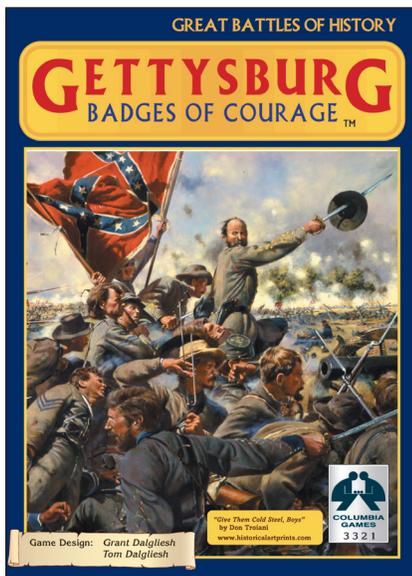


GETTYSBURG: Badges of Courage™



INTRODUCTION

Badges of Courage is an exciting, fast-paced wargame simulating the Battle of Gettysburg in 1863. The map covers the essential area of the historical battlefield. Military units are represented by blocks which provide elegant mechanics for Fog of War and Step Reduction. A self-adhesive label must be attached to each block, Union (USA) labels on the blue blocks and Confederate (CSA) on the gray blocks.

Scenarios & Victory

Gettysburg was fought over three consecutive days. Players may play the entire battle or three shorter scenarios, Day 1, Day 2, or Day 3.

Historical deployments and unit strengths are given for each scenario. For variety, historical deployments can be adjusted with a *Free Deployment* option.

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1.0 GAME TURNS

Badges of Courage is played in Game Turns that simulate one hour of real time. Game Turns have two alternate Player Turns. The player taking a turn is known as the FRIENDLY Player. The opponent is the ENEMY player.

1.1 INITIATIVE

To start each Game Turn, both players roll two six-sided dice (2d6). High total is Player 1 for this Game Turn. Re-roll ties.

1.2 PLAYER 1 TURN

A Player Turn has five phases which must be played in the order given.

- COMMAND PHASE:** Activate (turn face-up) as many HQ units as desired. HQs may move to an adjacent friendly hex and then activate. Friendly units within Command Range of an active leader are “under command.”
- FIRE PHASE:** Artillery, Infantry, & Cavalry units under command may fire at enemy units. Artillery fires one, two, or three hexes. Infantry and Cavalry must be adjacent to the enemy units.
- MOVE PHASE:** Units that did **not** Command or Fire above may now move. HQ command is **not** required for movement. Units can move any distance up to their movement limit, but must stop when they enter an enemy Zone of Control. *Frontline* units may move **one** hex into Melee, which **does** require Command.
- MELEE PHASE:** Melees are resolved, one by one, in any sequence desired by the *Friendly* player. Each melee is resolved over 1–3 Rounds during which both players have options to fire or retreat. If the Attacker fails to win, he must Retreat *during* Round 3.
- SUPPLY PHASE:** HQs may now be activated for Supply to rebuild units. DHQs supply same division units, CHQs supply same corps units, and AHQs supply any units.

1.3 PLAYER 2 TURN

The other player now repeats the five phases above. When completed, advance the time one hour and determine *Initiative* for the next Game Turn.

Rulebook Organization

This rulebook is formatted so that the sidebar (right column) contains definitions, examples, design notes, and suggestions to help you understand and enjoy the game.

Game Scale

All units represent *brigades*, although the CSA called their Artillery units *battalions*. Each step is roughly 600 men, or 8 guns. Map scale is 400 meters (one quarter mile) per hex.

Fog of War

Fog of War is a great feature of all block games. Except in combat, the blocks stand upright, their label facing the owner. This promotes bluff and innovative strategies because players are never absolutely certain of the strength or identity of an enemy unit. Like all successful generals, you must be bold and decisive in an atmosphere of doubt and deception.

Random Initiative

Random initiative simulates the uncertainty of battle. The player moving second in a Game Turn may move first in the next Game Turn. Getting two turns in a row can upset the best of enemy plans.

Some players may prefer play with a fixed sequence of play, that is a CSA Turn followed by a USA Turn each hour.

Turn Marker

Use a spare block with a blank blue and butternut label on opposite sides. After determining initiative, place the block face-up with the correct color on the time track.

Turn Sequence

Unlike other block games, in Gettysburg fire combat precedes movement.

CREDITS

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2.0 MAP

2.1 HEXES

The map is divided into hexes which govern the location and movement of blocks. Hexes are divided by hexsides which restrict movement and combat fire. Half hexes are fully playable.

2.2 TERRAIN

Movement, Combat, and Stacking can be affected by terrain. Some terrain, like Woods, can be both hex and hexside terrain; some, like Rivers or Slopes, are only hexside terrain.

In the terrain effects below, reference to **MOVE** means the number of Movement Points (MP) expended to **cross a hexside** (hex terrain is irrelevant). **STACKING** is the maximum number of units (per side) that may be located in a hex (hex terrain is relevant).

Terrain effects are summarized in the **TERRAIN DATA** table (back cover). For examples of movement, see 6.0.

CLEAR represents fields of barley, corn, rye, wheat, and pasture. Move 2MP, Stacking 4.

WOODS are mostly light and relatively brush free. Move +1MP and Stacking 3. Defending units have *double defense*, meaning they lose one step for each two hits (5.24).

ORCHARDS are treated as woods except they do NOT provide double defense.

TOWN hexes (I6, I7, H6, H7, G5, & G6) are Move +1 and Stacking 3.

Map Note: hexsides J7/I7 and H7/G7 are not town hexsides.

FARMS are included only for historical interest. They have no game effect.

MARSH is Move +3, Stacking 2.

DEVIL'S DEN (S9) Stacking 2. Defending units have double defense (5.24). Move depends on hexside terrain.

LITTLE ROUND TOP (R7) although clear (recently logged) has Stacking 2. Move depends on hexside terrain.

ROADS negate all other terrain for Movement, but not for Combat. Move is 1MP (major) or 2MP (minor) per hexside.

Note: You may enter the Cemetery Hill hex on the Taneytown Road and leave by Baltimore Pike or vice-versa at a cost of +1 MP.

RAILWAYS are treated as *Minor Roads* whether built or unfinished.

HEXSIDE TERRAIN

The following terrain types apply only to *hexsides*.

SLOPES are noted with brown irregular lines. A single line indicates "Ridge" (Move +1MP) and a double line indicates "Hill" (Move +3MP). Slope movement and combat penalties apply **uphill** only.

Note: some named hills such as *Powers Hill* and *Bushman Hill* are not hills in game terms.

RIVERS & STREAMS are crossable.

Move is +2MP (rivers) and +1MP (stream). Both are easier to cross at Bridges and Fords.

BRIDGES & FORDS are treated the same. They change River and Stream terrain into Major or Minor Road, depending on the connecting road. Move is therefore 1 or 2. For example, moving over a *river* Bridge along a *major* road expends just 1MP.

2.3 ELEVATION

Elevation is mainly used for artillery Line of Sight (5.3). There are four elevations depicted on the mapboard:

- [Ø] Base
- [1] Ridge: one slope
- [2] Hill: two slopes
- [3] Wooded Hill

Trees (woods and orchard) and town buildings count as a +1 Level. This means Gettysburg town hexsides are Level 1. Similarly, Culps Hill is Level 3.

2.4 OFF-BOARD MOVEMENT

If a unit retreats or moves offboard, it is disrupted for the remainder of that day. It returns to the field overnight as a Night Reinforcement on the nearest friendly or neutral road entry hex to the hex it exited.

