a unique gameplay experience. These rules, reflecting singular conditions, exceptional cases, or extraordinary heroics of the battle, are not mandatory, although some scenarios recommend or require them. We encourage you to explore and use your favorite ones, as they add depth to the game. However, we respect that wargamers have different preferences, and we’ve ensured that those who prefer a simpler gameplay can still enjoy the game without these rules. The choice is yours, and the game remains engaging and evocative of the most famous battle of the War Between the States.

The most extensive optional rule set is for Skirmishers. All rules for Skirmish units are conveniently placed in a separate rule section for easy access and a smooth transition when using this option.

## 2.0 Components

A complete game of *Three Days of Gettysburg – Deluxe Edition* should have these components:

- Two single-sided 22"×34" maps representing the northern Gettysburg battlefield
- One double-sided 22"×34" map for the southern Gettysburg battlefield (back: enlarged Pickett’s Charge map)
- One double-sided 22"×34" map for the East Cavalry battlefield (back: Combined map)
- One double-sided 17"×22" small-scenario map
- One double-sided 11"×17" small-scenario map
- Eight counter sheets of combat units and counters (including optional and errata counters for other *GBACW* games)
- Two 11"×17" (2-sided) Combat Tables Player Aid Cards
- Two 11"×17" (2-sided) Terrain Effects Charts + 2nd Disorder Tables & Range Effects Charts w/o Overshoot
- One 8½"×11" (2-sided) Turn Record Track & VP/BCI Track
- One 11"×17" (1-sided) Union AM Chart
- One 8½"×11" (1-sided) Confederate AM Chart
- One 8½"×11" (2-sided) Confederate Reinforcement Schedule
- One 8½"×11" (2-sided) Random Events Table + Confederate Release Schedule for Longstreet’s Assault
- One 8½"×11" (2-sided) Union Reinforcement Schedule, 2-map + Federal Release Schedule for Longstreet’s Assault
- One 8½"×11" (2-sided) Union Reinforcement Schedule, 3-map
- One 8½"×11" (2-sided) Union Reinforcement Schedule, 4-map
- One *GBACW* Series Rule Book (2026 Edition)
- One DELUXE EDITION Battle Book
- One DELUXE EDITION Scenario Book
- One SIMPLE VERSION Rules Manual
- One SIMPLE VERSION Battle Book & Scenarios manual
- Two 8½"×11" SIMPLE VERSION (2-sided) TEC + Combat Charts
- Two ten-sided dice

### 2.42 Map Scale

Each hex covers approximately 125 yards. Terrain elevation changes represent approximately 40 feet. Where the elevation changes are more abrupt, a Slope graphic has been added to the elevation change(s).

**Deluxe Edition Maps:** New terrain details have been added to the original 3rd edition maps to enhance historicity and improve the player experience. The maps are the fantastic artwork created by Mark Simonitch based on topography by Rick Barber and Dick Whitaker. A map with the cavalry battlefield area adjoining the original maps has been added to give players greater tactical options and allow the re-creation of the eastern cavalry brawl on July 3rd. Many scenarios have their own map to make the game accessible to those with limited space.

Players of the 2004 edition may note that additional battlefield areas are titled. If there was an accepted, well-known name before the battle, we generally went with the original title (e.g., Blocher’s Knoll instead of Barlow’s Knoll). An exception is Big Round Top versus Round Top, where we use the name that became common after the battle. In less-well-known places, we have used the name that history has bestowed on that bloody piece of ground.

Some of the Roads and Pikes leading into Gettysburg have hexes with small red or yellow dots. These have no effect on the game and are there to help players track movement. Each is 12 hexes from either the entrance area or the previous dot.

## 4.1 Commanders and Leaders

### 4.13 Cavalry Division Leaders



Each divisional cavalry leader—Stuart, Buford, Gregg, and Kilpatrick—draws their own Efficiency chit. There is no Cavalry Corps commander (in the game). Cavalry brigadiers are considered In Command for AM calculation and Division Orders if starting the turn within their division leader’s command range.

*HISTORICAL NOTE: Alfred Pleasonton, the Union Cavalry Corps Commander, stayed at Meade’s side for the entire battle.*

### 4.24 Slocum



Unless using optional Leader rule BB 4.46, Slocum (Wing Leader) is an extra Commander counter that has no game effect other than helping with UDDs of the XII Corps. However, if acting XII Commander Williams is killed, replace Williams with Slocum’s XII Corps Commander counter and remove the Wing Leader counter. If Slocum is killed after replacing Williams, use the replacement side of the Williams counter.

### 4.3 Artillery Command

*DESIGN NOTE: Typically, both the Army of the Potomac and the Army of Northern Virginia had four to six batteries grouped under a single commander. The Union army called this formation an artillery brigade, while the Confederates called it an artillery battalion. For game purposes, they are the same, and in the rules that follow, both are referred to as brigades.*

**4.35** All artillery attachments for every level (reserve, division, or brigade) are assigned during the Division Orders Phase [3.0 II/C] at the beginning of the turn. The command range is irrelevant for these assignments; however, it does affect the number of times the artillery can activate.

### 4.36 Artillery AMs



Artillery AMs are provided for those groups of artillery not attached to an infantry division or brigade. They are used somewhat differently than regular AMs:

- They may not be used for Efficiency transfer, either to or from.
- The maximum number of Artillery AMs available for a single turn is three. Treat a drawn Efficiency marker of four as a three.

*EXAMPLE 1: The Union player draws an Efficiency marker of four for the artillery. It is treated as if an Efficiency of three was drawn: Hunt [BB 4.37] cannot increase the number of AMs beyond three, and Out of Command units could only Activate twice.*

*EXAMPLE 2: The Union player draws an Efficiency of one. Any artillery brigade leaders within the range of Hunt could Activate twice (this is true even if they are not a part of the Reserve). Other artillery brigades could Activate once. This includes Out of Command units, as the minimum AM for a turn is one.*

- Other than individual batteries attached to brigades, all artillery is limited to three Activations. This rule applies even if the brigade is attached to a division that has four AMs. If activating under the March Orders AM, they may use the equivalent of four activations for movement but will roll for broken wheels [SR 17.26].
- Out of Command artillery brigades are limited to a maximum of two Activations.
- When activated by the Artillery AM, batteries are activated by brigade; that is, all batteries in a brigade move and fire before activating the next brigade.
- Individual batteries attached to infantry or cavalry brigades may Activate four times if attached to a brigade that has four AMs. However, they will Disorder at the end of the fourth Activation, regardless of their actions (Fire, move, or Rally/Resupply (i.e., effectively, an artillery unit cannot Rally but could Resupply)). If already Disordered there is no effect. They are not limited to the two Activation limit of Out of Command artillery brigades (i.e., individual Out of Command batteries could conceivably Activate three times if attached to a brigade with four Activations).

*IMPORTANT PLAY NOTE: In all circumstances, artillery brigades can only Activate a maximum of three times, whether activating with the Artillery AM or a division. Individual batteries attached to infantry or cavalry brigades could Activate up to four times if the brigade has four Activations.*

### 4.37 Union Artillery Formations and Subordination



General Henry Hunt is the Union Reserve Artillery Commander (formally, Chief of Artillery). He is treated as a Corps Commander and directly commands the brigades of the Artillery Reserve. He may command any corps artillery brigades as well.

His Efficiency modifier (+1) affects the number of AMs for all Artillery brigades within Hunt's command range, i.e., all artillery brigades within his command range that are activated by the Artillery AM would get an additional Activation beyond the Efficiency Draw, up to the maximum of 3 AMs. They do not have to be a part of the Reserve.

The Union foot artillery has two different organizations: artillery brigades attached to individual corps, and Reserve artillery brigades under Hunt. Their rules for Activation and attachment are different.

#### Corps artillery brigades:

- Activate with the Artillery AM. Brigadiers trace command to the Corps Commander or Hunt. Or,
- The artillery brigade may be attached to one division of that corps. In this case, the corps artillery brigade leader would function as a brigadier of the division, and the artillery brigade would Activate with that division.
- In either case above, individual batteries may be attached to brigades of that corps. Apply SR 4.32, which limits such assignments to one battery per brigade. If this option is chosen and all batteries are assigned to brigades, the corps artillery leader has no function other than modifying the UDD of the batteries he is stacked with.

#### Army reserve artillery brigades:

- Only activate with the Artillery AM. Brigadiers trace command to Hunt.
- Individual batteries can be assigned to infantry brigades [SR 5.33].
- Reserve artillery brigades may not be attached to divisions.
- **§ Exception:** If Hunt is killed, Reserve artillery brigades may be attached to any infantry division that does not have a corps artillery brigade attached.

*PLAYNOTE: Brigades may attach a maximum of one battery, regardless of source.*

Horse artillery (HA) must be attached to a cavalry formation; they may not Activate with the Artillery AM.

- The two HA brigades can be attached to any cavalry division, one brigade per division.
- Individual HA batteries can be attached to individual brigades, one per brigade.

- Rank's battery (3rd Pennsylvania Heavy Artillery, Battery H) is a part of the 1/2/Cav and activates with that brigade.

#### 4.38 Confederate Artillery Formations and Subordination



The Confederates have an Artillery Commander, William Pendleton. He is treated as a Corps Commander and may command any Corps Reserve CSA artillery brigade in range. This decision for direct command is made during the II.A section of the Orders Segment.

His Efficiency modifier (-1) affects all artillery brigades commanded directly by him. For game purposes, all Confederate artillery brigades commanded directly by Pendleton will Activate one less time than the Efficiency Draw, the same as Out of Command brigades do.

*PLAY NOTE: Players have complained that Pendleton is useless. However, Lee could increase his Efficiency to 0 for a turn, and he can be used to modify Rally rolls.*

Pendleton and Alexander (if used as the Artillery Corps Commander) are treated exactly like Hunt for commanding batteries directly.

The Confederate foot artillery had two different organizations: a single artillery brigade attached to each infantry division, and two artillery Reserve brigades attached to each corps.

##### Divisional artillery brigades:

- Only Activate with their division and may not be assigned to another division.
- Individual batteries of the brigade can be assigned to brigades of that division, one per brigade. If all batteries are assigned to brigades, the brigade artillery leader has no function other than modifying the UDD of batteries he is stacked with.

##### I, II, and III Corps Reserve brigades:

- Activate with the artillery AM. They trace command to the corps Commander or Pendleton. Or,
- Attach to a division in their corps as an individual brigade. No more than one artillery brigade can be attached to a division (i.e., the division could have a maximum of two brigades, one integral brigade, and one attached corps reserve). Each brigade activates separately.
- Their batteries may not be attached to infantry brigades.

##### Beckham's horse artillery:

- Activates as a separate brigade of Stuart's division.
- Individual batteries may be assigned to any cavalry brigade except Jenkins (who has his own artillery). Only one battery may be assigned to each brigade.
- They may not activate with the Artillery AM.



*PLAY AID NOTE: Attachment of artillery brigades is tracked by using the artillery attachment counters on the Efficiency/Activation PACs. When attaching eligible corps or reserve artillery to a division, place that specific attachment counter on the appropriate division chart space. Use the individual battery attachment list for tracking individual battery attachment.*

#### 4.39 Simpler Artillery Attachment §

For those players who want less overhead with artillery attachment, do not allow any single batteries to be attached to any brigade. Only artillery brigades may be attached to divisions. Use the restrictions above.

#### 4.4 Special Leader Rules §

##### 4.41 Major General Warren



Meade's Chief of Engineers, Gouverneur Warren, played an important part in the battle's last two days, undertaking various command decisions and using his sense of what was happening and his initiative to do something about it.

At the beginning of the 0500 turn of July 2nd, place the Warren counter with Meade. Warren moves during the Commander Movement Phase and has 40 movement points (MPs). Starting on 0700 turn of July 2nd, after any Activation, the Union player may interrupt the normal flow of play (i.e., Activation by AM draw) and declare a Warren Activation for any brigade leader within Warren's command range if he did not move more than 10 MPs in the previous Commander Movement Phase. He designates that one brigade as instantly activated, with a free Orders change, with all in-command units of that brigade undertaking whatever actions the player feels necessary.

- This Activation is in addition to what that brigade will get from their Division AMs.
- The selected brigade is still limited by the maximum of four Activations per turn. If a CI brigade is chosen, it is still limited to a maximum of two Activations.
- This Activation counts for Fatigue.

Warren cannot affect any unit UDDs. He is susceptible to Leader Casualty checks like any other leader.

Players cannot use the Warren Activation if Warren moved more than 10 MPs in the previous turn. Once the special Activation is used, remove the Warren counter.

##### 4.42 Major General Trimble



Isaac Trimble, who had recently returned to the army, reported to Lee's HQ just in time for Gettysburg. However, he had no command. He is a spare leader.

Trimble may be used to replace any division leader when the leader is eliminated (instead of the normal Replacement procedure). Replace the eliminated leader with Trimble in the Replacement/Recovery Phase [IV.B.1.]. Once used, Trimble cannot be reassigned.

#### 4.43 Brigadier General Alfred Iverson



Alfred Iverson did not perform well at Gettysburg and was accused of cowardice by many in his command. When ordered by Rodes to attack the Union lines, he sent his men in without skirmishers against unknown Union forces while he sheltered behind the lines. His North Carolina troops were ambushed and slaughtered. He was later relieved of duty and transferred after his men refused to serve under him.

To reflect his leadership (or lack thereof), Iverson cannot voluntarily move adjacent to an enemy unit. If adjacent at the beginning of an activation, he must move at least one hex away from enemy units if possible. If moving with his unit, he cannot affect a UDD caused by Withdrawal Fire.

All Shocks conducted by his brigade will always have a -1 Dice Roll Modifier (DRM) for shocking without a brigadier. This DRM does not apply to defending units.

Iverson's Leader Casualty checks are modified. When rolling a 0 for the Leader Casualty check, roll again. If the roll is 0-1, he is killed. On a roll of 2-9, he survives. If Iverson is killed, his replacement does not have the restrictions, and his replacement and brigade may Shock normally.

#### 4.44 The Sickly General Hill



Lieutenant General Ambrose Powell Hill was partly responsible for the Battle of Gettysburg. His orders to Heth to march to Gettysburg and for Pender to follow were done with the knowledge that they might encounter enemy troops or even a segment of the enemy army—even though Lee's orders were to avoid an engagement. Hill was sick that day, and some have said that the approach was "incautious" for possibly that reason. Perhaps the aggressive division commander was still learning his trade as a corps commander. Regardless, after the initial day, the sickly general might as well have been in Virginia—for the rest of the battle, his corps fought in spurts with little coordination among the divisions or even brigades.

To help simulate his performance, use the rules below:

- A.P. Hill has two counters representing his actions/non-actions at Gettysburg.
- On July 1st, use the A.P. Hill counter with a 0 Efficiency modifier until the 1800 turn.
- At the beginning of the July 1st, 1800 turn, replace the original counter with the A.P. Hill counter that has a -1 Efficiency modifier.
- The -1 Efficiency counter is used for the rest of the game unless a Random Event dictates otherwise.

#### 4.45 General James "Pete" Longstreet



Regardless of the after-war criticisms leveled at him, Longstreet was Lee's go-to subordinate throughout this battle. At least twice, Longstreet had a division from another corps under his nominal control or coordinating with his troops.

In any daylight turn, Lee can use his Efficiency Rating to simulate this by placing a single division from either the 2nd or 3rd Corps under Longstreet's command. This decision is made during the II.A Determine Chain of Command phase, and the division leader must be in Longstreet's command range. Lee cannot use his Initiative Rating to increase corps Efficiency for that turn, but he may still affect the Initiative die roll.

The selected outside division will trace command to Longstreet for all game purposes and receive AMs as if it was a division of the 1st Corps. Longstreet cannot use his Efficiency Rating to increase the number of AMs for the attached division while under his command.

This attachment can be done once a day on July 2nd and 3rd. Once attached, the division will remain attached for six turns or until the end of the first night turn, whichever comes first. The division will revert to its standard chain of command at that time. Notate the division on the time record card when it is attached.

