

Gettysburg

1. INTRODUCTION
2. COMPONENTS
3. TURN SEQUENCE
4. EVENTS
5. MOVEMENT
6. RECOVERY
7. COMBAT
8. NIGHT
9. SPECIAL MARKERS
10. VICTORY
11. CREDITS
12. SETUP

1. INTRODUCTION

Gettysburg is a simple, fast-playing game of the most famous battle fought on American soil. Fought on July 1-3, 1863 during the American Civil War, the Union must hold the line against Confederate attacks as reinforcements arrive for both sides. Which army will break first, or will both sides break off from exhaustion?

Gettysburg is based loosely on the popular Napoleonic 20 series from Victory Point Games. Veterans of that series will find much that is familiar here, but care should be taken to read all the rules since many small details are different.

2. COMPONENTS

- 1 map, 34" x 22"
- 1 countersheet with:
 - 40 double-sided $\frac{3}{4}$ " counters
 - 66 double-sided $\frac{5}{8}$ " counters
 - 6 single-sided $\frac{5}{8}$ " counters
- 16 Event cards
- 1 rulebook

Map scale: 1 hex = 800 yards

Unit scale: 1 unit = 1 corps (Union) or 1 division (Confederacy)

Time scale: 1 turn = 2½ hours (day) or 9 hours (night)

Combat Units have the name of their commanding officer at the top, an icon indicating whether they are infantry, cavalry, or artillery in the middle, then three numeric ratings at the bottom: combat strength, quality rating,

and movement allowance. Units which are reinforcements have their entry code along the left side of the counter. The blue units are the Army of the Potomac (Union), and the butternut units are the Army of Northern Virginia (Confederacy). On Confederate units, the color of the box behind the name of the commanding officer indicates to which corps the division belongs.

Markers are included for army morale, game turn, leaders, corps artillery, fatigue, and rout.

Leaders have their name at the top, their portrait in the middle, and their command range at the bottom. The back of the counter includes their movement allowance. On Confederate units, the color of the box behind the leader's name indicates which corps the leader commands.

Combat Units and Leaders also include on their front either their set up hex or their two character entry area. A combat unit marked with a circled 'T' enters the game tired. A combat unit marked with a circled 'W' enters the game weary.

The map includes a terrain key, a Turn Track, a Morale Track for each army, and boxes for each army's broken and eliminated units.

Six counters numbered one through six are provided to generate random numbers required by the rules. Place the six counters in an opaque cup and randomly select one. Alternatively, players may use any convenient six sided die numbered one through six to generate random numbers. In the rules, any die roll may also be resolved with the six numbered counters.

3. TURN SEQUENCE

Each game round is composed of two player turns, one for each side. In each game round, the Confederate player takes their turn first. During your turn, you maneuver your units and resolve combat with the enemy. Player turns are divided into several phases, always resolved in the same order. The player taking their turn is the active player, the opponent is the inactive player.

3.1 Player Turn Sequence

- **Event Phase.** The active player draws an Event card (except on the very first Confederate turn of the game).
- **Movement Phase.** The active player may move all, some, or none of their units as desired, within the restrictions of the rules for Movement (5.). Reinforcements on the active side may arrive.
- **Recovery Phase.** Units not adjacent to the enemy may recover from Fatigue (6.2).

- **Combat Phase.** Defending cavalry may disengage. The active player resolves all attacks by their units, in any order desired, according to the rules for Combat (7.).
- **Morale Phase (Night only).** If it is a Night round, additional special activities occur, including rally (8.2), cutting communications (8.3), hold the field (8.4), and morale recovery (8.5) in that order. Skip this phase if it is not a Night round.

After the last phase is completed, the other player takes their turn. When both players have taken their turn, a new game round is begun.

3.2 Rain. At Gettysburg, there was the possibility of the battle going a fourth day. However, impending rain would have put an end to operations. Starting with the July 3 Dusk game round, at the end of the round after both player turns, roll a die. If the roll falls within the “Rain” range for the round, the game ends immediately. Barring rain, the last round of the game is July 4 Afternoon. Determine a winner according to the Victory rules (10.0).

The “Rain” range may be found on the map’s Turn Track.

4. EVENTS

In the first phase of every player turn, except on the very first Confederate turn of the game, the active player draws and reveals the top card of the Event card deck, and resolves the event matching his side (blue for Union, red for Confederacy). The other side’s event is ignored.