Such units do **not** count against a player for Victory Points.

Note: after Day 3 there is no night turn - units that leave the map during Day 3 are gone from the battle. Similarly, if playing a one day scenario, units that move or retreat offboard do not return.

Gettysburg

The town of Gettysburg emerged relatively unscathed from the battle. House to house fighting was not something either side practiced. The retreating 1st and 11th Corps suffered high losses on Day 1 mainly because of congestion and panic.

Benner Hill

Benner Hill was occupied by Johnson's division towards the end of Day 1. Fields of ripe wheat and knee-high corn covered the bare crest.

Culps Hill

A wooded hill, rising 180 feet above Rock Creek, broken here and there by boulders as much as twenty feet high. The hill anchored the right flank of the Union line. Defending troops improved with breastworks an already daunting defensive position. Johnson's division almost seized the hill late in Day 2 after Union troops were withdrawn to deal with the crisis on the Union left. They failed due to darkness, then failed again on Day 3 after both sides were reinforced overnight.

Cemetery Hill

A graveyard located south of Gettysburg, The hill was not particularly steep, but was covered with stone walls that gave good cover.

Little Round Top

The lower of two hills at the south of the USA battleline. The hill rises about 150 feet above the surrounding area, except in the saddle to the south. Sickles was supposed to occupy this end of the USA line, but he advanced forward to the position held in the Sickles Folly scenario. When Sickles was overrun by Longstreet's attack, the USA left faced disaster, saved only by the last-minute arrival of Sykes 5th Corps, and great defense of Little Round Top by Vincent's brigade.

Rivers

Rock Creek and Willoughby Run were more of a military obstacle than is often supposed. Just upstream of the McAllister Dam, Rock Creek was six feet deep. A small group of men could wade most streams easily, but getting an entire brigade across in good order was another matter. Embankments could be steep and lined with bushes, which gave excellent cover to enemy skirmishers.

Hex vs Hexside Terrain

There are many hexes on the map where hex and hexside terrain differ. For example, the Peach Orchard and Pennsylvania College have clear hexsides around the terrain. This means to enter those hexes costs only 2MP (1 on a major road) and 2 more to exit.

But hex terrain does impact combat, stacking, and line of sight. The woods in the Pennsylvania College **Hex** provide Double Defense (5.24), while the Peach Orchard does not. Both hexes block line of sight (5.33).

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3.0 UNITS

The blocks represent USA (blue) and CSA (gray) forces. Two sheets of die-cut labels are included. One label must be attached to each block. Lightly position each label, ensure it is straight, then press firmly.

3.1 UNIT DATA

3.1.1 Unit Strength

The current strength of a block is the number on the top edge when the block is standing upright. Strength determines how many six-sided dice (d6) are thrown for a block in combat. For a block at strength 4, roll 4d6 (four six-sided dice).

Blocks can have a maximum strength of 4, 3, 2, or 1. For each hit taken in combat, the block's current strength is reduced by rotating the block 90 degrees counter-clockwise.

3.1.2 Combat Ratings

Combat Rating is a letter (morale) and number (firepower) such as A1 or B2. Morale codes are Good (A), Average (B), and Poor (C) or (D). These have no effect on fire combat, but are important for Melee combat. Firepower is the maximum roll that scores a hit in **both** Fire and Melee.

Example: a block rated B1 scores a hit for each "1" rolled, and one rated B3 scores a hit for each 1, 2, or 3 rolled.

3.1.3 Movement Rating

Movement ratings are not shown on the block. They are given in the UNIT DATA table (sidebar).

3.2 UNIT TYPES

3.2.1 Headquarters

HQs represent a commanding general, headquarters staff, and an escort guard of 50-100 men. They have Move 8, and cannot fire, except in Melee.

Exception: Cavalry HQs have Move 10.



3.2.2 Infantry

Blocks with a crossed rifle-musket symbol that represent a brigade of 600-2400 men. Infantry have

Move 6.

3.2.3 Cavalry



Blocks with a crossed saber symbol. They represent a mounted brigade of 1200-2400. Cavalry have Move 10.

3.2.4 Artillery



Blocks with a crossed gun barrel symbol. They represent a brigade (USA) or battalion (CSA) of 12-24 guns. Artillery have Move

8, but off-road moves cost *double*. The firepowers given are for **SHORT** range (large number) and **LONG** range (small number). Artillery in **Melee** are subject to special penalties, see 7.4.

3.2.5 Horse Artillery



Artillery attached to Cavalry units. They function like artillery, except they have Move 10 and may (unlike other Artillery)

attack into **Melee**.

3.3 SPECIAL UNITS

3.3.1 Berdan's Sharpshooters

Elite marksmen who wore dark green uniforms. Although nominally attached to Ward's brigade in Birney's Division (III Corps) the sharpshooters operated as an independent demi-brigade. This A3 unit can **Fire** or **Melee** **without command**, but they **Melee** at A1.

3.3.2 Lockwood's Brigade

A green brigade newly attached to the 12th Corps. Lockwood outranked other brigade commanders in the corps. Slocum did not want the inexperienced Lockwood to become a division commander, so the brigade was treated as a Corps Asset. Most Gettysburg games treat the brigade as "poor", but it actually fought well on Day 2. We rate it as B2.

BLOCK TYPES

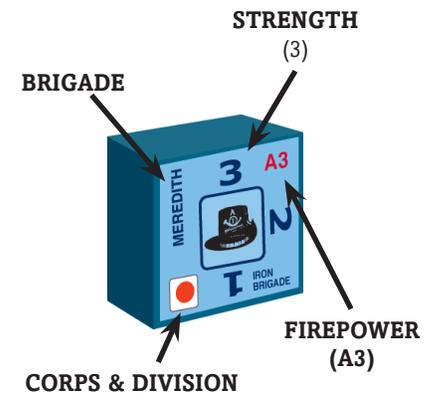
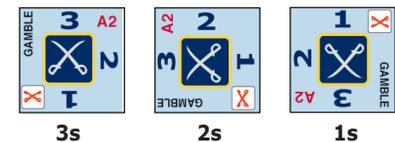
UNIT	USA	CSA
Leaders	32	16
Infantry	52	37
Cavalry	8	7
Artillery	13	15
Horse Artillery	3	1
TOTAL	108	76

UNIT DATA

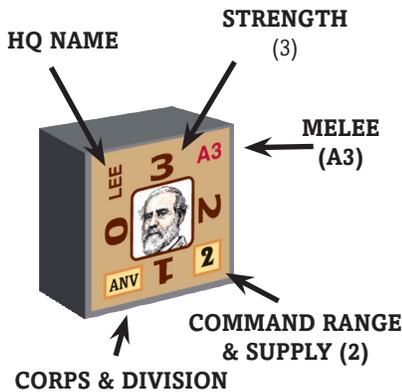
Unit	Move	Combat
HQ	8	Melee Only
Infantry	6	Fire & Melee
Artillery	8	Fire & Melee
Cavalry	10	Fire & Melee
Horse Artillery	10	Fire & Melee

STEP REDUCTION

For each hit taken in combat, strength is reduced by rotating the block 90 degrees *counter-clockwise*. The diagram below shows the same unit at 3s, 2s, and 1s.



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4.0 COMMAND

4.1 COMMAND PHASE

The first phase in a Game Turn is the **COMMAND PHASE**. Command is required for Combat, but not for Movement.