*PLAY NOTE: Using the Hill and Longstreet options together is strongly recommended.*

#### 4.46 Major General Henry Slocum



Henry Slocum was the ranking Major General among Meade's subordinates and was the commander of the right wing of the Union army as it approached Gettysburg. Slocum never acted as XII Corps commander during the battle, leaving that duty to General Alpheus Williams. This arrangement caused both misunderstandings and delays during the fight.



Slocum has a special wing commander counter, and both his and Williams' Corps Commander counters are used in the game.

When using Slocum as a wing commander:

1. As corps commander, Williams must be within command range of wing commander Slocum to be considered In Command during the Determine Chain of Command Phase (II.A). If not In Command, the corps will activate one fewer time than the Efficiency drawn (with a minimum of one). Meade can use his Initiative to affect Williams.
2. If a XII Corps division leader is In Command for the turn or within range of Slocum at the time of Activation, roll a die. On a roll of 0-6, the division may move normally. On a roll of 7 or 8, the division's units have half their normal movement allowance rounded up. On a roll of 9, no expenditure of movement points is allowed, but units may do all other activities, including changing Orders. Normal Fatigue rules apply. Leaders are not affected and may move their full movement allowance.
3. If an XII Corps division leader is not In Command for the turn or within Slocum's command range at the beginning of the Activation, no roll for movement is required.
4. This rule does not affect commands under March Orders at the beginning of the turn (i.e., before the II.C Division Orders Phase). They do not roll for movement regardless of Slocum's proximity. If adopting March Orders during

II.C of the current turn, subtract 1 AM worth of movement for a roll of 7 or 8 (with a minimum of 1 AM worth of movement). On a roll of 9, no movement is allowed. This roll is made at the beginning of the March Activation.

5. If Slocum is killed, there is no longer any movement die roll and he is not replaced. However, Williams will continue to activate one fewer than the Efficiency drawn (with a minimum of one).
6. If Williams is killed, replace him with the Slocum XII Corps Commander counter and remove the wing leader counter. If Slocum has been killed beforehand, use the Geary Replacement on the back of Slocum's Corps counter.

If Slocum is not used as a wing commander, he is a supernumerary leader, valuable only when stacked with XII Corps units to modify their UDDs. He continues to move only in the Commander Movement Phase. If killed, there is no effect on the corps, and he is not replaced. If Williams is killed, replace him with Slocum, as above.

*PLAY NOTE: The Northern player will not enjoy this option, but it reflects some of the difficulties the command arrangement caused for the XII Corps. Although very effective defensively on Culp's Hill, the corps was not an offensive force in the battle.*

#### 4.47 Major General John Reynolds



John Reynolds is credited with fighting north of Gettysburg and delaying the Rebel forces long enough for the Union army to arrive. Riding to the scene of the fighting to direct the brigades of Wadsworth's division, Reynold's actions contributed to his early demise.

For the 0900, 1000, and 1100 turns of July 1st, for Wadsworth's brigades (Meredith's 1/1/I and Cutler's 2/1/I) to be In Command, the brigade leaders must be within Reynolds' command range as well as Wadsworth's.

During these turns, each time a unit of Wadsworth's division takes a Strength Point (SP) loss from fire (only), Reynolds must make a special Leader Casualty check. There is only one Leader Casualty check for each fire result, even if two or more SPs are lost. For this special check, a DR of 0 or 1 will cause Reynolds' death. This is in addition to any regular Leader Casualty check required.

Players may, at their option, keep Reynolds Out of Command range of the two brigadiers during the Determine Chain of Command Phase (II.A) for the specific turn and avoid this roll. However, both brigades will Activate as Out of Command (including Division Order Change). Reynolds is still subject to normal Leader Casualty checks.

If Reynolds is killed, the restriction for tracing the brigade command range to the corps commander is lifted. Regardless, this restriction/effect is not in effect after the 1100 turn.

*PLAY NOTE: This rule will probably end the general's life if there is heavy fighting. It is intended for those who want to simulate the historical battle issues without an iron handcuff.*

*HISTORICAL NOTE: Reynolds' performance on the first day cost him his life. His decisions to come to Buford's support and fight at Gettysburg have been remembered and honored. However, when reaching the fighting area, he acted as a lower-level commander would, placing brigades near the front lines. Dying makes you a hero even when the action is questionable.*

**Simpler Option:** For those players who prefer an easier design for effect rule, replace the above rule with the following. Roll a single die during the Commander Movement Phase (IV.A) for game turns 1000 and 1100. On a DR of 0-4, Reynolds is killed and removed from the game. Follow normal Replacement rules during the Replacement Phase.

#### 4.48 Major General Winfield Hancock



After any CSA Activation, the Union player may interrupt play and Activate any one II Corps regiment within four hexes of Hancock and in Good Order. The regiment is placed under Attack Orders (if not already) and must move to Shock an enemy unit or units. For this special Activation, the unit has 6 MPs and cannot Fire in this Activation. The unit chosen must be close enough to an enemy unit to Shock. There is no -1 DRM for Shocking without a brigadier, and the unit receives the Charge DRM. All other Shock DRMs are calculated normally.

The regiment cannot move through any hex (including hexside costs) that costs more than 1 MP except for a Farmhouse/Building hex (i.e., it may move through a Farmhouse/Building hex). If Disordered by artillery Approach fire before reaching an enemy unit, the unit must stop in the hex where it Disordered and is finished with its special Activation.

This special Activation may be used only once per game and does not count toward the regiment's brigade Activation limit nor cause Fatigue.

*HISTORICAL NOTE: The 1st Minnesota's dramatic charge into a wall of Confederates on July 2nd is one of the great David and Goliath moments of battle history. It was on Hancock's direct order to the regimental commander that these brave men charged the enemy in a desperate and deadly attempt to slow the Southern tide.*

#### 4.49 General William Pendleton



William Pendleton, the leader of the Army of Northern Virginia's artillery, was not particularly active at this battle. When the time came for the great bombardment of July 3rd, Edward Porter Alexander was effectively put in charge. For those who wish to simulate this unofficial change of commander, we present the following.

At the beginning of any daylight turn when both Pendleton and Alexander are on the map, the CSA player may replace Pendleton with Alexander. During the II.A Chain of Command Phase, the CSA player may:

- Flip the Pendleton counter to his reverse side (to Alexander as Artillery Commander).

- Flip Alexander’s I Arty Reserve counter to its replacement side.
- Lee cannot use his Initiative to increase a corps’ Efficiency for that turn.
- Lee’s Initiative can be used to modify the Initiative die roll.

**NOTE:** If Pendleton is killed, replacement with Alexander is available but still limits Lee’s ability to modify Efficiency for a corps on the turn implemented. The player has the choice of playing without an artillery commander.

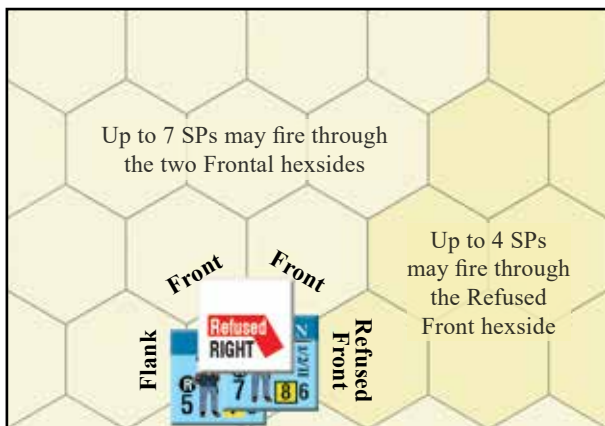
### 6.4 Skirmish Order §

See separate Skirmisher rule section.

### 7.35 Refused Units

Refused units can fire up to 7 SP through their standard Frontal hexes and 4 SP through their Refused Frontal hex if they have the prerequisite strength. Use the Split Table below for splitting fire.

**PLAY NOTE:** Up to 7 SP, the splits are identical to the Series Rules.



SP in hex	Front SPs /Refused Front SPs
1-2	Not Allowed
3	2/1
4	2/2
5	3/2
6	3/3
7	4/3
<b>Additional SPs</b>	
8	5/3
9	6/3
10	7/3
11+	7/4

### 9.22 March Order Movement

- On July 1st and until the end of the 1100 turn on July 2nd, the only thoroughfares that cost ½ MP in March Order are all roads in Gettysburg, all Pikes (including those shown in town), and the following Roads: Taneytown Road, Carlisle Road, Mummasburg Road, and Hanover Road. All other roads cost 1 MP. This does not affect the ability of March Order

units to move three Activations on Roads and Pikes without earning Fatigue. This restriction ends at the conclusion of the July 2nd 1100 turn. Leaders continue to pay ½ MP for Pikes and Roads at any time. This includes tracing command.

- If using all four maps, the Union (only) may use Low Dutch Road with normal (½ MP) March movement rates as well.

**PLAY NOTE:** The off-map roads [BB 9.49] are not included in this restriction.

**DESIGN NOTE:** On July 1st and early on July 2nd, commanders would have been very careful in movement, as many were entering a battle area with little knowledge of the enemy’s whereabouts. This change slows down the use of March Orders by players to envelop or flank an enemy with their god-like vision.

- § On July 1st, the brigades of Cutler (2/1/I), Meredith (1/1/I), and Stone (2/3/I), if under March Orders, may move up to three Activations without incurring Fatigue even if not using Roads for the entire movement. The units are limited to using terrain with a maximum 1 MP cost, including Trails and Roads. If entering terrain that costs greater than 1 MP, they incur Fatigue for the third Activation. This special off-road movement is limited to hexes north of the Codori Farm (B6028, exclusive) and east of hexes ending in xx03 (exclusive) on map A. Units must start their Activation either within these boundaries or on the Emmitsburg Road and remain within these boundaries once off the road for this benefit. This special movement rule ends with the conclusion of the 1100 turn.


**DESIGN NOTE:** This optional rule allows players to use the Union I Corps’ historical march from the Codori house to McPherson Ridge without undue Fatigue.

### 9.4 Terrain Effects


**PLAY NOTE:** The Terrain Effects Chart (TEC) covers terrain effects on combat and movement costs. This listing is generalized information to help players better understand the rationale for the terrain and its impact. Additional effects (primarily Town) listed here are above and beyond what can be presented on the TEC.

#### 9.43 Roads, Pikes, and Trails

##### Roads:

 Units moving along Roads ignore the movement costs for changing elevation and for all types of terrain, and are not subject to Disorder from the terrain. When using Roads to cross Creek Fords, treat both hexes adjacent to the Ford as connected Road hexes and add the cost of the Ford.

##### Pikes:

 Treat the same as Roads unless it is a Thunderstorm Turn (Random Event). Units moving on Pikes under Advance or March Orders are not affected for movement cost changes for Thunderstorms.

**Trails:**

Units using Trails pay one-half of the non-Trail rates for the terrain to enter the hex (minimum of 1 MP). This includes terrain hexside costs. March Order units round down when using Trails; Advance Order units round up.

Units do not UDD for movement when using Trails (*Exception*: artillery crossing Creek Fords). When using Trails to cross Creek Fords, treat both hexes adjacent to the Ford as connected Trail hexes and add the cost of the Ford (unhalved).

**9.44 Terrain Elevation Level and Terrain Effects**

The elevation of a hex is found at its center and covers the majority of the hex area.

**Woods:**

Woods are considered one level higher than the base elevation of the hex. Woods block LOS. Firing at units in Woods incurs a -1 DRM. There is no DRM for Shock, but round in favor of the defender when in a Woods hex.

*PLAYNOTE: Hex B5824 is neither a Woods nor Orchard hex. The small collection of tree symbols is the famous "Copse of Trees," which was the supposed objective of Pickett's Charge. Treat the hex as clear for all purposes.*

**Marsh:**

Marsh hexes represent boggy or marshy ground that makes movement difficult, especially for wheeled vehicles. They have no effect on LOS or Fire combat.

There is no DRM for Shock, but round in favor of the defender when in a Marsh hex.

**Cemetery:**

Cemeteries are for historical interest only. They do not affect play.

**Orchards:**

Orchards do not block LOS but do affect fire directed through one or more Orchard hexes. Any small arms fire through Orchard hex(es) carries a -1 DRM. This DRM is for fire through an Orchard hex, not for being fired on in an Orchard hex. If the target and firing hexes are both higher than any Orchard hex along the LOS, there is no effect; otherwise all small arms fire is always affected. Artillery fire at 4+ hexes is unaffected by Orchards in any way.

Cavalry is halved in strength when Shocking or Charging a unit in an Orchard hex. When cavalry Reaction moves through Orchards, count the hex as clear for UDD purposes (i.e., round the movement cost down to 1 MP).

**Gettysburg:**

It is challenging to move through the town of Gettysburg, except on streets (inclusively Roads, Pikes, and Trails/Alleys). The presence of buildings, fences, and other annoyances slows movement and hinders any unit formation cohesion. Additionally, fighting in town is disjointed and disorganized.

**Moving in Town**

Disorder any unit that enters or exits a Town hex and does not use street movement. The movement cost to exit a Town hex into a non-Town hex is the same as entering unless using a street. If already Disordered, there is no additional effect. Ignore any additional hexside or hex cost when moving from a Town hex to a non-Town hex.

Attack Order units treat Town hexes like Woods for all facing changes [SR 7.22].

Units in town cannot Refuse nor form Extended Line. If an enemy unit moves or advances adjacent to an Extended Column unit in town, the Extended unit immediately Disorders and retracts into either hex. If already Disordered, it loses 1 SP in addition to the retraction. If an Extended Column unit has only one of its parts in town, both hexes are treated as in town for this rule.

**Fire Combat in Town**

When in a Town hex, units firing:

- Have a maximum of 1 SP that can fire out of each frontal hexside. Because of the limited LOS, the two frontal hexsides cannot target the same hex but may fire at targets at different ranges: i.e., the targets need not be adjacent (an exception to SR 10.15).
- Have no -3 DRM for firing at units in town (other DRMs may apply).
- Units in town may not use Prepared Fire.
- Units in town may fire down a street. They have a maximum range of two hexes [BB 10.23] in town. They may not target a hex outside of town if firing down a street.
- Neither infantry nor artillery may fire down a street from outside the town.
- Artillery may not fire from a Town hex.

There is no Flank Fire DRM when firing on a unit in a Town hex.

*DESIGN NOTE: Outside units could bring more arms to bear, but the LOS obstruction and protection of the buildings would be substantial.*

Town hexes are one level higher than the base elevation of the hex. They block LOS normally unless firing down a street [BB 10.23].

### Shock Combat in Town

- Town hexes limit maximum Shock strength to 4 SP per hex (offensively and defensively), regardless of the size of the unit.

*EXAMPLE 1: Two adjacent stacks Shock a single hex. The defensive player could have up to 4 SPs, and the attacking player could have a maximum of 8 SPs.*

*EXAMPLE 2: A single attacking stack Shocks two enemy hexes. The attacking player could have a maximum of 4 SP and the defensive player could have a maximum of 8 SP. Assume all units are in Town hexes for both examples. Units outside of town may bring their entire strength to bear when Shocking a Town Hex.*

- When attacking a Town hex, there is no Continued Shock for attacker or defender.
- Normal position DRMs apply to units Shocked in a Town hex.

### Retreat in Town

Units that retreat into a Town hex without following a street lose 1 SP. This SP loss is in addition to any other required losses. Units can be under any Orders and do not have to use March Order stacking to follow the street. If it is a stack that is retreating (even to separate hexes), only 1 SP is lost. The loss comes from the top unit.

### Surrender and Line of Communication

Units in Town hexes that are in the frontal hex(es) of enemy units may be required to surrender if they cannot trace a line of communication (LOC) to any friendly entry area. This LOC can be of any length but must use a Road or Pike while inside or exiting the town. Once out of town, the LOC may use any terrain to reach an entry area. The LOC cannot be traced through enemy units or hexes adjacent to enemy units unless a friendly unit occupies the hex.

