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1) INTRODUCTION

Welcome to FIRAXIS Games' first offering, *Sid Meier's Gettysburg!* This is a rich, fun game that we hope you'll enjoy for years to come.

The Importance of the Battle of Gettysburg

The United States is perhaps the greatest democracy the world has known, and the American Civil War was a critical, defining period in the nation's history. The Battle of Gettysburg came at a time during that war when the forces of the rebellion, while pressed, were still in a winning position. The irrepressible conflict had burned on for two and a half years and it seemed little closer to ending now than it had at the beginning.

There were essentially two great areas of conflict in the war – the East and the West. In the West, the forces of the Federal Government had been largely successful at winning battles, but had still not managed to gain control of the Mississippi River, a vital commercial artery that flowed from the northern states, through the rebelling states, and emptied into the Gulf of Mexico. As long as the Rebel forces controlled the lower end of the Mississippi – or any portion of it – it was useless to the United States as a shipping avenue and a political embarrassment.

The Federal forces in the East had suffered defeat after defeat, and had been unable, after repeated attempts, to stop the Rebel forces from roaming freely throughout Virginia and Maryland. The proximity of the Rebel army in Virginia to the capital of the United States at Washington made it a terrible, chronic threat. Only the will of the president, Abraham Lincoln, and the riches of the northern states in supplies and equipment had kept the Rebel army out of Washington. It is said that the North could not win the war in the east, but they could easily lose it there.

Now, in the spring and early summer of 1863, a climax was approaching in the West. A Federal army under Grant and Sherman was besieging the city of Vicksburg, the last substantial Rebel stronghold on the bluffs overlooking the Mississippi River. If Vicksburg fell, the Federal government would again control the mighty river, and the area of the rebelling states west of it would be cut off from the east. In addition, another



Federal army was threatening Chattanooga, Tennessee, the gateway into Georgia, and the heart of the South. In short, a major disaster – or disasters – was about to fall upon the rebel cause.

In the council chambers of the rebellion meetings were convened to discover a solution and to avoid disaster. There were discussions of breaking off parts of the Rebel army in the East to send as reinforcements to the armies in the West; this might allow the stranglehold on the Mississippi to be broken, or relief to be brought to Chattanooga. There was talk of abandoning Vicksburg altogether and concentrating those forces along with a part of the eastern army, at Chattanooga. The solution that was finally adopted, though, was what led to the Battle of Gettysburg.

The eastern army, the Army of Northern Virginia, under Robert E. Lee, would make a bold advance deep into enemy territory and threaten or strike at a major city there – Baltimore, Philadelphia, or even Washington. This could have several positive effects:

- ◆ It might prompt the Federals to pull some forces away from Vicksburg or Chattanooga (or both) to reinforce the largely unsuccessful eastern army, the Army of the Potomac.
- ◆ The Army of the Potomac could be maneuvered into a blunder that would result in a decisive victory for the Rebels on Union soil, thus inflicting a gaping political wound to the prestige of the United States. Such a wound could cause the English or French to enter the war on behalf of the rebels.
- ◆ Finally, if the Army of the Potomac was defeated again, and this time overwhelmingly, the victorious Rebel army might capture one of these major cities and the Federal Government might sue for peace, recognizing the right of the new Confederacy to exist.

In short, the movement of the Rebel forces into Pennsylvania represented a desperate attempt to forestall the disaster that was about to befall the Confederacy in the West. If the move was successful it could even win the war!

Accordingly, in early June 1863, Lee's army quietly abandoned its camps in northern Virginia and began to shift north and west into



1) INTRODUCTION

Maryland and Pennsylvania. By careful planning and skillful execution his army managed to slip away virtually unseen till it was almost too late. The Army of the Potomac, under Joseph Hooker, sensing that it was about to be dealt another hard blow, began shifting as well, attempting to stay between Lee's army and Washington. By the 25th of June, Lee's whole army was in Pennsylvania and Hooker's had not left Virginia.

This seemingly ideal situation for the Rebels was, however, already flawed: Lee had no more idea about Hooker's whereabouts than Hooker had about his. Lee's cavalry, which should have been reporting constantly on the positions of the enemy forces, had not been seen in days and Lee was groping blind deep in enemy territory. When he finally learned that Hooker's men were crossing the Potomac into Maryland, Lee ordered his men to concentrate at a crossroads town in Pennsylvania, called Gettysburg, where, reportedly, a supply of badly needed shoes were stored for the taking.

The two armies made their way, the southern army moving south and east, the northern army moving north and west. They met on the fields and heights near Gettysburg, to fight what would be the decisive battle of the war.

Using the Manual

This manual is designed primarily as a reference guide to help you learn to play the game and to answer your questions as they come up. Towards those ends the book contains an extensive table of contents which can serve as a guide to answer most of your questions.

The **Quickstart Scenario** is a good way to start if you feel ready to jump right in and play. If you want an overview of the important concepts of the game, look at **Fundamental Concepts**. The following chapter, **Commanding Your Army**, tells how to give orders to your army and what the orders mean. **Rigors of Battle** is a quick walkthrough of some tactics to use in the game. The controls of the game, scrolling and rotating the map, and the various menus and options are explained in **Playing The Game** and **Playing a Scenario**. How to use the game's Multi-player features is found in the chapter called **Multi-player Gettysburg**.



Finally, there is a description of the Campaign and Battle of Gettysburg as it really happened in the **Historical Background** chapter. The **Designer's Notes** are some comments from the designers about the creation of the game. At the end of the book, in the **Appendix** is a short summary of the situation of each

scenario in the game and some hints and background.

Again, thanks for buying *Sid Meier's Gettysburg!* and feel free to contact our web site at www.firaxis.com.



Installing the Game

Sid Meier's Gettysburg! installs automatically when you insert the CD if you have Auto-Play turned on. If you do not, simply double-click the Set-Up icon on the CD and follow the prompts.

If you would like additional, detailed instructions on installing the game, or if you need technical support, please refer to the printed reference card.



2) QUICKSTART SCENARIO

“You are green, it is true; but they are green also. You are all green alike.”
— Abraham Lincoln

If you're itching to fight, this chapter is for you. It provides a guided tour of the introductory Quickstart Scenario: Morning Encounter in which a brigade of Confederate infantry attempts to advance in the face of a Federal cavalry brigade – both sides have artillery support.

If you do not feel ready to tackle a game yet and just want to learn some basic concepts see Chapter 3, **Fundamental Concepts** or try some of the tutorials.

Jump Right In: Eight Key Concepts

Your primary task in *Sid Meier's Gettysburg!* is maneuvering your troops properly, keeping cohesive battle lines, and concentrating your forces on the important victory objectives. Here's what you need to know to make that happen:

- ◆ *Behavior Under Fire (section 8.1)*: Your men have enough intelligence to know when to begin firing and when to run. They automatically fire at the enemy when close enough, and often retreat out of danger on their own. Men under fire will not always follow your orders to the letter.
- ◆ *Objectives (section 6.1)*: Every scenario has 'Objective Sites' that you must take and hold until the end of the scenario. Each Site is worth 'Victory Points;' the higher the points, the more important the objective.
- ◆ *Formations (sections 4.1 to 4.3)*: Your regiments (the basic unit of your army) are in one of three formations at any given time: Line, Column, or Skirmish. Change these formations by selecting a regiment (by clicking on its flag) and selecting a new formation from the command bar at the bottom of the screen. Line formation is useful for fighting, Column for moving, and Skirmish for delaying enemy movements. Artillery may be in one of two formations: Limbered (used when moving) and Unlimbered (used when firing).
- ◆ *Moving (section 4.1)*: To move regiments or artillery batteries, select the unit by left-clicking on it and drag to the desired destination.



- ◆ *Brigades (section 4.2):* Groups of regiments form a brigade. To move an entire brigade together, select the brigade commander (the guys on horseback), drag a move line to the destination, and then click on a brigade formation in the commander's Command Bar. Battle and Double formations put your regiments in Lines for fighting, while Maneuver and Road formations order your men into fast-moving but weak Columns. Skirmish spreads your men out in a long Skirmish line. You should spend most of your time moving troops in brigades, so the regiments support each other.
- ◆ *Morale (section 3.7):* Morale is the most important concept to keep in mind when commanding your men. Morale is maintained by keeping your men in an unbroken line so your regiments support each other as much as possible. The Morale of the selected regiment or battery is reflected by the length of its Morale Bar, shown in the lower left corner of the main display. The bar is composed of a number of blocks...the more blocks in the Morale Bar, the more 'battle stress' that regiment or battery can withstand before breaking and running. Morale blocks are gained from the experience level of the troops (Eagle Icons), having the support of friendly troops on the right, left, or rear (Line Icons), having an unwounded commander nearby (Flag Icon), and being in covered terrain (woods, orchards and rocks) (Woods Icons).
- ◆ *Commanders (section 4.4):* Brigade commanders help you move your men in manageable formations, as well as adding Morale Blocks when nearby. The presence of an unwounded commander is necessary to order a regiment to Hold or Charge, and to Rally routed troops.
- ◆ *Map and Interface Basics (section 5.6):* Move your cursor to the map edge to scroll the map, or right-click anywhere on the map to re-center at that location. Zoom in and out by using the 'Z' and the 'X' keys. If you get lost while moving around the map, hit the F2 key to center the map on the most intense fighting or the F3 key to center on the largest Objective Site. If you have any questions about orders on the command bar, right-click on a command to see an explanation for that command.

We encourage you to read the Quickstart for more detailed information, and to use the extensive Table of Contents to answer any additional questions you might have.



2) QUICKSTART SCENARIO

Start the Quickstart

- ◆ Start the game by double clicking the Gettysburg icon in the Firaxis Games folder.
- ◆ Choose ‘Play a Scenario’ from the list of options that appears on the title screen.
- ◆ From the list of possible scenarios, choose ‘Morning Encounter.’
- ◆ Choose to play the Confederate side by clicking on the Rebel Soldier.

Get Acquainted with Your Troops

The scenario opens with the five regiments of Archer’s brigade and the Herr Tavern in view. Your goal is to advance Archer’s brigade to the tavern before the Scenario Clock (lower right-hand corner of the display) winds down. It will begin winding down at about 9:45 am.

To familiarize yourself with the brigade, click one of the regiments of the brigade (one of the groups of men). Notice that the regiment’s name appears beneath the men and their flag enlarges. Also a palette of ‘command buttons’ relevant to this regiment appears at the bottom of the screen. The bright red triangle in the LINE button indicates that the regiment is currently in Line formation.

Below the buttons on the Command Bar is the status display for the regiment. To the far left is the Morale Bar, composed of a number of discrete blocks, some containing eagles, others white lines and one containing a flag. The number of blocks in this bar reflects the regiment’s morale (how much combat stress it can receive before breaking and running); the more blocks (and therefore the longer the bar), the better.

The easiest way to add blocks to a regiment’s Morale Bar is to keep that regiment aligned with its friends – in other words, have friendly regiments supporting each other on the sides and from behind. Another easy way is to keep the brigade commander close by. For more details about morale and the Morale Bar, see *3.7 Morale*.

In the same display to the right of the Morale Bar is the name of the regiment, who its brigade commander is, and the number and experience of the



troops. At this point, it's enough to say that bigger and more experienced is better.

Now, click on Archer himself. Note that his flag enlarges and that all the regiments he commands gain a red 'destination marker' on the ground beneath them, showing where the regiment is moving to and the direction it will face upon arrival. Also, his Command Bar contains command buttons relevant to the brigade as a whole. See *4.2 Commanding Brigades* for more details about brigade commands and the effects of the commander.

Moving Your Troops

When the scenario begins, click on Archer to select him and then click the ADVANCE button in the Command Bar.

The entire brigade begins moving forward, maintaining its Battleline formation. As you fight the battle, you may want to move some of your regiments individually. To do this, select a regiment by clicking on it and then



Archer advances on the Herr Tavern.



2) QUICKSTART SCENARIO

drag a line to the desired destination. You will see dark green arrows trace the path the regiment will take, and a destination marker indicating its final position and facing. Clicking the WHEEL button while the regiment is still selected changes the final facing of the destination marker and therefore the regiment.

You can reposition an entire brigade by clicking on the brigade commander (Archer), dragging him to a new location, and clicking on one of the formation orders in the Command Bar. The regiments in that brigade immediately begin moving to their new destinations or carrying out their orders if possible (in some cases, such as when they're under fire, the regiments will not be able to complete an order, see *8.1 The Face of Battle* for details).

Your two artillery batteries will soon arrive from the west. If you want to see them as they approach, right-clicking on the map will re-center the view there, so you can right-click on the left side of the screen to look west. You can move a battery just like a regiment, by left-clicking and dragging a move line. When a battery stops moving, click the UNLIMBER button, which prepares the battery to fire (LIMBER prepares it to move). The batteries will Unlimber and begin firing, supporting your troops in battle.

Know Your Enemy

Between you and the tavern waits a brigade of dismounted Union cavalry – five regiments under Colonel William Gamble. They are deployed in Skirmish formation and they are intent on delaying your advance upon the tavern. As Archer's regiments approach the cavalry, they will engage and begin to fire. Skirmishers are spread thin to cover a wide front and they will hold their positions until pressed. These are cavalry troopers and, as such, have mobility; they can mount up and ride to a new location quickly.

These skirmishers can inflict damage to your infantry regiments, but they will not be able to stand under heavy pressure from your troops. However, these are some of the best men in the Union Army so don't be overly confident.



What You Should Do

The key to success in this engagement is speed. There's not a lot of time on the clock and you must move through the cavalry quickly. To do this, you'll want to charge the cavalry positions, drive them away, and keep moving forward. When your men are engaged, have their commander nearby, and have sufficient morale, the CHARGE button on the regimental Command Bar activates. If you use this command, the regiment will rush the enemy in an attempt to take his position. You'll want to charge the skirmishers quickly and often. If you have trouble getting the CHARGE button to activate, check to be sure General Archer is close enough to the regiment.

Another key in this and in all battles is to engage the enemy on his flank. This means firing into the end of his line(s) and results in double the damage to him. In order to achieve this it is essential to have two (or more) regiments firing at one of his. If you have only one, his regiment will turn and face yours head on, thus negating your flank attack. For more information and details about flanking and other tactics, see Chapter 8, *The Rigors of Battle*.

Finally, don't neglect your artillery. Click on the artillery and click the LINE OF SIGHT button; you will notice the artillery can see quite far. The batteries automatically find enemy targets to fire at, but if you want to target a particular enemy regiment, drag a line from the battery to the intended target, then press the 'T' key before releasing the mouse button; the artillery will switch to a new target if possible. To find out more about targeting artillery and cannons in general, see 4.3 *Commanding Artillery*.

Winning the Scenario

As in all scenarios, this one has an objective site, the Herr Tavern. At the outset, Union troops control the objective site, indicated by the bright blue type. If you can get enough of your troops to the tavern it becomes contested, indicated by white type. Finally, once you have more men in good order around the Tavern than the enemy does, you control it, indicated by the type turning a Confederate red.

When the scenario ends, you see the final Scenario Status Report. Victory points for each side are tallied, including points for objective sites controlled and for casualties your men inflicted (one point per infantry casualty, two for each cavalry, and three for every artilleryman). You can now watch the Replay to see the battle fought from a top-down perspective.



2) QUICKSTART SCENARIO

What's Next?

After playing through this Quickstart, you may feel like going on to some other scenarios, or you may want to fight the entire battle. However, if you feel like more practice is what you need, there are several avenues.

- ◆ There is a set of Tutorial Scenarios, in which you play a series of short scenarios with very limited objectives. This short campaign familiarizes you with the workings of the game in a simple, uncluttered way.
- ◆ There is the Drill on the Parade Ground option that allows you to experiment with a brigade of your army in order to get an understanding, in a free environment, of how your men respond to your orders.

Last, but certainly not least, you can continue reading this manual for details about the workings of the game and all the tactical options you have. Continue, dear reader, and your perseverance will be rewarded.



“It’s just like shooting squirrels, only these squirrels have guns.”
— Federal veteran instructing new recruits

The following are descriptions of concepts and mechanics that are fundamental to all regiments and batteries. These are attributes that are shared by all your troops.

3.1 Your Army and its Troops

Your army is an organized mass of men and *materiel* meant to move and fight in a coordinated manner. The design of the organization is tailored to meet these criteria. There are three types of troops in your army and they all play an important role. These are ‘infantry,’ ‘cavalry,’ and ‘artillery.’ The cavalry, because of its mobility, serves as the ears and eyes of the army; the artillery is the long arm used to engage the enemy at a distance; and the infantry is used for the knockout punch to secure victory and decide the issue. Your generals are used to give orders to large groups of men, to inspire them to heroic actions, and to rally them when they panic.



A single Infantryman, Artillery Battery, and Cavalryman.



3) FUNDAMENTAL CONCEPTS

Infantry

The infantry is the mainstay of your force. These are foot soldiers that carry muskets, food, and water for themselves. The power of your army is in the infantry – you have more troops in the infantry than in any other arm of the service. When a position must be held, it is the infantry that must hold it. When a hill must be occupied and strengthened, the foot soldier gets the call. If the enemy is blocking a road, the infantry must make the charge that breaks the enemy hold.

Artillery

The army's 'big guns' are called 'artillery.' These are large cannons pulled by a team of horses and manned by a crew of nine men. In addition to the gun crews, who actually load and fire the big guns, there are men who drive the wagons that haul the gunpowder, solid shot, explosive rounds, and spare wheels needed to support and maintain the gun's effectiveness. In all a full-sized battery has about 100 men. Artillery is often called the 'long arm' because it can inflict casualties on an enemy from great distances. But at close range the artillery is even more devastating!

Cavalry

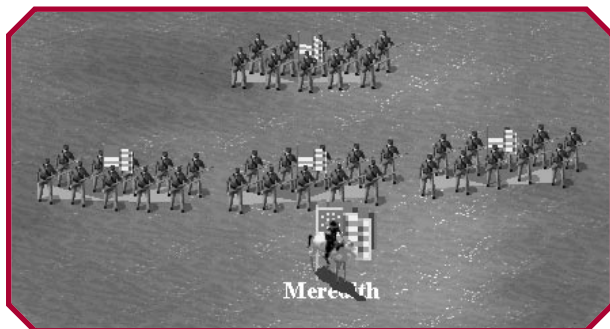
The cavalry are the eyes and ears of the army. They are horse soldiers trained to move from place to place quickly. They are accustomed to delaying the advance of enemy infantry by constant harassment and skirmishing. The cavalry role is screening. It is used to maintain a screen between friendly and enemy forces to keep the enemy ignorant of friendly movements and to ascertain enemy movements. In addition to this reconnaissance role, cavalry can also play a critical part on the field of battle with swift movements to threatened places in the line and harassment of enemy flanks.



3.2 Infantry and Cavalry Organization

Both Union and Confederate armies have similar organizations. The infantry and cavalry arms are organized into small units, which combine to form larger units, which in turn are combined to form even larger formations.

Regiments



An Infantry regiment in Line formation and infantry brigade in Battle formation.

The basic building block of your army is the 'regiment.' Each regiment was recruited in a particular part of a specific state and is named accordingly. The 1st Tennessee Regiment, for instance, is the first regiment recruited in the state of Tennessee. On paper, a regiment is comprised of ten companies each of 100 men, so the regimental strength, theoretically, is 1,000 men, infantry or cavalry. As in most things, theory and practice differ dramatically, so that after subtractions for sickness, desertion, arrest, and casualties, the average regiment in the Confederate army is about 330 and in the Union army, roughly 308. Colonels usually command regiments.

Brigades

Three to six regiments are grouped together to form a 'brigade,' typically commanded by a Brigadier General, the brigade commander. The brigade is a powerful, flexible fighting force. Its regiments can be detached



3) FUNDAMENTAL CONCEPTS

for special duties or to cover a wider front, or they can be massed on a small front to concentrate an awful lot of firepower. Further, generals of average experience and talent can control a brigade-sized unit efficiently and can effectively turn the tide of battle; often the arrival of a brigade at a critical point makes the difference between victory and defeat.



Pender's division.

Divisions, Corps, and Armies

Two to five brigades are grouped together to form a 'division' under the command of a Major General, the division commander. Divisions are large military organizations indeed and are often charged with covering a major portion of the army's line. Two to four divisions are grouped together to form a 'corps' under the command of a lieutenant general (Confederate) or major general (Union), the corps commander. Corps organizations are like small armies themselves, complete with their own supply structures and depots. The Confederates have three infantry corps and one cavalry division at Gettysburg, roughly 75,000 men. The Yankees bring seven infantry and one cavalry corps to the field, roughly 90,000 men.

Commanders

The commanders of the army are the guys that make things happen, overseeing the dispositions of troops and *materiel*. In *Gettysburg!* two types of commanders are represented: brigade commanders and superior officers.



Superior officers are commanders of higher rank than brigade commanders such as division or corps commanders. Superior officers are men of high stature in the command structure of the army and are generally known by everyone. Accordingly, the presence of a superior officer at a portion of the line is of great importance to the troops stationed there; it indicates that he is sharing their risk and that their portion of the line is of some importance.

3.3 Artillery Organization

The smallest artillery organization in *Gettysburg!* is the 'battery.' A battery is a group of individual cannons of similar type, either smoothbore (Napoleons) or rifled. Union batteries usually have six guns and Rebels four. Batteries are grouped into 'battalions' (Confederate) or 'artillery brigades' (Union) in order to enable and encourage the concentration of large numbers of guns on critical points of the battlefield (always a good idea). In all the Confederates bring around 280 guns to the field while the Union army brings 370.

The Napoleon is the most popular and widely used (and feared) cannon on both sides. It has a smoothbore barrel and is capable of firing various types of ammunition. It is particularly effective at close range where it fires grapeshot or canister rounds – cans of small balls that rake the enemy line like a giant shotgun.