Reshuffle the event discards back into the Event card deck at the end of each Night game round.

5. MOVEMENT

During your Movement Phase, you have the opportunity to move all, some, or none of your units. Units are moved one at a time, through a contiguous path of hexes on the map.

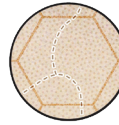
5.1 Movement Allowance. Each unit has a movement allowance (MA), and each hex entered by a unit expends movement points (MP) from this allowance. A unit cannot expend more MP than its MA during a given Movement Phase. However, a unit may always move a single hex even if the MP cost would exceed its MA. A unit can expend all, some, or none of its MA in a given Movement Phase, but any unused movement points are lost; it does not accumulate from turn to turn and cannot be transferred from unit to unit.

Weary (6.2) units have their movement allowance reduced by 1. Routed (7.12) units may only move under retreat restrictions (7.13). Units may force march (5.5) to increase their movement allowance.

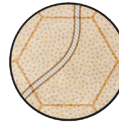
5.2 Stacking. A unit cannot enter a hex containing another unit. Two or more units can never occupy the same hex.

5.3 Terrain. This information is presented in the rules and also summarized in the Terrain Key on the map.

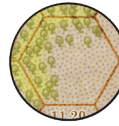
Additional movement costs are cumulative except where noted.



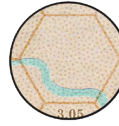
Roads: A unit moving along a road ignores terrain and expends only ½ MP per hex; a road cannot be used to enter a hex adjacent to an enemy unit.



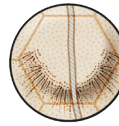
Pikes: A unit moving along a pike ignores terrain and expends only ½ MP per hex; a pike cannot be used to enter a hex adjacent to an enemy unit.



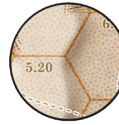
Woods: A unit pays +1 MP to enter a woods hex, or cross a woods hexside (not cumulative when entering a given hex).



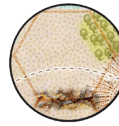
Creek: A unit pays +1 MP to cross a creek hexside. Attacking across a creek may provide the defender with a benefit.



Slope: Crossing a slope has no effect on movement. An attack is up slope if the slope symbol is along the hexside in the defender’s hex. Attacking up slope may provide the defender with a benefit.



Hill Contour: A hill contour has no effect on movement or combat.



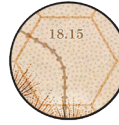
Ridge: Crossing a ridge has no effect on movement. Attacking across a ridge may provide the defender with a benefit.



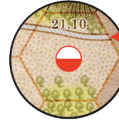
Gettysburg: The town has no effect on movement or combat.



Town: Towns have no effect on movement or combat.



Railroad: The railroad has no effect on movement or combat.



Line of Communications (LOC): Union LOC are blue; Confederate are red. LOC have no effect on movement or combat.

5.4 Enemies. A unit that enters a hex adjacent to an enemy unit (Exception: 7.12 Routed Units) must immediately stop, forfeiting its remaining MA.

A unit that begins the Movement Phase adjacent to an enemy unit may not move at all. It will be required to attack during the Combat Phase. (Exceptions: 7.12 Routed Units; 8. Night)

5.5 Forced March. A fresh unit may force march to increase its movement allowance at the expense of fatigue (6.2). If a unit force marches, add 2 to its MA, but increase its Fatigue Level by one after movement is completed.

5.6 Reinforcements. Some units arrive on the battlefield during the course of play. Reinforcements are placed on the Turn Track, and enter the map during your Movement Phase of the indicated round.

Every reinforcement has an entry code that indicates its map entry hex. At the start of your Movement Phase, place any entering reinforcements just off the map outside their entry hexes. You may move the units onto the map, paying movement costs as normal.

If the entry hex is occupied by an enemy unit, the reinforcements may enter within three hexes of the original entry hex.

If more than one unit enters through the same hex in a given turn, consider those additional units to be in a line of notional hexes behind the entry hex, paying additional movement costs appropriately to enter the map.

You may voluntarily delay the arrival of reinforcements merely by moving them down one further round on the Turn Track.