If, at the end of its Activation, a unit in town cannot trace an LOC and is in the Frontal hex of an enemy unit, it must UDD, with failure resulting in surrender. Collapsed units will add +2 DRM to their UDD. There is no effect if it passes.

Units that surrender are immediately taken from the board and counted as lost SPs. The unit is removed from the game and cannot be used for Straggler Recovery.

Units in town without a LOC cannot Ammo Resupply.

Both Union and Confederate units are affected by this rule.

Gettysburg town limits have a dotted/dashed outline to delineate what is considered a Town hex. Hexes inside this dashed line are considered Town.

*PLAY NOTE: Hex B3520 is a Town hex.*

### Rocky Hexes:



Rocky hexes represent exceptionally large boulders and difficult terrain for movement. Refer to the TEC. They have no DRM effects on Fire or Shock, but round down in the defender's favor in Shock. **Exception:** Skirmishers, if not overstacked, receive a -1 DRM when fired upon in a Rocky hex.

*DESIGN NOTE: Unlike the earlier map editions, we have limited the effects of rocky terrain to areas with large or very dense rock formations. Although some areas in the various hills may qualify as rocky, the sloping terrain effects should take care of the issues that moving units would face.*

### Sloping Ground Hexes:



Sloping Ground represents sloping or uneven terrain. These hexes are used to show both rough terrain and more pronounced sloping when adjacent to a Slope hexside. Sloping Ground hexes do not affect incoming fire but do affect artillery firing out of the hex (-2 DRM). Shocking from a Sloping Ground hex to the same or higher elevation carries a -1 DRM. This effect is cumulative with a Steep Slope hexside (i.e., -2 DRM). There is no effect when shocking lower terrain levels. Sloping Ground hexes affect movement; refer to the TEC.

### Slopes:



Gradual Slopes are hexsides with one contour line and no hatching slope graphic. They have no effects on Fire or Shock. Steep Slopes have a hatching slope graphic and may have any number of contour lines. Steep Slopes have the following properties:

- Small Arms Fire from any lower-level hex at any distance through a Steep Slope hexside to a unit adjacent to that Steep Slope carries a -1 DRM. Artillery Fire at 4+ hexes is not affected. Fire from terrain as high as or higher than the target hex through a Steep Slope hexside does not have a modifier.
- Non-artillery units adjacent to and firing through a Steep Slope at a lower adjacent hex have a -1 DRM. Do not apply this DRM when firing at a lower hex at two or more hex range.
- Artillery units adjacent to and firing through a Steep Slope at a lower adjacent hex have a -2 DRM for Fire at that hex. Additionally, if Shocked through a Steep Slope from a lower hex, artillery cannot Rapid Fire when using Pre-Shock Fire. Artillery firing through a Steep Slope at a higher adjacent hex have a -1 DRM (first bullet point above) but are otherwise unaffected.

*PLAY NOTE: This is an alteration of SR 10.67, Artillery and High Ground, second bullet, and reflects the problems with artillery depressing their barrels in these situations. They had no such problem when firing uphill.*

- Shocking across a Steep Slope to a higher level carries a -1 DRM.
- Steep Slope hexsides affect movement; refer to the TEC.

- For LOS purposes, Steep Slopes are considered non-Gradual (regardless of the number of elevation changes).

If there are continuous Steep Slope hexsides (e.g., Little Round Top), continue to apply  $-2$  DRM for artillery fire to the lower target hex fired on through an adjacent Slope hexside. The  $-2$  DRM is not cumulative and is applied only once no matter how many Steep Slope hexsides are crossed.



*EXAMPLE: Hazlett's battery would have a  $-2$  DRM firing (disregarding other modifiers) on either 5 TX or 4 TX because of the continuous Steep Slope hexsides between it and the targeted units. Both the firing hex and the target hex must be adjacent to a Steep Slope hexside.*

### The Unfinished Railroad:



Construction on the railroad stopped when the war broke out. Treat the Unfinished Railroad as a Trail.

### Railroad Cuts:



Where railroad construction had cut through hills, it left gorge-like passes. Railroad Cuts (hereafter RR Cuts) have the following properties:

- Advance Order units moving into or out of, or Advancing into or out of, a RR Cut hex will Disorder and end their movement unless following the path of the unfinished railroad and using March Order stacking limits. Attack Order units will always Disorder and end their move when entering, exiting, or Advancing, regardless of how they enter or exit. If already Disordered, there is no further effect on any unit. This does not preclude a Good Order unit from moving adjacent to an enemy unit, as Disorder occurs after it enters the new hex.

*EXAMPLE 1: An Advance Order unit with 8 SP would need to be in Extended Column and follow the unfinished railroad path to enter the RR Cut without Disordering and ending its move.*

*EXAMPLE 2: A 2 SP Attack Order unit would Disorder and end its movement regardless of how it entered the RR Cut.*

- March Order units cannot enter or leave a RR Cut hex unless following the path of the unfinished railroad.
- Artillery can only enter or leave a RR Cut through an Unfinished Railroad hexside.
- Artillery cannot fire out of a RR Cut hex.

- Advance and March Order units cannot retreat through, into, or out of a RR Cut hex unless following the path of the Unfinished Railroad and capable of using March Order stacking limits. That is, if the unit is larger than what March Order stacking allows and is not extended before the required retreat, it may not use the RR Cut hex. Attack Order units may not retreat through, into, or out of a RR Cut.
- If unable to retreat when in a RR Cut hex, units lose 2 SP for each hex of retreat unfulfilled.
- All units in a RR Cut, under any Orders, can only Shock from the hex if following the path of the Unfinished Railroad.
- There is no Continued Shock when Shocking into or from a RR Cut hex.
- Units in a RR Cut hex are considered one elevation level lower than the elevation of the hex. This does not change the elevation of the hex itself.
- Units in a RR Cut hex can only be fired at by units directly adjacent to the hex or by units that have a straight LOS down the unfinished railroad line to the RR Cut hex and are within five hexes of the target. Units cannot shoot through a RR Cut hex into another hex using this fire.
- If using the Skirmish Order option, Skirmishers do not Disorder when entering or exiting by movement, Advance, or Retreat, nor do they end their movement if not following the path of the Unfinished Railroad.

### Example of LOS into a RR Cut Hex:



*Hexes with stars have LOS to the red target. The dotted line denotes hexes with LOS down the Unfinished Railroad and within range. Fire modifiers for adjacent units firing into the red target RR Cut are shown. Other fire modifiers (such as range or firing through an Orchard hex) are not shown.*

- Adjacent units firing on an enemy unit in a Railroad Cut hex receive a  $+2$  DRM (cumulative with other modifiers) if not in a RR Cut themselves.
- Units in a RR Cut always have a  $-2$  DRM when firing at any target (cumulative with other modifiers). They do not receive the  $+2$  DRM for firing at another unit in a RR Cut hex.
- Units in a RR Cut cannot use Prepared Fire.

- No unit may Shock Assault into or out of a RR Cut hex unless following the path of the unfinished railroad. All units Shocking from a RR Cut hex will Disorder (**Exception:** Skirmishers do not Disorder). The Disorder from Shocking occurs after the Defender's Pre-Shock Reaction Fire [SR 11.11, Step 5]. If already Disordered, there is no additional effect.

### The Lott's Ridge Bridge:

On Map A, across the RR Cut between 1522 and 1723, there is a bridge. Treat it like any other bridge, with the following **exceptions:**

- Units may use this bridge only when moving from 1522 to 1723 or vice versa.
- A unit—or its Extension—may not end movement in hex 1623 when using the bridge.
- If there is an enemy unit (including artillery) in hex 1622, 1623, or 1523, a unit may not use the bridge. The bridge has no effect on LOS.

*DESIGN NOTE: The Lott's Ridge Bridge was only about 10 yards across; the cut is very narrow and incapable of holding more than a few men at a time.*

### Rock Hexsides (Devil's Den):



These two hexsides represent the massive formation of rocks in the famous Devil's Den area. They pose a serious obstacle to infantry movement, and neither cavalry nor artillery may cross. Artillery adjacent to these hexsides may not fire through them. For LOS purposes, treat them as a Steep Slope. Refer to TEC for full effects.

### Farms/Buildings:



Hexes containing any number of buildings (other than Town hexes) add +1 to unit movement costs to account for fences, out-buildings, etc. Farms/buildings also have defensive benefits for Skirmish Order units, if not overstacked.

*PLAY NOTE: Tiny slivers of houses or house shadows encroaching on an adjacent hex do not count as a Farm.*

### Watercourses:



The map has four types of watercourses (Creeks, Streams, and Brooks). Creeks and Streams are hexside features; Brooks are in-hex. Creeks are impassable except at bridges and fords. Streams of both types are a lesser obstacle and can be crossed with an additional movement cost (**Exception:** Artillery may not cross Difficult Streams). Brooks only affect artillery movement and are ignored if using any Road, Pike, or Trail to enter and leave the hex or if any Road, Pike, or Trail crosses the Brook regardless of how the artillery unit enters or leaves. Multiple brooks in a single hex are treated as one.

*PLAY NOTE: Rock Creek, despite its name, is treated as a Stream, Creek, or a Difficult Stream depending on the location. The hexsides from B5707/5708 to B6605/6606 inclusive are treated as a Creek and have a darker blue Creek symbology to denote those hexsides. Some other hexsides have a dotted dark blue symbology, denoting a crossable but deep and difficult area. North of Culp's Hill, it is treated as a normal Stream.*

### Bridges:



Bridges can only be used by units under March or Advance Orders adhering to March Order stacking. Infantry and cavalry Advance Order units pay +1 MP to cross a Bridge. Artillery and any March Order units cross without an additional MP cost.

### Fords:



Fords represent shallow crossing areas for both Creeks and Streams. Assume a Ford exists where a Trail or Road crosses any Stream or Creek and no Bridge is shown. A Stream Ford has no additional movement cost for any unit other than artillery. Creek Fords provide a way to cross these deeper and wider waterways and carry greater movement costs. Artillery will auto Disorder if using a Creek Ford. When using a Road or Trail and crossing a Ford, treat both hexes as if connected by the Road/Trail and add the full cost of the Ford.

### Stone Walls:



Most farmers had collected stones over the years out of their fields and created Stone Walls to delineate their properties and restrict livestock movement. Stone Walls give a defensive benefit for small arms fire when the target unit is adjacent to the wall. Stone Walls have two-sided facing for their defensive benefit, i.e., the defensive fire benefit can be gained on either side. However, only one side benefits when two units/stacks are adjacent to the same Stone Wall hexside. If they are enemy units, the first unit to reach the Stone Wall with their frontal hexside "owns" it. If all the adjacent enemy units leave (for any reason), the remaining unit/stack receives the benefit. Although it should be obvious and easy most of the time, First to the Wall markers are provided to help players keep track in questionable situations.

To receive the benefit or "own" the Stone Wall, the unit's frontal hex(es) must face the Stone Wall hexside(s). This includes Refused frontal hexes.

Units do not receive the Stone Wall benefit if fired on through the flank or rear hexsides. March Order units do not receive Stone Wall benefits. They cannot "own" the Stone Wall nor deny benefits of the Stone Wall to an enemy unit.

Stone Walls do not affect movement. However, cavalry cannot Charge through a Stone Wall or Charge a unit that has an adjacent Stone Wall between it and the cavalry. The defending unit need not face the Stone Wall for this benefit.

Although Stone Walls give no Shock benefit to a defender, round down in favor of the defender that is Shocked by a unit through a Stone Wall. The defending unit need not "own" the Stone Wall.

Mounted cavalry units do not receive Stone Wall benefits. However, they deny benefits of the Stone Wall to enemy units if they are first to the wall as defined above.

Artillery Reaction moving through a Stone Wall adds +2 DRM to its required UDD. See BB 9.64.

When Breastworks are built on a Stone Wall hexside, ignore the Stone Wall—use the Breastworks rules for both combat and movement. If the Breastworks are later removed, the Stone Wall is treated normally.

*DESIGN NOTE: Stone walls in 1863 Adams County were generally piles of rocks two to three feet high, not the mortared walls frequently seen in Gettysburg today. Although they could be a detriment to livestock wanderings and an obstacle to wheeled vehicles, they could be crossed. At the scale of 125 yards per hex and with the need to have Stone Walls shown as a hexside feature, it is impossible to show all the openings available to artillery and cavalry units.*

**9.48** An artillery unit moving into a hex that costs 5 MP or greater rolls for Disorder. If the DR is equal to or less than the MP cost of the hex, the unit Disorders.

Artillery that suffers a 2nd Disorder when attempting to enter terrain loses an SP and returns to the hex it attempted to enter from. Its Activation is finished.

The *Three Days of Gettysburg – Deluxe Edition* map contains hexes where artillery movement costs (including hexsides) exceed 8 MP, preventing entry by foot artillery [SR 9.42]. In addition, horse artillery cannot enter a hex through a specific hexside if the movement cost exceeds 8 MPs (*exception* to SR 9.42).

*PLAY NOTE: Some of these hexes could be entered through a hexside with a lower cost.*

**9.49** At the southern end of Maps C and D, several Roads/Trails allow players to move from one entry hex to another if they so wish. Players may use these Roads/Trails to either enter as reinforcements or leave the playing area of the map (*exception* to SR 9.13). No unit may move adjacent to an enemy unit using an off-map Road/Trail. Off-map units cannot Fire at units on the map or be fire targets from on-map units. Units in hexes separated by thick black hexsides are not considered adjacent and cannot trace LOS through the hexside.

The Map D off-map road carries special limits:

- Confederate units may not use the off-map roads on Map D.
- Union units entering by D7026 from the map may only exit by D7033 or their original entry hex (D7026).
- Union units entering at D7033 or D7017 may exit at any location.

**9.64** Artillery using Reaction Movement through a Stone Wall adds a +2 DRM to the required UDD for that movement. If already Disordered, a 2nd Disorder stops the unit in the hex entered through the Stone Wall in addition to the required loss. Roads, Pikes, and Trails do not affect this die roll.

## 9.7 Reinforcements

**9.75** All reinforcements enter through the Entry Area listed in the scenario. Entry areas consist of a Direct Entrance hex (the one with the Road/Pike) and may have several adjacent Border Entrance hexes. Unless specified differently by the scenario instructions:

- Units entering from the Direct Entrance hex may use any type of Order they wish.
- Units entering from a Border Entrance hex must use Advance or Attack Orders.
- Enemy units may not move adjacent (i.e., there must be at least one hex in between) to any Entrance hex (Direct or Border) until all reinforcements for that Entry Area have arrived or chosen a different entrance.
- Reinforcements arrive with four Activations (or their equivalent if under March Orders), unless specified otherwise on the Arrival Charts.

Reinforcements may have a different number of Activations than their command on map. Players may decide which AMs to skip for the lesser of the two.

Reinforcement Entry Area hexes are notated by inclusive arrows on the map border, except for Area 11 on Map C and Area 15 on Map D. Those hexes are outlined in blue and count as the first hex for MP purposes.

When using the additional 4th map, some Entry areas are changed, and additional Entry areas created. Refer to the four-map Reinforcement Arrival charts for units that are affected.

## 10.2 Line of Sight

**10.23** For LOS purposes, treat Town hexes like Woods unless the fire is directed straight down a street.

*EXAMPLE: A unit in B3618 could not fire at a unit in B3819. A unit in B3619 could fire at a unit in B3819.*

Fire down a street is limited to 1 SP and a maximum range of two hexes. Fire down a street is limited to firing units in town firing at a target hex in town. Units outside of town cannot fire down a street at a target, and units in town cannot fire down a street at units outside of town.

### 10.24 Canopy of Trees

Canopy of Trees is modified as below (subsection b):

LOS may not be traced through a lower Woods hex adjacent to a wooded target hex or a wooded firing hex (due to the canopy of the trees) unless:

- a. The adjacent Woods hex is lower than both the firing and target hexes and
- b. The base elevation change between the two Woods hexes is a Steep Slope hexside, regardless of number of levels.