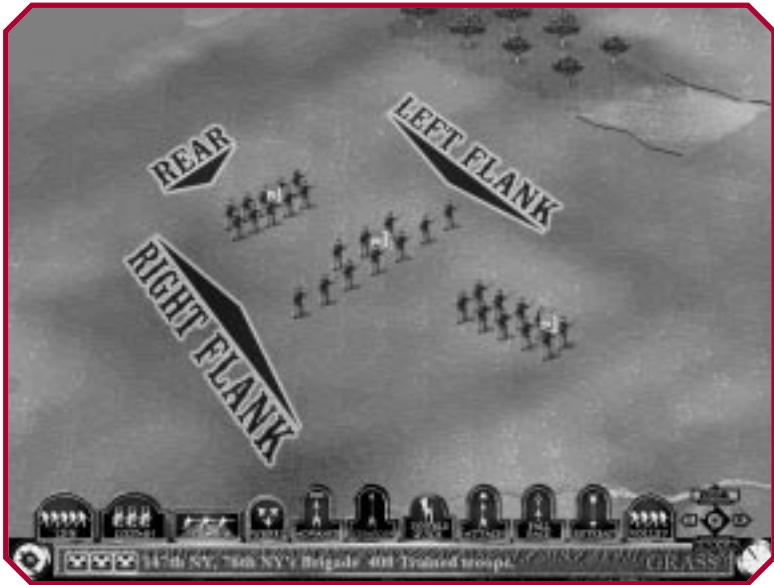
Rifled guns have rifling in the barrels to spin the ammunition as it leaves the muzzle. This makes rifled guns much more accurate at long range fire. They are not as effective at close range because of the limited types of ammunition they are capable of firing.

3.4 Formation and Facing

Each regiment is in one of three formations at any given time: Line, Column, or Skirmish formation. Each formation has advantages and disadvantages depending upon the regiment's current situation. A fundamental truth, though, is that every formation has a front, flanks, and rear, depending upon the direction in which the regiment is facing. A formation's front lies in the direction in which the men are facing; its flanks to the right and left of this direction and the rear lies opposite the front.



3) FUNDAMENTAL CONCEPTS



Regiment in Line, Skirmish, and Column, with front, rear and flank indicated.

The front of the formation is the business side; this is where the regiment fires its weapons and inflicts damage on enemy units. In order to fire toward the flank, the entire regiment must wheel to face that direction, thus creating a new front, flank, and rear. It is very important to face the enemy at all times, to keep him to your regiment's front. If you allow enemy troops to line up facing the flank or rear of one of your regiments, that regiment is in serious trouble! Your men do not react well to fire coming from the side or rear, because they cannot fire back until they turn. During the time it takes to turn, the enemy may have wrecked the regiment's morale (see below), and caused them to retreat or (worse), panic and rout.

A regiment in column is at a significant disadvantage in a fire fight. Its flank areas are much larger than its front. Therefore, a column is extremely vulnerable to enemy fire.



3.5 Sighting

At any given moment, you can see on the map every enemy that is currently sighted by one of your regiments, batteries, or commanders. If an enemy that can be seen moves to a position where it is no longer visible to any of your men, it disappears from the map.

What can be sighted is determined by two factors: line of sight and sight range. Line of sight is literally a line from the eye of the viewer to the object being viewed. Sight range is how far the viewer can see. As long as an object is within sight range, and the line of sight from the viewer to the object is not interrupted, the object can be seen. If the object is too far away, or if a hill or some trees obstruct the line of sight, the object cannot be seen.

Regiments, batteries, and commanders have different sight ranges. Regiments are not trained to be scouts – they are concentrating on their immediate surroundings – so they have a limited sight range. Commanders, artillery, and cavalry, on the other hand, are trained to be on the lookout for far away enemy formations, so their sight range extends much farther.

Here are some facts about sighting:

- ◆ Woods, orchards, hills, ridges, and buildings within the town of Gettysburg block line of sight. In other words, your men cannot see through these obstructions.
- ◆ Your men can see into the edges of woods and orchards, but not deep into them. Therefore, it is possible for troops to hide in woods and orchards and not become visible until enemy troops are very close to them.
- ◆ Wheat fields do not block line of sight through them, but it is possible for stationary infantry or dismounted cavalry regiments (not batteries, or commanders on horseback) to hide unseen there.
- ◆ A unit that cannot be seen is indicated by an icon in its Status Bar at the bottom of the screen.



3) FUNDAMENTAL CONCEPTS

3.6 Field of Fire

Field of fire is the area in front of a regiment or battery that can be seen and that is within firing range. This is the area into which the unit can fire. When your troops enter an enemy field of fire and come under fire, they stop and return the fire automatically. If enemy troops enter the field of fire of your troops, your troops will open fire on the enemy.

- ◆ In some cases, a regiment's field of fire can be blocked by a friendly regiment. A blocked regiment is indicated by an icon in its Status Bar.

3.7 Morale

Morale is critical in *Gettysburg!* The battlefield is a very dangerous and confusing place where the soldier's courage is tested severely, sometimes for hours on end. As a regiment or battery enters combat and begins taking casualties, there is a natural impulse for the men to run away from the fighting and seek shelter from danger. We refer to this as *battle stress*. The ability of the men of the regiment to ignore battle stress and stay in the midst of the fighting is called morale, and it is the most important factor in combat.

Several issues come in to play in this drama of regimental will, some you can influence, and some you cannot. To a large extent, carefully manipulating those factors you can control is the key to success on the battlefield.



A regiment's morale bar.

morale bar

Morale Bar

In the lower left side of the main display is the Morale Bar. It reflects the current morale status of whatever regiment or battery is currently selected. The bar is comprised of several square 'blocks' which, when combined, form the complete bar. The more blocks – and therefore the longer the bar – the higher the regiment's morale and the longer it will stay in action. The icon within each block indicates the reason the block is there.





Experience Blocks

It is 1863 and the war has been raging for two and a half years. Some of your regiments have been involved from the beginning and have been in many fights, and some have just been recruited and have little if any experience. Those that have seen a lot of action in the past are much more likely to cope than those that have never experienced it before. Therefore, experience is a very important contributor to overall morale, and a factor you cannot control.

Experience blocks contain an eagle icon and always appear at the far left of the bar. There are four levels of experience, each adding a different number of blocks to the regiment's Morale Bar.

- ◆ Green troops (2 blocks) have little or no combat experience.
- ◆ Trained troops (3 blocks) have been in combat and have been in service for a while.
- ◆ Veteran troops (4 blocks) have solid combat experience, some positive and negative.
- ◆ Crack troops (5 blocks) have solid combat experience, mostly positive and successful.



Support Blocks

One of the strengths of battleline formation is that it places regiments side by side, creating a chain of mutually supported regiments. A regiment in the middle of the line has friendly regiments on both its flanks, strengthening its resolve to remain and do its part for the rest of the line.

A regiment gets a 'support block' for being supported from the left, a block for support on the right, and a block for support from the rear. A continuous, solid battle line assures that each regiment gets at least one support block.



Covered Terrain Block

The ground men occupy during the heat of battle contributes to their sense of security. If they are in terrain that tends to shelter them from danger, they are more likely to stay put and fight than to run to the rear.



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Therefore, a regiment or battery in covered terrain (woods, rocky woods, boulders, or orchards) gains a 'terrain block' in its Morale Bar.



Command Block

A brigade commander or superior officer is a high profile figure on the battlefield. His reputation has been established, and the men in the ranks know him. They look to him for leadership and his presence (or lack thereof) is duly noted by the men. If a regiment's brigade, division, or corps commander is nearby, the men are more likely to behave valiantly under fire. This is reflected by the addition of a 'command block' to its Morale Bar. In addition, the presence of the Command Block in a regiment's morale bar allows certain commands that otherwise are not possible, such as Charge and Hold (see *4.1 Commanding Regiments*).



Entrenchment Block

Your men have learned from two years of bloody war that they are safer behind breastworks or in trenches than they are standing in the open. Usually, the types of protection the troops constructed during battle were improvised and crude. However even small piles of stones, or fence rails, or tree limbs provided some protection and, more importantly, a feeling of increased safety. Therefore, whenever infantry regiments are not moving or firing they are 'entrenching.' If left in this condition long enough they will complete up to three levels of protection (which substantially reduce casualties in a firefight). When the second level of entrenchment is complete, an 'entrenchment block' is added to the regiment's Morale Bar.

Using the Morale Bar

A good commander must be able to assess the mood of the men at all times to determine when to commit reserves, when to pull men out of the action, and when to send them forward to push the enemy regiments out of a position. The commander is able to do this by knowing how much battle stress the men can withstand and how much they have taken already. This is what the Morale Bar is for.



The total length of the Morale Bar represents the total battle stress a regiment can withstand. As the regiment experiences battle stress, the Morale Bar begins to turn red. The red shading begins at the leftmost end of the bar and gradually grows. It will eventually overtake the Morale Bar completely unless the unit is safely withdrawn from the fighting. The non-shaded area of the Morale Bar represents how much more stress the regiment can take before panic ensues. The red shading that overtakes the Morale Bar is called 'battle stress.' When the level of battle stress increases too quickly, the men may retreat or rout, fleeing the battle.

What Causes Battle Stress

There are three situations that cause battle stress to grow:

Casualties

As expected, mounting casualties is the primary cause of the stress that results in retreats and routs.

Fast Movement

When your men are asked to run from place to place on the field, they get tired and feel less secure because the need to run indicates an emergency situation somewhere. The following movement situations create stress:

- ◆ Double Quick movement
- ◆ Moving in Skirmish formation
- ◆ Charging enemy troops

Desperate Situations

The action surrounding a unit on the battlefield can also cause battle stress. For example if a nearby regiment is routed, this creates stress. This stress is indicated on the Morale Bar by 'redding out' of an entire block on the right end of the bar. When the situation is remedied by moving the regiment away from demoralized comrades, the blocks return to normal.



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Desperate situation stress...

Effects of Battle Stress

Rate of Fire

As stress increases, the ability of the men to maintain a rapid fire diminishes. The more stressed the regiment or battery, the slower their fire becomes, and, as a result, the less effective they are at inflicting casualties upon the enemy.

Retreats

When a regiment or battery takes too much stress over a short period of time, this can cause a regiment or battery to retreat. The men flee the immediate vicinity of the battle and ignore orders until they are a safe distance away. Once they have gained a position away from the fighting where they can reorganize, they stop running, reform, and obey orders again.

Routing

When the Morale Bar is completely red, the regiment or battery panics and 'routs' to safety. When routing, your men are uncontrollable; they want only to find a safe place to rest and recover, and they will not stop running until they find it. They must be 'rallied' (see below) before they will obey orders again. A routed regiment or battery has a 'routed' icon in its status bar.



Surrendering

If a regiment or battery retreats or routs, but finds that it cannot escape completely from enemy fields of fire, the regiment will throw down its weapons and surrender its colors to the enemy. This can be devastating to your efforts on the field, because half of the men remaining in the regiment are considered casualties and counted against your score. Additionally, and most dramatically, you no longer have the use of these troops.

Rallying

A regiment or battery can recover from panic or stress if withdrawn from the fighting and placed in a safe place. This process can completely restore morale if the regiment or battery is allowed to rest for a long enough time. The time to rally required can be considerably shortened in a number of ways:

- ◆ The farther from danger the recovering regiment or battery is, the faster it regains its composure.
- ◆ If a senior officer is near enough for the unit to have a command block in its Morale Bar, the recovery time is shortened significantly.

The status bar at the bottom of the screen shows how fast a given regiment is rallying. It is important to realize that routed regiments or batteries require substantially longer to recover than do those that are merely stressed, and will not respond to orders at all so long as they are routed.



Troops running to rally.



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3.8 Regimental Flags

The flag each regiment and battery carries is very important for several reasons.

- ◆ *Position:* The regimental flag indicates the precise position of the regiment on the map; in other words the position of the flag is considered to be the position of the regiment.
- ◆ *Taking Casualties:* If a regimental flag is waving, this indicates that the regiment is currently suffering casualties. The more extensive the waving, the faster it is accumulating casualties.
- ◆ *Regiment Ordered to Hold:* If the flag is bouncing up and down, it indicates that the selected regiment has been given the hold command, and is executing that order (see Hold, page 49).
- ◆ *Battle Stress:* The relative ‘droopiness’ of the regimental flag indicates the amount of battle stress the regiment has currently accumulated. If a regiment has four or more morale blocks untainted by stress the flag is fully extended. This makes it easy for you to glance along your line and find potential disaster areas without having to select each regiment in turn. This is also true of enemy regiments.

3.9 Combat Effectiveness

“Across the smoke-infested fields came a brown swarm of running men who were giving shrill yells. They came on, stooping and swinging their rifles at all angles. A flag, tilted forward, sped near the front.” — Stephen Crane, The Red Badge of Courage

Combat effectiveness is a measure of how dangerous a regiment or battery is on the field of battle – how successful it is at inflicting casualties or taking an enemy-held position.

Regimental Strength

Manpower is the number of men in a regiment or battery. This value is important in fire combat. The more men in a regiment of cavalry or infantry, the more casualties the unit inflicts, because there are more men to fire their muskets.



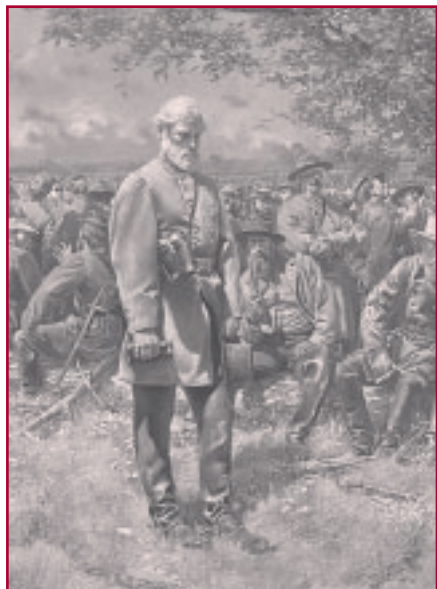
Artillery Strength

Artillery batteries also have manpower strength, but this determines how many guns the battery is capable of operating. Artillery fire combat effectiveness is purely based upon the number and type of guns in the battery.

Factors that Affect Fire Effectiveness

The following situations POSITIVELY affect a regiment's or battery's fire effectiveness:

- ◆ Firing into an enemy regiment or battery's flank or rear.
- ◆ Firing down-slope at enemy troops.
- ◆ The closer a firing regiment or battery is to its target, the more effective its fire.
- ◆ Firing at a moving enemy regiment or battery.



The following situations NEGATIVELY affect a regiment's or battery's fire effectiveness:

- ◆ Firing at enemy troops occupying covered terrain (see 3.10 *Terrain and its Effects*).
- ◆ Firing up-slope at enemy troops.
- ◆ A regiment with stress showing on its Morale Bar fires at a slower rate and is therefore less effective.
- ◆ Firing at entrenched enemy troops is less effective.



3) FUNDAMENTAL CONCEPTS

3.10 Terrain and its Effects

“The woods and brush were so thick and dark that the enemy could not be seen, but we knew they were in our front from the terrible fire we received.”
—Elisha Hunt Rhodes

It is extremely important to understand the terrain and its effects upon your troops in battle. Even severely outnumbered men, if positioned on the crest of a hill or hidden among the trees, can prevail over a larger force. Different kinds of terrain have different effects, both positive and negative, on your men. Generally, there are two types of terrain: covered and open.

In covered terrain, your men are safer (harder to see and harder to hit) and, as a result, they have higher morale (indicated by a terrain block in the regiment's Morale Bar). On the other hand, most covered terrain, by its nature, is difficult to move through, making complicated maneuvers hard to coordinate and marches slower to complete.

Effects of Covered Terrain



Covered terrain types.



Woods

Troops in the woods can slink among the trees and take cover behind broad trunks and fallen logs. This slows movement but results in less damage from enemy fire and, because of this safety factor, gives the regiment an extra morale block in its Morale Bar (see 3.7 *Morale* for details). Additionally, if a regiment is not moving or firing while in the woods (in other words, hiding) the men are virtually impossible for the enemy to see until it's too late; this can result in some delightful surprises for an exploring enemy. Even moving regiments are difficult to see when in the cloak of the woods, but they are certainly more apparent than troops lurking there.

Rocky Ground

The fields and slopes around Gettysburg are littered with boulders and rocks of various sizes. These outcroppings play an important role with respect to military maneuvers. Rocky ground provides essentially the same protection to your soldiers as woods do, and thus afford the men a morale block in the Morale Bar. Also, like woods, rocky ground impedes the orderly movement of men and artillery and makes complicated maneuvers slow and tedious. Unlike woods, rocky ground provides essentially no protection from enemy eyes; your men can be seen easily there.

Rocky Woods

Areas that contain dense woods and rocky outcroppings have all the protections of both types of terrain, in addition to providing good hiding places.

Boulders

Certain areas of the woods and fields around Gettysburg contain rather large boulders that can play a critical role in the fighting. Boulders provide more protection from enemy fire than do woods, they slow movement to a greater degree, but they do not provide good hiding places for regiments. Regiments occupying areas with boulders are easy to see, but hard to dislodge.



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Orchards

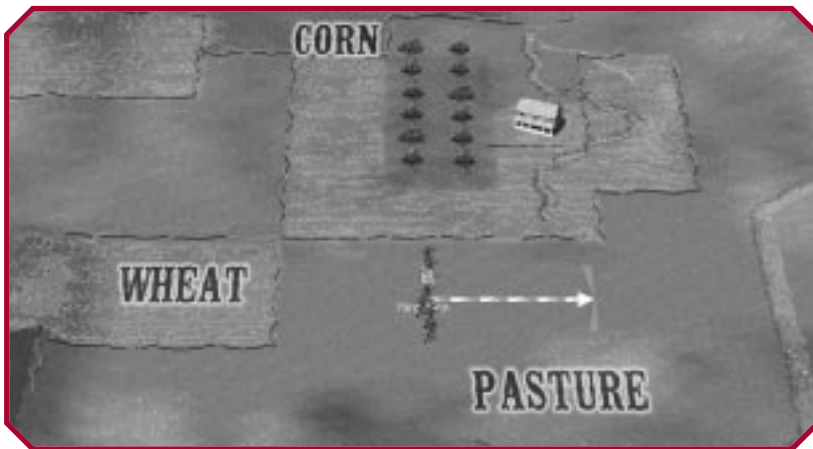
As a more orderly cousin to the woods, orchards afford cover and protection but to a lesser degree than do woods. Thus, regiments in orchards feel more secure under the cover of the orchard's trees and gain a morale block. Because of the more orderly configuration of the trees, and the general tidiness of these gardens, movement through orchards is not hampered.

Gettysburg Town

The town of Gettysburg is a substantial landmark on the map and has special effects upon movement and combat. A regiment in line formation is substantially slowed when moving through town; in column formation movement is unhampered. The town offers substantial cover against enemy fire, so fire into town is less effective.

Effects of Open Terrain

When your men are in open terrain, they are easily spotted by enemy scouts and are vulnerable to hostile fire (both artillery and small arms). On the other hand, your regiments can easily maneuver in the open and can move quickly from place to place.



Open terrain types.



Pasture Land

Most of the terrain in the area consists of cleared fields of grass suitable for grazing animals such as horses and cattle. This terrain offers no protection from enemy fire and your men are wide open to prying enemy eyes as well.

Cultivated Land

Most families living in and around Gettysburg operate family farms for their subsistence and livelihood. In addition to the apple and cherry orchards that dot the countryside, many of these farmers are growing wheat and/or corn. The corn (fields of green crops) is still low at this time of the year, but some of the wheat fields (golden brown crops) have substantial growth – enough to be a factor in the military operations taking place here. A regiment that is neither moving nor firing and occupies a wheat field is invisible to enemy eyes, unless they are very close indeed. This can certainly be an advantage to a defending line that can suddenly stand up and fire; conversely, approaching an unexplored wheat field may be a dangerous proposition.

Effects of Other Terrain Features

Roads and Pikes

The network of roads and pikes that intersect at Gettysburg and traverse the countryside around the town are the arteries that will bring your men into battle. Judicious use of these thoroughfares can play a critical role in your victory (or defeat) here. Brigades that are marching in Road formation always try to stay on roads and pikes as much as possible. If your movement orders indicate a destination that can be reached more quickly by road, the regiments of the brigade will move along them.

This is a significant advantage because not only do the men ignore the other terrain through which they are marching as they move along the road or pike, but they also move faster. In other words, a regiment that moves through woods is slowed down to a virtual crawl, but if moving on a road that goes through the same woods, the regiment ignores the fact that it's in woods (for movement purposes) and, in fact, moves faster than normal.



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Trails

Trails are like roads and pikes in that brigades in Road formation seek to use them if possible or sensible. Trails, however, provide no speed bonus at all in and of themselves. Instead, regiments marching along trails simply ignore the other terrain through which the trail leads.

Buildings and Other Structures

Several buildings stand around the fields and hills outside of Gettysburg. These are important or substantial farm buildings that dot the countryside. These buildings have been exaggerated in size to serve as landmarks but do not interfere with the movement of your troops or line of sight.

Marsh

There are various boggy areas along some of the many streams that course through the countryside. These areas have no effect upon fire into or out of them. However, movement through a marsh is slowed.

Creeks and Streams

There are several small streams (usually referred to as ‘runs’ locally) and creeks that meander through the countryside near Gettysburg. These watercourses by themselves do not provide protection from enemy fire or cover from searching eyes – they even have very little effect upon movement. But in an indirect way, these little rivers have the most profound effects of all the terrain features. They created, over the years, the unique pattern of valleys and ravines, hills and ridges that define most of the struggles that will occur here.

Effects of Hills, Ridges, and the High Ground

The ground around Gettysburg is far from flat; the main features of the terrain are dominated by a series of ridges of various size and configurations running north to south. By and large, these ridges are the most important features on the field. Many of the hills and ridges are valuable strategic locations that your army commanders will insist you take and hold.