6. RECOVERY

6.1 Recovery. Each active unit that is not adjacent to an enemy unit may attempt to recover from rout or fatigue.

Roll a die; if the roll is less than or equal to the unit's quality rating, remove its Routed marker, or if it does not have one, decrease its Fatigue Level by one. No roll is necessary during a Night round.

You may spend 1 Army Morale point to subtract 1 from all your recovery rolls for a single Recovery Phase.

6.2 Fatigue. A unit may suffer up to two levels of fatigue. A unit with no fatigue is fresh, and suffers no penalties or other effects.

A unit with one level of fatigue is tired; flip it to its reverse side to indicate this status. A tired unit may not force march (5.5), nor may it commit reserves (7.8) during an attack.

A unit with two levels of fatigue is weary; place a Weary marker on the unit. In addition to suffering the effects of being tired above, reduce its combat strength and movement allowance by 1. A weary unit is marked Routed after it attacks, before applying the combat result. A weary unit that incurs fatigue remains weary.

Example: It is the Recovery Phase of the Confederate player turn. Pender and Early are tired. Heth is both weary and routed. Each Confederate unit not adjacent to an enemy unit may attempt recovery. Rodes is fresh and has no need to roll. Early is adjacent to Buford and cannot recover adjacent to the enemy unit. Pender may attempt recovery and will become fresh on a die roll of 1 through

4. Heth may attempt recovery and will remove the Routed marker on a die roll of 1 through 3.

If this were the Event Phase of the Confederate player turn and the event was Momentary Respite, everything would be the same except for Heth. Momentary Respite only reduces fatigue so if Heth successfully recovers, the Weary marker will be removed leaving Heth tired and routed. Routed is not a level of fatigue so it may not be removed by Momentary Respite.



Recovery Example

7. COMBAT

During your Combat Phase, your units adjacent to the enemy must attack. For the duration of the phase you are the attacker, and your opponent is the defender.

7.1 Disengagement. Before declaring attacks, each defending cavalry unit that is adjacent to an enemy unit (even enemy cavalry) may disengage by moving the cavalry unit one hex to a hex not adjacent to any enemy unit. If this is not possible, disengagement is not allowed.

7.2 Mandatory Combat. During your Combat Phase, all of your units adjacent to at least one enemy unit must make an attack (Exception: 7.12 Routed Units). You may choose which units attack which defending units, so long as each of your units adjacent to an enemy make an attack, and each enemy unit adjacent to yours will be attacked. No unit can participate in more than one combat per Combat Phase.

7.3 Declaring Attacks. At the start of your Combat Phase, indicate which of your units will attack which enemy units.

When one of your units is adjacent to more than one enemy unit, it must attack all of those units that will not be attacked by another of your units. Similarly, you may have more than one of your units attack a single adjacent

enemy unit, so long as all enemy units adjacent to your units are attacked.

7.4 Combat Procedure. After declaring your attacks, each is resolved one at a time, in any order you choose, by following the procedure below.

- A. Total the combat strength of all your attacking units. Check to see if they are in command. You may now spend 1 Army Morale point to commit reserves and increase your total strength by 1.
- B. Total the combat strength of all defending units. Add in the single best terrain effect benefit for the defender's location(s). Your opponent may now spend 1 Army Morale point to commit reserves.
- C. The total defending strength is subtracted from the total attacking strength to determine the combat differential. Differentials greater than +4 or less than -3 are resolved on those columns respectively.
- D. Consult the Combat Results Table (CRT) and cross reference the combat differential with a die roll to determine and apply the combat result.
- E. Each attacking unit incurs one level of fatigue.
- F. When permitted by the Combat Results (7.10), a unit may Advance After Combat (7.14).

7.5 Combat Strength. A unit's combat strength cannot be divided among multiple battles in a single phase.

A unit attacked solely across up-slope, ridge, or creek hexsides gets +1 combat strength.

Artillery, that is itself not being attacked, provides support to all adjacent defending friendly units, giving them a +1 combat strength bonus, cumulative with terrain and other artillery support.

7.6 Attack Command. If no attacking units are in command, subtract 1 from their total combat strength. An attacking unit is in command if its leader can trace a path of hexes free of enemy units no greater than the leader's range to the unit.

Leaders may not put attacking cavalry units in command. Cavalry units are automatically in command when only cavalry units participate in the attack.

7.7 Union Attack Coordination. When multiple Union units attack a single Confederate defender, apply the full combat strength of only a single unit (Union player's choice). Each other attacking unit contributes only half its combat strength (round down) to the attack total.

