



INTRODUCTION

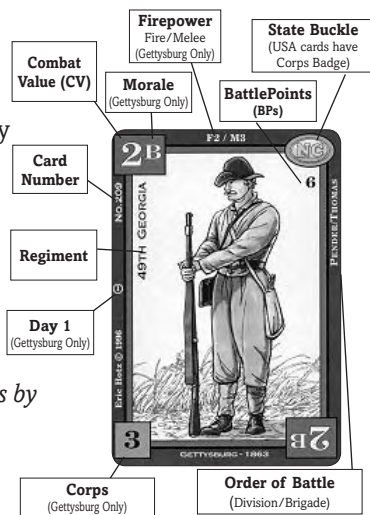
Dixie is an exciting card and dice game for two players. Player command Union or Confederate armies and seek to win battles from the American Civil War.

There are three editions of Dixie: First Bull Run, Shiloh and Gettysburg. These rules supersede the rules for all three editions. Some rules herein are noted as only applying to a specific edition.

1.0 THE CARDS

Dixie cards depict regiments of infantry and cavalry, and artillery batteries, generals, as well as terrain and special cards. USA cards have blue backs, CSA cards have gray backs. There are six (6) different card types.

Note: Card layout varies by edition. The diagram illustrates a card from Gettysburg.



- Infantry:** rated for their Combat Value (CV from 1-4). Infantry cards have a blue border.
- Cavalry:** rated for their Combat Value (CV from 1-4). Cavalry cards have a yellow border.
- Artillery:** rated for their Combat Value (CV from 1-4). Artillery cards have a red border.
- Generals:** rated for their leadership ability on Attack or Defense.
- Terrain:** Woods, Creeks/Ponds, Hills, and Fields. Each type has its own symbol but all terrain cards have green borders.
- Special:** Cards such as Sharpshooters, Fords, Railways, etc. Their effect is printed on each card.

1.1 Dice

Dixie requires at least 4 regular dice (not included). Colorful Dixie Dice are available to order (item #3799).

2.0 BATTLE DECKS

Determine sides and separate the cards into USA and CSA decks. Shuffle and cut your cards and deal the Battle Decks, face-down.

Battle Deck size varies by edition:

BULL RUN	SHILOH	GETTYSBURG
30 CSA/30 USA	30 CSA/40 USA	24 CSA/30 USA

Remaining cards are not used in the game and should be set aside, face-down and unexamined.

Each player then draws a Muster of 18 cards from the Battle Deck. Exception: CSA Muster in Bull Run is 15. Muster cards are deployed for battle as noted below. Place your remaining cards to one side, face-down, as a Reinforcement deck.

3.0 THE BATTLEFIELD

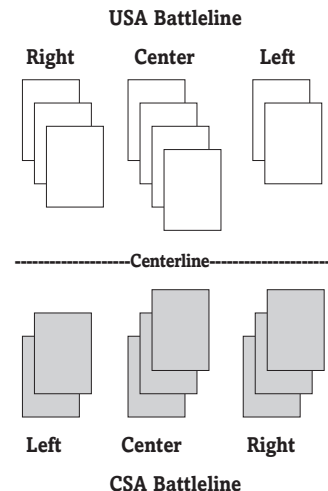
Dixie can be played on any flat surface which represents a battlefield. The battlefield consists of two opposing Battlelines, separated by a Centerline. Each battleline has three (3) Battle Positions: Right, Center, and Left for a total of six (6) Battle Positions.

3.1 Stacking Limits

A maximum of four (4) cards may be deployed (stacked) in each Battle Position. The Reserve has no stacking limit.

In Shiloh and Gettysburg, some generals have a stacking bonus. See 11.3.

Exceptions: *Generals and Special cards do not count towards stacking. These card types are revealed after setup and remain face-up for the entire game.*



3.2 Battle Deployment

Examine your Muster cards and then deploy cards of your choice, face-down (except Generals and Special Cards), in each of your three (3) battle positions, obeying all stacking rules. You may not deploy in enemy positions. The remaining Muster cards are kept in your hand as a Reserve.