**10.24 Exceptions to the Slopes Rules (add) §**

**4. Three Days of Gettysburg Shadow Exception.** For firing units and target units on different levels:

- An intervening higher elevation adjacent to the lower unit always blocks LOS if there are lower hexes between it and the higher unit (i.e., think of a valley between the higher unit and the blocking elevation).



*EXAMPLE: An artillery unit firing from Cemetery Hill (hex 4920) could not fire upon the units in hexes 4826 or 4926 directly behind the higher ground in hexes 4825 or 4925. It could fire upon hexes 4827 or 4927.*

**10.46 Opportunity Fire §**

Non-Phasing infantry and cavalry may fire at Phasing units that use SR 9.42, Exception 2, to move adjacent to them. Opportunity Fire uses the same rules as Return Fire, except that its trigger is enemy Movement, rather than enemy Fire. For game purposes, this counts as the non-Phasing unit’s Return Fire. If the Phasing unit using SR 9.42, Exception 2 stacks with an existing unit in the hex, there is no Opportunity Fire.

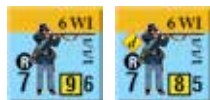
**10.67 Artillery Fire at Adjacent Hex (modification to Series Rules)**

Artillery units adjacent to and firing through a Steep Slope at a lower adjacent hex have a –2 DRM for fire at that hex. Additionally, if Shocked through a Steep Slope from a lower hex, artillery cannot Rapid Fire when using Pre-Shock Fire. Artillery firing through a Steep Slope at a higher adjacent hex have a –1 DRM but are otherwise unaffected (i.e., they can Rapid Fire when using Pre-Shock Fire).

**10.91 Ammo Depletion (if using Ammo Supply rules)**

A player may, as an option, fire infantry or dismounted cavalry without a –2 DRM when at Low Ammo. When using this option, the unit automatically Ammo Depletes afterward. A unit splitting its fire completes both fires before depleting.

**12.23 Elite Units**



Infantry units (only) with a Good Order Cohesion of 8 or 9 only Collapse after losing more than two-thirds of their original strength. Up to that limit, they may Rally normally. A chart is provided below. As a mnemonic reminder, these units are denoted by a black outline around their Cohesion boxes on both the front and back of the counters.

*HISTORICAL NOTE: Many elite units on both sides continued to defend and attack courageously, even after horrendous losses. This rule reflects that.*

Original SPs status	SPs ≤ # for Collapsed
14	4
13	4
12	3
11	3
10	3
9	2
8	2
7	2
6	1
5	1
4	1
3	n/a
2	n/a
1	n/a

n/a = not applicable

**12.24 §** Unless stacked with or adjacent to any friendly unit (except other Collapsed 1 SP units), a 1 SP Collapsed will surrender if an enemy unit moves or Advances adjacent to it. Simply pick the unit up and remove from the map. The removed unit counts as a loss for all purposes.

Advance Order units may move adjacent to a Collapsed 1 SP unit with an +1 MP cost. The Advance Order units cannot move adjacent if that would also place them adjacent to normal infantry units or if the Collapsed unit does not qualify for surrender as described above.

Any number of Collapsed 1 SP units can be captured by a single enemy unit moving adjacent. The “capturing” units may continue to move if they have the MPs or Advance if they have the ability.

*PLAY NOTE: Some playtesters felt it was too easy to stop enemy Advance Order units with a sacrificial lamb in the 3rd edition full battle. Players should not use this option when using smaller scenarios that have few units or many low SP units.*

**12.32 Artillery Losses §**

- Good Order artillery with a Cohesion of 7 or 8 that fails a UDD from fire may take a 1 SP loss instead of Disordering. A Good Order artillery with a Cohesion of 8 may take a 2 SP loss instead of a D result. These losses are in addition to any loss required by a numeric result on the fire table. An artillery unit cannot use this option if it would eliminate the unit.

*HISTORICAL NOTE: The artillery at Gettysburg, especially among the Union batteries, took greater losses than perhaps in any other battle of the American Civil War.*

**12.45** Artillery that Retreats through a Stone Wall hexside must UDD with a +2 DRM. Failing the UDD causes a loss of one gun; passing has no effect. Pikes, Roads, and Trails through the Stone Walls do not affect this DR.

## 12.7 Leader Casualties §

**12.77** Leaders stacked with units either Shocking or defending against Shock make a Leader Casualty check. This roll occurs during Step 6b of Shock Resolution and is in addition to any other rolls required by Step Losses. It occurs before any required UDD. This roll is made for each completed Shock and Continued Shock. For Continued Shock, roll for each additional 6b Shock Resolution.

## 13.1 Unit Combat Effectiveness (addition)

**Collapsed:** An infantry unit with Good Order Cohesion of 8 or 9 is on its Disordered side and is at less than one-third strength.

## 13.2 Brigade Combat Effectiveness

Count infantry half-regiment units (i.e., 26th NC a & b and 24 Michigan a & b) and cavalry “battalions” (e.g., 9 VA a & b) as regiments for BCI purposes. For example, if a cavalry brigade of 4 regiments had 11 battalions, at least 6 of the battalions would need to be Eliminated, Collapsed, or Routed for the brigade to be Combat Ineffective.

# 14.0 Special Units

## 14.1 Green Units

No units in *Three Days of Gettysburg – Deluxe Edition* are denoted as Green.

*DESIGN NOTE: The designer could find little historical record of the untested units at Gettysburg displaying the characteristics of Green units as defined in the Series Rules. Many performed exceptionally well. The design gives them a Cohesion value corresponding to their performance, with some having a significant drop on their Disordered side. For the most part they gave satisfactory service, but few were tested under great duress. Bad circumstances might have brought their “greenness” to light.*

## 14.21 Dismounted Cavalry

Both Union and Confederates have Dismounted cavalry.

## 14.25 Horse Holders (change)



For the purposes of Fire and Shock strength, all 3- and 4-SPs dismounted cavalry units subtract 1 SP from their strength to account for the fellows holding the horses. Their strengths are red with white outlines as a reminder.

Units with a current strength of 1 or 2 SPs are not affected.

Dismounted cavalry must have a strength level of 4 SPs in the hex to Refuse (at least 1 SP for each frontal and Refused frontal hex).

**14.26** Cavalry regiments of 5 SPs or larger are broken down into sub-units of 4 SPs or fewer. For game purposes, these sub-units are called cavalry battalions.

## 14.4 Skirmishers §

Skirmisher units are an option described in the Skirmisher rules section.

## 14.5 Berdan’s Sharpshooters



Berdan’s Sharpshooters—the 1st US SS and 2nd US SS—were specially trained sharpshooters and are somewhat independent units.

- The two units are attached to Ward’s brigade of Birney’s division (2/1/III) and activate with that brigade. However, they are considered In Command for all purposes if within the range of any III Corps brigadier or division leader.
- They have specially equipped Sharps breechloading rifles. Use the BR (SS) row for fire results range DRMs. They may fire out to six hexes (see Range Effects Chart).
- They cannot adopt Attack Orders. If Ward’s brigade adopts Attack Orders, the two units remain under Advance Orders.
- They may not Shock offensively; this does not preclude continued Shock as the defender.
- The two units incur a +1 DRM when defending in Shock, even when stacked with other units.
- They receive a –1 DRM benefit if fired upon by small arms or artillery at less than four hexes if not stacked with any other unit (including the other Berdan SS unit).
- They may adopt Skirmish Order (if using Skirmisher rules or if called for by the scenario). Use the specific US Sharpshooters Breakdown counters when doing so.

## 14.6 Breakdown Units



There are two infantry units represented by regimental breakdown units. They are the 24th Michigan from the Iron Brigade (1/1/I Corps) and the 26th North Carolina from Pettigrew’s brigade (Heth’s Division, III Corps). The Breakdown units are treated as normal units in all ways. Treat them as separate regiments for Brigade Combat Ineffectiveness calculations.

*PLAY NOTE: These units were picked for two reasons. First, they are large regiments that required an extended line to avoid the artillery fire DRM for massed units; the 26th North Carolina requiring an unwieldy three-hex extension (the only unit in the game to do so). Second, the Iron Brigade showed a tactical finesse that is more easily shown with the flexibility that comes with two smaller units instead of one large one. Although the 26th will have greater flexibility, its two breakdown units are still massed targets unless they extend.*

Although arguments could be made to do this with other units, there was a desire not to increase unit count above what this version of the game already has.

In some scenarios, specific Union batteries are broken into sections to better reflect the tactical realities of their fight.

## 15.0 Engineering

### 15.12 (change) For Breastworks



#### Construction:

- Units must be within 20 hexes of an enemy infantry unit to be eligible for starting Breastworks construction. They may be at any distance when completed.
- During the night, Breastworks can be built in a Woods hex, a hex that is adjacent to a Woods hex, a Building/Farmhouse hex, a Rocky hex, or along the Stone Wall hexsides of a hex. Breastworks cannot be built in Marsh or Town hexes. Breastworks require only one night turn for construction.
- During the day (including Dawn and Dusk), Breastworks can only be built in Woods hexes. They require two turns to complete.
- No construction hex can be adjacent to an enemy unit when construction is started.
- Construction requires a minimum of 4 SP per hex. Multiple units can be stacked to achieve the required SP; all must obey the construction rules and be stacked underneath the Breastworks Construction marker.
- All SP requirements include subtracting for horse holders if cavalry is used to construct Breastworks.
- § 6 SP or more in a hex may construct Breastworks covering three hexsides. You cannot use this rule to create three Breastworks hexsides if a standard two hexsides in the building hex would connect two separate Breastworks lines.

*PLAY NOTE: The eligible hexes have been changed. Rocky hexes have been added, but Orchard hexes and the extended range of hexes available in the Series Rules have been severely curtailed. The requirement for enemy units to be within 20 hexes is there to prevent as much “Déjà vu” building as occurred in the 3rd edition.*

*We created the optional rule allowing three hexside construction to allow players to construct a solid line of breastworks when the hexes are not in a straight line or to shield the end of the breastwork line. It is not meant to allow players to create traverses.*

### 15.18 Level Two Breastworks



Level Two Breastworks (L2) are extensive defensive works that take considerably more time to construct than normal Breastworks; however, they give greater defensive benefits to units that occupy them.

#### L2 Breastworks:

- May only be built in Woods.
- May only be built on existing Breastworks hexsides, using the same Facing as the underlying Breastwork.
- Use normal Breastworks construction rules except that four turns are required to complete.
- Cannot be started or built during Night turns.
- May only be built by Union units.
- Are limited by the counter mix (13 total).

- Have the same effects and beneficial DRMs as regular Breastworks except the DRM is -2 for Shock and -2 for Fire into the hex through the Breastworks hexside.
- Units receive the normal Breastworks benefits while constructing L2 Breastworks.

## 16.0 Night

**16.11 (change)** Command Ranges are not halved for Dawn and Dusk turns. The Fire Table DRM remains in effect.

### 16.13 Night Turns

There are three night turns during each 24-hour period in the game. They each represent multiple hours of different lengths of time. Both the first (2000-2100) and the third (0200-0300) are treated like normal night turns. The mid-night turn (2200-0100) has the following special rules:

- All Activations, under any Orders, incur Fatigue for infantry and cavalry. The normal exceptions (Rally, leader movement, facing change, attached artillery movement, etc.), do not apply (i.e., don't Activate a brigade unless you want to increase Fatigue!). March Order units incur Fatigue commensurate with the Activation equivalent of their movement minus one—with a minimum of one Fatigue level. E.g., if an infantry unit moved up to 6 MPs in March Order, it would incur one level of Fatigue; 7-12 MPs would incur one level of Fatigue; 13-18 MPs would incur two levels of Fatigue, 19-24 MPs would incur three levels. This is an exception to SR 17.22 limiting Fatigue for Activations.
- Artillery movement is limited to one hex per Activation except for artillery on Roads or Pikes (not Trails). It cannot enter a hex with a movement cost greater than 3 MP. Artillery starting an Activation on a Road or Pike must remain on a Road or Pike if moving more than one hex.
- March Order units pay +1 MP additional for each hex not on a Road or Pike.
- Leaders that move during the Commander Movement Phase are unaffected.
- Reserve Status is not negatively affected, and no Reserve actions cause Fatigue.
- Any Breastworks construction in this turn will Fatigue the brigade by two levels.

Units may neither Fire, Shock, nor move adjacent to an enemy unit in this turn. Artillery may not move closer than four hexes (three intervening hexes) from an enemy unit, even if SR 9.55 Option 2 is being used. If within three, it must move further away if it moves at all. If a unit is adjacent to an enemy unit at the beginning of an Activation, it may move away, but it is not required. It will incur Fatigue. There is no Withdrawal Fire.

Brigades that do not Activate for the entire turn recover Fatigue normally per SR 17.42.

## 16.2 Straggler Recovery

**16.22 (change)** For eligible commands [SR 16.21], the player makes a DR for each In Command unit (infantry and cavalry) in the brigade that is eligible to recover stragglers.

For non-Collapsed units with a Good Order Cohesion of 7 or less, on a roll of:

- 0-2, increase its SP by one.
- 3-9, there is no effect.

For non-Collapsed units with a Good Order Cohesion of 8 or 9, on a roll of:

- 0-1, increase its SP by one.
- 2-9, there is no effect.

For a Collapsed unit with an original Good Order cohesion of 7 or less, on a roll of:

- 0-1, increase its SP by one.
- 2-9, there is no effect.

For a Collapsed unit with an original Good Order cohesion of 8 or 9, on a roll of:

- 0, increase its SP by one.
- 1-9, there is no effect.

When rolling for cavalry units, use their Dismounted cohesion levels (i.e., they will always roll as a 7 or less cohesion unit). Cavalry also have a -2 DRM when rolling for Straggler Recovery.

*DESIGN NOTE: Cavalry units seldom suffered losses as high as those portrayed in our games. For our purposes, we assume that cavalry losses represent more fatigue and disorganization than actual casualties.*

## 16.25 Artillery Recovery §



Artillery units that do not move or fire during the three consecutive night turns may recover 1 SP at the end of the third night turn Recovery phase. Mark them with an In Reserve marker as a reminder. When placed in Recovery, these units must be at least 10 hexes away from any enemy unit.

The artillery units' Recovery is not affected by enemy units that move closer during the three turns. No roll is required for recovering the SP.

If desired, players may voluntarily remove the artillery from Recovery (at any point in a turn—including an enemy Activation). However, no SP will be recovered.

No unit can ever recover to its original starting strength, including artillery if using this option.

*DESIGN NOTE: Why this departure from GBACW's system rules? For this battle the better regiments tended to lose strength from actual casualties (i.e., killed, wounded) versus the straggling or "run off" that lesser morale units might have. This makes losses harder to recover. As a historical side note, the Iron Brigade never recovered from the slaughter on July 1st. The rebuilt remnant of the unit routed for the first time in the Battle of the Wilderness on May 5th, 1864.*

## 18.0 Special Artillery Rules

(Also see BB optional rule 12.32)

### 18.1 Artillery Accuracy and Overshoot

**18.11** At ranges of eight hexes or more, artillery may overshoot or miss their target (**Exception:** Do not apply to the Whitworth unit). After rolling the die for the fire results but before applying them, roll again using the Overshoot table to see if the fire is accurate. That roll determines if the fire affects the target hex or hexes beyond the target hex, or scatters with no effect.

**18.12** Overshoots affect the hex one or two hexes further along the LOF. The fire is directed on the hexes directly beyond the target based on an extension of the LOF. If one hex beyond the target is a hexside, roll again; odd, target the left hex; even, target the right (judged by the view from the firing position).

**18.13** A Scatter result does not affect the target hex or any other. It is a wasted shot. No Return Fire is allowed.

**18.14** There is no LOS requirement to the new hex, and the original fire results are applied regardless of differences in terrain, range, and/or unit density. All Return Fire rules are in effect for the original targeted hex (i.e., the original targeted hex and adjacent hexes could Return Fire as if they were fired upon with no effect).