4.2 HQ TYPES

4.2.1 Divison HQ (DHQ)

DHQs have a Union or Confederate battle flag. The CSA player has nine DHQs and the USA has nineteen. DHQs command Combat and Supply for units of the same *division*.

4.2.2 Corps HQ (CHQ)

The CSA player has three CHQs and the USA has seven. CHQs Supply (not Fire) any units in their *Corps*, usually by adding steps to DHQs in range.

4.2.3 Army HQ (AHQ)

Both sides have one AHQ. They can Supply (not Fire) any unit, most efficiently by adding steps to CHQs. AHQs require Night Supply to be rebuilt.

4.2.4 Artillery HQs

Each side has one Artillery CHQ that can Fire or Supply any artillery within command range, except Horse Artillery. Artillery HQs are supplied by the AHQ.

4.2.5 Cavalry HQs

Each side has one Cavalry CHQ to command cavalry and horse artillery. The USA Player also has three cavalry DHQs which function normally within their own divisions. Cavalry CHQs are supplied by the AHQ.

4.3 HQ ACTIVATION

In the **COMMAND PHASE**, the active player may activate (turn face-up) as many DHQ units as desired. DHQs can deploy to an **adjacent** *Friendly* hex before they

activate, but they **cannot** overstack. Units of the corresponding division within Command Range of an activated DHQ are “under command.”

After the **MELEE PHASE** ends, each active HQ is reduced one (1) step. HQs may now be activated for Supply at the cost of one step. See 8.0.

An HQ at strength zero (0) cannot be activated, but can be increased by Supply.

4.4 CORPS ASSETS

Both sides have “corps assets”, mostly artillery, which are attached at a corps level. These units have the same corps symbol as the CHQ. Corps Assets are fired by any active DHQ of the *same* corps in Command Range. They can only be built by CHQs or AHQs directly.

4.5 COMMAND RANGE

All HQs have a fixed Command Range shown on their bottom right corner. Command Range can be traced through *Friendly* or *Neutral* hexes, but not through *Enemy* hexes. (See: 6.6).

4.6 COMMAND SENIORITY

Early in the game, before Lee or Meade enter play, the senior CHQ on the field functions as temporary AHQ, perhaps only until a more senior officer appears. Temporary AHQs have the same powers as the AHQ, except they use their own Command and Supply ratings.

Command seniority is noted in the sidebar. Also see **HANCOCK** option.

4.6.1 HQ Elimination

HQs are eliminated in combat like any other unit. The next senior officer (on the field) assumes command.

A fallen DHQ is rebuilt (no cost) at zero strength at the location of its CHQ (or current AHQ if CHQ is not on the field) in the next *friendly* **SUPPLY PHASE**. The enemy player receives a “Fallen” leader block to record the Victory Point.

A fallen CHQ is **not** replaced. The senior DHQ functions as CHQ (see sidebar). Such “promoted” DHQs can command troops of their own division (only) to Fire/Melee and Supply **any** units in the Corps. They can only be resupplied themselves by the AHQ.

A fallen AHQ is **not** replaced. Instead, the senior CHQ (on the field) now functions as AHQ, and the senior DHQ becomes CHQ.

Command Seniority

USA	CSA
AHQ MEADE	AHQ LEE
1. Slocum (XII) <i>Williams</i>	1. Longstreet (I) <i>McLaws</i>
2. Sedgewick (VI) <i>Newton</i>	2. Ewell (II) <i>Early</i>
3. Reynolds (I) <i>Doubleday</i>	3. Hill (III) <i>Anderson</i>
4. Howard (XI) <i>Schurz</i>	4. Stuart (cavalry) <i>Hampton</i>
5. Hancock (II) <i>Gibbon</i>	
6. Sickles (III) <i>Birney</i>	
7. Sykes (V) <i>Ayres</i>	
8. Pleasanton (cavalry) <i>Buford</i>	

CHQs are listed by seniority. A fallen CHQ is replaced by the senior DHQ (*italics*) of that corps. That is, DHQ *Williams* succeeds CHQ **Slocum**.

The Hancock Option

Reynolds commanded all USA forces at Gettysburg until he was killed by a sharpshooter around 10:30am on Day 1. Howard became “army commander” until Hancock, sent by Meade on learning of Reynold’s death, arrived on the field around 4PM. Hancock was junior to Howard, but had the confidence of Meade. General Slocum appeared around 6PM with his 12th Corps and Hancock departed soon after leaving Slocum in command. Army commander Meade did not appear on the field until 3am next day. Hence, on Day 1, the Union army was commanded by Reynolds, Howard, Hancock, and finally Slocum.

The USA player has the option to send **HANCOCK** to replace any fallen CHQ. **HANCOCK** arrives (Taneytown Road) four (4) hours later and functions as replacement CHQ (perhaps AHQ) until Meade arrives.

USA Reserve Artillery

USA Reserve (R) artillery are commanded by **HUNT**, who can Fire and Supply **any** USA artillery, except Horse Artillery. Reserve Artillery can also be fired by any Union DHQ.

CSA Artillery HQ

The official commander of the CSA artillery was **PENDLETON**. He was a good administrator but poor “war chief”. With everyone’s agreement, the fighting role devolved to **ALEXANDER**, the senior artillery commander of **LONGSTREET’S** I Corps. The **ALEXANDER** HQ may Fire and Supply all CSA artillery, except Horse Artillery. Alexander is supplied by **LEE**, not **LONGSTREET**.

5.0 FIRE COMBAT

5.1 FIRE PHASE

The FIRE PHASE follows the COMMAND PHASE. Only blocks within Command Range of an active DHQ are eligible to fire. All Combat HQs must be activated before any firing begins. HQs themselves cannot fire (but see 7.5).

Cavalry and Infantry units can Fire only when they are adjacent to target units. Artillery have ranged fire up to three (3) hexes. See 5.3.

5.2 FIRING UNITS

To fire, reveal your unit and roll as many dice as a block's current *Strength*. A hit is scored for **each** roll **equal to or lower than** the block's Firepower Rating.

Example: To fire an Infantry 3, roll 3 dice. If firepower is B2, score hits on rolls of "1" or "2". Other numbers are misses.

5.2.1 Fire Limit

Infantry, Cavalry & Artillery fire (short and long range) is limited to **one** unit per turn across **each** hexside (of the firing unit's hex) regardless of terrain.

5.2.2 Terrain Effects

Some terrain types have a Fire penalty that reduces firepower. Hence firing through a Woods **hexside** is -1 (B2=B1). Terrain penalties are cumulative and can result in firepower 0 (no roll). Hence, *Woods+River* is -2 (A3=A1). See the Terrain Effects chart on the back page for penalties.

5.2.3 Hit Allocation

Enemy blocks cannot be targeted individually. **Each** hit is applied to the *strongest* enemy block in the targeted hex. When two or more blocks share the highest Strength, the owner chooses which to reduce. Units taking hits from Fire Combat do **not** have to be revealed.

Note: Combat is not simultaneous. All hits are applied immediately.

5.2.4 Double Defense (D2)

Some hexes (not hexsides) give D2 to defending units. This means that two hits are required to lose one step. Each hit is treated as a half-hit and the next hit must be taken on the same unit.

Half-hits do **not** carry forward from Fire combat to Melee (7.0) combat. Units recover from a half-hit at the end of the Fire Phase.

Double Defense is ignored in Melee combat. Both sides have D1 (normal).

5.3 ARTILLERY FIRE

5.3.1 Artillery Range

Artillery may fire up to three (3) hexes, subject to command, one unit per hexside, and a clear Line of Sight (5.33).