EXAMPLE: USA deploys 9 cards (3 Right, 4 Center, and 2 Left) and keeps 9 cards in Reserve. CSA deploys 8 cards (2 Left, 3 Center, and 3 Right) with 10 in Reserve.

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3.21 Shiloh Deployment

The USA player holds all six (6) battle positions at the start of a game and must deploy 1-4 cards, in each position. The two battlelines are called Front and Back.

Remaining USA cards may be held in Reserve. The CSA player keeps **all** cards mustered in his Reserve and begins the game by engaging any/all USA Front battleline positions as desired.

3.3 Terrain Deployment

Up to two (2) Terrain cards may be deployed in each position and they count against Stacking. Terrain cards are playable after a game begins See 10.0.

4.0 VICTORY

To win a battle, you must occupy, unopposed, any TWO (2) of the three (3) enemy positions. It is not enough just to eliminate all cards in an enemy position; you must occupy that position (unopposed) with one (or more) Infantry, Cavalry, or Artillery cards.

Shiloh victory is determined differently. The CSA wins by occupying the Center-Back. The USA wins by occupying the Center-Front on Day 2 only. See 15.1.

Important: *Victory is determined at the instant of sole occupation of the two enemy positions. This can occur during your own turn, or your opponent's turn because of a morale rout. See also Envelopment Victory, 13.3.*

5.0 BATTLE TURNS

Dixie is played in alternate Battle Turns. The CSA player has the first turn in all editions of Dixie. The following four steps, played in the exact order given, comprise a player's Battle Turn:

Beginning players might consider playing their first game with cards face-up.

The key to learning Dixie is playing sequentially through each of the four phases of a turn and then repeating until they become second-nature.

1. Morale Phase: do morale rolls for your cards that took hits last enemy turn. See 6.0.
2. Combat Phase: fire any/all engaged cards and long range artillery as desired. See 7.0
3. Move Phase: make any battle moves desired with unfired cards. See 8.0.
4. Reinforce Phase: draw a new card(s) from your Reinforcement deck and add to your Reserve (hand). Reinforcement rate varies by edition. See 9.0.

Each step is now explained in detail:

6.0 MORALE

During the Morale Phase, cards that took one or more hits during the **previous** enemy Battle Turn make a 1d6 (one six-sided die) Morale Roll for **each** hit they took. Hence, a card with one hit makes one Morale Roll; a card with two hits makes two Morale Rolls, etc.

Important: *All generals who have taken hits must check their Morale before troop cards. See 11.2.*

For **each** Morale Roll, if the number rolled is equal or less than a card's CV the hit has no effect and one hit marker (see 7.3) is removed. Any roll that exceeds Morale, means the card is Routed (eliminated from play).

Morale rolls are often modified by supporting General, Terrain, and Special cards. These bonus morale effects are explained later. However, any natural roll of "6", regardless of modifiers, is always a Rout. Similarly, any roll of "1" is always a Pass (no effect).

Example: *a 3CV card has taken two hits. Two dice are rolled and the numbers thrown are 2 and 5. The roll of 2 passes the Morale check, but the roll of 5 fails. Hence, this card routs and is removed from play. If the rolls had been 2 and 3 then the card would have passed its two Morale checks and both hits would be removed.*

Gettysburg Morale

In the Gettysburg series troop cards are rated for Morale, a letter code A, B, or C.

Code	Morale	Value
A	Excellent	+1
B	Average	+0
C	Poor	-1

The Morale of cards is equal to their Combat Value (CV) plus/minus Morale value. That is, a card rated **3A** has a Morale of 4 (3+1), a **3B** has a Morale of 3 (3+0), and a **3C** has a Morale of 2 (3-1).

7.0 COMBAT

To fire a card you must reveal it and roll dice to see if you hit the enemy. Cards that fire may NOT also move this Battle Turn, except in special cases noted in the advanced rules. Cards fire individually, in any order desired by the firing player, but all combat in one position must be done before proceeding to the next.

7.1 Combat Value (CV)

Troop cards (Infantry, Cavalry, and Artillery) have a combat value (CV) from 1-4. To “fire” a card, roll one die per CV. That is, an Infantry card with strength 3cv rolls three (3) dice.