**18.15** Overshoots can exceed the maximum ranges for artillery. (**Exception:** Overshoots from H12s and H24s cannot exceed their stated ranges. Treat any out-of-range Overshoot from these units as a Scatter.)

**18.16** Vacant hexes cannot be targeted in the hope of an Overshoot.

**18.17** Confederate artillery add a +1 modifier to their Overshoot DR.

*DESIGN NOTES: Artillery, in general, and especially at Gettysburg, frequently overshoot its target; and the longer ranges on the Deluxe 3DoG REC have been modified to be more effective when artillery fire hits its target. This rule brings the negatives of firing at long range into the system. Additionally, the Rebel artillery had serious problems with their fuses, and the CSA modifier is a simple way to show that effect. Finally, it highlights the benefits of enfilade fire. Firing down the length of a line of units now has its advantages.*

*PLAY NOTE: Some testers did not like the additional time required to adjudicate long-range shots. However, in real-time play, the easiest way to determine all firing results is to use three dice simultaneously; one for fire effect, one for a UDD if required, and one for Overshoot. If a player is superstitious about their opponent rolling against their Cohesion, the firing player may roll two dice simultaneously: one for the fire and one for Overshoot.*

## 18.2 Simpler Artillery Accuracy §

For players who do not want to deal with the additional rules overhead and wristage of Overshoot, use the traditional Range Effects Chart. Although there is no Overshoot, the negative fire DRMs at longer ranges are significant.

## 18.3 Artillery Leaders and Combined Fire §

**18.31** Phasing artillery, when firing at 4+ hexes, may combine the fire from adjacent hexes (LOS permitting) if one of the firing hexes contains the brigade officer of the same formation. This combination is limited to two adjacent hexes, and only artillery batteries under the leader's direct command can combine in this fire.

**18.32** This only applies to Phasing artillery brigade leaders who are stacked with their artillery command, not to infantry officers, cavalry officers, or higher-level artillery commanders. Non-phasing artillery cannot combine fire.

**18.33** Any Ammo Depletion roll affects all the units. If the participating artillery units are at different ranges, use the longest-range modifier for the attack.

**18.34** Both stacks may change a single vertex before firing (simultaneously).

**18.35** Any Return Fire on either hex that causes Disorder or a gun loss requires a Leader Casualty check regardless of what hex the artillery leader is in. Only the specific brigade leaders are required to make this special check, and it replaces the normal Leader Casualty check. No other leaders are affected for this specific rule. Leader Casualty checks that would be required on any Leader are still in effect (i.e., they are in an affected hex that took an SP loss).

**18.36** If using the Overshoot rules, the Phasing player may pick either firing hex to judge the Overshoot hex (if it makes a difference).

**18.37** Replacement artillery officers cannot combine fire from adjacent hexes.

## 18.4 Artillery Ammo Expenditure and Ranged Fire §

Artillery firing at ranges of eight hexes or more goes to No Ammo if rolling a natural 0. This is in addition to normal Ammo depletion rolls (change to SR 10.69).

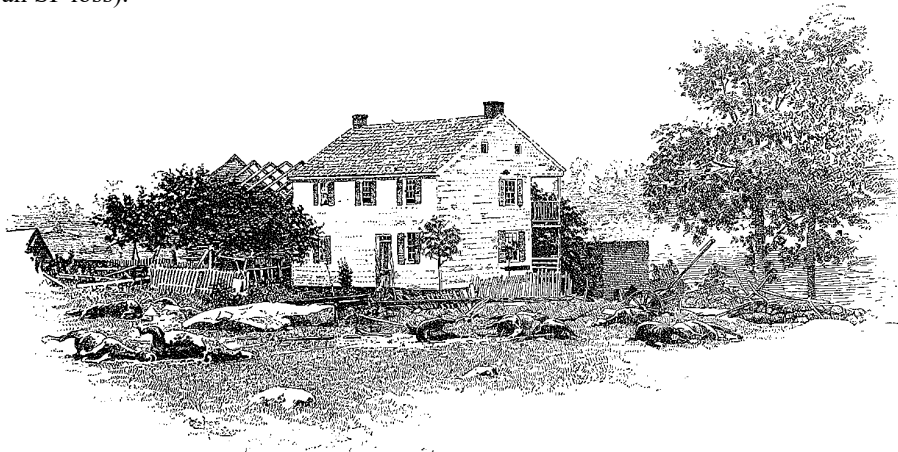
*PLAY NOTE: This rule is more about controlling the ahistoric use of artillery than simulating actual ammo usage. Players fire more at long range than their historical counterparts when there is little downside. Using this rule will bring that fire more in line with reality.*

*This rule is strongly recommended for the larger scenarios, such as the full 2nd day. It is not needed for the short, small scenarios.*

## 19.0 Random Events §

Place the Random Events AM in the Draw Cup along with the AMs for both sides at the beginning of every Daylight (not Dawn or Dusk) turn. When the Random Events AM is drawn, roll two different-colored dice and refer to the Random Events table.

- By mutual agreement, players may ignore any Random Event they do not care for.
- Do not use Random Events before 1300 on July 1st.
- The use of Random Events is not suggested for smaller scenarios.



*Trostle's House, scene of the fighting of Bigelow's Battery.  
From a war-time photograph.*



## SKIRMISHER RULES §

*DESIGN NOTE: The 1st Day at Gettysburg is perhaps the showcase for what effectively led and trained dismounted cavalry could do. Buford used his men's skirmishing abilities to slow the Confederate advance on Gettysburg so that the Union infantry corps would have time to arrive and ultimately deploy on the excellent defensive ground south of town, probably saving the Union from defeat. The following rules are used to simulate that struggle and other small unit contests.*

*These rules will add complexity and time to the game. We do not suggest using them unless you are a player looking for the ultimate simulation or want to play a small scenario designed specifically for Skirmisher use. Seldom will use of the Skirmishers change the course of battle.*

*Skirmish Order is loosely based on the excellent Open Order rules created by Greg Laubach and Bill Byrne. While much is similar, Skirmishers in 1863 do not pack the punch or have the staying power of the loose formations of 1864 portrayed in Death Valley.*

*Skirmish Order is in addition to Advance, Attack, and March Orders.*

### 2.7 Terminology (Please Read!)

**Disperse:** A type of retreat by Skirmish Order units that allows them to avoid Shock. This is in addition to normal retreat from Shock.

**Formed unit:** Any unit that is not a Skirmisher.

**Parent:** A unit that detaches a Skirmish unit or a unit that is replaced when it creates Breakdown Skirmishers.

**Skirmish Breakdown units:** Skirmish units created when their parent unit is replaced. They are denoted by number (1, 2, 3, ...).

**Skirmish Detachments:** Skirmish units created when the player detaches them from their parent unit. They are denoted by letter (A, B, C, ...).

**Skirmish Order:** An inclusive term for all Skirmish units; it is in addition to other Orders.

### 4.2 Chain of Command

**4.22 Skirmish Detachments** are considered In Command if they are within five hexes of any non-Collapsed unit of their brigade. The five hexes cannot be traced through an enemy unit or any hex adjacent to an enemy unit unless occupied by a friendly unit.

Skirmish Breakdown units are considered In Command if they are within five hexes of any non-Collapsed unit of the division that they belong to or are attached to. The five hexes cannot be traced through an enemy unit or any hex adjacent to an enemy unit unless occupied by a friendly unit.

Neither Breakdown units nor Detachments may extend the command range per SR 4.22's exception.

Skirmish units that begin an Activation Out of Command Range must place themselves within Command Range before the end of that Activation. This can be accomplished either by moving the Skirmisher, moving units that can be used for command, removal of any enemy obstacles, or any combination of those three. Skirmishers still Out of Command at the end of the Activation are eliminated.

## 6.0 The Orders System

### 6.15 Advance Orders

An activated combat unit under Advance Orders: (addition)

- May move adjacent to a Skirmish Unit. The Advance Order unit pays an additional 1 MP to do so.

*PLAY NOTE: Units under Attack Orders do not pay the +1 MP.*

### 6.4 Skirmish Order

**6.41** There are two types of Skirmish units; specific Skirmish Breakdown units created by a breakdown of their parent unit, and generic Skirmish Detachments that any eligible infantry or Dismounted cavalry unit may create. Only certain units may create Skirmish Breakdown units or create a Skirmish Detachment. All Skirmish units are 1 SP and have a cohesion of 7.

- Select infantry units (see list in BB 6.44) are eligible for Skirmish Order if they are not Disordered, in Extended Column, or under March Orders. These units have breakdown counters to represent their Skirmisher formations and become Skirmish units as a substitute for their normal formation. When changing to Skirmish Order, substitute the original unit with Skirmish counters bearing the same designation in the hex, retaining the original facing. If there have been losses, the number of Skirmishers created is limited to the current SPs of the unit.
- Any infantry unit not Disordered, in Extended Column, or under March Orders with a Cohesion of 6 or more may create up to two Skirmish Detachment counters that operate under Skirmish Order. These Skirmisher Detachments are discrete, with a letter (e.g., a, b, c, etc.) designation. Place the created Skirmisher counter in the same hex as its parent, and lower the original unit's strength by the number of skirmisher counters created. Denote the Cohesion of the parent unit when they are created, either writing it down on scratch paper or by putting a strength marker equal to the Cohesion under the Skirmisher.
- Extended Line infantry may detach Skirmishers. Place the Skirmisher(s) in either hex. If detaching lowers the Extended Line unit below 8 SP, it retracts at the end of the Activation.
- Any 4 SP Dismounted Union cavalry unit not Disordered or under March Orders with a Cohesion of 6 or more (when Dismounted) may create up to two cavalry Skirmish Detachments. 3 SP and 2 SP Dismounted cavalry units are limited to creating one cavalry Skirmisher Detachment.

*PLAY NOTE: Dismounted cavalry that creates Skirmishers may remount in a later Activation.*

*PLAY NOTE: Cavalry units Dismount at the beginning of an Activation before movement. Skirmishers are created at the beginning of a unit's movement. So, a mounted cavalry unit could Dismount and create Skirmishers in the same Activation.*

- A unit cannot create a Skirmisher Detachment if the detachment of the SP would cause Collapse or eliminate the unit. If the unit later Collapses, it does not affect the Detachment. Units recover immediately when combining enough Skirmishers to be above the SP limit for Collapsed. They are still Disordered.

Detachments must combine with a unit in the brigade with the same or lower Cohesion as the original parent unit, unless all such units are killed or Routed, in which case they may be combined with any remaining unit in the brigade with the lowest Good Order Cohesion. No unit can combine with a Skirmisher if that would increase its strength over its original value.

If all units in a brigade are killed or routed, any Skirmisher of that brigade is removed at the end of the Activation (Phasing or non-Phasing) where this occurs. It is eliminated.

The terms Skirmisher or Skirmish Order unit denote both types of units (Breakdown and Detachment). Where the rules are different, the specific type is listed.

### 6.42 Creation of Skirmishers

Eligible units can:

- If within command range of their brigade commander, switch to Skirmish Breakdown units or create Skirmish Detachments at the beginning of movement.
- Units outside their commander's range may do the same if the individual unit passes a UDD. Failing the UDD has no effect other than that no Skirmish Breakdown unit or Detachment is created. The UDD is rolled at the beginning of the specific unit's move.

The 1st and 2nd US Sharpshooters are always considered In Command for Skirmish Breakdown purposes.

No Skirmishers can be created while the parent unit (or extension) is adjacent to any enemy unit.

### 6.43 Combining Skirmishers

To combine a Skirmish Detachment with a parent unit (infantry and Dismounted cavalry):

- The units must be stacked.
- Up to two Skirmishers may combine with a single parent unit (if otherwise allowed) in a single Activation.
- The combined unit is finished for the Activation (whether it absorbs one or two detachments).
- Both parent and Skirmisher may have fired and/or moved before combining.
- The units need not be In Command.
- Disordered Skirmishers do not disorder parents when combining.
- When combined, remove the Skirmish Detachment(s), and adjust the SPs of the parent unit.
- The parent unit cannot be adjacent to an enemy unit when combining.
- There is no movement cost to combine.

To combine Skirmisher Breakdown units:

- All component Skirmishers must be stacked together.
- They combine at the end of all component units' movement and are finished for the Activation.
- They may have moved and/or fired before combining.
- If only one Breakdown unit is left of the parent, it may reconstitute the parent unit at the end of movement without stacking.
- They adopt their brigade's Orders or adopt Advance Orders if they do not belong to a brigade.
- Ignore the Disorder status of the Skirmish Breakdown units when re-creating the parent unit – the parent is always created with Good Order. **Exception:** After combining, if the parent unit does not have sufficient SPs to avoid Collapsed status, it is Disordered. Once Collapsed, the parent unit may not Breakdown until it recovers stragglers sufficient to recover from Collapsed status.
- Recombining units need not be In Command.
- They cannot be adjacent to an enemy unit when combining.
- There is no movement cost to combine.

To combine a Skirmish Detachment with Mounted Cavalry:

- The cavalry must be adjacent or move adjacent to the Skirmish unit and pay 1 MP to absorb the SP (terrain does not affect the cost, but uncrossable hexsides prohibit combining).
- The Skirmisher can be adjacent to an enemy unit and is not subject to Withdrawal Fire.
- The parent unit cannot be adjacent to an enemy unit.
- After combining, the cavalry unit may continue to move if it has the necessary MP.
- When combining, remove the Skirmish unit and adjust the cavalry's SPs.
- The Skirmisher may have moved and/or fired before combining.
- More than one Skirmisher can be absorbed into a cavalry unit (if otherwise allowed), but it costs 1 MP for each, unless the cavalry unit is adjacent to both Skirmishers when they are absorbed.

The act of combining does not trigger any Opportunity or Approach Fire.

**6.44** A unit in Skirmish Order is not affected when its parent unit or brigade changes from Advance to Attack Orders or vice versa. It remains in Skirmish Order until combined with its parent unit.

If the parent brigade changes to March Orders, units remaining in Skirmish Order are eliminated, unless their parent unit is Out of Command and remains in Advance or Attack Orders.

## 6.45 Skirmish Order Breakdown Units

Skirmish Order Breakdown counters are provided for the units below:

**USA:** 1st and 2nd US Sharpshooters, III Corps.

**CSA:** 3rd GA Sharpshooter Battalion, Wofford's Brigade, McLaws' Division

In addition, Skirmisher Detachments can be created by the units described below:

**USA and CSA:** Ten 1 SP generic infantry Skirmish Detachment counters. These may be created by any eligible infantry unit [BB 6.41].

**USA only:** Ten 1 SP generic cavalry Skirmish Detachment counters. These may be created by any eligible cavalry unit [BB 6.41].

These are hard counter limits. Scenarios may deviate from that limit or allow regiments not listed above to fully breakdown into detached Skirmishers.

*PLAY NOTE: Players may, for simplicity, agree to limit Skirmish Order to the 1st and 2nd US Sharpshooter regiments only unless playing any scenario requiring use of Skirmishers.*

*DESIGN NOTES: 1) Players will note that Skirmish Breakdown units may have higher Disordered Cohesion than their parents, reflecting how that specific unit was trained and used. 2) Units with a Cohesion of 6 are allowed to detach Skirmishers with a Cohesion of 7, a recognition that Skirmishers frequently were hand-picked from the best soldiers of the regiment. 3) Detachments are universally armed with rifles if infantry, and breech-loading carbines if cavalry. This is a simplification for game play.*

## 8.0 Stacking and Extension

### 8.2 Stacking and Movement

**8.22** Any friendly combat unit can freely move through a Skirmisher unit without penalty and vice versa (i.e., there are no additional MPs or UDD).

### 8.6 Skirmish Order

**8.61** Units in Skirmish Order can stack up to 2 SPs per hex and still receive Skirmisher benefits. If stacked with formed units or in violation of this limit, Skirmishers do not receive Skirmish Order benefits until they comply with the stacking limit. Skirmisher units, when overstacked with any units, still have a –1 DRM when firing. For formed units, there is a +2 DRM for Shock if all overstacked defending units are in Skirmish Order. If fewer than all but at least half or more SPs are Skirmishers, there is a +1 DRM in a Shock.