A Cone of Fire (see diagram 1) defines the **only** seven possible target hexes when firing through a particular hexside.

Short Range is one hex; Long Range is two or three hexes. Two firepowers are given, the larger for Short Range, the smaller (superscript) for Long Range. That is, an artillery rated A3¹ has A3 at Short Range and A1 at Long Range.

Fire penalties for terrain **hexsides** do apply for *Short Range* artillery fire.

Fire penalties for terrain **hexsides** are ignored for *Long Range* artillery fire.

Important: Artillery units must be revealed when they enter an enemy ZOC or frontline hex, and remain face-up until they leave all frontline hexes or ZOCs. This applies to both sides, but units are revealed only after all movement is complete for that turn. A revealed Artillery unit **may** be targeted by any units that can fire (not melee) at it during their turn. All hits are applied to the targeted Artillery unit only (excess hits are wasted).

5.3.2 Repulse Hits

Long Range fire cannot directly eliminate enemy units. Instead, when a unit would normally take its last hit, it is repulsed, meaning it must retreat into an adjacent *Friendly* hex. If no such hex exists, or the only available *Friendly* hex is fully stacked, then a repulsed unit is eliminated.

5.3.3 Line of Sight (LOS)

With *Long Range* fire (only), blocking terrain must be taken into consideration. Blocking terrain is defined as higher land, or Woods and Town hexsides. Farms, Streams, Rivers, Marshes, and Roads are NOT Blocking terrain. Friendly and enemy units are not Blocking terrain.

When the firing and target units are at the **same** level, a LOS exists unless **higher** Blocking terrain intervenes.

When the firing and target units are at *different* elevations, a *higher* target must be *closer* (or equidistant) to the Blocking terrain to have LOS, but a lower target must be *further* (or equidistant) from the Blocking terrain to have LOS.

Double Defense

The effect of D2 is more substantial than merely "double". If a defending unit receives just a half-hit, it is recovered after the Fire Phase ends.

D2 does not apply in Melee because woods and rocks are a mixed blessing for the Defender. They offer protection, but they also allow the Attacker to approach with cover. The epic struggle between the 15th Alabama and 20th Maine for Little Round Top illustrates the point. The CSA regiment, under cover of the trees, suddenly appeared and charged from just 100 yards from the USA Line.

Elevation & LOS

When determining elevation, use only the terrain applicable to the LOS. For example, Blocher Knoll (D5) is not +1 elevation for fire through its two non-Ridge hexsides. In general, a LOS exists when:

- Target is adjacent.
- Target is same elevation and all Blocking terrain is lower.
- Target is higher & closer (or equidistant) to Blocking terrain.
- Target is lower & further (or equidistant) from Blocking terrain.

LINE OF SIGHT (Diagram 1)

The seven possible targets for an artillery unit firing through the **Q10/S10 hexside** are shown below. White arrows indicate no LOS.

R11 is close range fire. LOS does not apply.

R12 is same level with no blocking terrain.

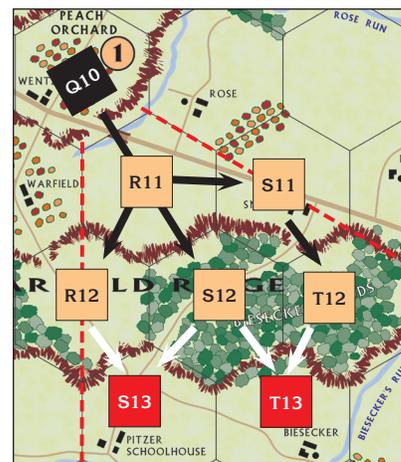
S12 and T12 are same level, but have Double Defense for Woods.

S11 is lower with no blocking terrain.

S13 and T13 are lower with blocking terrain. These hexes cannot be targeted from Q10.

Path of Fire

To help determine blocking terrain, first trace into the adjacent front hex, and then choose a pathway as shown below to the target. A LOS exists if a path can be traced through non-blocking terrain. This method clarifies, for example, that S11 is not hidden by the orchard to its northeast.



6.0 MOVEMENT

6.1 MOVE PHASE

The MOVE PHASE follows the FIRE PHASE. During each MOVE PHASE, the active player may move as many or as few of his units as desired, except units that participated in the COMMAND OR FIRE PHASE cannot move. The enemy player cannot move during your MOVE PHASE.

6.2 STACKING

Stacking is the maximum number of blocks that can occupy a hex. It varies by terrain. Stacking Limits are noted on the TERRAIN DATA TABLE (back page).

Stacking Limits apply to all units, including HQs. Stacking Limits apply at the end of each phase. Overstacked units are eliminated.

During a Melee, the Attacker has the same Stacking Limit as the Defender. That is, three (3) units can attack into a WOODS hex for Melee.

6.3 MOVEMENT POINTS (MP)

All units have a Movement Allowance as noted on the UNIT DATA TABLE (back cover). This allowance is the maximum number of MPs available in one MOVE PHASE. Units expend MPs according to the **hexside** crossed (hex terrain is irrelevant) and cannot exceed their allowance. Units may move less, but cannot save MPs.

6.4 TERRAIN & MOVEMENT

Move points are expended depending on the **hexside** crossed. A unit expends 2MP to cross a CLEAR hexside. Hence, a unit with 6MP can move through three (3) CLEAR hexsides.

Except as noted under Road Movement, every hexside crossed expends at least 2MP. Crossing a hexside that contains other terrain expends the sum of their respective MPs. Examples are given in sidebar. A unit can always move one hex regardless of terrain.

6.5 ROAD MOVEMENT

There are two classes of road, Major (thick line) and Minor (thin line). Major roads cost 1MP per hexside and minor roads cost 2MP. Road movement negates all terrain penalties for movement. For example, an infantry unit can move up to six hexes along a Major road regardless of terrain.

6.6 HEX CONTROL

Hex control is determined by the position of units at the start of a Player Turn. Hex control is important for HQ Deployment, Command Range, Melee Retreats, Repulse Hits, and control of Victory hexes.

6.61 Zones of Control (ZOCs)

Units exert a Zone of Control (ZOC) into all adjacent hexes that are vacant. All hexes are either *Friendly*, *Enemy*, or *Neutral*.

FRIENDLY: hexes occupied by friendly unit(s) or vacant hexes that are adjacent and uncontested.

NEUTRAL: vacant hexes, except those which are Friendly or Enemy. A vacant hex into which both sides exert a ZOC is also Neutral.

ENEMY: hexes friendly to the Enemy. ZOCs do not extend into enemy occupied hexes.

Units must stop when they ENTER an enemy ZOC, or when they move from one enemy ZOC to another.

Hex control changes only at the **end** of the current Player Turn. A hex that seems Neutral or Friendly, may in fact still be an Enemy hex until the turn ends.

6.62 Frontline Hexes

All hexes adjacent to Enemy units are FRONTLINE hexes. Every hexside of a Frontline hex has a Move Limit of two units. This can be two units in, or two units out, or one unit in and one out. All units that move into or within Frontline hexes must stop.

6.7 ENTRY ROADS

Timed reinforcements enter play during the MOVE PHASE. Units enter on their named road and/or on adjacent entry roads. Reinforcements may be divided between possible entry roads, but division integrity must be kept. The map edge hex is counted as the first hex for movement. If the entry road is minor 2MP are consumed upon entry.

The moving player may deploy in adjacent hexes, and may also deploy one or two units per occupied mapedge hex and conduct a normal Melee Attack. This special case does not require Command. The Attacker can retreat off-board (2.4).