Example: Sickles (4 strength) supporting Reynolds (4 strength) would add 2 (half of 4) for a total combat strength of 6. A weary Sickles (4 - 1 = 3 strength) supporting Reynolds (4 strength) would add 1 (half of 3 rounded down) for a total combat strength of 5.

7.8 Committing Reserves. The attacker (in step A) and the defender (in step B) each get one opportunity per combat to spend 1 Army Morale point to increase their

combat strength total by 1. You can only commit your reserves if you have a fresh non-routed infantry unit in the battle.

7.9 Holding Back. During step C of the Combat Procedure, the attacker may voluntarily reduce the combat differential by any amount before rolling.

Generally this will be done to avoid a potentially costly Exchange result.

7.10 Combat Results. Combat results are applied as listed below.

AB (Attacker Broken): Break all attacking units. The defender may advance after combat. The attacking army loses one Army Morale point; the defending army gains one Army Morale point.

AR (Attacker Routed): The attacker retreats each attacking unit 2 or 3 hexes, placing a Routed marker on the unit at the end of its retreat. The defender may advance after combat. The attacking army loses one Army Morale point.

AW (Attacker Withdraws): The attacker must retreat each attacking unit one hex. The defender may advance after combat.

TW (Test of Wills): In turn, the unit with the lowest quality rating (attacker if tied) must retreat one hex, then the next lowest unit, until all units on one side have retreated. All defending units increase their Fatigue Level by one. Neither side may advance after combat.

EX (Exchange): First, break all defending units. Then, the attacker must break any attacking units whose total printed combat strength is at least the total printed combat strength of the broken defenders. The attacker may then advance after combat. Both armies lose one Army Morale point.

DW (Defender Withdraws): The defender must retreat each defending unit one hex. All defending units increase their Fatigue Level by one. The attacker may advance after combat.

DR (Defender Routed): The defender retreats each defending unit 2 or 3 hexes, placing a Routed marker on the unit at the end of its retreat. All defending units increase their Fatigue Level by one. The attacker may advance after combat. The defending army loses one Army Morale point.

DB (Defender Broken): Break all defending units. The attacker may advance after combat. The defending army loses one Army Morale point; the attacking army gains one Army Morale point.

After applying the combat result (but before any advance after combat), increase the Fatigue Level of all attacking units. If an attacking unit is already weary, then place a Routed marker on it.

7.11 Broken Units. Broken units are removed from the map and placed in their side's Broken Units box. They may be rallied and returned to play later (8.2).

7.12 Routed Units. When a unit routs, place a Routed marker on it at the end of its retreat (if not there already). A unit with a Routed marker suffers the following effects:

- If a routed unit moves during its Movement Phase, it can only do so under the restrictions of retreats (i.e. towards a LOC).
- A routed unit may not move adjacent to an enemy unit.
- A routed unit not only can, but must move away from adjacent enemies if possible.
- Enemy units are not required to stop when moving adjacent to a routed unit. Enemy units adjacent to a routed unit are not required to attack it.
- A routed unit may not attack.
- A routed unit's combat strength is reduced by 2. This is cumulative with the -1 for being weary. A unit's combat strength may not be reduced below 0.
- A routed unit is not eligible for commitment of reserves in a battle.
- A routed unit suffers any combat results normally (but never gets a second Routed marker).
- A routed unit cannot advance after combat.

7.13 Retreats. Many combat results require units to retreat. To conduct a retreat, the owning player moves the retreating unit the indicated number of hexes away from the hex it occupied during combat. Retreat is not regular movement: no MP are spent and MA is irrelevant; merely count the number of hexes and ignore terrain. A retreating unit is not required to stop when entering a hex adjacent to an enemy unit. Units cannot retreat off the map or through hexes containing other units. If a unit cannot retreat, it breaks instead in its last occupied hex. A unit must retreat while following these priorities:

- First, not to enter a hex adjacent to a non-cavalry enemy unit (enemy cavalry are ignored for this purpose).
- Second, move closer to any friendly line of communications (LOC) hex.
- Third, any other retreat path.

If a unit's retreat includes one or more hexes adjacent to an enemy non-cavalry unit, the retreat is hazardous. Roll a die; if the roll is greater than the unit's quality rating, the unit breaks immediately.