**8.62** A unit in Skirmish Order cannot stack with formed units except infantry or dismounted cavalry units of its brigade. Skirmishers cannot stack with artillery. Continue a retreat as needed if a Skirmisher would be forced to stack with ineligible units.

If stacked with other non-Skirmish units, Skirmish units are always on the bottom. Changing stacking order with a Skirmisher does not constitute movement for any unit.

## 9.0 Movement

### 9.55 Artillery and Enemy Skirmisher Units

If using Option 1, artillery may move within three hexes (two intervening hexes) of Skirmishers but no closer.

If using Option 2, in addition to the stated DRMs and restrictions, artillery ending its move within three hexes and LOS must undertake the stated UDDs, but Skirmishers only add a +1 to the DRM if there are least two or more. Only +1 is added to the DRM, regardless of the number of Skirmishers above two.

*EXAMPLE: An artillery unit ending its move within two hexes of a Skirmisher and within three hexes of an infantry regiment would have a +3 DRM: +1 for the infantry regiment, +2 for ending a movement within two hexes of the enemy (the Skirmish unit), and no DRM for the Skirmisher, as it requires two Skirmishers to affect the DRM.*

### 9.56 Advance Order Units Moving Adjacent

Advance Order units when moving or attempting to move adjacent to a Skirmisher will pay an additional 1 MP. This additional cost is assessed even if the Skirmisher Reaction moves away from the designated hex. Artillery may not move adjacent to Skirmishers.

### 9.61 (add)

- If not already in the frontal hex of an enemy unit, Skirmish Order units may Reaction Face any number of vertices without a UDD when any enemy moves or Advances adjacent or fires at it.

### 9.8 Movement in Skirmish Order

**9.81** A Skirmish Order unit's movement allowance is that for Advance Orders, no matter what the orders of its parent brigade. Skirmish Order units do not pay movement costs to change Facing. They always have full movement on the Activation they are created (specifically, Skirmishers created by a cavalry unit that Dismounted in the same Activation have their full movement allowance).

**9.82** Skirmishers may not move adjacent to enemy units unless the enemy units are in Skirmish Order. They may Advance adjacent to any enemy unit.

**9.83** Units in Skirmish Order can Reaction Move (Retreat) like cavalry [SR 9.63], with the following differences:

- Reaction Movement can be triggered only if an enemy unit would otherwise move or Advance adjacent. The triggering unit is required to move to the specified hex regardless of whether the Skirmisher Reaction moves.
- Units in Skirmish Order do not add a DRM for entering non-clear hexes or any terrain hexside when conducting their UDD following a Reaction Move.

**9.84** When using Withdrawal Movement, units in Skirmish Order do not UDD for hexes costing more than 1 MP to enter.

**9.85** Skirmish Order units may fire with an additional -1 DRM and move half of their movement allowance. See BB 10.10.

**9.86** Skirmishers do not Disorder and are not required to stop when entering or exiting a Railroad Cut hex or Town hex, regardless of how they entered or exited.

**9.87** Skirmishers pay a maximum of 3 MP per hex regardless of terrain entered or hexside crossed. Prohibited terrain is still prohibited.

*PLAY NOTE: Skirmisher units do not have a lowered Movement allowance on their Disordered side.*

## 10.0 Fire Combat

### 10.10 Fire Combat and Skirmish Order

- Skirmish Order units fire with a -1 DRM.
- Skirmish Order units are not eligible for Prepared Fire.
- Skirmish Order units may fire or move normally when activated. In addition, a Skirmish Order unit may fire with an additional -1 DRM (-2 DRM total) and move half their movement allowance (rounded up). They may Fire at any point in their movement.
- All fire targeting units in Skirmish Order incurs a -2 DRM in addition to any terrain benefit. Shot and Shell versus Skirmish Order units applies the usual Dispersed Target DRM if applicable (i.e., the Skirmisher would benefit from both DRMs).
- Fire directed at Skirmish Order units through their flanks does not receive the +1 DRM for Flanking Fire.
- Skirmish Order units receive an additional -1 DRM from Small Arms Fire if fired upon in a Farm or building hex.
- Skirmish Order units do not Ammo Deplete.
- If not overstacked, two stacked Skirmish units may combine their fire if stacked together at the beginning of the Activation. The two units may not move when combining fire. They may change facing simultaneously, as needed.

## 11.0 Shock Assault

### 11.2 Requirements for Shock

#### 11.23 Skirmish Order and Shock

- Skirmish Order units may only Shock attack defending Skirmishers.
- Skirmish Order units do not receive a Charge bonus and are not required to Shock if moving adjacent to an enemy Skirmisher and not Firing.
- Skirmish Order units suffer a –1 DRM when Shocking alone.
- They may not Continue Shock, offensively or defensively. Ignore any Shock Resolution instructions for Shock Continuation.
- When units (under any Orders) Shock attack only Skirmish Order units, treat a Bloody Stand Off as a Stand Off (no SP losses).
- When defending in the same Shock with adjacent Attack or Advance order units, do not use any terrain benefits that the Skirmish Order unit would normally receive. Count the terrain benefits of the non-Skirmish Order units only.
- Skirmish units by themselves are not affected by positional DRMs for Shock, either offensively or defensively. Nor do they subtract from an enemy attacker's positional value if the enemy attacker is in their frontal hex. If defending with a non-Skirmish unit, they are subject to the positional DRM affecting that unit.
- Attack/Advance Order units shocking only Skirmishers receive a +2 DRM. The attacking force may include friendly Skirmishers.
- Advance Order units that moved adjacent to Skirmishers may Shock in the same Activation. Because they are under Advance Orders, this is not a Charge and they incur a –1 DRM for Shock.
- Units Shocking only Skirmishers do not incur a –1 DRM for no brigadier present.
- Skirmishers combining with Attack Order units do not incur the –1 DRM for Shock.

### 11.3 Pre-Shock Resolution

#### Skirmish Order and Retreat Before Shock

Retreat Before Shock for Skirmishers: When the target of a Shock Attack, a Skirmisher may Retreat Before Shock (*Exceptions*: Cavalry and Charging Infantry; see below.) Skirmishers always UDD when they Retreat Before Shock. If already Disordered, failing the UDD requires a 2nd Disorder UDD. Refer to 2nd Disorder table.

Disperse: When the target of a Shock Attack, a unit in Skirmish Order may also opt to Disperse, retreating up to three hexes away from the unit threatening the attack, passing through friendly units and/or enemy Frontal hexes. This includes regular Shock attacks from enemy cavalry. It may not Disperse if already Disordered. After dispersing, the unit is automatically Disordered.

When the target of a Shock Attack, a unit in Skirmish Order may:

- Retreat or Disperse before Shock if attacked by other Skirmish units.
- Retreat or Disperse before Shock if attacked by Advance order infantry.
- Retreat or Disperse before Shock if attacked by Attack order infantry that is not charging.
- Only Disperse before Shock if Charged by infantry.
- Only Disperse before Shock if attacked by cavalry that is not Charging, unless in a Woods, Rocky, or Farm/Building hex. If in a Woods, Rocky hex, or Farm/Building hex, they may retreat.
- Skirmishers may not Retreat or Disperse when being Charged by cavalry. They may Reaction move as the Charging cavalry moves adjacent. However, the required UDD has a +3 DRM unless the Skirmishers are in a Woods, Rocky, or Farm/Building hex.

Refer to Skirmisher Retreat from Shock Matrix for more clarity (located at the end of the Skirmisher rules).

#### 11.37 Step 4: Defender's Pre-Shock Cohesion Check

Skirmishers that receive a 2nd Disorder from their Pre-Shock Cohesion Check either UDD if Shocked by Skirmishers only or are Eliminated if Shocked by formed units (even if attacking Skirmishers are involved).

#### 11.45 Step 6b: Resolve the Shock

Skirmishers that receive a 2nd Disorder from Shock either UDD if shocked by Skirmishers only or are Eliminated if Shocked by formed units (even if attacking Skirmishers are involved).

#### 11.48 Step 6e: Apply Post-Shock Automatic Disorder

Attacking units do not suffer Post-Shock Disorder when shocking only Skirmish Order units.

## Skirmisher Retreat before Shock Matrix

Use when Skirmishers are defending in Shock.							
Attacker is a...		Skirmisher	Advance-order infantry	Attack-order infantry not Charging	Attack-order infantry Charging	Non-Charging cavalry	Charging cavalry
Skirmisher	Retreat before Shock	Yes	Yes	Yes	NO	NO*	NO**
Skirmisher	Disperse	Yes	Yes	Yes	Yes	Yes	NO**

\* Skirmishers may Retreat before Shock from non-Charging cavalry if they are in a Woods, Rocky, or Farm/Building hex (regardless of other terrain in the hex).

\*\* Skirmishers may only Reaction move as the Charging cavalry moves adjacent. They UDD after with a +3 DRM. A 2nd Disorder results in automatic elimination (i.e., do not refer to the 2nd Disorder table). There is no +3 DRM if they are in a Woods, Rocky, or Farm/Building hex (regardless of other terrain in the hex).

## 12.0 Combat Results

### 12.49 Skirmish Order and Retreat

- A stationary unit in Skirmish Order must UDD if a unit not in Skirmish Order retreats through its hex, but any stationary unit (including Skirmishers) does not conduct a UDD if a unit in Skirmish Order retreats or disperses through its hex. **Exception:** March Order units UDD if a Skirmish unit retreats/Disperses through their hex.
- Formed units may retreat through an enemy frontal hex if it is occupied by Friendly Skirmisher(s) (SR 12.44, 4th bullet).
- If retreating into the hex of a friendly unit would violate stacking rules, continue retreating the Skirmish unit to a legal stacking hex.
- All units (including artillery) may freely retreat through hexes adjacent to enemy Skirmishers. Skirmishers do not count as the closest enemy unit when determining retreats.
- Skirmishers may be immediately absorbed when voluntarily retreating or Dispersing before Shock into a parent unit's hex. The parent unit cannot be adjacent to an enemy unit. The combined unit is incapable of Prepared Fire afterward in that Activation.
- Skirmish Order units do not lose SPs from retreating into or from Town hexes and not using a street.
- Skirmishers can retreat into a RR Cut from any adjacent hex. They do not need to use the Unfinished Railroad.

### 12.55 Skirmish Order and Rout

Skirmish Order units do not Rout. When required to roll a 2nd Disorder UDD, failure results in elimination. Passing the UDD requires a two-hex retreat. Some failed 2nd Disorders automatically eliminate the Skirmishers (Shock and Pre-Shock Cohesion Checks when Shocked by formed units). See the Skirmisher column on the 2nd Disorder Table for specifics.

## 13.0 Combat Effectiveness and Rally

**13.23** Skirmisher units of Combat Ineffective brigades are limited to 2 AMs.

**13.41** Skirmisher units do not lose 1 SP when rolling an adjusted 9 or higher for Rally. Skirmishers cannot Rally when adjacent to an enemy formed unit. They may attempt to Rally when adjacent to enemy Skirmishers with the standard +1 DRM.

### 15.1 Constructing Breastworks

Skirmish Order units may not build Breastworks or contribute to Breastworks construction.

## 17.0 Fatigue

### 17.22

CAUSE 1:

**Exceptions: (addition)** Combining with Skirmishers where the parent unit does not expend MPs does not incur Fatigue.

CAUSE 2:

**Exception: (addition)** Advance or Attack Order units that only Shock Skirmish Order units do not incur Fatigue.

### 17.27 Skirmish Order and Fatigue

Skirmish Order units do not cause or earn Fatigue for their brigade. However, if activating for a fourth time in the same turn, the Skirmish unit must UDD with a +3 DRM before moving or firing. Skirmishers failing this roll Disorder. There is no effect if already Disordered.

Neither Rally attempts nor any facing change trigger this additional UDD.



## Developer's Notes or "You Too Can Be a Game Developer"

In paraphrasing Dick Whitaker's designer notes subtitle for his outstanding *Into the Woods* game, I honor him both for the excellent *GBACW* system design and management that he represents, as well as the parallels between his coming to design that game and my coming to develop this one. My foray into *GBACW* development came largely from my association and friendship with the consummate developer (and my mentor), Bill Byrne. We may make our own luck, but the fact that both of us happened to live in the Madison, Wisconsin area was most fortuitous for my *GBACW* development prospects. Being part of the "Tuesday Testers" on several in-development titles for Bill led me to inquire about development opportunities, and thus, my course was set. Initially, this was to be the upcoming *Battles for The Ozarks* project under designer Clinton Ray. Work on that commenced until Mr. Whitaker came a-calling.

At first, Dick planned on doing his own development for *Three Days of Gettysburg – Deluxe Edition*. The sheer scope of this project, however, particularly its playtesting demands, gave him pause. So in February of 2024, when I volunteered to be part of the "Iron Brigade" *3DoG-DE* playtest team, I inquired as to who the developer was slated to be (assuming it was Bill). His response was akin to everyone else in line stepping backward, leaving me to "volunteer." I had no problem with this though, as Gettysburg is one of my favorite battles (ACW or otherwise), stemming from my high school days in the mid-70s when I had the original *Terrible Swift Sword* set up on the ping pong table in the basement.

If there is anyone who could make a first-time developer's job easy, it is Dick Whitaker. Much of the initial material I saw was already fleshed out and well presented. The shape and form of the Battle Book you hold in your hands is largely as it was when I first laid eyes on it. Of course, the devil is in the details, and the myriad optional rules that largely comprise the BB went through multiple rounds of refinement based on playtesting outcomes. In his designer notes, Dick has provided a gamer's guide to the design decisions that went into *3DoG-DE* and how these optional rules bring the Battle of Gettysburg to

life. The primary activity of my work was the fine-tuning and testing of the scenarios, and that's what I'll be focusing on here.

The first challenge occurred with the first-day scenarios, "An Unintended Fight" and "When Harry Met John." Timing the arrival of Union I Corps relative to A.P. Hill's approach to Gettysburg proved to be an exercise in careful choreography. Originally, we found that Wadsworth and Robinson could quickly reach Herr Ridge (with Doubleday not too far behind) before Heth had a chance to coordinate an attack. This shifted the main fighting further west than the historical positions on McPherson's Ridge (especially when coupled with effective delaying actions by Buford's skirmishers). Several tweaks to Heth's Efficiency and the Union Reinforcement AMs brought things more in line with what the discerning Gettysburg gamer would expect from early July 1st action.

July 2nd, the "Day of Decision," is the high tide of the battle, with almost all forces committed (except Pickett's division and Union VI Corps). Consequently, these scenarios were the most time-consuming from a testing perspective. Nowhere was this truer than Longstreet's Assault on the Peach Orchard. In my opinion, this is the "signature" scenario of the whole set, and the lengthy testing time devoted to it was well spent. Dick wanted to capture the "echelon" (read "piecemeal") nature of the assault and devised the release schedule to reflect that. This schedule went through multiple permutations to account for all potential contacts and reactions from unreleased units. The playtesters went above and beyond for this scenario and we owe a debt of gratitude for the finely honed release schedule and rules that you now have.

Day 3 is rarely given its due in Gettysburg games, with Pickett's Charge often being relegated to suicidal solo play (in the 3rd edition, Richard Berg called the July 3 scenario, a "rather depressing exercise in mass slaughter"). At first Dick questioned the need for a Pickett's Charge scenario, but, expecting the inevitable "where's the Pickett's Charge scenario" questions from the game purchasers, I persevered. As it happens, despite his reluctance, Dick has designed a compelling and

thoroughly playable treatment of this “mass slaughter.” There was much debate on how to treat the opening artillery barrage; i.e., should it be “abstracted” into single die rolls or played out battery by battery? In the end, both versions are included, and the scenario is better for it. In fact, this scenario received a lot of attention and was the subject of multiple playtest sessions at the annual *GBACW* meetup in Fredericksburg, where spirited discussion ensued between the designer, developer, and testers. In the end, I feel this is the best treatment of Pickett’s Charge ever put in game form.