High ground provides many natural advantages. Troops at higher elevations can see over ground obstructions like woods, orchards, and low ridges; this allows them to see farther into the distance and to track the movements of an approaching enemy column, giving them valuable time to prepare to meet the coming threat. Also, when the enemy comes within firing range, they are more vulnerable to troops at higher elevations for several reasons. First, elevation offers a clearer view of the approaching horde, making them easier targets. Second, if the enemy attempts to approach the position, they must move up hill to do so, and, as a result, become tired. Finally, approaching an enemy that is higher is more intimidating psychologically.



Other terrain types.

These factors translate into the game in several important ways. When your troops are firing at an enemy regiment or battery occupying a lower position, your men's fire is more effective than normal (that is, the enemy formation takes more casualties than it would under 'normal' circumstances). Conversely, when firing at enemy troops on higher elevations your fire is less effective than normal. In either situation, the greater the difference in elevation between target and 'firer,' the more the fire is affected.



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The effects of terrain and those of elevations are cumulative. Therefore, a regiment entrenched high atop a rocky, wooded hill is extremely hard to dislodge. The woods, rocks, and the height advantage protect it, and, in addition, its fire is particularly deadly to enemies at lower elevations. This is critical!



A brigade line holds the high ground.



“Finally a great cheering, as if greeting some welcome reinforcements, swelled along the line, and over the fence they clambered, and started for us at double quick time.” — Confederate Private

“We reached our position just as the enemy’s line of skirmishers, a full regiment, extending beyond our right and left, came out of a field of corn, which had concealed them. As they advanced, in perfect line...they were an imposing and beautiful sight...” — Confederate Private

4.1 Commanding Regiments (Infantry and Cavalry)

The basic building block of your army is the regiment, which can contain anywhere from 100-700 men who move and fight together as a cohesive group. Commands may be issued to the regiment that is currently selected; select a regiment by left-clicking it on the map. When a regiment is selected, its flag enlarges, its name appears beneath it, and its Command Bar and Status Bar appear at the bottom of the screen. To issue an order, click the desired command button on the Command Bar (or use one of the shortcut keys; see the Key Card).

Note that when you give orders to your men in battle, one of your subordinates shouts the command to your troops. You can hear the enemy’s orders issued to his troops by listening to his bugle calls.



Regimental command bar.



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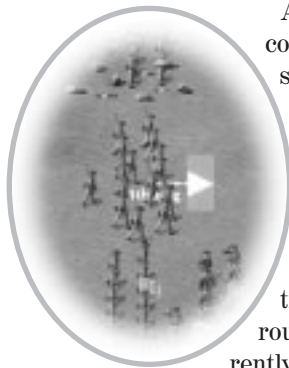
Movement Commands

The most common orders you'll give to regiments are simple movement orders, indicating that you want a regiment to move from its current location to a new location on the field.

- ◆ Select the regiment you want to move (click on it).
- ◆ Drag a movement arrow to the destination you desire.

When you've done this, a 'destination marker' appears on the ground at the new location and the regiment begins its march.

Destination Markers



A regiment meets its marker.

A destination marker is the rectangular shaped colored box that appears on the ground below a selected regiment if it's not moving, or on the ground at its destination if it is moving. The marker is red for Confederate regiments and blue for Union regiments. Inside the marker, a darker 'pointer' appears, indicating the direction the regiment is facing if it is not moving or the direction it will face when it reaches its destination. Finally, if the area of the marker surrounding the pointer is gray, the regiment is currently detached from its brigade commander. In addition to the markers, movement arrows appear showing the route the regiment will take to the marker.



Regiment Behavior on the March

When a regiment receives an order to move to a new location, it maintains its current formation and moves there as quickly as it can. If the destination is not directly to the regiment's front, it wheels to face the new destination and then begins its march. If, during the course of the march, it comes within firing range of enemy regiments or batteries, it stops moving, wheels to face the enemy, and opens fire.

Don't-Stop Movement

When a regiment is engaged in combat with enemy units its natural tendency is to return the fire of the enemy. Since it cannot move and fire simultaneously (except when ordered to Fall Back), a regiment will stop moving when it encounters enemy fire and return the fire. If you want the regiment to move regardless of the enemy fire, you can use the Don't-Stop option by selecting any regiment with move orders and pressing the 'G' key (for Go). This will cause the movement arrow to turn light green and the regiment will attempt to make it to its destination without stopping to engage enemy troops. However, the regiment responds to battle stress (see 3.7 *Morale*) as usual and may retreat or rout before reaching its destination. Note that regiments under Don't-Stop orders are vulnerable to heavy casualties, since they are moving and will not stop to defend themselves.

Oblique Movement

At times you will want a regiment to make a move but to maintain its current facing throughout the march. This is oblique movement. To order a regiment to move obliquely, order the movement as normal, but, before releasing the mouse button after the left-drag, press the 'O' key on your keyboard. This will cause the movement arrow to turn light blue, and the regiment will move to the new location, maintaining its facing. Note, however, that oblique movement is slower than normal.

Formation Commands

Regiments move and fight in three different kinds of formations, where your men are organized in a certain pattern. The two most important formations are the Line, used for fighting, and the Column, which is



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useful for moving quickly. The third pattern, Skirmish formation, is a variant of the Line, and is used to harass enemy troops. The remaining commands on the Regimental Command Bar are given to troops already in one of the three formations.



Regiments in Line, Column, and Skirmish formations.

Line

In the Line formation, your men are spread out in a straight line two ranks deep, allowing each man to fire his rifle at the enemy. This pattern allows maximum firepower and is the standard combat deployment. A stationary regiment in Line formation automatically fires at the closest enemy in range; regiments cannot move and fire at the same time. Movement in a Line is slow and unwieldy.

Skirmish

The Skirmish formation is a variant of the Line, with your men spread out in a thin row. A regiment in Skirmish formation moves faster than when in line (but slower than when in column), sustains fewer casualties, and



inflicts casualties to enemy formations, but routs quickly if strongly attacked. A Skirmish line automatically fires at enemy regiments or batteries that are within its field of fire. Skirmishers are useful for reconnaissance, slowing marching enemy troops by forcing them to deploy into a Line, chasing pesky artillery, and other tasks that require mobility and firepower.

Column

Column formation places your men one in front of the other, making for quick movement (twice the speed of movement in Line formation) but reduced ability to fire or fight. Troops in Column formation have little or no firepower and are very vulnerable, so they automatically stop and go into Line formation if fired on by the enemy. However, the regiment can receive significant damage during the time it takes to change formations, so try and have your troops in a Line before engaging the enemy.

Special Cavalry Column

Cavalry that is in Skirmish or Line formation is dismounted from their horses and the horses are being held in the rear near the brigade commander. Therefore, a cavalry regiment may not be mounted and formed into Column unless the regiment's brigade commander is near enough to add a Command Block to the regiment's Morale Bar.

Changing Formations

To put a regiment in Line, Column, or Skirmish formation, left-click the appropriate button in the regimental Command Bar and the men will change formations at the most appropriate time:

- ◆ Troops on the move will stay in Column as long as possible; if you order a regiment that is marching along in Column formation to form Line, it continues to its original destination in Column, then forms a Line. A flashing red marker in the new formation button indicates that the regiment will change formations upon reaching its destination. If you click the Line button again, before the regiment reaches its destination, it stops, forms Line, and continues moving to its destination.
- ◆ If you order a regiment in Line to form Column or Skirmish formation, the regiment immediately changes to that formation.



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- ◆ Anytime a regiment is ordered to change formation (individually, not as part of a brigade), it becomes 'detached' from its brigade and will no longer respond to brigade orders until re-attached (see Detach and Attach, below).

Troops are very vulnerable to enemy fire when changing formations, so plan accordingly.

Wheel Left, Right, or About Face

You must pay careful attention to the direction your troops are facing in order to meet enemy attacks head-on, keep from being outflanked, and maintain cohesive battle lines. To change the facing of a regiment, left-click the appropriate arrow on the WHEEL button. The destination marker on the map shows the new facing you have just ordered. Each wheel order changes the facing of the regiment in small increments, and you may give multiple wheel commands to quickly order major changes. Note that Wheel commands may be issued while a regiment is moving to a new location; in this case the destination marker is wheeled and the regiment will assume that facing when it reaches the marker.

- ◆ To face the regiment to the left, click the LEFT arrow on the wheel button.
- ◆ To face the regiment to the right, click the RIGHT arrow on the wheel button.
- ◆ To face the regiment to the rear, click the DOWN arrow on the wheel button.

Detach and Attach

You may want a regiment to act independently and stop responding to brigade orders. There is no 'detach button' on the command bar, but by clicking any formation you detach it from its commander. Some regiments begin scenarios detached from their brigades.

- ◆ Click ANY FORMATION button in a regiment's command bar to detach it from its commanding officer; the regiment no longer accepts brigade-level orders.
- ◆ Click the ATTACH button to re-attach the regiment to its brigade commander.

Note that all regiments of a brigade can be re-attached to the commander by using the brigade commander's ATTACH button.



Hold

There are times when a regiment must hold a key position at all costs to win the day or to protect its comrades from destruction. At these times you'll want the men to fix bayonets and hold at all costs. A regiment ordered to hold defends its position to the last, maintaining its morale longer than usual, but taking heavier casualties. Once ordered to hold, a regiment will not move as long as it's under fire, unless ordered to Charge or Retreat. Since placing a regiment on hold usually results in higher casualties, you should use this command with discretion.

- ◆ Click the HOLD button to order a regiment to hold at all costs.
- ◆ Click the HOLD button again once the regiment is no longer under fire to release it from the hold order.
- ◆ Ordering a regiment to Charge or Retreat takes it off hold.

Due to the extreme nature of the hold command, a regiment may be given this order only if it is not moving and it is near enough to a superior officer for it to be 'in command' (see *4.4 Using Your Commanders*). The regimental flag of a holding unit bounces up and down, as the color bearer rallies the men around the banner in preparation for the desperate stand.

Double-Quick

Often, you may be faced with the need to move troops quickly to take advantage of a break in an opponent's line, or to occupy a key position before the enemy does. To spur your troops to move as fast as possible, use the DOUBLE-QUICK button. (A regiment in Double Quick mode has purple movement arrows.) But be careful, as the men soon become exhausted from the exertions of running in full uniform with heavy rifles in their hands, and suffer stress as a result. Double-Quick orders may be issued for any type of movement, including Wheel, Advance, and any formation changes. Troops stop running as soon as they stop moving or receive a new order, or if they are given the DOUBLE-QUICK order again.

- ◆ Click the DOUBLE QUICK button to order a regiment to run to a destination.
- ◆ Click the DOUBLE QUICK button again to order the men to move normally.



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Advance

Sometimes it is most expedient to order a regiment simply to advance forward. This what the ADVANCE command is for. Troops that are given an Advance command march directly forward about 200 yards. As with other movement orders, the Advance command cause a destination marker to appear and the regiment begins moving toward it immediately.

- ◆ Click the ADVANCE button on the regimental Command Bar to issue an Advance command.

Note that troops currently engaged in a firefight with the enemy will advance only a few steps before they resume firing.

Charge!

Sometimes the enemy is tenaciously holding a position that you must take in order to achieve your objectives. At such times you may have no other option but to send one or more regiments into the position and physically force the enemy out. To do this you must order your men to Charge!

A charge can be costly in men and morale, but often it is the only way to break an enemy battle line or turn its flank. A charging regiment rushes the target until at extremely close range and fires rapidly into the target until either the attacker or defender is routed, the attacker has been repulsed, or the defender has been driven back. During the time it takes to cover the ground between the attacker and defender, the attacker gains stress from the exertion and desperation of the charge, and cannot return fire against the defender.

- ◆ To order the selected regiment to charge, click the CHARGE button.

Fall Back

One defensive measure a regiment may take is to Fall Back. When given this order, your troops move slowly backwards, firing their weapons as they go.

- ◆ Click on the FALL BACK button to order your troops to pull back while firing.
- ◆ When a regiment is preparing to retreat because of casualties, it first begins to Fall Back on its own.



Retreat

There are times when the wise move is to get your regiments quickly out of danger, and to regroup before sending them back into the fray. The Retreat command allows you to do this voluntarily. When given this order a regiment immediately stops firing and retreats to a safe place away from the fighting. Retreats can be dangerous, because during the movement itself, the regiment turns its back to the enemy. As a result the movement may not always end exactly as you hope it would. But the men will make every effort to maintain cohesion during the move. Troops cannot accept new orders until they have stopped retreating.

- ◆ Click the RETREAT button to order the selected regiment to retreat from the engagement.
- ◆ Click the RETREAT button of a retreating regiment to order the selected regiment to retreat to its brigade commander.
- ◆ If a regiment is taking casualties from enemy fire at an excessive rate, it will retreat to safety automatically.

Halt

To stop a moving regiment, left-click the HALT button on the regimental Command Bar. Troops in Column or Skirmish formation that had been given the order to change to a Line upon reaching their destination will immediately start forming into a Line.

- ◆ Click HALT to order a regiment to stop moving.

Volley

When a regiment is not in motion, its HALT button changes to the VOLLEY button. This command allows you to order your men to hold their fire and then to open fire all at once. This is useful when the regiment is not visible to the enemy (it has an icon in its status bar), and you want them to open fire from ambush with particularly devastating effect. This command is also useful when you expect the regiment to be charged by an enemy regiment and you want the men to hold their fire until the last possible minute so that the volley fire is delivered at extremely close range into the faces of the charging enemy.



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- ◆ Click the VOLLEY button to order the men to hold their fire (the button begins flashing).
- ◆ Click the VOLLEY button again to order the men to fire.

Giving Multiple Orders

A regiment will perform move, facing, and formation orders in sequence. For example, troops marching in Column formation can be told to go to a particular destination, then given an order to wheel to a new facing, and then commanded to assume a new formation. You can give these commands in sequence all at once, instead of waiting until one action is complete to order the next move.

The Command Bar shows this as follows:

- ◆ The order that is currently being executed is highlighted by a solid red triangle.
- ◆ The next order in the sequence has a flashing red triangle.

4.2 Commanding Brigades

There were hundreds of regiments involved at the fighting around Gettysburg. Regiments are grouped together into brigades under the command of brigade commanders. You can issue orders to every regiment in the brigade simultaneously through the brigade commander. You do this by selecting the commander, then clicking buttons in the commander's Command Bar.



Brigade command bar.



Brigade Movement Orders

Issuing brigade moves is similar to giving regimental move commands. Select a commander, drag a movement arrow from him to the desired destination, then click one of the formation buttons in the Command Bar. The regiments move to form that formation at the commander's destination (or current position, if he's not moving). The destination markers of all regiments in the brigade change to reflect the new orders, as if you'd given each regiment an individual command.

Brigade Double-Quick, Don't-Stop, and Oblique Movement

If you want the entire brigade to move at the Double-Quick, press the 'Q' key on your keyboard while the commander is selected. If you want the entire brigade to move to their destination without stopping to engage the enemy, press the 'G' key on your keyboard. Similarly, if you want the whole brigade to move at the oblique, press the 'O' key.

Line Formation Commands

Brigade line formations have all the regiments in Line or Skirmish formation, ready to engage the enemy in battle. There are three brigade line formations: Battle, Double, and Skirmish.

Battle Formation

In Battle formation, the regiments of a brigade assume Line formations in a straight, unbroken row. This presents a continuous brigade-sized front, and provides maximum firepower.

- ◆ Click the BATTLE button on the brigade Command Bar to order Battle formation.

Double Formation

In Double Line formation your men move into two ranks of regiments centered on the commander, one rank in front of the other. This formation offers good support for the men in front and can be used to defend a salient or other key points in your battle line. However, the Double Line is shorter (making it easier to outflank), and often the rear regiments are blocked from firing by the men in the front rank.

- ◆ Click the DOUBLE button to order a brigade into Double Line formation.



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Skirmish Formation

A brigade in a Skirmish Line is spread out in a long row, with each regiment deployed in Skirmish formation.

- ◆ Click on the SKIRMISH button to order a brigade into a Skirmish Line.

Column Formation Commands

Brigade column formations have the regiments in columns, ready to move at a moment's notice. There are two brigade column formations, Maneuver and Road.

Maneuver Formation

The Maneuver order puts the regiments of a brigade into Column formation and aligns them side-by-side. The brigade can then move quickly, and can easily be placed into a Battle formation when ready to engage the enemy.

- ◆ Click the MANEUVER button to order a brigade into Maneuver formation.

Road Formation

In Road formation, your men line up one in front of the other in Columns. They can then move quickly along roads or through narrow patches of clear terrain. While in Road formation, the regiments look for roads, trails, and pikes, to speed their movement.

- ◆ Click the ROAD button to order a brigade into Road formation.

Wheel Left / Wheel Right / About Face

The facing of the entire brigade formation can be wheeled all at once by using the WHEEL command in the brigade Command Bar. Wheeling the brigade allows the regiments to change facing, while maintaining their position in the overall brigade formation.

- ◆ Use the right arrow on the WHEEL button to wheel the entire brigade right.
- ◆ Use the left arrow on the WHEEL button to wheel the entire brigade left.
- ◆ Use the down arrow on the WHEEL button to face the entire brigade to the rear.



- ◆ Double Click the Wheel button to order the brigade to assume the facing of its brigade commander.

Note also, that if the brigade is in motion as a result of a brigade move order, the final facing of the regiments (as indicated by the destination markers) can be changed using the WHEEL button.

Attach

There are times when regiments of a brigade have been detached from the commander to perform some special duty like skirmishing or guarding a position on the field. If you want to quickly and easily re-attach all regiments of the brigade so that they all will respond to brigade orders again, use the ATTACH button.

- ◆ Click the ATTACH button to re-attach all regiments of the brigade.

Advance

You can issue advance orders to all troops in a brigade by left-clicking the ADVANCE button. Regiments will then advance about 200 yards, and stop.

- ◆ Click the ADVANCE button to move the entire brigade forward 200 yards.

Halt and Brigade Halt

To stop a brigade commander, click the HALT button. The HALT button will then change to BRIGADE HALT, which can be clicked to stop the motion of the entire brigade (except for detached regiments). When the brigade halts, troops in Column or Skirmish formation that had been given the order to change to Line upon reaching their destination will immediately start forming into Line.

- ◆ Click HALT to order a commander to stop moving.
- ◆ Click BRIGADE HALT to stop the entire brigade.



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Line of Sight

As noted, your brigade commanders have binoculars and can see farther than any of your other men. If you need to see what areas of the field are currently in a commander's sight, use the LINE OF SIGHT button. This grays out areas of the map that are not currently visible to the commander.

- ◆ Click the LINE OF SIGHT button to view the selected commander's field of sight.
- ◆ Click it again to return to the normal view.

Rally

Routed troops rally more quickly when in the presence of their brigade commander. Left-clicking the RALLY button on the brigade Command Bar orders all routed troops to the position of the commander.

- ◆ Use the RALLY button to call routed regiments of the brigade to the selected commander.

4.3 Commanding Artillery

“Our lines advanced splendidly to within three hundred yards of their works when they opened their artillery and mowed the men down in rows. We stood it for two hours and then fell back to our own works where we have fortified. Our loss is fearful.” — Elisha Hunt Rhodes

The artillery of your army can be a very effective instrument against enemy troops. It is capable of firing at surprisingly long ranges with devastating effect. At close range, artillery (especially the Napoleon guns) is a nightmare to enemy troops.



Artillery command bar.



Moving the Big Guns

Artillery has two formations, Limbered and Unlimbered. Limbered guns can be moved, but not fired, Unlimbered guns can be fired, but not moved (except when ordered to Fall Back). Other than this, artillery is moved like infantry and cavalry.

- ◆ Select the battery you wish to move
- ◆ Drag a movement arrow to the destination you desire.

If the battery is currently limbered, it begins moving immediately. If it's unlimbered at the time the order is given, the gun crew immediately begins limbering the guns to move; when the guns are limbered, they begin the move.

Changing Formations (Limer / Unlimer)

Unlimbered batteries automatically limber if given a move order. Once it has completed it's move order, the battery then unlimbers again. Limbered batteries that are ordered to move remained limbered after completing the move. This simple formula means that only artillery that is just entering the map as reinforcements need be given the Unlimer command; once ordered to unlimer (prepare to fire), a battery will limber automatically, and only when it is ordered to move.

Changing formation from limbered to unlimbered or vice-versa takes a variable amount of time, depending upon circumstances. Normally, unlimbering (preparing to fire) takes longer than limbering (preparing to move). However, the battery's current stress affects the speed with which it can limber.

Targeting Your Artillery

Unlike infantry and cavalry regiments, artillery batteries can be directed to target specific enemy troops. For instance if an enemy is particularly threatening or difficult to dislodge, you may want to concentrate the fire of several of your batteries there. To do so:

- ◆ Left drag a movement arrow from the battery to the target.
- ◆ Then, before releasing the left mouse button, press the 'T' key (for 'target') on your keyboard.



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This changes the movement arrow to a targeting pointer, which you can move from target to target as long as you hold the left mouse button down. The color of the pointer indicates whether or not your battery can hit the target:

- ◆ If the pointer is white while the pointer is over the target, the battery can hit it.
- ◆ If the pointer is black, the battery cannot because the target is not in its field of fire.

Once you have the pointer over the target you want to select, release the left mouse button and the battery will immediately begin firing at the designated enemy troops. The battery will fire at this target until it can no longer do so, or until you order it to do something else.

Targeting Modes

Unless you specify a particular target for a battery to fire at, artillery automatically finds and fires at enemy targets. Batteries have three different targeting modes that determine the types of targets the battery will seek.

Auto Target

This is the default setting for all your batteries. While under this order, the battery targets the closest regiment or battery within its field of fire.

Target Artillery

A battery in this targeting mode selects the closest or most damaging enemy artillery battery to fire at.

Target Infantry

A battery in this targeting mode selects the closest or most damaging enemy regiment to fire at.



Line of Sight

To check what parts of the battlefield are currently in the selected battery's field of view, use the LINE OF SIGHT button. The display changes to show what areas of the field are within the battery's field of fire, and what areas are not. The grayed-out sections of the map are not in the field of fire; the browned out areas would be except a friendly regiment is blocking the battery's field of fire. To return to the regular view, click the LINE OF SIGHT button again or right-click anywhere on the map.