7.14 Advance After Combat. Victorious units may be allowed to advance after

combat. The decision to advance must be made immediately after applying the combat result, before resolving any other battle.

To advance after combat, a unit moves into a combat hex vacated by an enemy unit. This is not movement, and ignores terrain and other enemy units.

Artillery and routed units never advance after combat.

Example: It is the beginning of the Combat Phase on the Confederate July 1 Evening turn. All units are fresh and the Confederate 3 Corps artillery is available. Cavalry disengagement is first. Buford may remain in place or withdraw. If Buford remains, Early must attack Buford, Rodes must attack Reynolds and Heth must attack either Buford or Reynolds. Buford decides to withdraw to the south east. Buford could have withdrawn to the south west but that would have blocked the safest retreat option for Reynolds. Note that since no attack was made, the Confederate units may not advance into Buford's previous position.



Combat Example

With Buford withdrawn, Rodes and Heth must attack Reynolds and this attack is declared. The Confederates total their combat strength. There are 3 from Rodes and 2 from Heth. Heth is part of 3 Corps and the Confederates commit the 3 Corps artillery for a plus 1. The Confederates spend one Army Morale point to commit reserves for an additional plus 1. Heth is not in command because he is two hexes away from Hill and Hill's command range is 1.

Lee has not entered the game so he cannot be used to extend Hill's range. Rodes is in command since Rodes is one hex away from his commander Ewell and is within Ewell's command range. Only one unit must be in command to avoid the -1 for lacking attack command so this attack is not penalized. The total attacking strength is 3 (Rodes) + 2 (Heth) + 1 (artillery) + 1 (reserves) + 0 (in command) = 7.

The Union now calculates the defense strength. Reynolds provides 4. Both Rodes and Heth are attacking up slope which adds 1 strength to the defense. The Union could commit reserves since Reynolds is fresh and unrouted, but declines. The total defense strength is 4 (Reynolds) + 1 (terrain) = 5.

The combat differential is $7 - 5 = 2$ so the +2 column on the CRT is used to interpret the die roll.

- A roll of 1 is an Exchange. Reynolds will be broken (moved to the Broken Unit box) and the Confederates must break attacking units which at least equal Reynolds' combat strength of 4. Their only option is to break both Rodes and Heth. Both sides lose one Army Morale point. After the exchange, the attacking side may typically advance but in this case there are no attackers left to advance.
- A roll of 2 is a Test of Wills. Both Rodes and Heth must retreat one hex since their unit quality ratings of 3 are less than Reynolds' 5. Reynolds' fatigue increases by one and he becomes tired (flip the unit over to indicate tired).
- A roll of 3 or 4 is a Defender Withdraws. Reynolds must retreat one hex and increase his fatigue to tired. The attacker may advance after combat. Either Rodes or Heth may occupy the hex vacated by Reynolds.
- A roll of 5 or 6 is a Defender Routed. Reynolds must retreat 2 or 3 hexes (Union choice), be marked with a Routed marker and increase his fatigue to tired. The defending Union loses one Army Morale point. The attacker may advance after combat. Either Rodes or Heth may occupy the original hex vacated by Reynolds.

After the attack but before any advance after combat, the attacking units have their Fatigue Level increased by one. Both Rodes and Heth become tired and their counters are flipped to the tired side.

8. NIGHT

8.1 No Engagements. During Night rounds, units may not enter hexes adjacent to an enemy unit. If they start their

Movement Phase adjacent to an enemy unit, they may move away freely. Skip the Combat Phase during Night rounds.

8.2 Rally. During the Morale Phase of your turn during a Night round, you may attempt to return your broken units to play. Some events may also allow you to rally.

For each unit in your army's Broken Units box, roll one die.

- If the roll is less than the unit's quality rating, you may return it to play by placing it in a friendly LOC hex. Alternatively, you may place it in a town hex that is at least 4 hexes from the nearest enemy unit AND closer to your nearest LOC than any enemy unit. If all applicable LOC and town hexes are occupied, place any additional rallied units on the Turn Track as reinforcements for the next turn. Such reinforcements may enter at any friendly LOC hex.
- If the roll is equal to the unit's quality rating, you may eliminate it and return a cadre unit to play in the manner above OR you may leave it in your army's Broken Units box. Cavalry and artillery units must be left in the Broken Units box, they may not return as cadre. Cadre units that break are eliminated. The use of cadre units is not limited by the counter mix.
- If the roll is higher than the unit's quality rating, you must eliminate the unit.