Certain (low) numbers rolled are hits according to unit firepower which varies by unit type and situation. See 7.2.

7.2 Firepower

Firepower Rating	Hit Numbers
F1	1
F2	1/2
F3	1/2/3

Troop cards have a Firepower value which varies by type and situation. Firepower can be F1, F2, or F3. Depending on the card’s Firepower, certain numbers rolled score hits:

Infantry have F2 firepower, but cannot fire unless Engaged. They must first make an Engage move (8.1) and then fire on their next Battle Turn, or they can fire at enemy cards which have engaged them.

Example: *Infantry have F2 firepower and score hits with die rolls of 1 or 2. An Infantry 3cv rolls 3 dice, and assuming the rolls are 2/4/5, the card scores one hit (for the 2).*

Cavalry have F1 firepower and must, like Infantry, be Engaged to fire. Although cavalry have less firepower than Infantry, they have movement advantages.

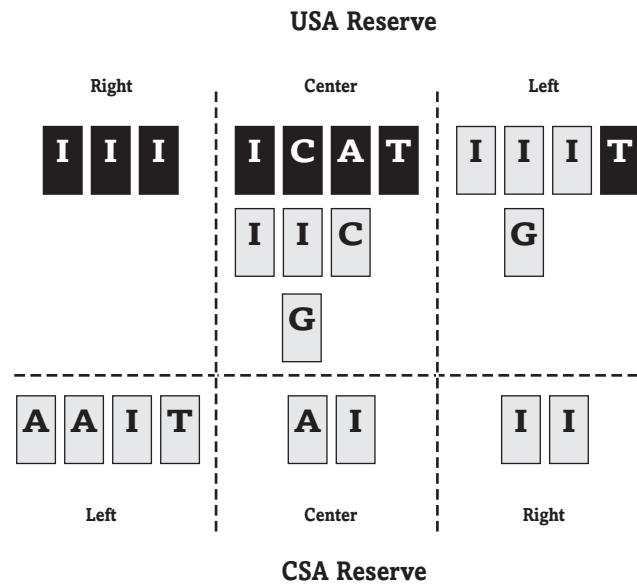
Artillery have two firepowers, one for Long Range and one for Short range. A card rated F1/F3 has F1 on Long range and F3 on Short range. Long range is firing across the Centerline at enemy cards in the opposing position. Artillery may **not** fire Long Range into an engaged enemy position (except see 13.5), and can never fire Long Range if their own position is engaged. Artillery firing Long Range must be revealed to fire, as must any cards they hit (owner’s choice). Short Range is firing at engaged enemy cards.

Horse Artillery (3 such cards exist in the Gettysburg series) have the unique ability to Move & Fire (not Fire & Move). The move can be to Engage (8.1). They never get two moves.

7.3 Combat Hits

For each hit, a coin or other marker is placed on an engaged enemy Troop card (owner’s choice). Distribute hits so that each Troop card is marked with ONE hit before any takes a second hit. Hits scored are not resolved until the next enemy Morale phase, except if a card takes more hits than its CV (1CV card with 2 hits) it is eliminated immediately.

Important: *Terrain and Special cards (unless noted on the card) do not take hits. Generals take hits under special rules noted in 11.2.*



USA Right: three Infantry are deployed. On a USA Battle Turn, these cannot fire (they are not engaged) but could Move to Engage the CSA Left and then fire **next** USA turn. See 13.2 for an advanced rule allowing **Enfilade** fire on the CSA cards in USA Center.

CSA Left: two Artillery, one Infantry, and one Terrain (maximum stacking) are deployed. On a CSA turn, the Artillery may fire (long range) on the three Infantry in the USA Right.

USA Center: 4 USA cards have been engaged by 4 CSA cards. Because of the USA Terrain card, only 3 CSA Troop cards can engage (the General does not count for stacking). On a USA turn, the Infantry can fire at **F2**, Cavalry at **F1**, and Artillery (short range) at **F2** or **F3** depending on gun type. On a CSA turn, the two Infantry can fire at **F2**, but the Cavalry at **F1**.