Fall Back

Artillery can be ordered to fall back slowly, firing as it goes. This is known as 'retreating by recoil.' The guns are fired and the recoil of the round is used to retreat a few yards each time.

- ◆ Click FALL BACK to order the guns to withdraw slowly while firing.

Retreat

You can order a battery to move away from the fighting as quickly as possible by clicking the RETREAT button in the Command Bar. Your cannon stop firing, enter limber formation, and move quickly away from the scene of the engagement. The battery will limber as quickly as it can, but this may take some time.

Batteries engaged against the enemy when given this order do not respond to new orders until they have stopped retreating, so use this command only when absolutely necessary. A battery not under fire when given a Retreat order responds to new orders during the retreat normally.

- ◆ Click RETREAT to move the selected battery away from the firing line as quickly as possible.

Halt

To halt a moving battery, left-click HALT on the artillery Command Bar.

Captured Guns

If a battery is overrun by enemy troops (or if you overrun an enemy's battery), the guns may be captured. Captured guns can be turned on the army they were captured from, but can't be moved.



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4.4 Using Your Commanders

Intelligent use of your commanders is paramount in battle. You have two types of commanders at your disposal: brigade commanders, and superior officers. As explained above in 4.2, *Commanding Brigades*, you can issue orders to every regiment in the brigade simultaneously through the brigade commander.

About Superior Officers

Superior officers are commanders of higher rank than brigade commanders, such as division or corps commanders. Superior officers are men of high stature in the command structure of the army and are generally known by everyone. Accordingly, the presence of a superior officer at a portion of the line is of great importance to the troops stationed there; it indicates that he is sharing their risk and that their portion of the line is of some importance.

Superior officers cannot be used to give movement or formation orders at all, but they can be used to perform a variety of other functions.

Uses of Commanders and Superior Officers

There are four major uses:

- ◆ Boosting morale
- ◆ Scouting
- ◆ Rallying routed troops
- ◆ Giving desperate orders
- ◆ Mounting cavalry regiments

Boosting Morale

Your men are considered to be “in command” when their brigade commander or a superior officer is nearby. When in command, troops receive an extra block in the regimental Morale Bar, making them tougher in battle and giving the men courage and resolve to respond to desperate Hold and Charge orders. A regiment receives one command block in its Morale Bar for being in command from its brigade commander; it gains an additional command block if it is within range of one or more superior officer.



Scouting

The mobility, speed, and sighting range of your generals make them ideal for scouting purposes. With their horses and experienced staff, a general can ride ahead of your forces, looking for hidden ambushes and enemy troops moving in covered terrain. But as always, there are risks involved in scouting to close to enemy positions – your generals can be wounded if alone and too close to enemy soldiers.



A division commander and a brigade commander.

Rallying Troops

Routed troops can rally and return to the fighting if they are removed from the scene of the battle and allowed to rest unmolested; having a commander nearby accelerates this process. Additionally, all routed regiments of the brigade – whether detached or not – can be ordered to the position of the brigade commander by using the RALLY command on the brigade Command Bar, thereby setting up rally points for routed troops. Additionally, superior officers can also be used to rally troops, and their RALLY buttons can call subordinate regiments and batteries to their position.



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Desperate Orders

A regiment that is in command can be ordered to Charge enemy positions and to Hold a position at all costs. A regiment that is not in command may not be so ordered. Accordingly, it is good to have your commanders near the intense action at all times, if you can.

Mounting Cavalry Regiments

Cavalry that is in Skirmish or Line formation is dismounted from their horses and the horses are being held in the rear. Therefore, a cavalry regiment may not be mounted and formed into Column unless the regiment's brigade commander is near enough to add a Command Block to the regiment's Morale Bar.



A commander patrolling his line.

Quality of Commanders

Commanders are rated according to their competence at performing their duties. A commander is either mediocre, competent, experienced, or superb. The better the rating, the more effective the commander performs in the following areas of responsibility:

- ◆ **Command Range:** The maximum distance he can be from regiments and still add command blocks to their Morale Bars and allow Hold and Charge! orders.
- ◆ **Sighting Range:** The distance he can see.



- ◆ Rally Speed: How quickly he can rally routed and stressed regiments.

Superior officers, in general, are 50% better than brigade commanders at all of the above, but this doesn't mean that a mediocre superior officer is better than a superb brigade commander.

Wounded Commanders

Many of your generals will insist upon leading their men from the front instead of the rear, directing fire and spurring your men to heroic measures in the pursuit of victory. While usually a good thing, this can result in commanders being wounded during the course of the battle, forcing untried subordinates into unaccustomed roles. Wounded Generals:

- ◆ Have no Command Range
- ◆ Do not provide Command Blocks.
- ◆ Do not speed the rally of routed troops.
- ◆ May not give desperate orders (Charge or Hold).
- ◆ Have no sighting range.

When brigade commanders are wounded, superior officers can often take their place on the line to ensure that a key juncture is held.

Finding Generals on the Battlefield

Often, in the jumble and confusion of war, you lose track of where your commanders are. To locate an errant general, select Leaders from the Menu Bar, then select the commander you are looking for. The list shows all brigade commanders currently in play. Corps commanders are marked by a '(C)', division commanders by a '(D)', and frozen commanders (commanders not available to you at the moment) are marked by an '(F).' After choosing a leader, the map then centers on the general and automatically selects him so you can see the disposition of the troops under his command.



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**“It is well that war is so terrible—we should grow too fond of it.”
— Robert E. Lee**

5.1 Opening Menu

Following the introductory sequence, you are presented with the opening menu, where you choose what kind of game to play.

Play a Scenario

Scenario Selection Screen

This option takes you to the Scenario Selection screen, where there are a host of options for you to choose from if you want to play a single scenario. This screen contains a list of all available scenarios with a short description of each and an overview map showing the area of the battlefield in which the engagement occurs (see *6.2 Scenario Synopsis*, for a full explanation). In addition, if you want to change some settings, like the level of difficulty of the enemy general, the ‘Historicity’ of the scenario you are about to play, or the tactical personality of your opponent, you can choose to go to the Options Screen (see below) by selecting that button at the bottom of the screen.

Create New Scenarios

If you’d rather play an engagement that never did – and maybe never would have – happened, you can select Random Scenario. This will generate a new and different set of conditions each time. Having selected this mode of play, you are then given the choice of the size of battle you want to fight, from ‘small skirmish,’ involving only a couple of brigades to a side, to a ‘large battle,’ involving 10 or more.

- ◆ *Small Skirmish:* Small skirmishes usually involve one or two brigades to a side, creating a short, hot action for minor locations on the field.
- ◆ *Minor Altercation:* A minor altercation involves forces of approximately divisional size on each side, roughly three to five brigades.
- ◆ *Moderate Engagement:* This is more challenging by far, because each side may have to deal with up to seven brigades, roughly two divisions.



- ◆ *Large Battle:* Large battles may involve a full corps of Rebel troops and up to two Union corps (up to 10 or 12 brigades each).
- ◆ *Recall a Battle:* Each created scenario has a code that appears on the Scenario Status screen under the Reports menu. If you would like to run the same scenario again (usually because you know you'd have won if only you had...) choose the Enter Code option and, when prompted, type in the code from the scenario you want to rerun.

Fight the Battle

This option allows you to experience the Battle of Gettysburg as a series of scenarios, based upon the actual events in the battle. There are three modes of *'historicity'* available in the game. You can play a series of scenarios that actually occurred or could have occurred in July of 1863, or you can play a version of the battle that diverges significantly from the historical path. In all cases, your performance in each engagement is evaluated and considered when determining your level of success in the overall battle.

Try a Tutorial

Gettysburg contains a series of tutorials that teach basic game concepts while leading you through the control of larger and larger numbers of men, culminating in a mini-scenario. The tutorials give you a chance to get your feet wet in battles that favor your troops.

Play a Multi-player Game

Gettysburg! provides multi-player action over an IPX Local Area Network (LAN), an Internet TCP/IP connection, a modem hookup, or through a serial connection. For more information, see *'Multi-player Gettysburg!'*, below.

Load A Previously Saved Game

Saved games may be restored by selecting 'Load a Previously Saved Game.' Each save file is listed with information about the time, date, and difficulty level of the game in progress. Note that the game has an auto-save feature, which automatically saves the game while you play, insuring that you can always jump back in time a few minutes into the scenario.



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Options

This takes you to the Options Screen on which you can change the various game settings, such as Historical Accuracy, Difficulty Level, and Personality of the Computer opponent.

5.2 Which Army Will You Command?

If you choose to play a scenario, fight the entire battle, or play a multi-player game, you must pick which army you want to command. There are subtle but significant differences in the makeup of the Confederate and Union armies that result from their contrasting regimental organizations. In the Confederate army, regiments suffering casualties were assigned replacement soldiers so that new recruits serve together with grizzled veterans; in the Union army, fresh recruits are organized into new regiments while older units suffer attrition until they were disbanded.

The practical result is that the Confederate army has larger, better trained regiments but fewer of them, while the Union army has smaller regiments with lower quality troops, but also has a greater number of regiments. Therefore, Union commanders have an advantage in mobility and flexibility, while the Confederate generals have strength in numbers. On average, the Union player needs one and a half brigades to match one Confederate brigade.

5.3 The Options Screen

When you choose 'Fight the Battle' from the Main Menu or choose Options from the Game menu or Scenario Selection screen, you are presented with the Options screen on which you can change various settings of the game.

History

There are three settings for historical accuracy, which correspond to the three modes of fighting the entire battle (see Fight the Battle, above). If you are Fighting the Battle, you are presented with this screen at the start of the battle, so that you can select the 'historicity' you want to use then. Otherwise, if you change this setting during an engagement, the next scenario you play will reflect the new setting.



- ◆ *Historical:* This option presents a combination of historical and speculative scenarios, that are well-researched and tell the story of how the battle could have gone if events had been different. If events differ very little from the historical events, you'll get only historical scenarios. The speculative scenarios emerge from non-historical outcomes of your scenarios. For instance, if the Rebels do better than they did historically, they may have a chance to attack forces and areas of the field they did not attack in the actual battle. This allows for some very interesting and unexpected situations.
- ◆ *Mixed:* This option presents a combination of well-researched and randomly-generated scenarios that again tell the story of the three-day fight.
- ◆ *Randomized:* This option throws you into a situation a lot like the one that faced the commanders in July of 1863. While the distribution of forces, and areas and times of arrivals vary from history substantially, this is what it felt like back then. The commanders in the real battle were full of uncertainty regarding the strength of the enemy, where he might come from, and when that might occur. A commander was even uncertain about the disposition and efficiency of his own forces, and, to large extent, hoped for the best. The Randomized option postulates the Union and Confederate forces in roughly the same positions they occupied historically in the days leading to the battle, but the events of the past day or so may be dramatically different, causing a great deal of diversion from history during the battle itself.

Difficulty Level

Here you can choose how competent your computer opponent is. If you are playing the Rebel side, then your opponents from least competent to most are Rowley, Howard, Doubleday, or Hancock. If you are playing the Union side then your opponents from least competent to most are Heth, AP Hill, Longstreet, or Lee. Any change you make to these settings take effect immediately in the scenario you are currently playing.

Tactical Personality

These settings allow you to tailor the tactical style of your opponent. The top row of buttons, Aggressive, Prudent, or Cautious, determines to



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what degree your opponent will go onto the offensive against you. The second row of buttons, Indirect, Flexible, or Direct, determines whether your opponent will meet you head on or try more outflanking and other ‘wily’ maneuvers.

The various combinations of personality traits for the computer opponent creates some interesting what-ifs. Below is a table showing the personalities the different combinations produce.

Note that not all of these personalities took part in the battle of Gettysburg, but by choosing the Stonewall Jackson combination, for example, you can simulate the spirit of Jackson guiding the forces against you.

Confederate Opponents

	Aggressive	Prudent	Cautious
Indirect	Stonewall Jackson	Ewell	Joseph E. Johnston
Flexible	AP Hill	Robert E. Lee	PGT Beauregard
Direct	John Bell Hood	James Longstreet	Jubal Early

Union Opponents

	Aggressive	Prudent	Cautious
Indirect	Phillip Sheridan	Joseph Hooker	George McClellan
Flexible	John Pope	George G. Meade	Irvin MacDowell
Direct	US Grant	Ambrose E. Burnside	Benjamin Butler

5.4 Difficulty Level Screen

After selecting your side, you must choose a difficulty level. Difficulty levels are represented by generals of varying quality, from easiest (Rowley for the Union and Heth for the Confederates) to hardest (Hancock and Lee, respectively). The difficulty level may also be changed during the course of the game by selecting the options screen (F10).



5.5 Scenario Introductions

At the start of each scenario, your trusted generals gather to report on the situation and give you advice on the deployment of your troops. Listen carefully to their counsel and consider the options they suggest as they point out the important elements of the engagement. Victory conditions, available forces, and expected reinforcements are all covered in the briefings.

5.6 The Main Display

The display that you will use most while playing *Gettysburg!* is the Main Display. It is divided into two major segments: The Map and the Unit Status Display. The Map is where the action of the game occurs – where you watch the battle unfold and where you give movement orders. The Unit Status Display provides information about and orders for the currently selected regiment, battery, or commander.



The main game screen.



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The Map

The map of Gettysburg and vicinity is an accurate representation of the area as it was when fighting took place there in 1863; this is the arena in which your army will meet the enemy in battle.

Map Controls

During a battle, you want to monitor your progress on several fronts and at varying levels of detail. There are several controls for moving around the map that will make these tasks easier.

Looking Around the Map: The map will scroll in the direction of the cursor if you move it to the edge of the map. You can also center the map on a precise location by right-clicking on that location; the map will readjust itself. You can also use 'shift-C' on your keyboard to center the map at the cursor's current location.

Zooming In and Out: There are several levels of zoom, from a close in, what's-happening-to-this-regiment view up to an expansive survey of the field of battle. To change your zoom level, use the 'Z' key to zoom in and 'X' to zoom out. The map will change its level of detail and re-center on the cursor.

Rotating the Map: It is often useful to survey a location from several different angles. Using the arrow keys on your keyboard rotates the map, giving you a new perspective on the fighting. Using the 'right-arrow' spins the map right, the 'left-arrow' spins it left, and the 'down-arrow' shifts your view 180 degrees. The 'up-arrow' always returns the map to a north-facing view of the field. This feature is particularly useful for monitoring your line of battle to make sure that your regiments present a strong, consistent front.

The Map Controls icon: The Map control Icon, located on the right side of the Command Bar, can also be used to zoom and rotate the map.

Time and Direction of View

Scenario Clock

The Scenario Clock appears in the lower right corner of the screen showing the current time. During the last thirty minutes, an hourglass



begins flashing. If an objective site moves into contention or changes hands more sand is added to the glass to let the battle continue a little longer. You must always hold an objective site for a reasonable time to claim possession of it.

The Map Compass

The map compass in the lower left corner of the screen always indicates your current facing – relative to north.

Other Navigational Aids

In addition to the map itself there are several other shortcuts and views that help in ‘finding your way’ during a battle.

Overview Map

Pressing the ‘F1’ key on your keyboard accesses the Overview Map. This view shows a much wider view of the battle area and allows you to see where your (sometimes widely scattered) forces are. You can give orders to your troops as usual on this map.

Find the Fighting

Pressing the ‘F2’ key centers the map on the area of the field where the most battle action is currently occurring. This can be useful to find where the action is.

Find the Objective

Pressing the ‘F3’ key centers the map on the largest valued objective site on the map. This can show you quickly and easily where the most fighting will likely take place.

Last Message

Pressing the ‘F4’ key centers the map at the last place it was centered, or on the point referred to by the last message.

Customized Views

You may want to set the map to remember specific views so that you can jump to them at the click of a button. If so you can use the F2-F4 keys.



5) PLAYING THE GAME

To set this up:

- ◆ Set the map in the view you want to remember
- ◆ Hold the 'shift' key and press the function key (F2 through F4) that you want to assign.

Thereafter, you can jump back to that view by simply clicking that function key on your keyboard. Note that assigning these keys overwrites the Find the Fighting, Find the Objective and Last Message keys described above.

Unit Status Display

Beneath the Map Display is the Unit Status Display. At any given moment in a game of *Gettysburg!* some unit on the map is selected, either a regiment, a battery, or a commander. Information about this unit is present in the Unit Status Display.



Command Bar

Across the top of the display is the 'Command Bar,' which consists of a row of icons used to issue orders to the selected regiment or battery. The Command Bar is different for each type of unit (regiment, battery, or commander), containing orders appropriate to the selected troops.

At least one button in the Command Bar is active at all times (indicated by a bright red triangle). This shows that the unit is now executing that order.

Status Bar

Beneath the Command Bar is the Unit Status Bar, giving current information about the selected unit. To the far left of this bar is the 'Morale Bar,' which reflects the unit's current morale situation (see 3.7 Morale for details).



To the right of that is the name of the regiment, its brigade commander, its current manpower strength, experience level, and the terrain it occupies.

- ◆ If the unit is firing at an enemy, the name of the target appears after a ‘>’ symbol.
- ◆ If the unit is currently unable to fire because a “friendly” regiment is in the way, this is indicated by an icon.
- ◆ If the unit is in melee combat, this is indicated by an icon.
- ◆ If the unit is not visible to any enemy, this is indicated by an icon.
- ◆ If the unit is rallying, this is indicated, as well as how fast it is rallying.

5.7 Other Screens and Menus

There are several additional views, menus, and displays that can be very helpful in playing *Gettysburg!* These screens are accessed through the menu bar or through the use of hot keys on the keyboard. Whenever you access one of these supplementary screens, the action in the game stops, so you never have to worry about missing something while you are looking at one of these displays (except in Multi-player *Gettysburg!*; see below).

To activate any of these menus or screens, you can go to the menu bar (move the cursor to the top of the screen) and select the menu you want.

Game Menu

The Game Menu allows you to save and load games, change your game speed and options, and adjust various preferences.

Save Game / Load Game

You may save a game at any time, in multi-player or single player mode, by selecting Save Game from the Game menu. The scenario is saved with the current date and time, and is stored in the Gettysburg directory. If you are playing the entire battle, the saved scenario also includes all the information about the battle to that point, so that you can simply start playing the battle from whenever you left off. Previously saved scenarios can be loaded by selecting the Load Game option from the Game menu.



5) PLAYING THE GAME

Game Speed

During the game, you may want to slow the action down to think through all your options, or you may want to speed up tedious marches and foregone conclusions. Select your desired speed, from Pause to Turbo, from the Game Speed option under the Game menu. Game speed may also be changed by using the '+' and '-' keys on the keyboard.

Options

This calls up the Options Screen (see above).

Text

Some units have text next to their icon on the map indicating their designation. When the text option is set to None, only the selected unit is identified. When set to Normal, the selected unit, and all generals on the field, are identified. When Verbose text is set, all units are identified, cluttering the screen but providing the maximum amount of information.

Preferences

The Preferences menu allows customization of various interface preferences. The name of the preference indicates the option currently selected...clicking the preference will toggle it to its alternative.

- ◆ *Reselect Unit on Drag/No Unit Reselect on Drag:* When the first option is active, any left-drag on the screen moves the previously selected unit. When the second option is active, selecting a unit must be performed at the beginning of the drag.
- ◆ *Right Click Centers Map/Right Click Moves Unit:* When the first option is active, right-clicking recenters the map at the location of the click. When the second option is active, a right-click indicates the destination of the selected unit, and the map must be centered by pressing shift-'C', or by using the auto-scroll feature.
- ◆ *Flags Show Unit Morale/Flags Show Relative Strength:* When the first option is active, the flags of a unit show that unit's morale. When the second option is active, the flags show the strength of the unit based on the unit's size and morale.



- ◆ *Normal Elevations/Exaggerated Elevations:* When the second option is active, terrain elevations are visibly exaggerated, making it easier to pick out the high ground.
- ◆ *Normal Trees and Houses/Sparse Trees and Small Houses:* When the second option is active, fewer trees are drawn on the map and houses are drawn smaller, allowing you to see more of the action.
- ◆ *Texturized Terrain/Show Terrain Grid:* When the second option is active, a grid is placed over the map, helping to reveal terrain elevations.
- ◆ *Map Rotate Moves Map/Map Rotate Moves Camera:* When the first option is active, hitting the arrow keys rotates the map. When the second option is active, hitting the arrow keys rotates the *camera viewpoint* in the selected direction.
- ◆ *Map Scrolling Enabled/Map Scrolling Disabled:* When the first option is active, moving the cursor to the edge of the screen scrolls the map.
- ◆ *Show Scenario Introductions/Skip Scenario Introductions:* When the first option is active, the multimedia intros are shown before each scenario begins.
- ◆ *No Tactical Tips/Show Tactical Tips:* When the second option is active, tactical hints tips appear during the game.
- ◆ *Maximize Graphic Detail/Maximize Game Speed:* When the first option is active, more detail appears in the game terrain. Players with slower computers may want to choose the second option, allowing the game to scroll and play faster.

View Menu

The View Menu allows you to manipulate the map to get a better perspective on the action. From the View Menu, you can zoom in and out and rotate the map to a particular compass heading.



5) PLAYING THE GAME

Reports

The Reports Menu accesses information about the status of the scenario or battle.

Scenario Status

The Scenario Status screen displays the current victory point totals for the scenario, including objective sites held, casualties inflicted, enemy colors captured, and reinforcements taken.

Order of Battle



The Order of Battle screen shows all forces currently available to you; inactive reinforcements are shown in gray. If reinforcements will be arriving during the current scenario, this is indicated. To center the map on a particular brigade or battery, simply click on the unit's information bar.

Each bar represents your regiments and batteries and provides information about how that particular regiment or battery is faring in combat:

- ◆ Length of bar: The length of each bar represents the total number of men originally present in the unit.
- ◆ Dark Portion: As each unit receives casualties, the right side of the bar becomes dark, indicating that these troops are no longer with the unit.
- ◆ Entire Bar Grayed Out: When a unit routs, the entire bar becomes grayed out.