Frontline hexside limits (6.62) do **not** apply to mapedge hexes, but units must still stop entering an enemy ZOC.

Movement Examples

CLEAR: 2MP (base move)
 WOODS: +1 = 3MP
 STREAM: +1 = 3MP
 RIVER: +2 = 4MP
 MARSH +3 = 5MP
 RIDGE: +1 = 3MP
 HILL: +3 = 5MP
 WOODS+STREAM: = 4MP
 WOODS+RIVER: = 5MP
 WOODS+RIDGE: = 4MP
 WOODS+HILL: = 6MP
 WOODS+RIVER+HILL = 8MP

Regardless of terrain, Major roads have a base movement of 1MP; Minor roads have a base movement of 2MP. Fords and Bridges are a continuation of their connecting roads. They do **not** cost extra for Movement.

Hill and Ridge movement penalties apply to uphill movement only.

Frontline Hexes

Frontline Hexes are similar to ZOCs except they also include Friendly occupied hexes. Move Limits apply to movement into, within, or out of any Frontline hex. The limits simulate the difficulty of engaging and disengaging large bodies of men when close to the enemy.

Entry Roads

 This is the symbol for entry roads. Other roads entering the map are not valid entry roads.

COLUMN & LINE (Optional)

Civil War tactics required infantry to fight in line and march in column. Players can assume that units are always in *Line* unless they are marked (turn face-down) to identify them in *Column*. The effects are:

- Units change from one formation to the other during the MOVE PHASE at a cost of 50% of their Move. Units require 100% of their Move to change Formation in a Frontline hex.
- Only units in *Column* can use Road Movement; units in *Line* cannot.
- Units in *Column* have a Stacking Limit of 1 regardless of terrain. Units in *Column* **cannot** enter any hex containing other friendly units, nor can units in *Line* enter a hex containing units in *Column*.
- Units in *Column* cannot Fire. In Melee, they can retreat normally, or change to *Line* in the first Melee Round.
- Units enter the map in *Column* or *Line* at owner choice.

7.0 MELEE COMBAT

7.1 MELEE PHASE

Frontline units can, instead of firing, attack into an **adjacent** enemy-occupied hex during the MOVE PHASE. Command is required to make this attack, except as noted in 7.8.

A Melee is limited to one unit per hexside, but a *hexside* already used for FIRE COMBAT can be used *again* for Melee. A Melee cannot exceed the stacking limit of the enemy hex, but this limit applies to both players. See: 6.2.

Melees are resolved, hex by hex, in any sequence desired by the Friendly player, but only *after* all Movement is completed. All units are revealed in Melee.

7.2 MELEE ROUNDS

Melees are resolved over one (1) to three (3) Rounds. Each unit has one Combat Turn per Melee Round. In its Combat Turn, a unit may either Melee or Retreat. The sequence of Combat Turns depends on combat ratings. All "A" blocks go before all "B" blocks, which go before all "C" blocks, which go before "D" blocks. Defending "A" blocks go before Attacking "A" blocks, and so on.

To Melee, roll as many dice as a block's current *Strength*. A hit is scored for **each** roll **equal to or lower than** the block's Firepower Rating.

Example: *To Melee an Infantry 3, roll 3 dice. If firepower is B2, score hits on rolls of "1" or "2". Other numbers are misses.*

After Melee Round 1 has been completed repeat the sequence for Melee Round 2 as necessary. Unless the Attacker wins the hex, his units must retreat (7.7) during Round 3. That is, Attacking units cannot Melee in Round 3; they must Retreat, but defending units can Melee as long as there is an enemy unit in the hex.

7.3 MELEE TERRAIN

Roads can never be used to enter a Melee. Use non-road terrain to determine terrain effects.

Melee penalties (see Terrain Effects chart) are determined by the hexside crossed into combat. The penalties only affect the attacker during the first round of the melee. Hence, crossing *Woods+Ridge* is -2 (A3=A1). These penalties are cumulative and may result in firepower 0.

Double Defense (D2) does **not** apply in Melee.

7.4 ARTILLERY IN MELEE

Artillery cannot *attack* into a Melee. They defend normally at A3 or B3 firepower in Round 1, but are reduced to A1 or B1 for later rounds.

Horse Artillery are permitted to attack into Melee, but they too have reduced firepower after Round 1.

7.5 HQS IN MELEE

HQs cannot attack into Melee. HQs may defend in Melee Combat like any other unit according to their current strength and firepower. Because they have a zero (∅) step, HQs always take the last hit.

7.6 CAVALRY IN MELEE

For Round 1 only, Cavalry firepower is -1 (A2=A1) if they ATTACK into a melee, and +1 (A2=A3) DEFENDING in a melee.

7.7 MELEE RETREATS

Attacking units must always retreat to the adjacent hex(es) they attacked from. Defending units must retreat to an adjacent Friendly hex, if available, or to a Neutral hex otherwise. Units can never retreat to an Enemy hex, or to another unresolved Melee hex. A maximum of one (1) unit can retreat per hexside *each* melee round.

Retreating off-board is permitted (see 2.4).

7.8 UNSUPPORTED MELEE

Players have the option during the Move Phase to start an *Unsupported* Melee. This does not require HQ Command, but is restricted to **one (1)** unit per melee hex, for two rounds, in which the Attacker must retreat in Round 2.

Unsupported Combat may not be used to support normal Melee combat. Like other melees, the results are not determined until all movement is complete.

7.9 REGROUPING

Units that win a melee can regroup, meaning they may immediately retreat to adjacent friendly hexes, and/or the victory hex can be reinforced by friendly units from adjacent hexes. Units cannot regroup into enemy or neutral hexes.

The melee hexside limit of 1 unit per hexside applies to both directions. That is, if a unit reinforces into the hex, another unit that was already in the hex cannot retreat via that same hexside.

Melee Combat Example

The USA defends a Clear hex with three units: B3 Infantry, C2 Infantry, and A3 Artillery. The CSA melee with two units: A3 Infantry (via Woods hexside) and B2 Infantry (via Clear hexside). The sequence of Combat Turns in the three Melee Rounds would be:

Round 1	Round 2	Round 3
USA A3 Arty	² USA A1 Arty	² USA A1 Arty
¹ CSA A3 Inf	CSA A3 Inf	³ CSA A3 Inf
USA B3 Inf	USA B3 Inf	USA B3 Inf
CSA B2 Inf	CSA B2 Inf	³ CSA B2 Inf
USA C2 Inf	USA C2 Inf	USA C2 Inf

¹ Fights as A2 in Round 1 because the hexside crossed was wooded.

² Fights as A1 in Rounds 2 and 3.

³ Must Retreat instead of firing during Round 3.

Melee Retreats

Hex control does not change until the end of the current Player Turn. A hex that is now occupied by a Friendly unit may still be under enemy control at the instant of retreat.

Supply Phase

This phase simulates a complex variety of battle effects, such as restocks of ammo, the benefits of resting troops, rallying disorganized troops, and gathering stragglers.

Supply Example

Meade activates for Supply at Strength 1. He has a Command Range and Supply Value of 3. Two SPs are expended to raise Hancock (CHQ) and Slocum (CHQ) by one step each. The third SP is used to raise Gibbon (DHQ) directly since that division is under severe pressure and time is the enemy. Meade is now reduced by one step to Strength ∅ ending the Supply Phase. He cannot be activated again this day, but can be resupplied with Night Supply.