Units that rally and return to play enter play tired (6.2). You may spend 1 Army Morale point to subtract 1 from all your rally rolls for a single Morale Phase or Event Phase.

8.3 Cutting Communications. For each enemy non-cavalry unit on or adjacent to a pike that leads to a friendly LOC the friendly army loses 1 Army Morale point if the enemy unit is closer to that LOC than any friendly non-cavalry units on or adjacent to the same pike.

8.4 Hold the Field. If at least one enemy non-cavalry combat unit is within three hexes of Gettysburg and no friendly non-cavalry combat units are within three hexes of Gettysburg, then the friendly army loses 1 Army Morale point.

8.5 Morale Recovery. During the Morale Phase of your turn during a Night round, your army gains 1 Army Morale point.

9. SPECIAL MARKERS

9.1 Leaders. The Union has one leader marker (General Meade, commanding the entire Union army), and the Confederacy has three leader markers (Generals Hill, Ewell, and Longstreet, each commanding a corps of three Confederate divisions). Leaders are markers and not units, and never participate directly in combat. Leaders are required for units to receive attack command (7.6), within the range printed on the leader marker. A leader can only provide attack command to units under his command.

Leaders move with a movement allowance of 5 MP. They ignore all terrain costs except they benefit from pikes and

roads. When a leader moves, turn its marker face down: it cannot provide attack command during the ensuing Combat Phase. Turn the marker face up again at the start of the player's next Movement Phase.

If at any time a leader marker is alone in a hex adjacent to an enemy unit, the leader must immediately move one hex to alleviate the situation.

9.2 General Robert E. Lee. Lee was the overall commander of the Confederate Army of Northern Virginia. When Lee becomes available as a reinforcement, the Confederate player places the marker in front of him on the table.

At any time when tracing attack command (7.6), you may use Lee to extend the command range of a Confederate leader by 1. When you do so, place Lee on the Turn Track of the next Dawn round (he will re-enter as a reinforcement then).

9.3 Confederate Corps Artillery. Each Confederate corps kept a reserve of artillery for use with any of its divisions. When a corps artillery marker becomes available as a reinforcement, the Confederate player places the marker in front of him on the table.

At any time, when totaling your combat strength in a combat, you may commit the corps artillery to that battle and add 1 to your total combat strength. At least one division from that corps must be a participant in that battle. Place the corps artillery marker two rounds ahead on the Turn Track, to indicate when it will re-enter as a reinforcement.

10. VICTORY

The game can end immediately if either army's morale is reduced to zero. Otherwise, after the last game round, compare the two armies' morale to determine victory.

10.1 Sudden Death Victory. If one army's morale is reduced to zero, play stops immediately and the other side wins a decisive victory.

10.2 Morale Victory. A morale victory is not as nice as a decisive one, but try telling that to the losers. At the end of the game, compare the morale of the two armies. If one side has more than double the morale of the other, the higher side wins a morale victory. Otherwise, the game is a draw.

11. CREDITS

Game Design: Scott Muldoon

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Cover artwork: "Pickett's Charge – Gettysburg" by Dale Gallon, Gallon Historical Art, www.gallon.com

Map and counter artwork: Nicolas Eskubi

Layout: Scott Blanton

12. SETUP

Place the Game Turn marker on the July 1 Dawn space of the Turn Track, Confederate side up.

Place the two Army Morale point markers on the "6" space of their respective Morale Tracks.

The turn of arrival for reinforcements is listed below.

Turn	Confederacy	Union
At Start	Heth (Seven Stars P.O.; 19.03) 3 Corps Artillery marker	Buford (Lutheran Theological Seminary; 15.09) Reynolds (Greenmont P.O.; 2.06)
July 1 Morning		Howard (EM)
July 1 Noon	Hill, Pender (CP) Ewell, Rodes (NV)	
July 1 Afternoon	Early (HB)	Sickles (EM)
July 1 Evening	Johnson, Anderson (CP) 1 Cav (HB) Lee marker	Slocum (BP)
July 1 Dusk	Longstreet, McLaws, Hood (CP)	
July 1 Night	2 Corps Artillery marker	Meade, Hancock, 1 Arty Res (TR)
July 2 Dawn		Sykes (HN) 2 Arty Res (TR)
July 2 Noon	1 Corps Artillery marker	
July 2 Afternoon	Pickett (CP)	Sedgwick [Tired] (BP) Gregg (HN)
July 2 Evening	2 Cav, 3 Cav [both Weary] (HT)	
July 2 Night		Kilpatrick (HN)