- ◆ Red Notches: The notches at the bottom of the bar indicate how many casualties the unit in question is inflicting on the enemy.
- ◆ Red Line: A red line filling the bar indicates the amount of battle stress the unit has received.
- ◆ Stars: The stars at the top of the bar indicates the unit's experience level.

Courier Messages

The Courier Messages report shows all messages you have received during the course of the battle, as well as the time they were received. To check on the status of units mentioned in a courier's message, simply click on that message and the map centers on the unit in question.

Battle Status

If you are playing an entire Battle of Gettysburg instead of one of the scenarios, this screen provides a summary of all the engagements you have fought to date and an overall assessment of your performance.

Replay

The Replay View shows a sped-up replay of the battle as it occurred. The forces of both sides are shown as destination markers. From this perspective, you can analyze your mistakes and pinpoint your opponent's weaknesses. You also have the option to access the replay view at the end of each scenario.

Leaders

Leaders may be located by clicking on a leader from the Leaders Menu. The map centers on a selected leader, allowing you to check his status and issue commands. Unless otherwise noted, generals on the menu are brigade commanders. Corps commanders are denoted by a '(C)' next to their name, while Division commanders are marked by a '(D)'. Frozen (and inactive forces) are indicated with an '(F)'.

Bugle Calls

The Bugle Calls Menu plays the bugle calls associated with the commands the enemy player issues to his or her troops during the battle. Note that you hear bugle calls only for the actions of enemy forces. Your own orders are spoken by one of your subordinates.



6) PLAYING THE SCENARIOS

“Do you see those colors? Take them!”

**— General Winfield S. Hancock
to his troops, the second day of Gettysburg**

6.1 How the Scenarios are Played

Sid Meier’s *Gettysburg!* is played in scenarios, each one depicting a key engagement that happened – or could have happened – during the battle. You have the choice of playing individual scenarios, or you can choose to ‘Fight the Battle,’ in which you play a series of interconnected scenarios that together span the entire three days of battle. As a final option, you can play individual scenarios that have no relation to any historical event. In these ‘random’ scenarios, you can tailor the situation before the battle starts to create just the kind of engagement you want to play at the moment.

Regardless of which of these options you choose, all scenarios have certain characteristics in common.

- ◆ There is a ‘briefing’ before each scenario to orient you to the action that is about to take place.
- ◆ Each scenario starts with some forces of both sides already present on the field.
- ◆ There are ‘objective sites’ representing the geographical objectives of the fighting.
- ◆ One or both sides may receive additional troops as ‘reinforcements’ during the scenario.
- ◆ There is a time limit on play so that at a certain time the scenario ends and a winner is declared.
- ◆ The winner is judged based upon accumulation of ‘victory points.’

Scenario Briefing

Once you’ve chosen the scenario you want to play, a briefing begins, detailing the overall situation right before the battle begins. In this you learn the general disposition of your forces, where you can expect reinforcements to arrive, and whatever is known about the positions of enemy forces. Note that if you want to turn Scenario Intros off, you may do so under Preferences in the Game Menu.



Beginning Troop Dispositions and Order of Battle

At the beginning of each scenario, you have a certain number of troops available for you to command. Some troops may already be marching towards pre-assigned objectives, although you can change these after the scenario begins. A quick glance at your Order of Battle screen from the Reports menu gives a summation of which of your units are present on the field and tells whether reinforcements are expected. A look at the Overview Map (F1 key) also is a good way to orient yourself as to your positions.

Frozen Forces

Some scenarios feature brigades and batteries that are not under your command, but are frozen during the course of play due to a superior officer having ordered these troops to remain in reserve. Frozen forces are indicated by the black flags they carry instead of their usual colors. Frozen forces will accept no orders from you, but will defend themselves if attacked or fired at. Frozen batteries will even engage in long-range fire at enemy units. If enemy forces attack frozen forces determinedly, they may become active.

Inactive Forces

Some scenarios have troops that are being held in reserve by another commander and are being saved for some other purpose. But if you desperately need them in order to win the battle, you can call upon them if you are willing to pay a price in victory points to get them. The victory point price to activate these forces declines over time and, eventually, they may activate themselves if the scenario lasts long enough. Additionally, like frozen forces, if enemy forces attack inactive forces they will activate automatically and become available for you to command.

Inactive forces are indicated by the gray flags they carry, instead of their normal colors. Selecting an inactive brigade commander or battery causes a dialogue box to appear allowing you to activate the men, if you like. Whenever you activate Inactive Forces, you must pay a price in victory points at the end of the scenario.



6) PLAYING THE SCENARIOS

Scenario Objectives

Each scenario has one or more objective sites that both sides want to control. These sites represent strategic locations that are vital to the overall



Will you activate these troops?

success of your forces, and often signify the all-important high ground. A blue, red, or white number in parentheses indicates objective sites; in addition, the name of the terrain feature is highlighted. A blue victory site indicates that the objective is held by Union troops, while a red site represents an objective currently controlled by Confederate forces. Victory sites are considered 'contested' when neither side controls the objective, and are indicated by a white number. To control an objective, you must have substantially more un-routed infantry or cavalry at or near the site than the enemy.

Reinforcements

In many scenarios, reinforcements arrive in the midst of the battle. When this occurs, you are informed who the troops are and where they are arriving. Use the 'F4' key to jump to the location on the map where the reinforcements are arriving. Reinforcements first become visible on the field when you receive word of their presence, so they are not always at the edge of the map.

Most reinforcements make their appearance in road formation. If not given orders to the contrary, they will march to their superior officer (corps commander if Union, division commander if Confederate).



Victory Points

At the end of every scenario, each side's victory points are tallied and compared to determine the winner. Victory points are earned in three ways: controlling 'objective sites' (each point at the objective site is worth 100 points), inflicting enemy casualties, and capturing enemy colors. Casualties include all enemy troops killed, or wounded, and half of those captured. Casualties are worth the following numbers of VPs:

- ◆ Infantry Casualty 1 VP
- ◆ Cavalry Casualty 2 VPs
- ◆ Artillery Casualty 3 VPs

To determine the VP value of objective sites, multiply the site value by 100; thus a site labeled as '3 VP' on the map is worth 300 victory points.

You capture enemy colors by surrounding an enemy regiment or battery and causing it to rout. Since there is nowhere to go, the enemy troops raise the white flag and surrender. In this case half the remaining men of the captured regiment or battery are counted as casualties and your score will reflect that.

Finally, victory points are subtracted from your final score if you activate inactive forces during the scenario; points are *not* deducted for troops that were activated automatically.

Time and the Scenario Clock

Each scenario has a range of time in which it can end; for example, the first scenario, 'McPherson's Hill,' starts at 10:00 a.m. on July 1st and ends sometime between 11:30 and 12:00 on the same day. As the end of the scenario draws near, an hourglass appears in the lower right corner of the screen and begins counting down the time left. If any objective site changes hands, the time for the scenario extends a little, forcing the new holder of the site to maintain the position for a reasonable period to be declared the ultimate holder of that site.



6) PLAYING THE SCENARIOS

Scenario Victory Levels

For each scenario, there is a victor and a vanquished, determined by the side with the most ‘victory points,’ (see above). There are three levels of victory. The first level is a marginal victory, indicating that one side has just edged out the other to win the scenario. The second level is a tactical victory, where one side has won by a comfortable margin. The last level is a decisive victory, indicating that one side has completely overwhelmed the other.

Ending a Scenario

At the end of each scenario, you are presented with the Final Status Screen that tallies up victory points for both sides and declares the winner. There are several options available to you from the Final Status Screen.

Watch the Replay

The Replay View shows a sped-up replay of the battle as it occurred. The forces of both sides are shown as destination markers. From this perspective, you can analyze your mistakes and pinpoint your opponent’s weaknesses. You also have the option to access the replay view at the end of each scenario.

Next Scenario

If you are playing the scenario as part of a Battle sequence, selecting this option takes you to the next scenario of the sequence. If you are playing an individual scenario, this option will take you to the next scenario as if you were playing a Battle Sequence.

Return to Scenario

This option returns you to the scenario you were playing and allows you to continue. Although no additional points can be earned or lost. This is purely to see what would have happened.



Replay the Scenario

If you were disappointed in the outcome of the scenario, or you thought it was just too cool, you can choose to replay it, select this option and you'll be given the same scenario again.

Quit

This returns you to the Main Menu.



7) MULTIPLE-PLAYER GETTYSBURG

“We are not enemies, but friends. We must not be enemies. Though passion may have strained, it must not break, our bonds of affection.”
— Abraham Lincoln

“This is a rascally world, and it is most hard to say who can be trusted.”
— John Slidell, Confederate minister to France

The thrill of watching the enemy humbled and defeated by your tactical skill can only be matched by the thrill of defeating an actual human intelligence on the other side. *Sid Meier's Gettysburg!* allows multi-player games, in which two to eight people, leading the troops of the Union and Confederate armies, play against each other.

7.1 Playing the Multi-Player Game

Making the Connection

You have several options for connecting with fellow *Gettysburg!* players, including:

- ◆ *IPX Connection:* Your typical Local Area Network, or LAN, found in offices across the country.
- ◆ *Internet Connection:* If you're hooked up to the Internet, you can play multi-player *Gettysburg!*
- ◆ *Modem Connection:* Two players, each with a modem, can dial each other up and play multi-player *Gettysburg!*
- ◆ *Serial Port Connection:* Two people in the same location can hook a cable between their serial ports and play multi-player *Gettysburg!*

For details on how to connect to other players and create a game session, please see the Technical Supplement included with your game.



7.2 What's Different in Multi-Player *Gettysburg!*

Choosing Sides

In multi-player *Gettysburg!*, you don't need to evenly split players between the different sides. Feel free to play two-on-two, or seven-on-one, or even to play in teams against the computer. You can play the computer by making sure all players choose only one side, Union or Confederate...the computer will automatically take control of the other side.

Controlling Game Speed

All scenarios in multi-player *Gettysburg!* start paused, so that players can look around the map and develop a game plan. This paused time, the quiet before the storm, is the time to chat with your teammates and lay out a battle plan...who will take what troops to attack or defend what objective. When each player is ready, they should hit 'P' or select medium speed from the Game Speed menu to signal that they are ready to begin the game.

Once a multi-player game is underway, any player can change the game speed at any time by pressing the '+' or '-' keys. Turbo speed is not available during multi-player games.

Taking Command of Brigades and Batteries

When a multi-player game begins, all forces on one side are controlled by the first player on that side. However, any player can take command of any forces on his side. To take command of a brigade,

- ◆ Select the brigade's commander.
- ◆ Click the COMMAND button in the command bar

Your name will appear in quotes within the general's name (such as General 'Mike' Buford). If you select a general and see another player's name, you may want to ask that player before taking control of those troops!

Any player may take control of a battery at any time, without pressing any buttons in the command bar.



7) MULTIPLE-PLAYER GETTYSBURG

Difficulty Levels and Handicapping

Different players can play at different difficulty levels in multi-player *Gettysburg!*, including people on the same team, thus allowing superior players to handicap themselves when playing with or against less skilled companions. The difference in difficulty levels in multi-player *Gettysburg!* boils down to this: players at lower levels of difficulty do more damage than usual to players playing at higher levels of difficulty. This is true only for infantry and cavalry; artillery is not affected.

Some Friendly Advice...

Just as successful single player *Gettysburg!* relies on coordinating the movements of regiments and brigades, successful multi-player team play relies on the coordination of troops between two or more players. We have found that two well-coordinated average players can defeat two poorly coordinated superior players, so look out. And after you've played some multi-player, please feel free to visit our web site and tell us your war stories!



“We were within 20 or 30 steps of them directly on their left, and they did not see us; then we mowed them down. Poor fellows! I almost pitied them, to see them sink down by the dozens at every discharge.” — Union Sergeant describing a battle

Now that you know the mechanics of moving and positioning your troops, it's time to examine some of the many tactics you can use to drive the enemy from the field. In general, your strategy should be based around 'turning the line' or 'breaking the line' of the enemy – concentrating your forces on the flanks or at a weak point in the enemy line of battle, and then firing on the exposed regiments from as many angles as possible. The hapless enemy troops caught in your crossfire soon melt away in the face of this onslaught, and you can then move down the line, routing regiments as you go. That's the theory; the practice is usually quite different.

8.1 The Face of Battle

A regiment in the heat of combat behaves very differently from one drilling on the parade grounds. When a regiment comes within range of enemy troops, it will stop and begin firing. If the enemy is not directly in front of your men, they wheel to meet the enemy head on, in the process turning your perfect brigade line into a ragged, fire-ridden line of battle.

Once under fire, your regiments may not obey commands to move or even wheel as thoroughly as you'd like, as no regiment likes to expose its flank to enemy fire. If you want to reposition such a regiment, you can drag a move line but they will move only a few steps before they begin returning fire; your only other recourse is to let them finish the engagement or order them to fall back or even to retreat. As a final option, you can give the order to move with the Don't-Stop option by pressing the 'G' key (for Go) on your keyboard (see *4.1 Commanding Regiments*).

When you order a regiment or battery to advance, they will attempt to get very close to the enemy before engaging them. Ordering your regiment to Halt when the enemy is within their field of fire will cause them to stop and start firing immediately.



8) RIGORS OF BATTLE

8.2 Basic Tactics

Regimental Formations

The first element of good generalship is using the right formation at the right time. There are two basic types of regimental formations: the Line and the Column. Men in Line move slowly, but are a sturdy force in battle. Soldiers in Column formation move rapidly over the field, but do not fight effectively and are extremely vulnerable to enemy fire. It is a great temptation to use column formation every time you move a regiment, because they move so much faster, but use Column only if you're pretty sure where the enemy is – ambushed Columns often rout in a matter of minutes. Essentially, the Column is one long flank and it takes casualties accordingly. It is never a good idea for a column to be under enemy fire; make sure your men are formed into Line formation when the firing starts.

A third type is the Skirmish formation, a variant of the Line, which is useful for harassing enemy troops. Skirmishers move quickly and have good firepower, but are in a much looser formation. This spread-out formation separates the men from each other, making each feel more vulnerable, and therefore less sturdy in battle. Skirmishers are perfect for forcing enemy columns into slow moving line formations, for slowing down an advancing enemy brigade line, or for harassing enemy artillery. Just don't count on skirmishers to stand up to concentrated attacks, and because they always move at the double-quick, they are subject to increased battle stress when moving.

Effective Movements

Often, it seems that reinforcements take forever to reach a crumbling junction in your line or arrive at a strategic objective before your adversary. However, there are several ways to get your men where they are needed while they can still be effective. Keep your men in Column formation, so long as they are not exposed to enemy fire. Use columns to travel medium or long distances; over shorter lengths of ground, the time it takes to get in and out of Column formation negates the speedy movement of the regiments. Just be sure to always to put regiments into Line before they are in range of an enemy.



A second way to ensure that essential troops arrive in time is to be aware of the terrain they are marching through. Troop movement can be agonizingly slow in three kinds of terrain: woods, rocky ground, and marshes. Manually guide your men around these features, and they will reach their destination much faster than if you order them slogging through soggy marshes or clambering over rocks. Also, using roads actually speeds the movements of your columns, so long as brigades are in Road formation. Often the shortest distance between destinations is not a straight path across difficult ground, but a more roundabout way traveling on the roads. Roads that cut through forests are particularly useful, but beware: it is hard to spot an ambush among the trees in woods.

Marching your troops at the double-quick is a third way of hurrying regiments to their destinations. Many times a race to the top of a key hill is won by the troops on double-quick for the last mad dash to the summit. Be sure not to use this method for long periods of time, as men running in full battle gear will grow tired and lose morale and becoming less effective. It is useless to win the race to the top of the hill and then have your men too fatigued to hold off the slower but well-rested enemy.

Flanking

The key to line tactics is outflanking the enemy. All the maneuvering and jostling for position when engaged has one main purpose: to outflank the opponent's line. Equal regiments that stand facing each other can blast away relentlessly without one side or the other breaking, but two weak regiments that work together can crush a numerically stronger opponent. The key to this tactic is to maneuver one of the two units so it is firing into the side or rear of the enemy troops, while the second keeps the foe occupied from the front.

The enemy troops quickly become disheartened as they weather fire from multiple directions, and will soon break and run for cover, leaving the rest of the line exposed. The more the second regiment can move towards the side of the opposing troops, the more effective the flanking fire; flanking is most effective from right angles and from the rear.

Also, the more men you maneuver into a flanking position, the faster the enemy routs. Remember that larger and better-trained regiments have



8) RIGORS OF BATTLE

more firepower than smaller ones, so try and use your best regiments for flanking, leaving your weaker regiments to bear the brunt of the return fire. In this way you maximize the effect of flanking, and can rout the enemy in the fastest possible time.

Flanking opportunities happen not only at the ends of a battleline, but also wherever men are not lined up in a straight and unbroken row. A place where a battleline bends at an angle is called a salient; this is often the focus of hard fighting as an attacker tries to dislodge the most exposed enemy troops. Other opportunities for flanking occur when men are turned at an angle relative to their brigade's facing, and also where gaps appear in the line.

The Wisdom of the Line

Since flank fire is so devastating, it should be clear that a continuous, unbroken line has great advantages. There are exceptions to this rule. For instance, when taking advantage of terrain features such as a ridge it may be more advantageous to set your line along the edge of the hill, even if that means curving the line somewhat. However, you still want to keep your line unbroken, so the enemy cannot exploit gaps between your men and so each regiment receives the maximum support and morale from their comrades.

When attacking, maneuver your men to outflank the enemy line or concentrate your forces on his weak points. When defending against an attempt to turn your line, you can pull back the exposed ends of your position in a maneuver called 'refusing the flank.' The classic refusal creates a fishhook-like appendage on the end of your line, as your troops pull back to avoid being flanked.

In all the maneuvering for position, don't lose sight of the overall need to maintain a continuous line – it's a common mistake to bunch your troops too close together. This creates two problems: your men are more easily flanked, and often they are blocked from firing by friendly regiments in the front. Pay attention to keeping all troops on the line in a position where they can be firing at enemy troops.



Reserves

The prudent commander engaged in a pitched battle keeps a good-sized reserve on hand to plug holes or to bolster a threatened flank. Often, refusing the flank is used to buy time to rush reserves to the threatened flank. Reserves may also be created by pulling troops away from areas of the line that are not threatened; Beware, though, the threat to your flanks may be a feint designed to draw forces away from your opponent's real objective!

When defending against an attempt to break your line by pounding regiments in a weak center, you can use your reserves to alternate with those troops bearing the brunt of the attack. When those men are close to the point of routing, have them fall back as your reserve regiments advance to take up the fight. Let the troops who are then in the rear rest for a while until the reserve has taken a significant amount of damage, and then repeat the process.

Charges

Once an exposed enemy regiment has been softened up, you may want to consider charging to attempt to break its morale and drive him from the field. During a charge, your men must rush – at the double quick – to confront the enemy face to face. Before charging, try to move your men as close to their target as possible, so they are not exposed to many unanswered volleys during the approach.

Also, look at the size, experience, and remaining morale of your men before deciding whether or not to charge. Only regiments with a size advantage and plenty of extra morale are likely to successfully complete a charge, particularly since charging takes a regiment out of formation and away from its commander, both resulting in fewer morale blocks. Don't forget to look at the enemy flags to help determine how they are doing. It takes practice to predict the outcome of a desperate charge, but it is absolutely essential for effective offensive operations.

Sometimes when you see a charge coming it's a good idea to order your regiment to 'Fall Back.' As they fall back, your men fire at the onrushing regiment, which can seriously deplete an attacker before he reaches your line. Additionally, as the attacker gets closer, other nearby friendly



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troops will start shooting at the enemy, subjecting him to raking flank fire that can devastate his ranks. Finally, firing a volley into the face of a charging regiment can break his spirit and send it rushing in confusion to the rear. Listen for the bugle calls that signal a charge attack and you can be better prepared to respond.

Managing Morale

Once you have a solid battleline, you need to pay attention to the morale of the regiments who are under fire. Units with high morale can fire faster and stay on the line longer than dispirited troops. During an engagement, you should frequently check the Morale Bar of all the regiments under fire to ensure that they have as much support as possible in the current situation.

Keep your regiments as close together as you can while maintaining a continuous line to maximize support bonuses. In planning your line, remember that experienced troops can take much more damage before routing than green or trained regiments. Those parts of your line made up of men with no prior exposure to battle are going to need more support and reinforcement than your crack troops and veterans, who can often stand valiantly against repeated charges.

Other factors that increase morale are entrenchments and covered terrain. Since a fortified regiment takes fewer casualties than an unfortified one, move troops out of fortifications only in an emergency. On the other hand, if a regiment is under fire and is near a wooded area, move it into the forest so the men gain the confidence of increased protection from enemy guns.

The last major way to keep morale up on your line is to have the brigade, division, or corps commanders in the vicinity. The men take heart from having their generals nearby, and fight a little harder as a result. If you have a long line, position your brigade commander at one end and a division or corps commander at the other. Generals who have been wounded do not confer a morale bonus, so pay attention when a general has been stricken from the field, as the troops may need a boost to avoid collapse. Also, remember that a regiment must be ‘in command’ to carry out certain orders such as ‘Hold’ and ‘Charge.’



Using Your Artillery

When used properly, artillery is one of the most effective tools in your arsenal. From a distance, artillery can pound opposing troops who are trying to get closer to your men or can soften up a line before your attackers reach it, while at short range the big guns can carve vicious slices from oncoming regiments or help turn a line quickly. The key is in proper positioning and support of your batteries.

In general, look for ground that is high and not wooded for your guns, particularly at the start of an engagement, before the battle is really joined. This allows the battery commanders to see and shoot from as far away as possible. Remember that artillery, like a regiment, is most effective when firing at right angles to its target, as the cannonballs can find their mark much easier when men are lined up in a long row. This is called enfilade fire, and the closer the guns are to a right angle from the front of the enemy, the more effective the fire. This kind of concentrated fire from multiple batteries can often rout regiments before they can even see their objective. However, once the infantry has begun to clash, the best place for your artillery is on the battleline.