CSA Center: Neither card may fire; the Infantry is not engaged and Artillery cannot fire long range into an engaged position, but see 13.5 for advanced *Artillery Support* rule.

USA Left: 4 CSA cards have captured this position and so have captured the USA Terrain card. On a USA turn, **Reserve** USA cards (not shown) can engage this position, but the CSA cards get the benefit of the captured USA Terrain card.

The CSA cards cannot fire until engaged from USA Reserve, unless the advanced *Enfilade* rule (13.2) is in play.

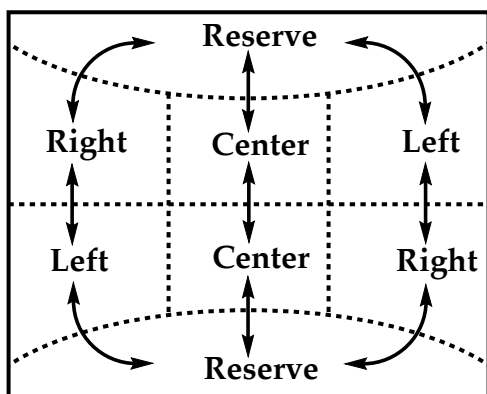
CSA Right: the two Infantry cannot advance to the USA Left since that position is fully stacked. They can, however, move to the CSA Reserve for deployment elsewhere.

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8.0 BATTLE MOVES

Each friendly card that did not fire or melee this turn can make one Battle Move to an adjacent position. Legal moves are shown in the diagram below, except movement to the **enemy** Reserve (hand) is prohibited. Note that lateral or diagonal movement between positions is also prohibited.

Cards are moved individually, one by one, in any order. Stacking Limits (3.1) are ignored until all movement is completed.



8.1 Engaging

When cards move to a position containing enemy cards (even if that position also contains friendly cards) they are Engaging. A player can engage with as many cards as the position's stacking limit (3.1). All engaged cards (both sides) are revealed by turning them face-up at the end of all movement. Movement from the Reserve to a position containing enemy cards is also Engaging. Even if you have lost one of the positions in your battleline, you **can** Engage to try and retake it.

Examples: (1) Cards move from their Left position to Engage the enemy Right position. (2) Reserve cards move to engage enemy cards that have captured or engaged the friendly Right position.

Important: Once cards are revealed, for whatever reason, they remain face-up until moved to the Reserve.

8.2 Disengaging

Disengaging is moving an engaged card to an unengaged position. Cards are restricted by Movement Limits (8.3) and a Disorganization (8.4) penalty may apply if overstacking occurs.

Examples: (1) Cards engaging the enemy Center can only Disengage to their own Center. (2) Cards engaged in their own Right can only Disengage to their Reserve.

8.3 Movement Limits

Some terrain types limit the number of **enemy** cards (Generals and Special cards excepted) that can cross the Centerline to Engage or Disengage in one Battle Turn. Movement limits do NOT apply when moving to/from the Reserve.

If two creeks are played in the same column during setup, only one applies. Remove one at random (50/50).

8.4 Disorganization

If you overstack a position, for whatever reason, **all** friendly cards in that position must make an immediate Morale roll. Cards that fail the roll are not Routed, but move to your Reserve.

If a position is still overstacked after these rolls, you may withdraw cards of your choice to your Reserve until stacking is legal.

8.5 Cavalry/General Moves

Cavalry and Generals can make two (2) consecutive battle moves in one turn, except they may not Engage and Disengage (or vice-versa) in the same turn.

Examples: (1) Cavalry move from the Reserve to their Right and then to the enemy Left. (2) A General moves from his Left to the Reserve and then to his Right. (3) A General disengages from the enemy Center to his Reserve.

8.6 Force-Marching

Players can Force-March infantry and artillery cards to make two Battle Moves. The same rules as Cavalry/Generals (which can't force-march) apply. Cards force-march by passing a Morale check, which can be aided by a General's Attack rating provided he is deployed with (and accompanies) the marching cards. Cards that fail the Morale check do NOT move at all.