Melee Round 3

If a **CSA B** unit **initiates** a melee with a **USA A** unit, but fails to eliminate the USA unit in rounds 1 or 2, the CSA unit must retreat in round 3 but not until **after** the USA unit Melees.

If, however, it was a **CSA A** unit that **initiated** the melee with a **USA B** unit, the CSA unit retreats in round 3 **before** the USA unit can Melee.

8.0 SUPPLY

8.1 SUPPLY PHASE

First turn **all** units upright (except Artillery in frontline hexes), and then activate HQs for Supply as desired. HQs may deploy to an adjacent **friendly** hex and then activate for Supply. Activation costs 1 step on that HQ. The same HQ may be activated in both the **COMMAND** and **SUPPLY** Phases of the same turn; each activation costs 1 step.

8.2 SUPPLY POINTS (SP)

Every HQ has a Supply value noted in its lower right corner. This is the same number as Command Range. These points are available to supply units of the same military group as follows.

DHQs may supply any units of the *same* division.

CHQs may supply any units of the *same* Corps. Only a CHQ (or AHQ) can add steps to a DHQ.

AHQs may supply any units. Only an AHQ can add steps to a CHQ. Only Night Supply (9.73) can rebuild AHQs.

8.3 BUILD-UP

Supply Points (SP) build-up weakened units. HQs may expend supply in the Fire Phase and receive supply in the Supply Phase of the same turn. Units may never receive multiple steps of supply in the same Supply Phase.

Each SP can increase one (1) unit (regardless of type) by one (1) step, subject to the following:

Command Range: the unit must be within Command Range of the HQ. Command Range cannot be traced through Enemy hexes.

Frontline Hexes: units located in Frontline hexes cost 2SP per step to supply. Units located elsewhere cost 1SP per step.

Ineligible HQs: All HQs currently active for Supply cannot receive Supply in the same **SUPPLY PHASE**. That is, a CHQ activated for Supply cannot be built-up by an activated AHQ in the same Supply Phase.

8.4 NIGHT SUPPLY

During the **SUPPLY PHASE** of a Night Turn, each player receives supply points:

CSA 12SP

USA 16SP

Unlike normal supply, multiple steps may be added to units for Night Supply. Each step costs 2SP in Frontline hexes, and 1SP elsewhere.

Command Range is not a factor in Night Supply. However, to receive Supply, USA units must trace a Supply Line to the **BALTIMORE PIKE** entry hex (L10), and CSA units must trace a Supply Line to the **CASHTOWN PIKE** entry hex (H14). A Supply Line is any path of hexes which does not pass through an Enemy hex(es).

9.0 SCENARIOS

9.1 VICTORY POINTS (VPs)

Victory Points are scored for holding certain hexes on the mapboard, and for destroying enemy units. When the final hour of each day is played, the CSA player totals his VP.

10+ CSA Victory

0-9 Draw

<0 USA Victory

9.11 Victory Hexes

Victory locations have a large **ORANGE** number and are listed in the sidebar. Only the CSA player counts terrain points; the USA gains no points for holding terrain.

Only Victory hexes Friendly to the CSA are counted. Neutral and USA controlled hexes are ignored.

9.12 Shattered Units

1VP is also scored per shattered (eliminated) **enemy** unit. Both players count the number of eliminated **enemy** units. The USA total is subtracted from the CSA total (result may be negative). Add this number to the CSA terrain score.

***Example:** CSA holds Seminary Ridge (1VP), Gettysburg (2VP), and Benner Hill (1VP) for a total of 4VP. The CSA has lost three (3) units and the USA has lost eight (8) units, a difference of +5 for the CSA. Final CSA score is thus 4+5 = 9VP. This is a Draw.*

9.2 THE FIRST DAY

Set up units on Day 1 OB. Deploy 8AM units in the locations and strengths given. You must deploy in the stated hex up to maximum stacking, then deploy additional units in adjacent hexes.

USA Player deploys first, then the CSA player deploys. CSA has initiative for first turn. The scenario ends after the 8PM turn.

Night Supply

Providing supply in the rear is much easier than in the front. If possible, it is generally wise to disengage at night.

Remember that a supply line cannot be traced through enemy hexes. This is really the same as day supply, which requires Command Range, which cannot be traced through enemy hexes.

Victory Hexes

Terrain victory points are awarded for certain locations. The CSA player must occupy or control (friendly ZOC) these hexes to score the VPs. The points are more a reflection of the road they dominate than the terrain object itself.

1VP Seminary Ridge

2VP Gettysburg

1VP Benner Hill

2VP Culps Hill

2VP Cemetery Hill

3VP Powers Hill

2VP Little Round Top

1VP Big Round Top

1VP Peach Orchard

15VP

Shattered Brigades

No brigades were actually eliminated at Gettysburg. Some like the Iron Brigade took 60% casualties, and others had 50% losses, which effectively removed them from the battle. Units eliminated in game play are "shattered brigades".

Day 1 Victory

The most likely result of playing Day 1 is a draw. This is intended to encourage games to be continued into Day 2. However, when using Day 1 as a stand alone scenario, modify VPs as follows:

CSA VPs 4 or less USA Victory

CSA VPs 5-9 Draw

CSA VPs 10+ CSA Victory

Cover Art

The cover art for Gettysburg: Badges of Courage was painted by noted Civil War artist Don Troiani. "Give them Cold Steel, Boys" depicts Brigadier General Armistead leading his brigade on Pickett's Charge.

GETTYSBURG: Badges of Courage™

9.3 THE SECOND DAY

Set up units for SICKLES FOLLY. Start at 4PM, and end after Night Turn. CSA have initiative in first turn.

9.4 THE THIRD DAY

Set up units for PICKETT'S CHARGE. Start at 1PM, and end after Night Turn. CSA have initiative in first turn.

9.5 BADGES OF COURAGE

The entire three day battle. Use Day 1 and Day 2 OB cards. Play Day 1 as normal. Conduct a Night Turn, and then continue with Day 2 starting at 8AM with an initiative die-roll. If necessary, conduct a second Night Turn and play Day 3.

After each day, determine VPs normally. If the result is a draw, the fight continues into the next day. If neither side wins by the end of Day 3, the game ends as a draw.

Clarification: *The Longstreet Day 2 option on the Order of Battle Card does not include Pickett's Division.*

9.6 FREE DEPLOYMENT

Players may vary historical deployments. The best method is to allow deployed units to be exchanged, always keeping the same number of units in each location. This avoids problems relating to ZOCs.

9.7 NIGHT TURNS

This special turn separates two days of battle. Determine Initiative normally.

9.71 Night Combat

Combat is prohibited.

9.72 Night Movement

Units are permitted one normal Move, except they cannot enter any hex adjacent to an enemy unit.

Units can move **out** of frontline hexes but movement into/between frontline hexes is prohibited at night.

9.73 Night Supply

Both players now receive Night Supply. See 8.4.

9.74 Night Reinforcements

Night reinforcements (Union II Corps) start in the entry hexes of the Taneytown, Emmitsburg, or Littleton roads and can move as far as desired along those roads up to hex I6. All rules of night movement must be obeyed.

10.0 CAVALRY BATTLE

These *optional* rules simulate the (offboard) Gettysburg cavalry battle.

- Keep all cavalry units offboard, except for JENKINS (CSA). MERRITT of Buford's division (USA) is temporarily attached to Kilpatrick's division.
- On Day 3, GREGG's division enters the map along the Hanover Road at 3PM. KILPATRICK's division enters the map along the Emmitsburg Road at 3PM.