Artillery on the battleline at close range can be devastating, as your battery commanders switch to canister ammunition, turning the cannon into a huge shotgun raining lead onto the hapless targets. Accordingly, once the infantry is engaged the most effective position for your batteries is right up against your line, as close to the opposing troops as possible and positioned at right angles to the target. This often means placing your guns near the ends of your own lines. A particularly effective configuration for a defending line is to have guns at both ends of the line firing at the enemy as he approaches the center. This converging fire creates a devastating zone in front of your lines and the guns can be turned to protect your flanks, should that need arise.

However, be sure that your batteries are not actually out in front of the line, where they can be attacked and easily routed. Always keep a line of troops in front of artillery to draw the fire of the opposing regiments. The best position for the guns is directly in rear of a line of infantry; in this case the friendly regiments do not block the artillery field of fire, and the presence of the infantry supports the battery.



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Finally, capitalize on the two different types of guns: rifled and Napoleon. Rifled guns are very accurate and therefore effective at long ranges, while napoleons are better at shorter distances. Both types of guns can fire a type of ammunition called ‘canister.’ This ammo is used for close-range fire against approaching infantry troops and is the most effective artillery fire of all. Napoleons are particularly effective at canister fire, because they can use it at longer range than can rifled guns.

Keep all these strengths and weaknesses in mind when placing your batteries, and your artillery will make a significant contribution to victory.

Using Commanders

The men commanding your troops are crucial to your success. There are four main uses for generals: issuing brigade orders, scouting, keeping up morale on the battleline, and rallying routed troops. Moving regiments as part of a brigade allows you to easily co-ordinate movements, keeping the battleline even and unbroken. Unless you have specific tasks for individual regiments, you should always move troops as part of a brigade.

Generals can also be used to scout enemy positions, as they can ride quickly from one end of the field to the other, looking for where enemy reinforcements might be appearing and probing for weak spots. Be careful when sending them out on their own, however, as they run a greater risk of being wounded when not protected by the soldiers under their command. It is a particularly bad idea to send an unescorted general into the woods or other terrain that obstructs your view, as they are almost certain of being wounded should they stumble on enemy troops slinking around just out of sight.

The morale of your troops receives a crucial boost when they are ‘in command’, i.e., when they have their brigade, division, or corps commander nearby. In addition, troops must be ‘in command’ to accept orders like Hold or Charge. The higher a general’s competency rating, the further troops can be from him and still be ‘in command’. In short, when a brigade is under fire, only a pressing task should take your general away from his men.



Eventually, an entire brigade on the line may rout, fleeing the battle in confusion and terror. When this happens, your general can help to rally the troops so they can rejoin the fray; all routed troops in the command radius of their commander regain morale at a substantially faster rate.

Again, the better the competency rating of the commander, the faster your troops can rally. Many times, troops who have rallied provide the crucial leverage needed to break a stalemate or reverse certain defeat in the final minutes of the game, so do not neglect this function of commanders.



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“A house divided against itself shall not stand.”

— Abraham Lincoln

9.1 The Invasion of the North

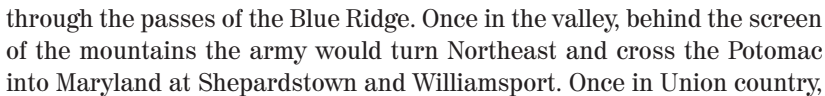
After its brilliant victory at Chancellorsville in May, 1863, Robert E. Lee's Army of Northern Virginia was supremely confident. It had not suffered an unqualified defeat since Lee took command in June of 1862. Some said that the battle of Antietam was a Confederate loss, but Lee and his men considered it a victory – after all hadn't 30,000 Rebels held against repeated onslaughts of nearly 100,000 Yankees? Soon after Antietam came the battle of Fredricksburg, in which Lee's men inflicted casualties upon its adversary at a rate of almost 5 to 1. Most recently, Lee's badly outnumbered army had run circles around Hooker's Army of the Potomac, and driven it back across the Rappahanock in ignominious defeat.

Now, in June Lee was about to begin the most ambitious move of his career. He planned to strike deep into enemy territory and inflict another crushing defeat upon the Army of the Potomac, but this time on its own soil. Perhaps this time he would actually destroy that army and with it all hopes of Union victory in the war! At least the campaign would carry the war out of Virginia for a while and give the farmers time to harvest the crops that the fragile Confederacy so desperately needed for survival. Further, occupation of a major Federal center like Baltimore, Maryland or Harrisburg, Pennsylvania – maybe even Philadelphia or New York – would carry a lot of political weight with the Europeans. Perhaps the Confederacy's long-sought dream of European recognition for their new country would mean economic and, military support – even intervention! All these things and more were on Lee's mind as his army prepared to leave its encampments on the south banks of the Rappahanock, across from Fredricksburg.

The two armies had faced each other from opposite sides of the river since late fall of 1862 and the two Union attempts to end the stalemate (Fredricksburg and Chancellorsville) had failed. Now before the Federal host could try again, Lee planned to send his army west to the area around Culpepper, cross the river there, then enter the Shenandoah Valley



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an advance column would seize a key crossing of the Susquehanna River at Harrisburg, Pennsylvania. The way north would then be wide open.

The immediate problem was how to withdraw from the enemy's front in eastern Virginia and steal a long enough march to get well ahead of his adversary. This he solved by moving his three Corps away one at a time, leaving the remainder each time to fill the newly emptied camps to create the appearance that nothing had changed. His troops would maintain the same campfires and so on as if nothing was going on. This he began doing on June 1st.

The II Corps under Richard S. Ewell would march first, gobbling up the Union garrison at Winchester on its way. James Longstreet's I Corps would then follow, marching up the east side of the Blue Ridge and entering each of the gaps at it went. This action along with the cavalry would guard the passes of the Blue Ridge, creating an impenetrable wall between the enemy and Ewell's actions in the Valley.

AP Hill's III Corps would then abandon its camps at Fredricksburg and march quickly into the Valley behind Longstreet's wall. When Hill's men reached the Potomac, Longstreet would withdraw through the passes and quickly follow the rest of the army north toward destiny.

Lee Moves North

On the Northern banks of the Rappahanock, the Army of the Potomac was still recovering from its most recent defeat. Its commander, Major General Joseph Hooker, had developed no new coherent plan of action for prosecuting the war but had gotten wind that something was afoot across the river. The Rebel cavalry had concentrated around Brandy Station near Culpepper, several miles west of where he believed Lee's main army to be. Alarmed and unsure of what these developments might mean, Hooker decided to probe with a small force to discover its intent. On June 9th a cavalry division and small contingent of infantry crossed the river near Brandy. J.E.B. Stuart, the Rebel Cavalry commander, was charged by Lee with screening the movements of Ewell's II Corps as it passed Culpepper. Stuart was caught by surprise and was barely able to conceal the presence of Ewell's infantry. Hooker's probe at Brandy station revealed little of Lee's plan but it did show that Stuart was capable of errors and that the Yankee cavalry was ready to take advantage when he did.



On June 14th and 15th Ewell's Corps bagged 4500 Yankees at Winchester in the lower Shenandoah Valley. On the 16th his divisions began crossing the Potomac just a few miles from the old battlefield at Antietam, and a brigade of Rebel Cavalry suddenly appeared at Chambersburg, Pennsylvania.

As Ewell's troops crossed the Potomac, the veil of confusion began to lift from Hooker's mind. He was now aware that there were substantial Rebel forces in the Valley – and perhaps beyond. The Union right was threatened and perhaps in grave danger, but he remained uncertain of Lee's strength south of the Rappahanock. He responded with a series of tentative defensive marches, placing the Army of the Potomac in a wide, westward-facing arc stretching from the Potomac in the north to Thoroughfare gap (in the Bull Run Mountains) in the south. Hooker left a substantial reserve force in his rear to counter any Rebel moves from the south. From this position, his army could protect Washington and its supply sources.

By June 17th Lee's headquarters were in the Shenandoah Valley, Longstreet's Corps was guarding the passes of the Blue Ridge, Hill's III Corps was entering the Valley near Front Royal, and Ewell's Corps lay near the fords of the Potomac. So far Lee's plan was working like clockwork. Lee now ordered Ewell to proceed into Pennsylvania and gather much-needed supplies: horses, food, clothing, and so on. If Hooker should follow, Longstreet would immediately move to support. Otherwise he'd wait, keeping the Union infantry to his front allowing AP Hill to pass safely down the Valley and giving Ewell time to get deep into Pennsylvania.

By this time Hooker ordered his cavalry to carry out a series of probes against the two main gaps of the Blue Ridge in an attempt to discover the meaning of the recent Confederate moves and to develop their positions. Except for a minor setback at Upperville, Stuart's Cavalry met the thrusts in gallant style, denying Hooker any definitive information. As the last of the mounted skirmishes ended, Lee determined to widen the scope of the invasion. Hill's Corps had almost completed its march around Longstreet's wall when Lee ordered the entire army to move north in earnest.



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Ewell's divisions were to head for the Susquehanna as quickly as possible by several routes and "if practicable" to take York and Harrisburg or at least the main bridge across the river there. Hill and Longstreet were to march up the Cumberland Valley and to concentrate at Chambersburg, remaining west of the mountains in an attempt to draw Hooker's army farther from Washington, Baltimore, and its base of supplies.

Hooker Sees the Light

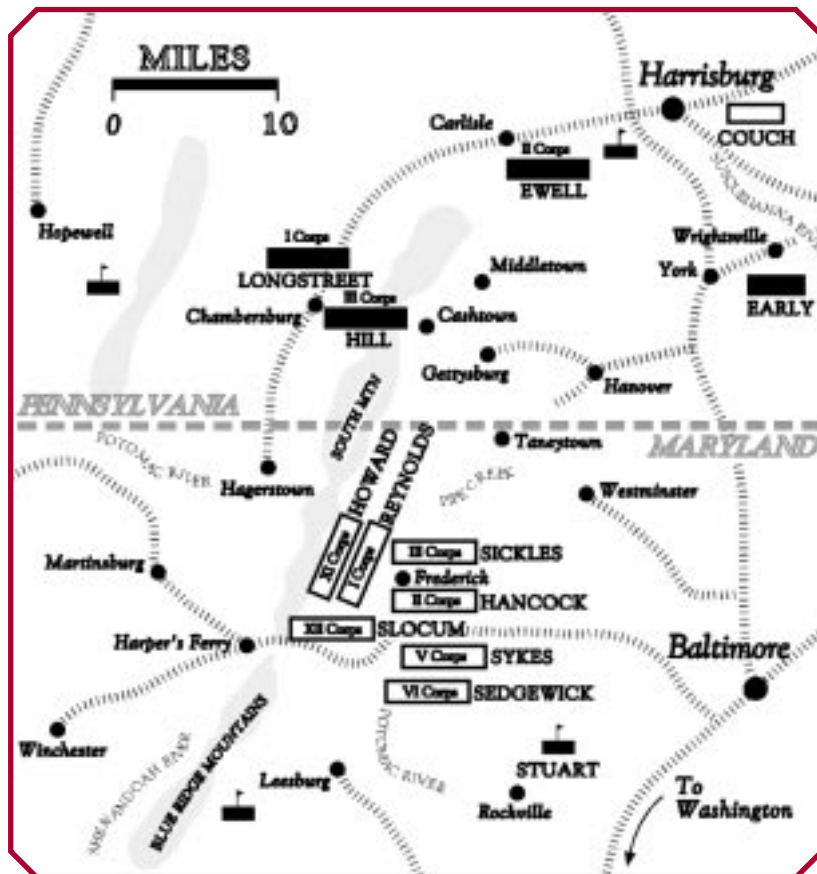
During the week of June 17-24, while his cavalry skirmished with Stuart at the Blue Ridge passes, Hooker awaited developments and searched for more detailed information about Lee's whereabouts. He made no move to cross the Potomac until he felt more sure of Lee's intentions; instead, he shifted his corps to consolidate his westward-facing line. Henry Slocum, commanding the Union XII Corps was not inactive, however. He argued strongly for the construction of pontoon bridges across the Potomac in the event the army should need to cross the river quickly and march northward to stem a Confederate invasion. His assertions were finally heeded and two bridges were built at Edward's ferry near his position at Leesburg. These proved critical to the ultimate success of the army in the operations that followed.

On June 25 alarm bells began ringing loudly in Hooker's ears as reports of rebel activity well north of the Potomac came pouring in. As impossible as it seemed, Lee had stolen several days' march and Confederate infantry and cavalry forces were appearing in places like Chambersburg and Greenwood Pennsylvania, 50 miles north of Leesburg where the northernmost Union divisions were encamped. Hooker immediately issued orders to his subordinates and what followed was a march that has become famous in military history.

By June 27, Hooker had all seven of his infantry Corps north of the Potomac, thanks in large measure to Slocum's bridges, concentrated around Middletown and Frederick, Maryland, close to the old South Mountain battlefield. This represented a move by the Army of the Potomac of unprecedented speed and alacrity. In the past, its average daily rate of march was only about six miles. Now, on the eve of one of its greatest battles it had shifted its center nearly 50 miles in just two days.



Despite this extraordinary Union recovery, however, the Army of Northern Virginia was still in a superb position to carry out its plans for invasion and conquest that might end the war. The I and III Corps were now concentrated around Chambersburg, some 30 miles from Middletown. The three large divisions of Ewell's II Corps were at York and Carlisle, not far from Harrisburg and the Bridge across the Susquehanna.



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Stuart Disappears

Lee's positions and deployments would have given him a great number of very desirable options had he not already made a critical blunder regarding JEB Stuart and the cavalry. On the 22nd when Lee ordered his army to move out north across the Potomac, he ordered Stuart to take his three best brigades of veteran cavalry and join Ewell in the advance.

Lee apparently expected Stuart to withdraw his cavalry brigades from the Blue Ridge passes after the infantry was safely across the river then head north to join Ewell. From there Stuart could use his swift-moving troopers to aid communication between the widely-scattered wings of the army while keeping a close watch on Hooker's responses as the army continued northward. This would give Ewell a quick-moving force of about 30,000 infantry and cavalry with which to forage in front of the advancing army, gathering food and supplies at a whirlwind pace and allowing Lee to cut loose from his line of supply to Virginia. The pause at Chambersburg would end as soon as Stuart reached Ewell and reported the positions and dispositions of the Army of the Potomac.

Stuart was one of the men Lee trusted most in his army, so when he ordered the cavalry north to find Ewell he left it to him to find the best route. The more conservative and sensible route lay directly north up the Cumberland Valley – the way the infantry was going – then east in the footprints of Ewell's men. But Lee had also suggested the possibility that Stuart's troopers could swing east and then north in rear of the Union army – a route that could take the cavalry between the enemy army and its capital at Washington. This might serve to disrupt the enemy's communications and confuse and demoralize the federal authorities. This more glamorous proposal was based upon the assumption that the Union army was still south of the Potomac, was in no hurry to cross, and that the various corps were so widely separated that Stuart's column could slip between them and cross the Potomac near Washington before the enemy did. Stuart, in characteristic style seized upon the second, more risky, option with vigor, determined to polish a reputation which had been somewhat tarnished at Brandy Station and Upperville. Lee's mistake was that his orders were not at all contingent upon any circumstances.



Stuart's decision and Lee's tacit compliance proved to be disastrous for Southern arms. Stuart's troopers were not available to Lee on the 25th when Hooker began crossing the Potomac in uncharacteristic haste; he was not around to tell Lee that Hooker's army was concentrating near Frederick on the 27th. Lee was in a superb position but could not know it fully because the eyes and ears of his army, the cavalry, were out trying to find a way around the army of the Potomac instead of scouting and communicating, as they should have been. Lee would not see or hear from Stuart again until the great battle was well underway, and by then too many momentous decisions had been made blind.

Hooker Resigns His Command; Lee Concentrates His

As it had the year before in the first invasion of the north, the bastion of Harper's Ferry played a critical role. This time, though, the impact was political, not military. The large garrison there posed more of a problem for the Yankees than for the Rebels. Fearing a repeat of last year's fiasco in which more than 15,000 good Union soldiers surrendered to Stonewall Jackson, Hooker decided to withdraw them from that dangerous point and to reinforce his army.

The Administration's response was swift: "except in the case of absolute necessity" the garrison was to stay put. To Hooker this was an unbelievable affront. He commanded the Army whose base of operations was now only a few miles from Harper's Ferry, yet he had no control of its garrison! He felt he had no choice under the circumstances but to offer Lincoln his resignation. To his dismay, it was quickly accepted and Hooker found himself out of a job. In the midst of the greatest crisis the republic had faced, the nation's largest, most veteran army found itself without an experienced commander. On June 28, command of the army was given to George Gordon Meade, former commander of the V Corps.

In the wee hours of the 28th, at about the time Meade was awakened and informed of his new responsibilities, Lee was awakened by a messenger of different sort. One of Longstreet's paid spies rode into the Confederate picket lines around Chambersburg with disturbing news. The bulk of the Union Army was north of the Potomac and concentrated near Frederick!



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Having heard no reliable news from Stuart's cavalry for nearly a week, Lee was startled to learn that it was now on the same side of the river with his army. Further, it had made the crossing with such speed that he wasn't sure where it was at this moment. Perhaps even now it was advancing northward.

Equally and perhaps more irritating was his uncertainty of the location of his own cavalry, which, as it happened, currently lay 75 miles to the southeast with the whole Union army in between! The detail with which Longstreet's spy knew the locations and deployment of the Union forces convinced Lee of the essential truth of the man's story. Lee responded by immediately issuing orders for a general concentration of his entire army east of South Mountain near Gettysburg, Pennsylvania.

Ewell, now at Carlisle, with a division detached at York was ordered to start south and west as soon as possible to join the rest of the army. Hill was to advance his Corps Eastward to Cashtown, a few miles west of Gettysburg. Longstreet was to wait with his corps at Chambersburg for the arrival of two cavalry brigades that Stuart had left in the Shenandoah Valley to guard the army's communications. Upon its arrival at Chambersburg, Longstreet would join Hill at Cashtown. Thus the Confederate infantry, without its cavalry, would be marching 'blind' in an attempt to concentrate before the Union forces discovered the dangerously wide separation of the army's two wings. Thus began the convergence of the Army of Northern Virginia upon Gettysburg.

Meade took the reins of power with a curious cautious energy. By evening of the 30th, the infantry corps were deployed in a self-supporting line to protect Baltimore and Washington. The majority of these units were within a day's march of Gettysburg, and all within supporting distance of each other. Meade ordered the cavalry northward as quickly as it could go, and it soon made contact with portions of Lee's army – with some of Stuart's cavalry near Hanover, and with elements of Heth's Division of Hill's Corps probing southeast along the road from Cashtown to Gettysburg.



9.2 The Battle of Gettysburg

Buford's Choice

Early on the morning of July 1, 1863, Harry Heth, commanding a division of Robert E. Lee's Army of Northern Virginia, was moving southeast along the Cashtown pike toward Gettysburg, Pennsylvania. Apparently there was a shipment of new shoes at Gettysburg, and one of the major objectives of the current Confederate invasion of Pennsylvania was to get much-needed supplies. Heth resolved to go after those shoes.

To do so, he brought his entire division: four brigades under Archer, Davis, Pettigrew, and Brockenbrough, along with a battalion (four batteries) of the III Corps Artillery. He was expecting little if any opposition but decided to play it safe; besides, he hadn't seen the cavalry in a few days, and without them scouting the roads ahead was difficult.

On this same morning General John Buford, commanding a division of Federal cavalry, had his men camped north and west of Gettysburg along the roads leading into town. At dawn his patrols reported the approach of Rebel infantry from Cashtown...Heth's men. Buford sent Gamble's brigade and a battery of horse artillery west along the pike to intercept the approaching horde.

The skirmishing opened at around 7 a.m. between Gamble's men and those of Archer. The Confederate infantry pushed the gallant cavalymen steadily back down the road in spite of their rapid-firing breach-loading carbines. The cavalry made a valiant stand at Herr Ridge but then retreated back along the road to a farm perched atop a small hill – McPherson's Hill. The pressure on the Federal troopers increased as Heth deployed two brigades, Archer's and Davis', into battle-line atop Herr Ridge, and brought up and deployed all of his artillery to back them up.

The question now before the severely outnumbered Buford was whether to delay the Rebel infantry along McPherson's Ridge, or to fall back and wait for reinforcements, letting the Rebels take the high ground. This was one of the most important and fateful decisions faced by any commander on any battlefield in history.

Buford climbed to the top of the cupola on the Lutheran Seminary to get



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a good view of the situation. To the west lay the town, roads converging there from all directions. To the south and east of town rose several large hills, including Cemetery Hill directly south and the wooded slopes of Culp's Hill to the east. Extending south from Cemetery Hill a low ridge made its way to another prominence two miles to the south – the Round Tops. Buford's eye for defensible ground had been honed to a fine point by two years of grueling warfare and he immediately saw the value of keeping the Rebel infantry off of this position. He had seen Fredricksburg and the suicide charges up steep slopes into the teeth of the Rebel army, and he'd seen Malvern Hill from the other side as Union soldiers slaughtered Confederates from the high ground. Buford knew that he and his men must hold the heights south of Gettysburg.

As Buford stood atop the seminary observing the situation, up rode John Reynolds, commander of the Federal I Corps, and his staff. Reynolds also climbed the cupola and observed the situation. Buford had already decided to try and hold this ground, but his decision was bolstered when Reynolds pointed to the 1st division of his infantry corps approaching Gettysburg from the south along the Emmitsburg Road.