Two other unique scenarios for Day 3 are included in *3DoG-DE*. The east cavalry battle between Gregg and Stuart finally gets an updated treatment (it was technically part of the *GBACW* series in the form of “Rebel Sabers,” the old TSR cavalry set from 1986). Given all the mounted cavalry in this engagement, early tests proved wildly unbalanced, as consecutive AMs, high Efficiency and special off-map movement for F. Lee usually resulted in one side overrunning the other early on. This was ameliorated by scaled-back Efficiency, the rule limiting consecutive AM draws, and the elimination of off-map movement. The result is a wildly frantic skirmish showcasing all the Napoleonic-esque potential of a swirling cavalry engagement.

The other July 3rd scenario represents my first foray into *GBACW* scenario design, “We Have Not Done Enough”. I was interested in exploring a hypothetical post-Pickett counterattack by Meade and had numerous options where to focus it. In the end, I went with the Union left, since that is where the bulk of the as-yet-uncommitted VI Corps was deployed. This also gave me the opportunity to include the historical “recon mission” by the Pennsylvania Reserves, as well as Farnsworth’s ill-fated cavalry charge. The scenario was very much inspired by an essay written by Troy Harman (author of *All Roads Led to Gettysburg*), who contends that Kilpatrick operated under the expectation of a simultaneous infantry counterattack (which, of course, never came). The scenario proved popular with the testers, with the remnants of Hood’s division at risk of being surrounded until the Union decides to make its big move against McLaws and drive west of Emmitsburg Road. Special thanks to Larry Blazek for providing the inspiration for this scenario.

The numerous smaller scenarios truly add value to an already well-packed set. Most of these are fast and furious, especially Early’s Assault (“I Died With My Face to The Enemy”) and the Night Attack on Culp’s Hill. I have always felt that Culp’s Hill was never well-represented in Gettysburg games, with the 2nd Day focus always landing on the Peach Orchard and LRT. Most of the testing on these centered on crafting victory conditions to create balance. Culp’s Hill introduced the abstracted off-map artillery (which I then used in my Meade’s Counterattack scenario), and this mechanic warranted special attention and tweaking to avoid any abuse or unrealistic outcomes.

And it is here that I must call out the herculean efforts of our Vassal developer, Kevin Coombs. Most of the testing of these multiple scenarios by our geographically scattered team could not have occurred without Vassal, and Kevin was always prompt and accurate when updates were needed. Since he was a playtester himself, Mr. Coombs’s sharp eye for detail was

reflected in the modules and contributed greatly to the overall quality of the output.

Any game of this size and scope is a group effort, and as developer I often felt that my role was largely “team leader.” I can’t imagine a more dedicated and sharp-minded group of playtesters than those we had for *3DoG-DE*. Many *GBACW* veterans comprised its ranks, including Bill Byrne and the designers of upcoming titles such as Albert Smith and Alex Barney. There were also a handful of “newbies” who lent an always-appreciated fresh eye to the work. Special thanks are also due to Nathan Mueller, designer/developer of the “Simple Version *GBACW*” rules, for his eagle eye in proofing the print-ready galleys. Many of these participants comprise the greater *GBACW* community that has grown and evolved over recent years, and their annual meetup has become one of my highlights of the year. The testing team’s time and effort and the involvement of the *GBACW* community heavily contributed to what you now hold in your hands ...the ultimate grand tactical game on the Battle of Gettysburg.

*A Final Note:* **The American Battlefield Trust** is a non-profit organization dedicated to preserving battlefields on American soil. They have saved over 60,000 acres of battlefield land in 25 states. As valuable as “book research” is to designing and developing *GBACW* games, nothing compares to walking the terrain and understanding the “who and where” of these monumental clashes in American history. Please consider supporting the preservation of our historical heritage by making a donation or becoming a member at <https://www.battlefields.org>.

Joe Caparula  
Verona, Wisconsin

# Designer's Notes

## Revisiting Gettysburg

Friends, welcome to *Three Days of Gettysburg – Deluxe Edition*!

2026 marks the 50th anniversary of *Terrible Swift Sword* (SPI, 1976), Richard Berg's landmark game that not only revolutionized wargaming with its scale and professionalism but also inspired generations of players and designers, shaping the evolution of historical board games. This milestone is significant, as *Terrible Swift Sword* introduced thousands of counters and multiple full-size maps, setting a new benchmark for what board wargames could achieve. The game's ambitious design changed the way players engaged with history, transforming the industry by raising expectations for detail, realism, and production quality.

For many, including myself, it was the game that sparked a lifelong passion for wargaming and deepened my interest in the American Civil War. *Terrible Swift Sword* energized the hobby for countless enthusiasts, offering an immersive experience that fostered a deeper appreciation of historical events and strategy.

Berg's pioneering work set new standards for historical detail and creativity in wargaming, making him a central figure among those who love this battle and the genre. I will not reiterate my affection for this hobby expressed in my earlier "Designer Notes" for *Into the Woods*. Still, I want to emphasize once again my feelings of gratitude for Richard and all who paved the way for modern wargaming.

But these notes are for one of the most famous of games on the most famous of American Civil War battles. I'd like to share some of the design decisions that went into the making of the Deluxe Edition.

## Units

Additional research has occurred since the publication of the original *Three Days of Gettysburg* (affectionately known as *3DoG*) in 1995 or even the 2004 version. Although the units portrayed in this new version are similar, many things are different.

If your favorite cavalry or infantry unit is missing, they are probably assigned to an HQ. There was little engagement and virtually no losses to HQ escorts, and I made a design decision not to include most of them.

## Strength Points and Weapons

Although most units are the same strength as earlier versions, there are changes and corrections based primarily on *Regimental Strengths and Losses at Gettysburg 4th Edition* by Busey and Martin. That was the primary resource for both starting strengths for the battle and losses for scenarios that represent later days. A significant change is that cavalry regiments are broken up into "proto-battalions" of four SPs or fewer. While the total number of cavalry SPs remains the same, there are

approximately twice as many units. My hope is that cavalry maneuvers are represented more realistically in this edition, as the use of smaller unit elements allows for greater nuance and accuracy in how cavalry can influence the battlefield compared to the original version.

Although there are a few weapon changes, they are generally limited to artillery. An exception is that research led to one significant change to small arms weaponry with the inclusion of more Spencer Repeating carbines in one of Custer's regiments.

This game box includes the Simple Version of the *GBACW* rules, which is a direct answer to all the calls for an easier-to-digest game system. It is an excellent adaptation that reduces complexity on all levels and speeds play. Included with this edition are simplified homogeneous weapon artillery counters for that system—however, they may be used in the standard system to ease stacking for Confederate batteries with multiple gun types.

## Cohesion

Cohesion is where the Deluxe Edition really deviates from the previous versions. Many of Richard's (and others') original values were questionable when compared to historical battlefield performance. RHB treated many units as "Green" with extremely low Cohesion, for both Good Order and Disorder values. As an example, the Vermont troops who faced the advancing Rebels of Pickett's Division were rated as four and one, respectively. The Deluxe Edition has their Good Order sides much higher with a significant decrease if Disordered (although still significantly higher than the originals). This change was based on multiple battlefield histories describing the troops behaving well, although the units were not challenged at a level that might have shown their inexperience. Our viewpoint was to give them Cohesion values that correspond to their performance with larger drops on the Disordered sides than the more experienced troops typically have.

Another example of revision is the badly maligned Union XI Corps. This designer believes that these troops were the victims of untenable battlefield positions, unfavorable press, and 19th-century prejudice. As most gamers know, this mostly German corps was badly handled at Chancellorsville and took a beating in that fight that most contemporaries chalked up to their low morale and lack of leadership at the division and brigade level. Now, most modern histories give credence to the idea that no troops could have done well in the positions these men were placed in. Many regimental and personal histories show the XI Corps soldiers to be enthusiastic on the way to Pennsylvania, eager to expunge the embarrassment of their last fight. In this simulation, the XI Corps is rated about average, with a larger drop when Disordered—at least some of the troops felt a sense of déjà vu when Confederates showed up on both their flanks.

In a deviation from most other *GBACW* games, units with the same Cohesion on their Good Order side do not necessarily decrease to the same level when Disordered. The reverse is also true. You can place blame or praise squarely on the designer's head. The incredible amount of unit information and histories makes for great storytelling about how units acted, both when performing well and when under great duress. I found the variations fascinating and hope that my choices enhance your storyline as you play the game.

## Maps

The Deluxe Edition uses the stunning maps done by Mark Simonitch for the 2004 edition of the game, with a few enhancements. When the Deluxe Edition was first conceived, I had planned on crafting new maps myself and contracted with Rick Barber to redraw the base topography at 25 feet per contour, instead of the map's existing 40 feet. Unfortunately, we lost Rick to heart issues during the COVID-19 pandemic. Although I had done the base topography for Shiloh, the work level for Gettysburg was more than I wanted to take on with other design responsibilities that I faced.

So, work proceeded with the 2004 map—the aesthetics of which have not been surpassed in all the years since. Unfortunately, Mark's commission when doing the map was to make the map cleaner and slopes easier to discern, with only a nod towards how the terrain affected unit movements and positions. The simplification made the game easier to play but did not accurately reflect the challenges experienced by the armies or the terrain observed by the designer over four decades of field study.

The issues were addressed by implementing a two-part solution: first, updating the movement rules to more accurately represent the effects of terrain, and second, adding additional topography graphics to the existing map. For instance, artillery units can no longer easily ascend Little Round Top or fire unimpeded from its steep slopes—restrictions have been introduced so that players must contend with the same obstacles that shaped the choices of commanders in 1863. In another example, movement on Culp's Hill is no longer dependent on Cohesion levels; it will be as difficult for all troops to move up these slopes and assault in the game as it was in the battle. These adjustments not only make movement more realistic but also encourage players to consider historical tactics and the unique challenges faced during the struggle, deepening both the tactical and immersive aspects of gameplay.

The map additions in this edition include the cavalry battlefield area—opening new strategies and opportunities for both players. Most Gettysburg games have not included this area or dramatized its significance to both sides. For scenarios, there are six specific maps for seven scenarios, ranging from a full-sized map for the Confederate I Corps' assault on July 2nd and hypothetical Union counterattack to mini maps covering key turning points or significant opportunities for the two armies. Many of the scenario maps have enlarged hexes, making it easier to access and move the units and counters.

## Stone Walls, Houses/Buildings, Rocky Hexes, Uneven Terrain, and Town Hexes

Stone walls are represented on the map. When I started the redesign, I attempted to use Greg Laubach's rules and graphic representations of stone walls, which I believe are elegant representations of these battlefield elements. However, stone walls are so widespread in this area of Adams County that that representation did not work well, as hundreds of hexes would have provided protection and slowed movement regardless of how units entered or faced. Ultimately, on this map, the walls work much better as a hexside feature. Additionally, they do not cost movement points. Much of the Gettysburg area was covered by fences that are difficult to climb or demolish, and I saw no reason to single out stone walls. At a scale of 125 yards, openings and gates are in nearly every hex. However, based on battle histories, they will cause artillery issues when Retreating or using Reaction movement. Defending in front of a stone wall has its dangers in retrograde movements if you are hurried to get your guns and caissons through a narrow gate.

The original *3DoG* only assigned an additional MP cost to hexes with two or more buildings, which was more detail than I wanted to keep up with. An early decision based on battlefield histories was to impose an additional cost on any hex with buildings, reflecting residences' extra fences and typically large barns. And, if using the optional Skirmisher rules, they give a defensive benefit to the light troops.

Rocky hexes have been significantly reduced in number, and only used for the most dense or large rock formations that forced the troops and guns to modify their approaches to key battle locations. As mentioned in the terrain rules, many of their effects on other parts of the field are simulated by Woods, Uneven ground, or a combination of both. Although the large boulders of the Devil's Den are graphically exaggerated, the map does a good job of illustrating the issues that the forces faced in movement and fire in that area.

Sloping or Uneven Terrain hexes were introduced to the system in *Death Valley*, and a variation was used again in *Into the Woods*. Here, their effects are like *ItW*'s effects, but with an additional movement cost, no matter how entered. Their movement effects are debilitating to artillery transit, especially in woods. Additionally, they are not good artillery platforms and continue to penalize the guns for setting up on this terrain. Artillery on Little Round Top will not be easy to set up or have the same firepower as the guns on top of Cemetery Hill. Lastly, they—along with changes to Steep Slopes—better define the land contours that were lost in the map translations from 1995 to 2004.

Town hexes in this game have some of the most detailed terrain rules in the entire *GBACW* series. A group of players in California was nice enough to share their experiences and suggestions that led me to change the rules, both for movement and fighting in town, and the victory conditions.

The original *3DoG* victory conditions required possession of Gettysburg. To paraphrase General Lee's quote from the movie *Gettysburg*, "The town is of no value." The victory conditions no longer encourage fighting for Gettysburg but do penalize any forces caught inside without a line of communication. So, no more Festung Gettysburg.

Another significant change is the fire capabilities of units in town. First, there is no artillery fire allowed. Although a section was set up in the town square for a few minutes on the first day, it did not fire. No other artillery was positioned in Gettysburg, as fields of fire and proper gun platforms were nonexistent. Second, small arms units are limited to 1 SP from each frontal hexside while in the town. The limitation reflects the frontage for any unit firing down a street. Although the defensive benefits of the town for a unit are extensive, those same benefits (primarily buildings) prevent a solid linear formation that delivers the firepower of lines of men aligned in the clear. Third, fire down a street is limited to two hexes, both because smoke buildup would make it difficult and for playability reasons (i.e., it solved a design issue).

The last significant change is the limit of strength points when Shocking from a town hex, with a maximum of four strength points for any individual hex, whether attacking or defending. Large regiments will no longer have a significant advantage in Shocking smaller units. Those big regiments would have had a hard time bringing their full force to bear in the crowded confines of the streets of Gettysburg. Only if the attacker has multiple hexes converging on an area will there be an easy numerical advantage.

Although the town rules are not optional, they are not difficult. In my original playtest with Bill Byrne, the town rules were more extensive and far more work than the realism, if any, they brought to the table. I appreciate all the fair criticisms, and these rules reflect Bill's and other players' commentary.

## The Rules

Battle-specific rules are where the most significant changes are found. One of the great attributes of the *GBACW* system is the ease of adding distinctive battle rules to give the commanders of our cardboard armies a sense of the battle and what opportunities or restrictions our historical counterparts faced. I certainly took advantage of this in the design of *Into the Woods*, *The Battle for Shiloh*, *April 6-7, 1862*. The drawbacks of those design decisions were to make the ruleset for that game among the most difficult of *GBACW* games for a less experienced player to use as an entry point in the system.

With *Three Days of Gettysburg – Deluxe Edition*, the massive amount of battlefield histories and personal stories begged for the same treatment. In what I hope is a welcome compromise, many of the battle-specific rules are optional—it is up to the players to decide what level of detail they wish to participate in. Below is my rationale for many of those rules, both optional and required.

## Special Leader Rules

Few leadership characteristics and decisions have had the review, analysis, and second-guessing that observers, both modern and contemporary, have given on this battle.

Although Richard included a few leader rules for the original edition, many story lines deserved to be fleshed out. For those who feel the tug of the role-playing aspect of the system, Reynolds' heroic recklessness, Slocum's convoluted command structure, Hancock's desperate orders, A.P. Hill's non-participation, Iverson's apparent cowardice, and other stories all deserve to be included. While some will make little difference, others (A.P. Hill and Slocum, for example) are true to the history but will make the player's command efforts much more difficult.

For this reason, they are optional, but if you do use them, I hope they invoke the spirit of the battle for you.

## Elite Units

With this new edition, infantry units with a Cohesion rating of eight or nine do not Collapse when losing more than half of their troops.