9.0 REINFORCEMENTS

For the last phase in a Battle Turn draw card(s) from your Reinforcement deck and add them to your Reserve. Reinforcements cannot be played until the Move phase of your next Battle Turn, except when they are Special cards that allow play at other specified times.

Reinforcement Rate varies by edition:

BULL RUN	SHILOH	GETTYSBURG
1 CSA/1 USA	2 CSA/2 USA	1 CSA/2 USA

10.0 TERRAIN

Battles are assumed to be fought in Open terrain unless a Terrain card is present. A maximum of TWO Terrain cards can be deployed in one position.

10.1 Terrain Limits

Terrain cards count against stacking. Hence, a position with one (1) Terrain card can have a maximum of three (3) Troop cards. They also restrict the number of Troop cards that can attack; if only three cards can defend, only three can Engage.

Shiloh and Gettysburg terrain cards have defined positions such as Left, Right, Left-Front, and Center-Back.

10.2 Playing Terrain

Terrain cards can be played from the Reserve in the Move Phase. They must be played face-up and only in an unengaged position of your battleline. Once played, terrain cards can never be moved.

Exception: *A creek or pond cannot be played in a column where there is already a creek or pond.*

10.3 Terrain Types

Several different types of Terrain exist, including Hills, Ridges, Woods, etc. Each terrain type has a specific effect (noted on the card) which applies to all cards attacking or defending that position. Some of the more common terrain types are explained below.

Woods reduce the CV and Morale of all Attacking cards by one (-1). Hence, an attacking Infantry 3 fires as 2cv, and an Artillery 1cv cannot fire into woods (unless deployed on a Hill). Defender CV is normal.

Hills increase the CV and Morale of all Defending cards by one (+1) for **long or short range**. Attacker CV is normal.

Fields increase the CV of all Defending cards by one (+1) when they Fire (not for Morale). This does NOT apply to long range artillery fire. Attacker CV is normal.

Creeks and **Ponds** have a Movement Limit of 1 or 2 cards (noted on the card). This means only one card can enter or leave the position occupied by the Creek card per Battle Turn. Movement limits do NOT apply when moving to/from the Reserve. The limit is increased when a Ford (Special Card) is played on the creek (either player can do this). Stone Bridge (Bull Run) is a Creek card with a Movement Limit of three (3).

10.4 Capturing Terrain

When an enemy position is captured, the attacker becomes the defender of that position and receives all benefits of terrain there.

11.0 GENERALS

Generals never count for stacking, but must always be deployed face-up. A maximum of one General can be deployed in any position. A General can make two consecutive Battle Moves (see 8.5).

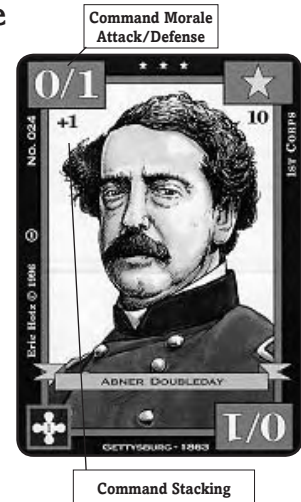
11.1 Command Morale

Generals are rated for Attack/Defense. A general rated 2/1 has an Attack rating of 2 and a Defense rating of 1. Generals do not fire like Troop cards. They give "morale support" to ALL friendly Troop cards located in the same position.

- Attack: add the Attack rating to the Morale of all friendly cards attacking a position. Hence, a General rated 1/2 gives morale support of +1 when attacking.

- Defense: add the Defense rating to the Morale of all friendly cards defending a position. Hence, a General rated 1/2 gives morale support of +2 when defending.

Important: *when you capture an enemy position, you are now defending that position. Hence, a general rated 2/1 is +2 when attacking, but becomes only +1 defending a captured enemy position.*



11.2 General Hits & Casualties

A General takes one hit for each "6" rolled during enemy fire at his position. For each hit, roll 1d6 during the Morale Phase, **before** all other Morale checks. Generals have a Morale value of 6; a roll of 1-5 is a pass.