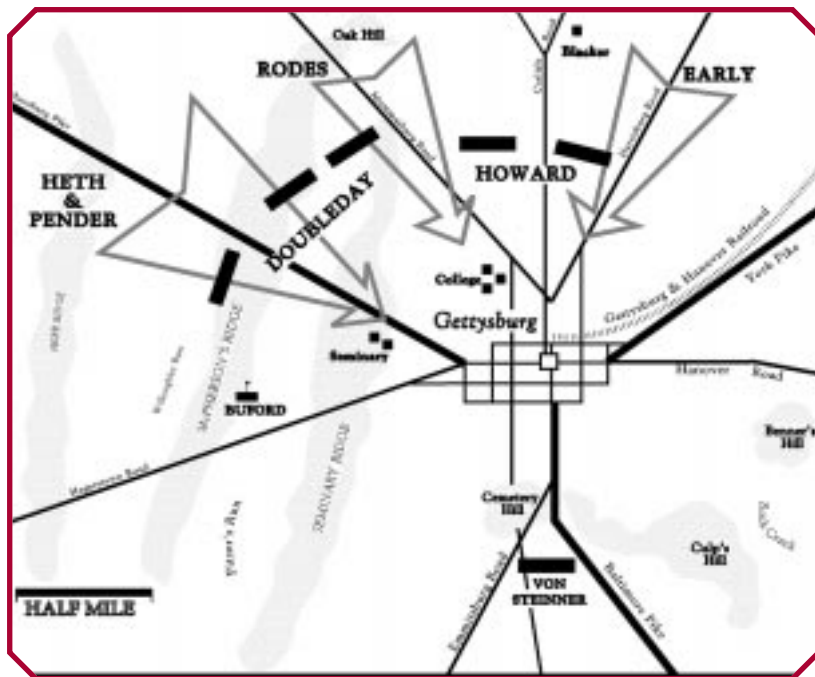
The time was around 9:45 a.m., and two Confederate battle-lines were moving in from Herr Ridge, two brigades of Federal infantry were approaching from the south, and Buford's men were in between. He had only two advantages – his position on the high ground and the element of surprise, since Heth's Rebels had yet to see the approaching Federal infantry. Still, he was outnumbered 2 to 1, and he knew he would take heavy casualties while holding off the Rebels. Thinking again of the high ground, he decided to try and hold McPherson's Hill until Reynolds's infantry arrived.

The First Day

Heth's attacks on McPherson's Hill were soundly repulsed. The timely arrival of I Corps infantry of the Federal army surprised Archer and Davis in the midst of the assault. They'd gone in believing they were facing the same cavalry skirmishers they'd driven away all morning, and that this cavalry, when faced with two brigades of infantry backed by some 16 guns, would disperse and the way would be open into town. They were badly mistaken.



The Union's famous "Iron Brigade," commanded by Solomon Meredith, met Archer's men in McPherson's woods and drove them away, capturing scores of men including Archer himself. Unfortunately for the Federal cause, John Reynolds was shot and killed during this action. Davis's Confederates saw initial success but then Cutler's brigade caught them in a deep railroad cut and captured nearly an entire regiment.



By noontime, Heth faced not only the cavalry but also two brigades of the best infantry in the Army of the Potomac. Not only that, but as the Confederates licked their wounds in the woods on the western face of Herr Ridge, more I Corps infantry was arriving. Two more brigades had come up already and there were rumors of more on the way. Heth had orders



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directly from Lee to avoid becoming entangled in a major engagement until more of the approaching Rebel army was on hand for support. Dorsey Pender's division was now right behind Heth's men, but was not joining the battle because of Lee's orders.

The rumors about Union reinforcements were indeed true. Most of the rest of the I Corps infantry had come onto the scene and were deploying to support the line centered on McPherson's Hill. Cutler's brigade had been mauled badly while coming up to support the cavalry on McPherson's Hill and had subsequently been pulled back to Seminary Ridge and placed in Will's Woods, extending the right of the Union line northward. Baxter's brigade was sent north of Will's Woods to extend the line even farther in case Pender's newly-arrived Rebel division tried a flanking maneuver. Paul's newly arrived brigade was being sent to the seminary to act as a general reserve for the Union line.

In addition to these forces already on the field of battle, the leading elements of the Union XI Corps under Oliver Howard were beginning to arrive in the town. Howard had his eye on a larger hill north of Will's Woods, Oak Hill. If his forces could occupy that prominence, then the westerly-facing line along McPherson and Seminary Ridges would remain secure. Schimmelfennig's brigade, the leading unit of the XI corps column, was ordered to secure Oak Hill.

A well-conceived plan, but unknown to the Union commanders two Confederate divisions were approaching from the north and would be arriving directly on the flank of the I Corps' westerly-facing line. The first to arrive was the division under Robert Rodes, including five brigades under Iverson, O'Neal, Doles, Daniel, and Ramseur. Rodes had not heard Lee's order to avoid a general engagement, and when he saw the flank of the Union line before him he knew he had a once-in-a-lifetime opportunity. Rodes decided to form up his men and attack the Union line from the north.

Again, the tide turned against the Confederates. Rodes' attack, which looked so promising at 1:00 when it rolled forward, quickly turned to disaster. Iverson and O'Neal went in uncoordinated and unsupported, and Iverson had no skirmishers to scout the enemy's position. For the Union, Baxter's timely arrival allowed him to quickly repulse O'Neal. He then



changed his brigade's facing and fired directly into Iverson's men from their flank, raking their entire line. Within a matter of a few minutes, Baxter had destroyed Iverson's brigade.

Rodes, confident in his ability to hit the Union from its flank, sent the rest of his brigades in piecemeal. Daniel, attacking from the right of the Confederate line, veered too far to the right and became entangled with Union troops on McPherson's Hill, preventing him from bringing his entire force to bear on Cutler in Will's Woods. Doles became tied up battling elements of the XI Corps that were quickly forming a skirmish line north of Gettysburg, while Ramseur, the last in the column of march that day, arrived to find most of Rodes' division decimated. When Paul's Union brigade was moved from its reserve position at the Seminary to support Baxter at Will's Woods, the issue was decided. Rodes Attack had turned into a fiasco.

But now, the other Confederate division of the II Corps was arriving under the command of General Early, and they were coming in well west of Seminary Ridge, and well west of the right flank of the Union skirmish line. Francis Barlow, the Union officer commanding the extreme right of the skirmish line, was unhappy with his position around the County Alms House northeast of Gettysburg. To his immediate front lay a small hill, a "knoll" really, known as Bloecher's Knoll. He thought it would make a much stronger position to defend than his current one.

As reports came in that Early's Rebels were approaching, Barlow ordered his two brigades (Ames and Von Gilsa) to occupy the knoll and to take as much artillery as possible with them. Arriving at the knoll, Ames and Von Gilsa sensed their danger and quickly sent skirmishers north and east to ascertain the direction and strength of Early's advance. The two brigades prepared for the onslaught.

Early also sensed something. He realized, like Rodes before him, that he was being offered a once in a lifetime opportunity...the open flank of the Union line. He decided to make the best of it. As soon as each of his brigades arrived (commanded by Avery, Gordon, Hays, and Smith), he sent them into the fray.

What had appeared to be an inglorious Confederate defeat on July 1



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had turned into a total rout of the Federal forces defending North and west of Gettysburg. Early's attack against the extreme right of the Union line on the plains north of Gettysburg had outflanked the entire line. Seeing this development, General Lee finally gave the order to send all his forces in together to finish the issue. Pender's division, along with a renewed assault from Rodes joined in the attack of Early and succeeded in collapsing both flanks of the I and XI Corps line.

The Union forces retreated through the streets of Gettysburg, being pursued by wildly yelling Rebels. But as the sun began to sink over the crest of Herr Ridge that day, a new sense of foreboding began to dampen the spirits of the Confederate commanders on the field. The Union forces, having retreated, were now taking up a new and stronger position on Cemetery Hill. It also appeared that the wooded slopes of Culp's Hill to the east were being fortified – the Confederates could hear their spades at work in the growing darkness. What had appeared to be a major Confederate victory was slowly changing into a renewed challenge.

Lee suggested to Rodes and Early that they follow up their success and assault the two hills before they became too strong to take. But Early, especially, demurred. His men, he argued, were in no condition to try it now. Besides his attack had driven the enemy from the field. Could not some other troops try it? Lee pressed but both Early and his superior Ewell declined to take up the challenge.

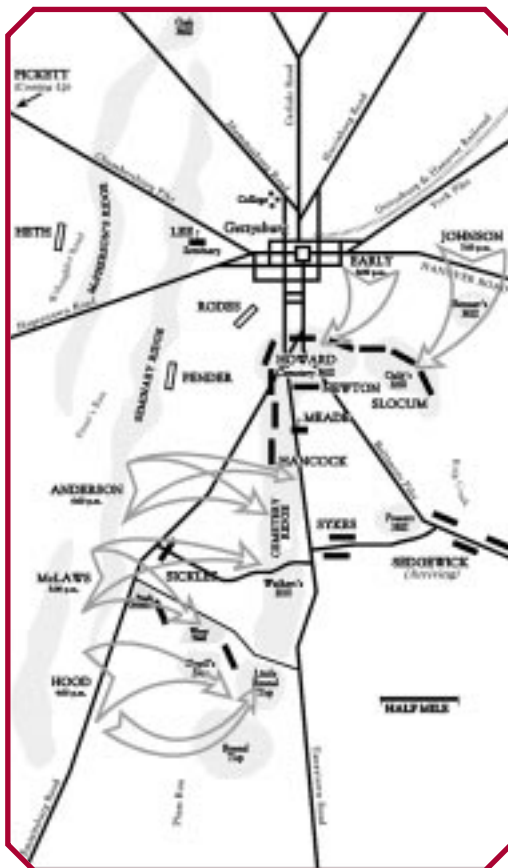
Now in the darkness, it was apparent that substantial other Union troops were on hand. The Rebels could hear their approach continuing all night long. Before going to bed that night, Lee resolved to continue the fight the following day, and to do it with the fresh troops of his trusted I Corps – those under James Longstreet, Lee's "old war-horse."

In Lee's mind the plan was simple. Not being able to attack the Federal right, he would attack their left. He would use as much of Longstreet's men as were available and attack as soon as possible. They would march south and take up positions astride the Emmitsburg road facing northeast and advance into the exposed left flank of the Union forces. A solid plan – in the absence of details.



The Second Day

By daylight of July 2, the Union army was bristling along the crest of Cemetery and Culp's Hill, just as Buford had foreseen the day before when he made his decision to stand at McPherson's hill. Not only were they strong there, but during the night, more reinforcements had indeed arrived – three fresh corps were now on hand to defend this ground: the II, III, and XII Corps



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were in position. The XII corps was firmly established on Culp's Hill while the II and III extended the line southward from Cemetery Hill along Cemetery Ridge to the Little Round Top. These hordes were backed up by substantial artillery and were looking for an assault at any moment – but none came.

The Rebels were preparing for the attack on the Union left. Longstreet's men spent the night of July 1-2 some miles west of Gettysburg. There was confusion in the route they were to take, and who was to lead the march, and all in all it was slow going on a very hot and dry July day. The two divisions that Longstreet had available to him, those of Hood and McLaws, didn't reach the jumping off point until well after noon, and by then the situation had changed dramatically.

Like Barlow the day before, the commander of the III Corps, Major General Dan Sickles didn't like what he saw to his front. About 1/2 of a mile in front of his line on Cemetery Ridge was a peach orchard on higher ground. It looked to him like that was place to be, not here! So just after noon, without informing headquarters, he ordered his entire Corps to advance to that high ground and secure it before he had to fight to get it.

His men took up positions on the high ground along the Emmitsburg road in the Sherfy Peach Orchard. The line then turned southeast and ran by the Rose Wheatfield into a rough, wooded area, full of boulders and briars, known as Devil's Den. Behind this new Union line stood Little Round Top, perhaps the best, most commanding, position on the field. It now lay completely unoccupied.

At 4 PM the Confederates rolled into the Devil's Den like thunder. As the Union positions were discovered it became obvious that Little Round Top must be the objective. If it could be taken, maybe the battle – and perhaps the war – would end. Hood's division on the extreme right of the rebel line went in first, some of his men swinging wide to the right in an attempt to outflank the Union left. These were Alabamians and they climbed Big Round Top and came roiling down the northwest slope. They were met by the 20th Maine, under Colonel Joshua Lawrence Chamberlain. These men from Maine conducted one of the most determined defenses in the history of battle, and, when their ammunition was gone, fixed bayonets and charged the onrushing Confederates, driving them away and ending the issue on the left flank.



Further to the Confederate left, the battle raged unrelentingly. The Confederates of Hood's division pushed into the Devil's Den to the base of Little Round Top and began threatening to come up it. Luckily for the Union side, artillery was hauled to the top of the hill and some very determined defenders held it.

Before the issue of Devil's Den and Little Round Top was decided, the rest of the Confederate onslaught against the Union left swept forward. McLaws' Division attacked about half an hour after Hood because Lee's plan called for an attack in echelon, a rolling attack that would begin in the south and progress north along the whole line. McLaws' men were engaged in some of the bloodiest fighting of the war at places whose names have come down to us – the Wheatfield and the Peach Orchard.

The Union troops that McLaws' men encountered were holding that part of Sickles' line that ran through the Sherfy Peach Orchard. Graham's brigade formed right at the turn in the line in the Peach Orchard. To Graham's left artillery batteries lined the farm lane that ran east to west from Little Round Top to the Peach Orchard. To his right stood the three brigades of Humphreys's division, those of Carr, Brewster, and Burling, facing northwest along the Emmitsburg Road. It soon was evident that Sickles's decision to move his men forward was less than brilliant. They had indeed occupied some high ground, but not high enough, and, besides, they were now isolated from the rest of the army.

The Confederate brigades of McLaws' division, Semmes, Barksdale, Wofford, and Kershaw, were determined to destroy Sickles' salient at the Peach Orchard and gain a hold on Cemetery Ridge. Just to the north of the Round Tops stood another hill, part of Cemetery Ridge really, known as Weickert Hill. If they could gain control of this prominence after crushing Sickles's ill-advised advance, they would outflank Little Round Top, turn south, and destroy the troops holding it. McLaws' division and elements from Hood's smashed into the Peach Orchard position and utterly destroyed it, advancing to the base of Cemetery Ridge, and threatening to turn south and take Little Round Top from the north.

But it was not to be so. The Union response to this breakthrough was swift and decisive. Skillfully, reinforcements from the V Corps were fed into the fray, delaying the advance and finally stopping it on the slopes of the ridge.



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To the north of McLaws' division was the division of Richard Anderson. His orders were to wait till McLaws' attack got rolling then to send his own brigades forward, continuing the gigantic echelon attack. This could have been the climax of Confederate victory on July 2nd had Anderson properly supported his attacking brigades with those that he held in reserve. For a brief moment, as the sun was sinking behind him in the west, General Wright and his brigade crested Cemetery Ridge and were able to look at the Union position from its center. Looking back over his shoulder, to his amazement he saw no supporting rebel troops, the savior that might have stabilized his position on the ridge and forced the Union army to fall back during the night. It was at this critical moment that a few more troops could have made all the difference. But it was not to be that way. Wright's men, after smelling glory at the top of Cemetery Ridge, were forced to withdraw and to take with them the last hopes of Confederate victory on July 2nd.

While the struggle for the Round Tops and Cemetery Ridge on the Confederate right was going on, Ewell on the left at Culp's Hill finally got his attack underway. His orders had been to wait until the battle on the right was well developed then to attack and capture Culp's hill, on the assumption that the intense fight at the Round Tops would draw the Union defenders off Culp's hill and into that area. So around 5:00 Johnson's Division went into action on the extreme Confederate left.

The defenders on Culp's hill had been thinned by the necessity of reinforcing the Round Tops, but the natural defensive character of the terrain and the addition of breastworks and rifle pits meant that going was still tough. By nightfall the Rebels had a firm foothold on the slopes of the hill, but that's all. When darkness fell the gunfire sputtered out and the soldiers lay on their weapons, knowing that the fight would erupt again at first light.

During the night of the 2nd – 3rd the Army of the Potomac strengthened its position on the heights at the Round Tops, on Cemetery Ridge and Cemetery Hill, and brought back troops to Culp's Hill. They had won the day on the 2nd, barely, but that was enough. They were now determined to stay on the 3rd.



The Third Day

The Confederates had had a day of near victories all over the field and Robert E. Lee could almost taste victory and the end of the war. His comment to one of his subordinates was: "If the enemy is there in the morning we will attack him there." And that's what was ordered.

However, as things seemed to be going during this campaign, the message was confused. Lee intended the attack to continue from where it left off. But Longstreet intended to move his divisions farther to the right, insert Pickett's fresh troops into the line and attack when he was ready. Unfortunately the attack didn't get into motion on Longstreet's front in time to relieve the pressure on Ewell's men on the slopes of Culp's hill so Lee cancelled the whole plan and pondered a new one.

Logic told Lee that Meade had shifted the bulk of his army to his left and right flanks because that's where the battle had been on the 2nd. This being the case, the Yanks (or "those people" as Lee was fond of saying) had to be weak in the center, on the Cemetery Hill. After all, Wright's men had looked into the eyes of victory at twilight the night before from Cemetery Ridge and if they had been supported would have held the ridge. Why not use Pickett's fresh division and some of Hill's corps that had seen no action on the 2nd to attack the center.

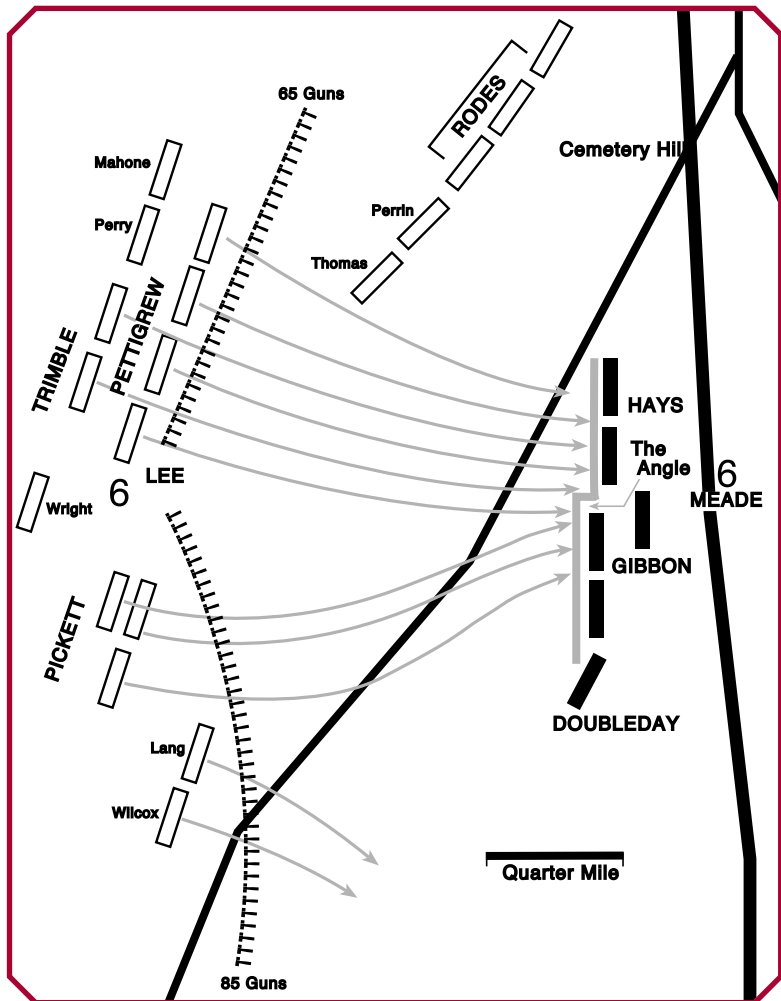
To insure the success of the maneuver he would concentrate all the artillery he could opposite the ridge and blast it for hours if necessary before sending Pickett and his men in. He envisioned the smoke of the artillery barrage clearing and revealing to the defenders of Cemetery Ridge a massive Confederate line of battle advancing on their position. The ensuing melee would be fierce but brief and the Union army would be sliced in half.

Just after noon the signal gun sounded to start the bombardment, and all hell was turned loose. Scores of Confederate guns began firing, concentrating on a small area of Cemetery Ridge. Soon the Union guns began returning the fire and the noise was heard as far away as Pittsburgh and Philadelphia. The bombardment continued for three hours when the Rebel guns finally fell silent, noting the absence of return fire from the other side.



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Then the infantry rose up and began the advance – nearly 16,000 of Pickett's and Heth's (now Pettigrew's) Commands. They marched across the farmland in lockstep and approached the waiting enemy defenders.



Unfortunately, the bombardment had had little effect upon either side except to burn a lot of ammunition. The Union defenders, while terrified by the sight of so many approaching rebels, were determined to stay and their officers rode up and down the line encouraging them to do so.

The melee that ensued was indeed fierce, but the fire from the Union line was horrific. The Union artillery had fallen silent during the bombardment not because they were forced to by the intense Rebel fire, but to conserve ammunition to use against the infantry assault that many had figured out would inevitably follow. So, as the Confederates approached the crest of the hill the fire intensified to an unbearable degree and men fell in rows. The final result of this charge was total Confederate defeat. Most of the attackers were killed or captured and the few that managed to escape were shocked beyond additional useful service. When ordered to rally his division and prepare for a counterattack, Pickett exclaimed, "Sir, I have no division!"

Watching the remnant of this once mighty force stream back to Seminary Ridge after the charge, Lee at once realized the magnitude of the disaster and just tried to encourage his men to form to receive a counterattack. But none came.

The following day – the fourth of July – Lee's army stood along Seminary Ridge expecting a counterstroke but none came then either. That night and the following day the defeated rebel army withdrew along the Chambersburg and Hagerstown roads to make its weary way back to Virginia. This was the last time a Rebel army would seriously threaten the Union on its own territory. Never again could Lee's army mount a continuous offensive, and never again would the Army of the Potomac believe it could not win against Robert E. Lee.



Comments by Sid Meier

It was pretty scary thinking about designing something to follow *Civilization*. But I've always tried to write games that I really want to play, so I decided to work on something that has fascinated me ever since I was a kid: The Civil War.