I admit some prejudice in this area. One of my favorite NC regiments, the 26th North Carolina, led by the "Boy Colonel" Henry King Burgwyn, Jr., took on the Iron Brigade for a good part of July 1st, taking greater than 50% losses before being replaced by Pender's division for the last attack on July 1st. On the third day, it was one of the regiments of "Pickett's Charge" that reached the Union line before retiring with greater than 80% losses. Before I am accused of pandering to my game friends back home or to my developer, Joe "Iron Brigade" Caparula and his Wisconsin contingent, this is just one example of regiments continuing to fight desperately even after horrendous losses. The broad strokes that serve us so well with the Series Rules are inadequate in this battle. The enlisted men and officers of both sides knew what they were fighting for in this pivotal battle, and the severity of both the fighting and the losses made this clear.

Allowing elite units to continue rallying normally until taking greater than two-thirds losses adds to the historicity—you will find the Iron Brigade dies but does not Collapse (with apologies to the Old Guard quote). The downside to using these units up is that their losses, more so than the other units, reflect casualties more so than the skulkers and shirkers that lesser Cohesion units might have had. Recovering their losses in this three-day battle will be difficult, if not impossible.

## Artillery Losses

Before the efforts of my friends Bill Byrne and Greg Laubach to improve the realism of the system rules, artillery was protected and could fire with impunity when stacked under an infantry or cavalry regiment. Thankfully, the changes Bill and Greg made require artillery to be the top unit when firing, creating a better simulation of their capabilities and liabilities.

However, design decisions made in the early years of this system created a new dilemma. When artillery is Disordered, it can no longer fire, representing the need for greater crew

cohesiveness in batteries than in a small arms unit. Although this is a rational rule, when you have Disordered artillery on the top of a stack, it effectively prevents any effective fire, as your top units take priority with the strength point limit for fire.

Most of the time, at a distance, this is of no consequence (other than shuttering your counterbattery fire). But when facing oncoming infantry, it can create a very weak Return Fire response and make for an improbable attacker-friendly situation when assaulting a line studded with artillery.

For this battle, the numerous written accounts of Union batteries continuing to fire and hold their ground until losses to both horses and crews made any further resistance futile can only be shown by losses to the guns. With this rule, artillery units may take losses instead of Disorder, creating a storyline that supports the many histories. Alonzo Cushing, famous for defending his position at the Angle until his end, can now fulfill his destiny.

## Leader Losses in Shock

If you have played *Into the Woods*, you have seen this rule before. One of my pet peeves is that Leaders, both offensively and defensively, can engage in Shock with little chance of loss. With this rule, each Shock engagement gives any leader involved a 10% chance of dying, regardless of strength losses, thereby providing a closer approximation of how many leaders either died or were wounded in these actions. It may provide our cardboard commanders with a pause when going for that second continued Shock as well.

## Dismounted Cavalry and Horse Holders

In the Series Rules, Dismounted cavalry units only lose a strength point for horse holders when at a strength of four or more. Because all cavalry units are now four or fewer strength points, the horse holder limit has been lowered to three. While this is mathematically supported by the actual cavalry practice of having one trooper hold four horses, the designer's primary reason was to reduce the actual fire numbers of the smaller units. Without this change, few cavalry units would have horse holders, giving an unwanted increase in cavalry firepower over the old edition.

To help all the wargamers who tend not to remember this subtraction in the heat of play, the cavalry counters that are affected have a red strength point number as a reminder. You can thank Neil Randall and Kevin Coombs for this excellent mnemonic device.

## Berdan's Elite, the 1st and 2nd US Sharpshooters

These are units that I felt were inadequately or incorrectly simulated in both *Three Days of Gettysburg* and other games. In the old edition of *3DoG*, their intense firepower and high Cohesion value, coupled with their ability to be assigned to any division of the army, made them into assault Shock troops, which was not their role.

In this edition, their Cohesion is still high, but not elite. Their firepower is still formidable at any range, but they cannot Shock offensively, and they are at a disadvantage when defending (+1 DRM). Their job was not to hold or attack a line, but to aggressively skirmish in a loose formation (-1 DRM if targets of fire), causing enemy troops to slow their approach or reveal their location—as they did on the Confederate flank on July 2nd.

## Limits on Breastworks

One of the non-optional rules is a limit on where a player can build Breastworks based on proximity to enemy infantry and SP requirements for construction.

One of my less fond wargame memories was a campaign game of *3DoG* in the early 2000s. One of my fellow Union players placed three successive lines of Breastworks on Cemetery Hill, certainly causing the Rebel player some issues, but effectively preventing any Union artillery from moving onto the hill. Apart from the ludicrous history, this was just a highly competitive player doing his best to win the game—I find it difficult to blame him.

Although the Series Rules have been improved to slow Breastworks construction down to more reasonable levels, multi-day battles continue to offer players with historical knowledge and god-like vision the ability to engage in preemptive building in areas that would not have occurred in battle conditions. We hope that the rule limiting building to areas that could be legitimately threatened brings realism to Breastworks construction.

Finally, four strength points are now needed for Breastworks construction in a hex. Turning your decimated regiments into engineers is now a very limited strategy.

## Level Two Breastworks

Currently, in *GBACW*, Breastworks represent the quick improvements and protective features that soldiers could construct in a short period of time—not the defensive lines that were commonplace in late 1864. The breastworks on Culp's Hill, constructed overnight and improved through the following day (July 2nd), were closer to the later war works than the defensive constructs represented in our standard game rules. Although the game rules make Level Two Breastworks difficult to build and limited in number, players will find that they, in combination with the rugged terrain, are formidable to attack. If built on Culp's Hill, the Rebel player will get a history lesson about why that wooded rise was never fully occupied by Johnston's division.

## Artillery Overshoot

While artillery inaccuracy was a factor throughout the war, this battle, with its numerous fields of fire for long-range bombardments, showcased the problems with sighted artillery pieces and black powder. Add to that the Confederate reliance on bad fuses (caused by a recent change in supply sources), and you have many instances where troops behind the lines took bombardment to a greater extent than the front lines.

The artillery Overshoot rules will allow for this occurrence and effectively showcase why enfilade fire is so effective—firing at a long line of troops has its advantages. The yin-yang for this decrease in accuracy is that artillery fire, when on target, is more effective than in the standard Range Effectiveness Chart. Lastly, because of the bad fuses, the Rebels will add a +1 to the Overshoot roll, finally giving the Union the slight edge that they historically enjoyed.

However, in the spirit of accommodating those players who prefer less complexity and think one more die roll is over the top, a pared-back standard REC is included as an option.

## Artillery Leaders

I have always wanted a more prominent role for our *GBACW* artillery officers. While necessary for Command and helpful in Rally, there was no storyline for our intrepid leader counters, no account for their bravery or sense of duty. Additionally, in our games, to paraphrase a famous ACW observation, “Who ever saw a dead artillery commander?” Now, with this optional rule allowing coordination, players can use their brigade and battalion leaders (if stacked with their guns) to combine two adjacent stacks of artillery for concerted fire, with the much greater likelihood of losing that artillery officer to counterbattery fire. The increased danger to the leaders is significant, and replacement leaders don’t have this ability. Will your concentrated artillery bombardment be worth the risk?

## Ammo Losses for Ranged Fire

One of the improvements Richard Berg made to this system compared to the old *GBACW* was to eliminate the tedious tracking of artillery ammunition and create a random system for ammo depletion. While, in most instances, this works exceptionally well, it tends to encourage non-historic long-range artillery fire when there is little, if any, downside. During a playtest, I sat and watched for 30 minutes as players flailed at the enemy troops from a mile away with little effect. Using this optional rule effectively triples the likelihood that artillery suffers an ammo loss, ensuring, if nothing else, far less fire at a distance. Combined with the Overshoot rule, it should discourage this practice and bring the frequency of long-range barrages more in line with history.

## Night Turns

The Series Rules do a great job in providing a broad brush take on night turns. Effectively, the world slows down (one turn = multiple hours), Ranges are effectively down to less than three hexes, and Attack Order units quickly Fatigue. The night rules keep our players from asking impossible feats from their cardboard units.

The design of the Deluxe Edition deviates from the norm in two different directions. One direction slows the night capabilities even further than the Series Rules. Once again, the highly competitive play group in Southern California shared with me all the escapades they had accomplished in the original design and convinced me that rules were needed to slow the armies down. Now, with the restrictions on the “mid-night” turn, it is

highly unlikely for any troops to be active through the night. This is an effective governor for the large multi-day scenarios.

The second direction is to have less restrictive turns for the scenarios that have fighting at night. Gettysburg was an unusual battle in that, twice on the night of July 2nd, there were sizeable and serious night attacks, either of which, if the Confederates had been successful, could have turned the tide of the battle. I felt it was important to show these attacks that seldom have been simulated. So, for the attacks on Cemetery and Culp’s Hills, nighttime restrictions are less, and turns represent an hour or less, allowing the forces to simulate these important assaults.

## Skirmish Order

When I began this design, one of my goals was to simulate Buford’s dismounted troops slowing and obstructing Heth’s progress down the Chambersburg Pike toward Gettysburg.

Game approaches up to now have included both starting later (solves all early morning problems), heavy scripting of what units can do, or as was done in the original *3DoG*, creating a situation where the cavalry can hold off the advancing rebels, but are doing it in a way that does not resemble the actual fighting. I will attest to the entertainment value of the original, but not to the simulation. In the Deluxe Edition, you can either skip the early morning and start the game when the Union 1st Corps arrives or use the very optional Skirmisher rules.

Skirmisher rules allow you to simulate that early morning fight, and if desired, can be used with the campaign game and the larger scenarios. As far as simulation goes, the rules capture their ability to slow formed units down but not stop them, without taking or causing many casualties. Most units can create two Skirmisher units (one strength point each), and specialized regiments on both sides can completely break down into discrete Skirmisher units.

In our first playtests, units could not move adjacent to Skirmishers unless they were under Attack Orders. In these tests, Skirmishers seemed too effective in slowing troops, and the only answer was to increase their likelihood of loss when facing formed troops. However, with a significant modification to the *GBACW* Series Rules, we allowed units under Advance Order to move adjacent to Skirmishers (with a cost of one extra movement point). After Bill Byrne accused me of blasphemy and doused me in holy water, the experiment continued. Now, Skirmishers can slow but not stop Advance Order units—and only if they try to oppose adjacent formed units are they likely to be lost. Thanks must go to Dan Plachta for spending an entire week with me at our *GBACW* gathering in Gettysburg testing the Skirmisher rules and ironing out the kinks.

Many rules exist to prevent competitive players from misusing Skirmishers, and the foremost of these are hard limits on the total number of Skirmishers for both Union and Confederate. There is no non-game reason for this limit, and if players have more than one copy (I hope) or are playing by Vassal, feel free to expand their use. Other rules limit the player’s ability to use the lower-rated units to create Skirmishers and keep the higher-rated units for the “real” fighting.

While fun, the negatives to using Skirmishers are the extended playtime and the additional six pages of rules that cover their unique characteristics, as well as the procedures for creating and absorbing these units. While needed for simulating the early morning of July 1st, the use of Skirmishers will seldom make any real difference when the armies are gathered. However, if you wish to savage the enemy over the Bliss Farm for over a day with small details of troops, you can recreate a story of Gettysburg that has never been adequately represented. Have fun!

## Random Events

The variety and selection of Random Events in the Deluxe Edition are far above any previous *GBACW* game.

When I first started playing wargames, I disliked random events in the games. I was so competitive that any nuance that deviated play from my pursuit of a “W” was anathema to me. I know that some players still feel that way (and that is OK). However, if you, like me, now play wargames for the history, the camaraderie, and the journey instead of the destination, please give the Random Events a try. In some ways, they are similar to the chits used in other Civil War games, providing a taste of the chaos of battle, but are more varied and incorporate elements that occurred or could have occurred in this battle, based on both Gettysburg history and Civil War combat in general.

Players who enjoy combating the gods of war as well as their opponents will enjoy the process. I strongly advocate using them.

## The People Who Got Us Here

Ultimately, even with the growth of solitaire play and computer games, this is a vibrant gaming community—and I doubt there is a better group of gamers in any hobby or gaming niche. I’d like to take a minute to thank all the people who make this a better place and have certainly helped me in creating something special.

First and foremost, my developer, Joe Caparula, has been a godsend. Joe willingly accepted his draft notice from me even though he had not developed games before. However, Joe had advantages that many lack—he’s a skilled gamer, a strong writer, and was tutored by developer extraordinaire Bill Byrne. Joe kept me on track, made my rules look as if I was literate, and took all the communication details off my back. I would have drowned without him. Thank you, Joe, for hanging out with me through this design.

There is tremendous talent in our community and lots of people to help create and test games. However, during the design of *3DoG*, there were five additional high profile games in various stages of design or testing: *Gleam of Bayonets II* (the fall 1862 campaign in the east), *By Swords & Bayonets* (four introductory battles), *Stepping into Hell* (Wilderness), *Unvexed to the Sea* (the Vicksburg campaign and other battles for control of the Mississippi River), and *Battles for the Ozarks* (trans-Mississippi western battles). We were stretched, especially in Vassal creation, where for years Allen Dickerson has

done yeoman’s work but now was engaged in both his design (*BS&B*) and creating content for other designers. Fortunately for our system, and especially my design, Kevin Coombs returned from “retirement” to create my Vassal modules. Thank you, Kevin, for your talent and efforts.

I will not list all the playtesters and their accomplishments, as that might double the length of this note. However, I do want to thank all in general, and especially those who brought problems to light, corrected my mistakes, and tried to break my scenarios. I appreciate you all.

Included in this Deluxe Edition is a brand-new game system, *GBACW* Simple Version. This new system was completely redesigned by Nathan Mueller after he received my request to revive a stillborn RHB project from twenty-plus years ago. Nathan exceeded my expectations and has created a game system that ensures *GBACW* will continue, and can be played by any wargamer interested in the American Civil War. Thank you, Nathan!

Both Charlie Kibler and Mark Simonitch contributed their substantial artistry and graphic skills to this game. I thank both of you for not only making this game a work of art, but also creating the graphic design that is a large part of what makes *GBACW* the great system that it is.

Finally, I want to thank both Greg Laubach and Bill Byrne. Without Greg’s determination to design *Death Valley* during some difficult years we would not have the vibrant community we have today. Honestly, I might never have involved myself without his pioneering work and help. Bill Byrne is, as I frequently tell him, the heart and soul of *GBACW*. Without him and his hard work and desire to create a flawless rule book, we would, as a group, be poorer. He also puts up with my attempts at humor. Thank you, Bill and Greg.

Dick Whitaker  
October 2025

*This game is dedicated to Wanda C. Whitaker, my wife of over fifty years, whose love for me and forbearance of my consuming hobby made this possible.*

## CREDITS

**Game Designer:** Richard Whitaker

**GBACW System Designer:** Richard Berg

**Developer:** Joe Caparula

**Package Art & Design:** Kai Jensen

**Map Artist:** Mark Simonitch

**Logo Design:** RBM Studios

**Counters:** Charles Kibler, Rodger B. MacGowan, Mark Simonitch,  
Dariusz Buraczewski

**Graphics, Rules and Player Aid Cards:** Charles Kibler

**Playtesters:** Fred Hoff, Larry Blazek, John Severa, Bill Byrne,  
Jim Harkonen, Albert Smith, Alex Barney, Kevin Coombs,  
Nathan Mueller, Neil Randall, Thomas Cadenhead, Gene Holmberg,  
Steven Glyer, Daniel Plachta, Gary Scharp, Phillip Muskett,  
Arron Monroe, Andrea Pagni, Dick Whitaker, Joe Caparula

**Proofreaders:** Fabian Amstad, Evan Davis, William Doniel,  
Lawrence Hughes, Stephen Hurley, Alexander Kasanof,  
John-Paul Pizzica, Tiffany Taylor, David Wilkinson

**Production Coordination:** Kai Jensen



*Trostle's Farm, the scene of the fighting by Bigelow's 9th Massachusetts Battery.  
From a war-time photograph.*



GMT Games, LLC • P.O. Box 1308, Hanford, CA 93232-1308

[www.GMTGames.com](http://www.GMTGames.com)

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