Example: *if a General has taken three hits, three dice are rolled. If any one (or more) of the three numbers rolled is a "6" the General is killed. If none of the dice rolled are "6" the General lives with no effect.*

Important: *A General can never hold a position alone. A solitary General is eliminated immediately if engaged.*

11.3 Command Stacking

In Shiloh and Gettysburg, some generals have a **stacking bonus** of +1, +2, or +3 printed below their command ratings. Hence, a general rated +1 can attack or defend with one more troop card than is normally allowed by stacking rules. Stacking bonuses have no effect on Movement Limits for creeks/ponds.

Note: *A General utilizing command stacking immediately subjects his troops to a Disorganization (8.4) penalty if killed, removed, etc.*

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12.0 SPECIAL CARDS

Specials modify the normal rules of play. Their effect is printed on each card.

Specials list when they can be played, such as “Play in any Morale Phase”. Unless specifically prohibited, this can be during your turn, or your opponent’s turn. They are played from your Reserve to any position, except when restricted to engaged or unengaged positions.

Specials mostly have an immediate temporary effect and are then discarded. However, some have a longer-term effect; **Such cards (e.g. Color Guard, Johnny Shiloh) must always be face up, and take hits like a General. Hits must be divided evenly between Generals and Specials.**

A maximum of two Special cards can be played on the same position at the same time (phase) and these must be different cards. Hence, you cannot play two Rebel Yell cards on the same Melee, but you can play a Bayonet Charge and a Rebel Yell simultaneously.

Combat phase special cards must be committed to play before dice are rolled but you must give your opponent time to play before rolling.

13.0 ADVANCED RULES

The following advanced rules add considerable depth and complexity to play. They may be added once you are familiar with the game.

13.1 Outflanking

A special move by Reserve cards (only) to engage ANY enemy or friendly Flank position. This position must be currently Engaged, even if Engaged this Battle Turn. First determine in advance how many cards are attempting the maneuver [these cannot exceed maximum stacking for the destined position] and then make a Morale roll for each card, after all movement is complete.

Fail: Stay in Reserve and the card forfeits its turn.

Pass: Engage and Fire. Outflanking cards cannot Engage and Melee on the same turn.

Cavalry cards Outflank at +1 (Morale); Artillery at -1. A General in the Reserve can use his Attack rating to aid with the Morale test, if he accompanies the Outflanking cards. The outflanking general does not need to make his own morale check. Only cards that succeed are revealed. A natural roll of “6”, as always, is a failure.

Note: Some Creek cards prohibit Outflanking of that position, noted on the card if applicable. If not so restricted, Creeks can be Outflanked up to their Movement Limit in addition to the limits for normal Engage moves. Hence, with a Movement Limit of 2, a Creek position may be engaged by two cards normally and Outflanked by two more cards.

Example: *Provided the enemy Left position is Engaged, Reserve cards can move to the enemy Left by making a Morale roll. Cards passing the Morale test, Outflank and fire immediately. Cards that fail, remain in the Reserve and forfeit their turn.*

13.2 Melee

When already engaged, the Attacker (or Defender) may during his Combat Phase surrender his option to fire by declaring a Melee. A melee is fought as one or two rounds of simultaneous combat. Infantry and Cavalry melee at F3, but Artillery only have F1.

Important: *All melees must be declared and resolved before normal fire combat occurs.*

Once both sides have fired, a special morale check is made immediately for all hits taken. The player who initiated the Melee must now declare his intent to fight for another melee round or Disengage (see: 8.2). The opponent then has the same option to Disengage, or continue the melee. Neither player can reinforce a Melee combat.

After the second round, if any, another special Morale check is made for hits taken in that round. If the player who initiated the melee has not won the position, he must Disengage (see 8.2).

Important: *All terrain modifiers for combat or morale are ignored in Melee combat. Morale benefits of a General do apply. Cover (special card) does not apply.*

13.3 Enfilade

When a position is solely occupied by friendly card(s), unfired cards may Enfilade enemy cards in adjacent (lateral) positions as follows:

- Engaged cards cannot Enfilade, but can be Enfiladed.
- Unengaged cards in their own battleline Enfilade at F1 **regardless** of type.
- Unengaged cards in the enemy battleline Enfilade at F2 **regardless** of type.