•Several cavalry brigades included in the game were not at the historical battle. Players roll a die for **each** absent brigade to determine if it becomes available. That is, a roll of 5 or 6 adds Huey's brigade to GREGG's division, otherwise it does not arrive.

USA: 5+ Huey

CSA: 6+ Imboden
5+ Robertson
5+ Jones

Note: *if Huey fails to arrive, the USA may transfer Custer from KILPATRICK'S to GREGG'S division.*

- STUART opposes the GREGG and KILPATRICK divisions by allocating brigades to one or both *potential* battles. Each cavalry battle is then fought as a special three (3) round Melee (3PM Melee Phase) with the USA on defense. Artillery fire in the melee normally. HQ Command is NOT required, but HQs fire in the melee normally. A battle is won if the enemy is eliminated or retreats. There is no mandatory retreat after three rounds of melee. If neither side wins, that battle is stalemated. Eliminated units count for VPs as normal.
- A CSA victory against GREGG allows surviving CSA cavalry to appear on the Baltimore Pike at 4PM. A USA victory allows surviving GREGG cavalry units to appear on the Hanover Road at 4PM.
- A CSA victory against KILPATRICK allows surviving CSA units to appear on the Emmitsburg Road at 4PM. A USA victory allows surviving KILPATRICK cavalry units to appear on the Emmitsburg Road at 4PM.
- If a battle stalemates neither side can enter the map with those units.

Note: *Players can use the optional adjacent roads for entry as normal. Units winning a cavalry battle are not obliged to enter the map if the winner feels these forces are too beat-up to risk it.*

CAVALRY BATTLE

The role of cavalry in the Civil War was primarily that of scouts and flank guards, a crucial role in the days before air and radio intelligence.

Buford provided excellent left flank protection for the Army of the Potomac, a role he could never have performed so well if JEB Stuart had been leading and screening the Confederate advance. Instead, Stuart was riding around the Union army to the east, absent until the end of Day 2. Lee stumbled into Gettysburg, largely unaware of the nearness and looming concentration of Meade's army.¹

The smaller Army of Northern Virginia won battle after battle either by holding a strong defensive position or by brilliant flank maneuvers based on superior intelligence of enemy location. Neither condition applied at Gettysburg.

JEB Stuart's Day 3 orders were to ride east and south to attack the Union rear. This was intended to cause panic and rout after a breakthrough by LEE's infantry on Cemetery Ridge. STUART's ride was opposed by GREGG's division, causing a cavalry battle three miles offboard to the east which ended with a stalemate. At the same time, KILPATRICK's division, unopposed, attacked the Confederate right. They were repulsed after a hasty charge by Farnsworth against Robertson's Texas brigade.

¹ Criticism of Stuart for depriving Lee of his "eyes and ears" is a bit overwrought. Lee did have three other cavalry brigades nearby (Jones, Robertson, and Imboden) which he failed to employ in Stuart's absence. Jones and Robertson were at Fairfield, just nine miles southwest of Gettysburg. Imboden guarded the Army train, which was stretched out for ten miles northwest along the Cashtown Pike. Ewell's II Corps had its own attached brigade of cavalry (Jenkins). Jones or Robertson could easily have been attached to Hill's Corps to scout ahead of Heth's division. Stuart was an easy scapegoat for Lee's failure to screen his own advancing forces.

SICKLES' FOLLY**DAY 2, 4PM, CSA IS PLAYER 1****L4:** MEADE 2, HUNT 2, PLEASANTON 1.**M4:** *Ransom 3, Taft 2, Huntington 3, Fitzhugh 3.***I CORPS****K4:** ROBINSON 1, Paul 2, Baxter 2.**L5:** DOUBLEDAY 1 (CHQ)*, Stannard 4, Rowley 2, Stone 2.**J5:** WADSWORTH 1, *Wainwright 2, Cutler 2.***II CORPS****M5:** HANCOCK 3, *Hazard 3, Zook 2.***L6:** HAYS 2, Carroll 2, Smyth 3, Willard 3.**M6:** GIBBON 2, Harrow 3, Webb 3, Hall 2.**N6:** CALDWELL 2, Cross 2, Kelly 1, Brooke 2.**III CORPS****P9:** SICKLES 2, HUMPHREYS 2, Brewster 4.**O9:** Carr 4.**P10:** Burling 3.**Q9:** BIRNEY 2, De Trobriand 3, *McGilvery 3.***Q10:** Graham 3, *Randolph 3.***R9:** Ward 3.**T9:** Berdan 2.**V CORPS****L3:** SYKES 2, *MARTIN 3.***M3:** AYRES 2, Burbank 2, Day 3, Weed 3.**M2:** CRAWFORD 2, Fisher 3, McCandless 3.**L2:** BARNES 1, Tilton 2, Sweitzer 3, Vincent 3.**VI CORPS****L1:** Baltimore Pike arrival beginning at 5PM.**XI CORPS****K6:** HOWARD 1, SCHURZ 1, Schimmelfennig 1, Krzyzanowski 1.**K5:** STEINWEHR 1, Smith 2.**J6:** BARLOW 1, *Osborn 2, von Gilsa 1, Ames 1.***XII CORPS****L3:** SLOCUM 2.**K3:** *Muhlenburg 2, Lockwood 4.***J4:** WILLIAMS 2, McDougall 3, Kane 2.**J3:** Ruger 3.**I4:** GEARY 2, Candy 3, Greene 3.**SHATTERED UNITS (CSA VPS)**

REYNOLDS, Meredith, Coster.

Buford and the three blocks in his division are not part of the Day 2 or Day 3 scenarios. They spent the night of July 1 near the Peach Orchard and were then sent south off-map to recover. In the campaign game players choose whether to keep them on the field or not (see 2.4).

DHQ Doubleday is also the CHQ of I Corps. He can command units in his own division (only) to fire and can Supply **any units in I Corps. The limited supply capacity of a DHQ in this role is crippling to the Corps.*

PICKETT'S CHARGE**DAY 3, 1PM, CSA IS PLAYER 1****L5:** MEADE 1, PLEASANTON 0.**N5:** *Ransom 3, Taft 2, Huntington 3, Fitzhugh 3.***M4:** HUNT 2, *McGilvery 1.***I CORPS****L4:** ROBINSON 1, Paul 2, Baxter 2.**M6:** DOUBLEDAY 1 (CHQ)**, Stannard 4, Rowley 2, Stone 2.**J5:** WADSWORTH 1, *Wainwright 2, Cutler 2.***II CORPS****M5:** HANCOCK 3, *Hazard 3, Kelly 1.***K6:** HAYS 2, Carroll 2, Smyth 3, Willard 3.**L6:** GIBBON 2, Harrow 3, Webb 3, Hall 1.**N6:** CALDWELL 1, Cross 1, Brooke 1, Zook 2.**III CORPS****O6:** Brewster 2, Carr 2, Burling 2.**P6:** De Trobriand 1, Graham 1, *Randolph 2.***O5:** BIRNEY 1 (CHQ)***, HUMPHREYS 1, Ward 2, Berdan 1.**V CORPS****R7:** SYKES 1, *MARTIN 2.***Q7:** CRAWFORD 1, Fisher 2, McCandless 2.**S8:** AYRES 1, Burbank 1, Day 2.**T8:** Weed 2.**P7:** BARNES 1, Tilton 2, Sweitzer 2, Vincent 2.**VI CORPS****Q5:** SEDGEWICK 2, *TOMKINS-1 3, TOMKINS-2 3.***P5:** WRIGHT 2, Torbert 2, Bartlett 3, Russell 3.**Q6:** NEWTON 2, Shaler 4, Eustis 3, Wheaton 3.**S6:** HOWE 1, Grant 4, Neill 4.**XI CORPS****K5:** HOWARD 1, STEINWEHR 1, Smith 2.**K4:** SCHURZ 1, Krzyzanowski 1.**J6:** BARLOW 1, *Osborn 2, von Gilsa 1, Ames 1.***XII CORPS****L3:** SLOCUM 1, Lockwood 2.**K3:** WILLIAMS 1, *Muhlenburg 2, McDougall 2, Ruger 2.***J4:** GEARY 1, Candy 2.**I4:** Kane 2, Greene 2.**CAVALRY CORPS****2PM:** Deploy for Cavalry Battles (10.0).**SHATTERED UNITS (CSA VPs)**

REYNOLDS, SICKLES, Meredith, Coster, Schimmelfennig.