Gettysburg Card Listing

Card #	Union	Confederate
1	Early Arrival All reinforcements scheduled for next turn arrive this turn instead.	Bolstered Morale If one army's Morale is lower than the other, increase it by one.
2	Reinforcements Delayed All reinforcements scheduled for this turn arrive next turn instead.	Quiet on the Battlefield Reshuffle the Event deck.
3	Poor Leadership Roll one die. The indicated corps may not move or Commit Reserves this turn; if still on the turn track, delay its arrival by one turn. 1-2: Sykes; 3-4: Howard; 5-6: Slocum	Rebel Yell You may Commit Reserves for free in one combat this turn.
4	Poor Leadership Sedgwick's corps may not move or Commit Reserves this turn; if it is still on the turn track, delay its arrival by one turn.	Double Time One of your units may Force March this turn without incurring Fatigue.
5	Good Leadership Roll a die. The indicated corps may add +1 to either its movement allowance or combat strength this turn; if it is still on the turn track, move up its arrival by one turn; if it is broken, it rallies. 1-3: Reynolds; 4-6: Hancock	Momentary Respite Roll a die for each of your Fatigued units not adjacent to the enemy. If the roll is less than or equal to the unit's Quality, reduce its Fatigue one level.
6	Command Conflict Your units may not combine to attack this turn. This may mean a unit that is normally required to attack will not do so.	To the Colors You may attempt to rally your broken units immediately.
7	To the Colors You may attempt to rally your broken units immediately.	Ammunition Shortage Place each of your Corps Artillery markers on the turn track for next turn; if it is already on the turn track, delay its arrival by one turn.
8	Double Time One of your units may Force March this turn without incurring Fatigue.	Early Arrival All reinforcements scheduled for next turn arrive this turn instead.
9	Battle Cry You may Commit Reserves for free in one combat this turn.	Good Leadership Every unit in Longstreet's corps may add +1 to either its movement allowance or combat strength this turn; if it is still on the turn track, move up its arrival by one turn; if it is broken, it rallies.
10	Wavering Morale If one army's Morale is higher than the other, reduce it by one.	Good Leadership Every unit in Hill's corps may add +1 to either its movement allowance or combat strength this turn; if it is still on the turn track, move up its arrival by one turn; if it is broken, it rallies.
11	Quiet on the Battlefield Reshuffle the Event deck.	Command Conflict Your opponent chooses one of your corps. Units of that corps may not move or Commit Reserves this turn; if still on the turn track, delay its arrival by one turn.
12	Momentary Respite Roll a die for each of your Fatigued units not adjacent to the enemy. If the roll is less than or equal to the unit's Quality, reduce its Fatigue one level.	Reinforcements Delayed All reinforcements scheduled for this turn arrive next turn instead.
13	Commander's Initiative At the start of your movement phase (except on a night turn), your opponent may move (not force march) one of your non-routed infantry units so that it ends its movement adjacent to at least one enemy unit.	Massed Bombardment At the start of your combat phase, you may designate one of your units and expend its corps reserve artillery marker. Increase fatigue on all enemy units adjacent to the designated unit.
14	Fast Couriers At the end of your Movement Phase, turn your Leader marker face up. This leader may provide attack command this turn.	Commander Shot Immediately choose one enemy unit adjacent to one of your units. Increase its fatigue one level; if it was weary, place a routed marker on it.
15	Commander Shot Immediately choose one enemy unit adjacent to one of your units. Increase its fatigue one level; if it was weary, place a routed marker on it.	Commander's Initiative At the start of your movement phase (except on a night turn), your opponent may move (not force march) one of your non-routed infantry units so that it ends its movement adjacent to at least one enemy unit.
16	Massed Bombardment At the start of your combat phase this turn, you may increase fatigue on one of your Arty Res units to increase fatigue on all adjacent enemy units.	Fast Couriers At the end of your Movement Phase, turn one of your Leader markers face up. This leader may provide attack command this turn.