Important: *Terrain applies only to the Enfiladed position. Hence, enfilade on a Woods position is still -1cv, but enfilade from a Hill is not +1cv.*

Example: *Refer to Diagram on Page 3. Cards in USA Center (both sides) cannot Enfilade because they are engaged. Cards in USA Right are unengaged and they can Enfilade the CSA cards engaged in the USA Center with F1 firepower. CSA cards in USA Left are unengaged AND occupying the enemy battleline so they can enfilade the USA Center with F2 firepower. USA Reserve cards (not shown) can prevent this Enfilade by engaging the USA Left. Cards in CSA Left can engage USA Right and prevent the enfilade on CSA cards in USA Center.*

Envelopment: *If an Enfilading card can fire on a vacant enemy position the game is won. Vacant is defined as no Troop cards: Terrain and generals do not avoid the effect. Example: you have captured the enemy Left position, and in your turn can fire on the enemy Center where only an enemy General is located. The battle is won. This is true even if the enemy has Troop cards from his Center forward engaging your Center.*

13.4 Counter-Battery

Artillery cards may, if desired, target revealed artillery at long range, and may themselves be targeted by any/all engaged enemy card(s). When targeting, each card fires at a specific artillery card, and all hits are applied only to this target card.

13.5 Artillery Support

Artillery may fire (Long Range) into an engagement in the opposing position, but each roll of "5" is a hit on a friendly card, requiring an **immediate** Morale Check. **Artillery support does not apply to enfilade fire.**

13.6 Decoys

General, Special, and Terrain cards are normally played face-up, but may be played as "decoys" face-down in an unengaged position. Decoys are immediately eliminated when engaged or if they take a hit by any means. **A decoy does not absorb a hit: a real troop card must take the hit if present.**

Decoys in play can be voluntarily revealed on a **friendly** Move Phase to become legal.

13.7 Scouting

Cavalry can scout an enemy position. They make one move to Engage from their own Battleline, and immediately take fire from one (1) enemy card. If the scout(s) survive this fire (roll for Morale immediately as necessary) all enemy cards in that position are revealed. The scouting Cavalry may not fire and must Disengage after the enemy cards are revealed.

Exception: *Scouting cavalry may capture a lone General or otherwise undefended position.*

13.8 Five Position Battleline

Players may fight larger battles with a five (5) position battleline, namely Left, Left-Center, Center, Right-Center, and Right. The rules are the same except:

- Use Custom Battle Decks (14.0).
- Capture any three (3) enemy positions to win.

Exception: *Shiloh does not have a 5 column version.*

13.9 Corps Integrity (Gettysburg Only)

Morale benefits of a General are limited to cards of the **same** Corps. Other cards may be in the same position, but do NOT get a Morale benefit. Corps ID is noted on the bottom left of Generals and Troop cards.

Generals noted "A" are Army Commanders (Meade or Lee). These Generals command any Troop cards.

If Lee or Meade is not in play, or is killed a **Corps** commander (three stars) becomes Army commander. The designated Army General cannot be changed except as noted below.

Note: *Two USA Generals (Reynolds & Slocum) with a "W" Corps ID held temporary "Wing" rank at Gettysburg. When present, one of these Generals is Army Commander if Meade is not present. When Meade is present, they have command of the three Corps designated on their cards.*

Cavalry Generals (yellow) may only command Cavalry or Horse Artillery cards. Artillery Generals (red) may only command Artillery cards (of any Corps) but also give those cards +1 CV for firing.

Players have the further option of expanding Corps Integrity to Division Integrity, meaning that Division commanders can only command troops of their own division, but Corps commanders can command troops of any division within their corps.

14.0 CUSTOM BATTLE DECKS

Each card is rated for Battle Points (BPs), an assessment of its value in game play. Players may use BPs to create custom Battle Decks of their own design. Suggested totals for each edition are below.

For custom Battle Decks the Muster is Six (6) cards per 100 BPs. Remaining cards in the Battle Deck are reinforcements.