*** DHQ Doubleday is also I Corps CHQ.
DHQ Birney is also III Corps CHQ.*

SICKLES' FOLLY**DAY 2, 4PM, CSA IS PLAYER 1****M11:** Lee 3.**I CORPS****R12:** LONGSTREET 2, McLAWS 2, ALEXANDER 2,
*Alexander 3.***Q12:** Barksdale 3, Wofford 3, *Eshleman 2.***S12:** Semmes 3, Kershaw 4, *Cabell 2.***U12:** HOOD 3, Law 4, Benning 3.**T12:** *Henry 2, Anderson 4, Robertson 3.***H14:** PICKETT division arrives at 5PM.**II CORPS****G6:** EWELL 2, *Nelson 2.***G4:** Jenkins 2.**E2:** JOHNSON 2, Nicholls 2.**F2:** Walker 3, Steuart 4.**G2:** Jones 3, *Latimer 2.***G5:** EARLY 3, Hoke 3, *Jones 2.***G4:** Smith 2.**H6:** Hays 3, Gordon 3, *Dance 3.***G7:** RODES 1, *Carter 2.***H7:** Doles 3.**I8:** O'Neal 2, Ramseur 2.**H8:** Daniel 3.**III CORPS****L11:** HILL 2, *Pegram 2.***K10:** PENDER 2, *Garnett 2.***J9:** Perrin 3, Lane 2, *Poague 2.***K9:** Thomas 3, *McIntosh 2.***L10:** Scales 1.**N11:** ANDERSON 2.**M10:** Posey 3, Mahone 3, *Lane 2.***N10:** Perry 1, Wright 3.**O11:** Wilcox 3.**J12:** HETH 1.**I12:** Davis 2, Brockenbrough 1.**K12:** Archer 2, Pettigrew 3.**SHATTERED UNITS (USA VPs)**

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PICKETT'S CHARGE**DAY 3, 1PM, CSA IS PLAYER 1****M11:** Lee 2.**I CORPS****Q10:** LONGSTREET 2, ALEXANDER 2.**P10:** *Alexander 3, Eshleman 2.***Q9:** McLAWS 2, *Cabell 2.***O9:** Barksdale 2, Wofford 2.**R9:** Semmes 2, Kershaw 3.**N9:** PICKETT 2, *Dearing 2.****N10:** Kemper 3, Armistead 4, Garnett 3.**T10:** HOOD 2.**T9:** Law 3.**S9:** Benning 2.**U10:** Robertson 2.**U12:** Anderson 3, *Henry 2.***II CORPS****G6:** EWELL 2, *Jones 2, Hays 2.***G4:** Jenkins 2.**H3:** Jones 2, *Latimer 1.***H2:** JOHNSON 1.**I3:** O'Neal 2, Nicholls 1, Walker 2.**J3:** Steuart 2, Daniel 2, Smith 1.**G5:** EARLY 2, Hoke 2.**H6:** Gordon 3, *Dance 3, Nelson 2.***I8:** RODES 1, *Carter 2.***I7:** Doles 2.**J8:** Ramseur 1.

NOTE: Daniel, O'Neal, and Smith transferred to Johnson's command from other II Corps divisions. The strengths for Johnson's brigades assume his early morning attack on Culp's Hill has occurred.

III CORPS**L11:** HILL 2,**M9:** *Garnett 2, Poague 2.***J9:** Perrin 3, Thomas 3, *McIntosh 2.****K9:** Scales 2, Lane 3, *Pegram 3.***K10:** TRIMBLE 1.**N11:** ANDERSON 1.**M10:** Wright 1, *Lane 2, Posey 3, Mahone 3.****O10:** Wilcox 2, Perry 1.**L10:** HETH 1.***L9:** Archer 2, Pettigrew 3, Davis 3, Brockenbrough 2.

* Units assigned to "Pickett's Charge".

CAVALRY CORPS**2PM:** Deploy for Cavalry Battles (10.0).**SHATTERED UNITS (USA VPs)**

IVERSON, PENDER.

GETTYSBURG: Badges of Courage™

GAME TURN

[1] Initiative

[2] PLAYER 1 TURN

- Command
- Fire
- Move
- Melee
- Supply

[3] PLAYER 2 TURN

(As Player 1)

UNIT DATA

UNIT	SPEED	FIRE	MELEE
Army HQ	8	None	Basic
Corps HQ	8	None	Basic
Divison HQ	8	None	Basic
Artillery	8	A3/A1 ¹	A3
Infantry	6	Basic	Basic
Cavalry	10	Basic	Basic
Horse Arty	10	A3/A1 ¹	A3

¹ Firepowers for Short/Long Range.
Some units are B3/B1.

TERRAIN EFFECTS

TERRAIN	HEXSIDE LIMITS			HEX LIMITS		
	MOVE	FIRE	MELEE ¹	STACK	LOS	COMBAT
CLEAR	2	Basic	Basic	4	+0	Basic
ROAD (major)	1	Basic	Basic	1 ²	+0	•
ROAD (minor)	2	Basic	Basic	1 ²	+0	•
WOODS	+1	-1	-1	3	+1	D2 ³
ORCHARD	+1	-1	-1	3	+1	Basic
MARSH	+3	-1	-1	2	+0	Basic
TOWN ⁴	+1	-1	-1	3	+1	Basic
ROCKS ⁵	•	•	•	2	+1	D2 ³
RIVER	+2	-1	-1	•	+0	•
STREAM	+1	Basic	-1	•	+0	•
BRIDGE/FORD ⁶	+0	•	•	•	+0	•
RIDGE	+1 ⁷	Basic	-1 ⁷	•	+1	•
HILL	+3 ⁷	-1 ⁷	-2 ⁷	•	+2	•

¹ Reduction in Firepower (B2=B1) applies only to the *Attacker* in Round 1 of the Melee. Defender has Basic firepower. Penalties are cumulative for units crossing two or more terrain types. For example units crossing Woods+Hill, are -3 Melee in Round 1. This can result in firepower 0 (no roll).

² Roads negate terrain for movement. Fords & Bridges are treated as Road. Stacking applies only to units in *Column* if that rule is in play. Stacking for units in *Line* depends on the hex terrain.

³ D2 = Double Defense. A unit with a half-hit must take the next half-hit. D2 does not apply in Melee combat.

⁴ Gettysburg hexes and hexsides only.

⁵ Devil's Den (S9) only.

⁶ Use applicable Road for movement and Stream/River for Combat.

⁷ Uphill only.

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