14.1 Bull Run

	3-Column	5-Column
CSA	240 BPs	400 BPs
USA	240 BPs	400 BPs

14.2 Shiloh

	3-Column	5-Column
CSA	225 BPs	n/a
USA	300 BPs	n/a

14.3 Gettysburg

	3-Column	5-Column
CSA	270 BPs	450 BPs
USA	300 BPs	500 BPs

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15.0 MULTIPLE DAY BATTLES

15.1 Shiloh

Shiloh was a 2 day battle and can only be played this way. Day 1 ends when the CSA player has drawn all reinforcements. Whichever player is the attacker in each engaged position must disengage 1 battle move back to a friendly position. The USA player receives half his remaining reinforcements overnight (add to Reserve). Day 2 begins with a USA turn.

Historical Option: *Most USA troops from the Army of the Ohio were not available until the second day of battle. Players have the option to exclude cards from this Army from the first day of battle. This is best handled by keeping Army of the Ohio cards in a separate deck. When the first day of battle ends, exchange all remaining USA reinforcements for the same number of Ohio cards. No peeking! The USA player may then draw half of these cards (as normal) and add them to his Reserve. Players may wish to include USA Army of the Tennessee, 3rd division cards (#57-#71) with Ohio cards since this division also missed Day 1 fighting.*

15.2 Gettysburg

Gettysburg was a 3 day battle. To play all three days, Battle Decks are increased to 48 CSA / 60 USA.

The following table indicates the Musters and Reinforcements that apply to each day of battle.

	CSA	USA
Day 1	M18/R6	M18/R6
Day 2	N6/R6	N12/R6
Day 3	N6/R6	N12/R6

USA Reinforcements are drawn one per Turn (not the normal two cards). Each Day ends when the USA player draws his final Reinforcement, **after** any CSA Morale checks required are made. Attacking cards in engaged positions **must** then Disengage.

Each player now draws the noted Night (N) reinforcement cards and a further allotment of 6 Reinforcements (R6) for the next day. Night reinforcements go directly to the Reserve. Both players now deploy any/all Reserve cards in friendly positions, subject to stacking, but may not otherwise alter card locations. A new day then begins with a CSA turn.

Only **Day 1** Terrain cards can be played on Day 1. Any Terrain cards can be played on Days 2 and 3.

Victory is determined normally, except the USA player wins if the CSA has not won by the end of Day 3.

Note: *Players may limit all Day 1 muster and reinforcement cards to historical cards, identified ① in the left margin.*

HISTORICAL NOTES

Generals with a Green cross identify the officer as being wounded at the battle; those with a Black cross identify a General who was killed (or mortally wounded).

Bull Run

The uniforms worn at 1st Bull Run were hardly uniform. Many USA troops wore Gray since this was the standard militia color in most states, and many CSA units had blue uniforms seized from US Army depots in the south.

Each Troop and General card has an Order of Battle (O/B) reference noted in the right margin. USA cards are referenced Division/Brigade. Hence, an O/B reference V/2, indicates the 5th Division/2nd Brigade. The Division or Brigade commanded by an officer is identified. USA officers with an Eagle symbol held the rank of Colonel at Bull Run; those with one star were Brigadier Generals.

CSA forces were not organized into divisions at Bull Run, but did originate from two different armies, Army of the Potomac and Army of the Shenandoah. Hence, a CSA regiment identified as Shenandoah/2, is from the 2nd Brigade of the Army of Shenandoah. All CSA generals bore the symbol of three gold stars with wreath; CSA colonels had three gold stars sans wreath. Two CSA generals, Jackson and Bee, wore blue coats at this battle.

Shiloh

Each Troop and General card has a historical O/B reference noted in the right margin. The ascending sequence of card numbers display a full Order of Battle for Shiloh.

Unfortunately, we were unable to obtain images of six colonels (with a small white star on the card). These cards are illustrated with artistic license.

Gettysburg

Each infantry or cavalry card depicts a Regiment, but represents a Brigade. Each artillery card represents a Brigade (USA) or Battalion (CSA). 1cv represents 600 infantry or cavalry, or 6-8 guns. The series includes all Generals commanding a division or higher.

Morale reflects leadership, training, experience, and performance at Gettysburg.

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