When I was eight years old my father bought me the American Heritage *Golden Book of The Civil War*. I spent hours poring over this book, especially the battle paintings by David Greenspan. Each painting showed the terrain from a 3D perspective, but instead of adding blocks, symbols, or arrows to show the armies, David painted entire brigades of tiny men; marching, firing, and charging across the field. I think I've always known that the Civil War battle game that I wanted to play would have the look and feel of those amazing pictures.

Of course, it's one thing to look at a picture, it's another to turn that concept in to a game with depth, which is still manageable and fun. I had tried a number of different approaches over the last 10 years, but up until now nothing really *felt* like a Civil War battle. When we started prototyping this new design last year, I was concerned we would run into the same problems. But this game was different, from the very beginning it was fun to play, and it really felt like a Civil War battle! I had decided to rethink every aspect of the game: interface, game scale, graphic presentation, pacing, AI. Once we threw away the old ideas, genre restrictions, and 'me-too' thinking, the game came together in an amazing way.

We've been able to add a lot of cool features to the design over the last couple of months: variants, 'what ifs,' battlefield ambient sound, modem, LAN, Internet, player-against-player, team-against-team, and team-against-AI, in addition to a strong player-against-AI mode. It's a pretty exciting product!

Comments by Jeff Briggs

The Civil war is a topic that has fascinated me as well. In my years as a board game designer, I worked on oodles of Civil War games. Before, during, and after that I read almost anything I could get my hands around on the topic.



I've been encouraging Sid to do a Civil War game of some sort for years and when I learned that he was gonna try it again, and was writing a whole new game, I was excited. When I learned it was a tactical game this time I knew that it'd have to include a lot of things that no other Civil War game ever had, because I knew that Sid was interested in creating the sense of what the real field of battle was like during the Civil War. I knew that this meant real-time action, which had never been done successfully before in a historical battle setting. I guess we all thought there was a cool game in there and we were ready to see the framework that Sid would set up.

In October 1996, when the first playable prototype was passed out to Brian and me, we realized that we had a flexible, interesting system that could be developed into a truly great game. There was a lot of work to be done, but the game had really a lot of potential. Brian and I started playing the prototype non-stop, and Sid continued to refine the system. The first issues that were addressed concerned the interface: What do you wanna be able to control? What decisions do you wanna be able to make and how do you communicate these to the game? We, as always, went back and forth on this for months (some of these issues are still being discussed).

At about this time Dave Evans started putting in all the cool sounds. We wanted to get these in early so that they'd seem like a natural part of the game when it was done and not like an afterthought as 'sound' often does. Dave went to horse farms, Civil War reenactments, and live-fire exercises to get all the 'sound effects.' The whole group went to Oregon Ridge Park and did a lot of shouting to get all the in-game voices. We even enlisted 20-30 members of Absolute Quality, a game test group here in Baltimore, to get the crowd sounds.

It soon became apparent that we had a great game on our hands. Sid continued to work on the AI, always trying to find ways to beat Brian and me through the computer AI while I made the map, orders of battle, and began working on the scenarios. The scenario tree (the device that determines the order in which the scenarios appear) has changed at least 100 times throughout the development. Brian continued to get better and better at the game.

By February the game was pretty solid in terms of major interface



issues and features. The next big thing that went in was Multi-player capability. Jason Coleman, our senior programmer, hit this hard and very shortly had the system in place. Suddenly everybody at Firaxis got involved. Tim Train, Mike Ely, and Jason all started playing the game. It became pretty important to play the game a lot solo, so you could beat hell outta the others of us. We'd have whole afternoons devoted to 'testing.' We found that it was much more effective to balance scenarios through multi-player play because the relative strengths of the players were known. It soon became evident, as expected, that Brian was the king of the hill, so to speak.

In March the artists got heavily involved in the picture. Michael Haire designed the look and feel of the interface. Jerome Atherholt did all the 2D maps and portraits of the commanders. Dave Inscore and Greg Foertsch went to Gettysburg and took photos to help in building all the buildings, trees, roads, and so on, along with the little guys. Nick Rusko-Berger worked on the ground textures and the Firaxis Opening.

Don Troiani, one of the most gifted and talented painters of Civil War subjects was contacted and agreed to work with us, allowing us to incorporate some of his cool work into the game. Don turned out to be a reliable source of Civil War details and an important contact for research connections.

By May, it was time to start writing this manual. Tim, Mike and I banged out a rough first draft of the 'how-to' of the book then I took over from there, writing the background material and editing and re-editing. One of the main challenges is keeping up with the pace of change as Sid bangs out new versions day after day. Brian wrote the Tactics handbook and Mike edited it into the form it is now.

In July Tim and Mike went to a re-enactment at the field at Gettysburg, a place we've all gotten to know quite well, to shoot video for inclusion in the game. They also are organizing recording sessions for the voiceovers we need for the final touches of presentation.

And Sid continues to hammer away at refining the system and working on the AI, churning out new versions daily. We all continue to play them, trying to anticipate all the fun.

This has certainly been a great first project for Firaxis and we hope to do a lot more.



Comments by Brian Reynolds

Those of you who have followed the history of our teams over the years will be aware that so-called 'real time' games are something we haven't been doing a lot of, at least lately — we'd kind of become known as the 'turn-based guys.' Frankly, with all the 'C&C clones' on the market lately, you might have thought we'd be happy to stay there (and we certainly won't be abandoning turn-based games). But Sid, with his usual spark of genius, has brought a fresh new approach that transcends any of the old formulas. *Sid Meier's Gettysburg!* isn't quite a 'war game,' nor quite a 'real time' game (as these genres have come to be defined), but it will appeal instantly to fans of either genre. And it certainly has very little in common with any of the many Civil War games published in recent years, but every Civil War buff we've shown it to is slaving to play it.

One of my least favorite effects in most real time games is what I call the 'everybody runs to the center of the screen and whacks at each other in a giant indecipherable mob' effect. Sid has solved this problem brilliantly with a combination of morale bonuses for unit formations and strong penalties for getting fired at from the flank. Well-trimmed battle formations aren't just a matter of aesthetics — you watch the columns flow across the field and find yourself making the same kinds of choices and decisions that real commanders faced: should I move to the flank or try an echelon attack? Formation and maneuver are the keys to victory in *Gettysburg!* and anyone who tries the center-of-the-screen-mob trick goes home minus a few regimental flags.

With a year of battle testing under my belt, I am certain that you will find *Sid Meier's Gettysburg!* as addictive as all of us have, no matter what your previous background in gaming. Oh, and once you think you can clobber this thing at Robert E. Lee level, come looking for me on the net — I need fresh meat!



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Kathy Reed-Houck	fife, drums
Barbara Hensen	fife
Tom Houck	drum
Angie Kirchner	fife
Walter F. Matthews	base drum

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Chris Walker
Hugh Walthal
Roy Whitt

Casting

The Talent Factory, Firaxis Games

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Company I, 1st Tennessee
Company L, 14th Pennsylvania
15th New Jersey
20th Maine
Charlie Smithgall and his Brass Napoleon
Kathy Sloane for "Rose"
Deborah Briggs and Jill Reynolds



Appendix A) Scenario Synopsis

Following is a short description the situation presented in each of the scenarios of the Battle Sequence. Note that you can play any scenario individually, outside the battle structure.

Scenarios of July 1st, 1863

First Contact: McPherson's Hill

Historical: 10:00 AM, July 1, 1863

Confederate View: Union cavalry skirmishers have shown more than usual spunk this morning in delaying the advance of Heth's Division toward Gettysburg and the shoe factory rumored to have a new shipment of shoes. Finally, the enemy is deploying in line of battle on a small hill across the valley – McPherson's Hill. Heth determines to drive them away by deploying some battlelines of his own.

Union View: Buford's Cavalry has been delaying the advance of Heth's Division all morning. Now, observing the high ground around Gettysburg and realizing the advantages the holder of that ground will have, Buford decides to stop Heth at McPherson's Hill to give the quickly approaching Iron Brigade time to come up.

Golden Opportunity: Will's Woods

Historical: 1:00 PM, July 1st, 1863

Confederate View: Heth, unexpectedly encountering solid Union infantry instead of just cavalry on McPherson Hill, was stopped and forced to fall back into Herr Woods. The Yanks are now extending their line northward along Seminary Ridge through Will's Woods to Oak Hill, seemingly unaware that Rodes' Division already occupies Oak Hill and is preparing to smash their right.

Union View: The Rebs were stopped cold at McPherson's Hill, and the line there has been strengthened. But reports are flying that another Confederate division is approaching from the North! The right flank of the Union's 'strengthened,' but westerly-facing line is about to be crushed unless the rest of I Corps arrives in time to support.



Lee Commits: Seminary Ridge

Speculative: Mid-day, July 1, 1863

Confederate View: Having driven the Yankees from McPherson's Hill, the Rebels decide to press their advantage in an attempt to get to the high ground south of Gettysburg. Their first task, though, is to drive the growing Union infantry forces from their new lodgment on Seminary Ridge. Pender's fresh division has been pushed forward for that purpose.

Union View: The rebel infantry coming down the Cashtown Pike has driven the cavalry, as well as the newly arrived infantry, from McPherson Hill. The infantry is now forming a new line on Seminary Ridge and is hoping for quick reinforcement from the rest of I Corps.

Howard's Predicament: Barlow's Knoll

Historical: 2:00 PM, July 1st, 1863

Confederate View: Rodes' attack on the Union line on Seminary Ridge – unbelievably – seems to have stalled. But now, almost as surprising, Union troops are advancing to occupy a small, wooded rise on the plains north of Gettysburg, right in the teeth of Early's Division advancing from the northeast. If Early deploys and attacks these isolated troops on Bloecher Knoll, quickly, again, the Union right may be crumpled.

Union View: Gallantly, I Corps has held Seminary Ridge against vicious attacks. Howard's Corps is arriving and extending the army's line to the west to protect against a new rebel division reportedly approaching from the north. But, from his position near the Pennsylvania College, Howard notices one of his divisions advancing toward a wooded knoll on the far right of his line, separating it from the rest of the corps. About that moment, the sound of enemy guns firing thunders from that direction; can Barlow hold his exposed position?

Early Arrives: Benner's Hill

Speculative: Afternoon, July 1st, 1863

Confederate View: Early's Division of Ewell's II Corps is approaching Gettysburg from the northeast and has heard the sounds of battle all morning. As his men arrive along the Harrisburg road, the intense battle



on Seminary Ridge to the west is winding down. Using his soldierly instincts, Early decides to move toward the high ground to his front, south and east of Gettysburg. Newly arriving Union troops seem to be headed toward the same area.

Union View: Howard's XI Corps is arriving from its long march from the south, having heard the sounds of battle for some time during the approach. Now, surveying the situation from Cemetery Hill, Howard sees I Corps defending Seminary Ridge to the northwest. But a dust cloud on the Harrisburg road confirms the reports he's received from scouts about the approach of Early's Division from Heidlersberg. Howard determines to hold the high ground south and east of town to deny it to Early's quickly approaching troops.

Sudden Victory: Cemetery Hill

Speculative: Afternoon, July 1st, 1863

Confederate View: Pender's attacks on Seminary Ridge were sudden and powerful, forcing the hapless Union forces to fall back, shattered. Now, new Union forces are taking up strong positions on Cemetery Hill directly south of Gettysburg. Heth and Pender are just about spent, but Rodes' large Division has arrived from the north and Lee has given the order to continue to press the advantage and grab the hill. Rodes will go in and Early will support if he comes up in time.

Union View: The rebels committed two full divisions to assaults upon McPherson's Hill, then Seminary Ridge, driving the I Corps infantry from both positions. The demoralized remnants of the I Corps are now useless, but Howard's XI Corps, sensing the disaster as it developed, is taking up positions on Cemetery Hill and are determined to hold.

Twilight Attack: Culp's Hill

Speculative: Evening, July 1st, 1863

Confederate View: Early's attack has succeeded in breaking the right of the Union line and forced the enemy to take up new positions south of Gettysburg. General Lee is urging Ewell to renew his attacks now before the enemy has time to fortify this new position, making it more costly to capture in the morning.

Union View: Howard's XI Corps has been defeated and forced to fall



back through the town toward the hills south and east. This collapse has exposed I Corps and forced it to abandon the position along Seminary Ridge and it has fallen back as well. Now, as the afternoon light fades, the troops of both corps now reforming on Cemetery and Culp's Hills wonder whether General Lee will order another assault before sundown.

Scenarios of July 2nd, 1863

Sickles' Attack: Warfield's Farm

Speculative: Morning, July 2nd, 1863

Confederate View: July 1st was a disaster for the Confederacy. Lee's army lost every engagement and has formed along Seminary Ridge. Longstreet's I Corps is arriving on the field, and Lee determines to post them on the right of the rebel line. They are ordered to take up positions in the southern area of Pitzer's Woods and to await developments.

Union View: The Confederates were defeated yesterday at every point and they have now taken up positions along Seminary Ridge from the Seminary south into McMillan's Woods. Sickles, newly arrived III Corps is ordered to advance beyond the Sherfy Peach Orchard, find the Confederate right, and crush it.

Slocum's Attack: Spangler's Spring

Speculative: Morning, July 2nd, 1863

Confederate View: The Confederates were victorious all day long July 1st, and they have taken positions on Cemetery and Culp's Hill. Longstreet's Corps is expected to arrive during the morning of the 2nd and will take the offensive, if the Union army is still there. Meanwhile, Ewell's and Hill's Corps are directed to hold the high ground against a possible Union counterattack.

Union View: The Confederate onslaught on the 1st was irrepressible. Try as hard as they could, I and XI Corps could not cope with them. They were forced off all the ridges to the west of town and then were forced to fall back from Cemetery and Culp's Hill. The arrival of the XII Corps late in the evening stabilized the panic and the II and III Corps solidified the position along Wolf and Powers Hills and Cemetery Ridge. The XII Corps,



occupying the Union right is ordered to throw the bloodied Confederate II Corps from Culp's Hill on the morning of the 2nd.

Anderson's Counterattack: Plank's Hill

Speculative: Afternoon, July 2nd, 1863

Confederate View: Longstreet's attempt to nail down the Confederate Right in the area around Pitzer's Woods was defeated by Sickles' III Corps, advancing westward from the Peach Orchard. The Confederate line, now dangerously exposed, as Longstreet falls back to regroup his surprised troops, must be saved. Lee, in a desperate attempt to regain the initiative and save what is left, orders Anderson's fresh division to enter the area and drive the Yankees out.

Union View: Sickles' men succeeded in finding and surprising Longstreet's advance. Having driven them back considerably, Sickles halts his advance and allows Sykes' V Corps to continue the pursuit. Maybe the Confederate line can be completely rolled up and destroyed!

Hancock's Charge: Evergreen Cemetery

Speculative: Afternoon, July 2nd, 1863

Confederate View: Ewell's men behaved splendidly in turning back Slocum's assault on Culp's Hill. Now an attack on Cemetery Hill seems to be brewing. Lee alerts AP Hill to the possibility of this and orders him to prepare. Longstreet is arriving, but will not be in position till too late.

Union View: Slocum's men were badly handled by the Rebels defending the wooded heights of Culp's and Cemetery Hills. Meade, thinking the Rebs must have weakened their hold on Cemetery Hill to defend Culp's, orders Hancock's II Corps to assault the Confederates there.

Turning Point: The Devil's Den

Historical: 4:30 PM, July 2nd, 1863

Confederate View: Despite their failure to hold the high ground south of Gettysburg, the Confederate victories on July 1st have encouraged Lee into believing the Union army is demoralized and may attempt to withdraw. Accordingly, he orders Longstreet's I Corps to march south to Warfield Ridge and attack up the Emmitsburg Road. Longstreet, less san-



guine about the first day's action, is not in favor of such an attack, believing the Union soldiers fought well on the 1st and that they are fortifying their position. Nevertheless, Lee's orders are firm and Longstreet agrees to try. He moves his men south and prepares to attack in the area near the Round Tops.

Union View: The first day of fighting was nearly a disaster for the Union army, but they have fallen back to what appears to be some of the best defensive ground of the war so far. Accordingly, Meade, after consulting his corps commanders, has determined to stand here and has ordered the rest of the army to advance to the field. XII Corps arrived in the early evening of the 1st, and, during the night, III then the II Corps arrived. These two corps were ordered to defend the low ridge – Cemetery Ridge – stretching from Cemetery Hill to the Round tops in the south. However, around 1:00 PM, Sickles advances his divisions to the high ground at the peach orchard about half a mile to the front of Cemetery Ridge.

Sickles Obeys: Weikert's Hill

Speculative: Afternoon, July 2nd, 1863

Confederate View: The Confederate victory late in the day of July 1st after a morning of disappointing defeats, has encouraged Lee into believing the Union army is demoralized and may attempt to withdraw. Accordingly, he orders Longstreet's I Corps to march south to Warfield Ridge and attack up the Emmitsburg Road. Longstreet, less sanguine about the first day's action, is not in favor of such an attack, believing the Union soldiers fought well on the 1st and that they are fortifying their position. Nevertheless, Lee's orders are firm and Longstreet agrees to try. He moves his men south and prepares to attack in the area near the Round Tops.

Union View: The first day of fighting turned into a disaster for the Union army, but they have fallen back to what appears to be some of the best defensive ground of the war so far. Accordingly, Meade, after consulting his corps commanders, has determined to stand his ground here and has ordered the rest of the army to advance to the field. XII Corps arrived in the early evening of the 1st, and, during the night, III then II Corps arrived.



These two corps were ordered to defend the low ridge – Cemetery Ridge – stretching from Cemetery Hill to the Round tops in the south.

Sickles' Folly: The Peach Orchard

Historical: 5:00 PM, July 2nd, 1863

Confederate View: The initial Confederate attacks 'up the Emmitsburg Road' turned into repeated assaults on the Round Tops and the area in its front known as Devil's Den. To relieve the pressure on Hood's men, who are making these assaults, Longstreet, in line with Lee's orders, sends McLaws Division into the area of the Peach Orchard with orders to crush the Union salient there. Longstreet hopes that by over-running the Peach Orchard, his men can gain Weikert's Hill, a portion of Cemetery Ridge.

Union View: Sickles' move to the Peach Orchard was unfortunate in that it left Little Round Top uncovered. Fortunately, General Warren of the Signal Corps recognized the danger and acted promptly, placing elements of V Corps in positions to defend it. Now it looks like Sickles' move may have been fortunate, because the Confederate onslaught continues up the line through the Peach Orchard in an attempt to gain Weikert's Hill, directly north of the Round Tops.

Riposte: The Wheatfield

Speculative: Afternoon, July 2nd, 1863

Confederate View: Longstreet's advance to the right of the Confederate line was slowed by the advance of Sickles' III Corps into the same area. Longstreet's men, though, drove them out and are now bearing down. Lee orders Anderson's fresh Division into the fray to support Longstreet and maintain the initiative in an attempt to take the Round Tops.

Union View: Sickles' probing of Lee's right flank resulted in a sound repulse by Longstreet's I Corps! While Sickles falls back to Cemetery Ridge, Sykes' V Corps moves into the Devil's Den / Round Top area to stave off certain defeat if the rebels maintain their momentum and get to Round Top.



Scenarios of July 3rd, 1863

High Water Mark: Pickett's Charge

Historical: 3:00 PM, July 3rd, 1863

Confederate View: The Confederate attempts to crush the Union left on July 2nd failed, if barely. Lee is determined to carry on with the offensive here and now, so he orders Longstreet to use his last fresh division, that of George Pickett, and assault the Union center. Longstreet is opposed to the idea, believing it to be a suicide charge that cannot succeed. He suggests another flank attack on the Union left. But Lee overrules and orders the attack on the center with Pickett and elements of Hill's III Corps.

Union View: Again the Army of the Potomac has fought gallantly, repulsing repeated Confederate attacks on July 2nd. Now it looks as if the rebels are massing for a huge infantry assault right at the center of their position on Cemetery Hill. Meade, expecting this attack, has ordered Hancock to prepare.

Longstreet's Option: Big Round Top

Speculative: Morning, July 3rd, 1863

Confederate View: The Confederate attempts to crush the Union left on July 2nd failed, if barely. Lee is determined to carry on with the offensive here and now, so he orders Longstreet to use his last fresh division, that of George Pickett, and assault the Union center. Longstreet is opposed to the idea, believing it to be a suicide charge that cannot succeed. He suggests another flank attack on the Union left. Lee, after some argument, agrees and Longstreet begins moving his men south of the Round Tops.

Union View: Again the Army of the Potomac has fought gallantly, repulsing repeated Confederate attacks on July 2nd. Now it looks as if the rebels are massing for a huge infantry assault right at the center of their position on Cemetery Hill. Meade, expecting this attack, has ordered Hancock to prepare. But now reports come that the real attack is forming to the south again!



Union Breakout: Taneytown Road

Speculative: Morning, July 3rd, 1863

Confederate View: Longstreet's attacks against the Union left in the area of the Round Tops succeeded and the Army now holds a position controlling the Taneytown road. The only road open for the Union army to use in an escape is the Baltimore Pike, and that is threatened as well from the Round Tops. It is clear that in order for the Union forces to escape, they need to attack Longstreet's position in an attempt either to breakout and regain control of the vital roadway, or to create a diversion so that the rest of the army can move away down the Baltimore Pike. Accordingly, Lee orders Longstreet to prepare his men to move into positions astride the road to pen the Yankees in.

Union View: The vicious Confederate attacks of July 2nd have left the army with no choice but to retreat back toward Washington and Baltimore. However, the direct road to Washington, the Taneytown road, is now commanded by southern guns atop the Round Tops. Meade orders Sedgwick's VI Corps to move immediately to attack the Confederates strangling access to the Taneytown as a preliminary to carrying out his withdrawal.

Springing the Trap: Baltimore Pike

Speculative: Morning, July 3rd, 1863

Confederate View: All day on July 2nd, the Union forces attempted to throw Lee's army off the hills south of Gettysburg. But every effort was repulsed. Now, Lee senses total victory. He has Longstreet's entire corps fresh and available and ready to assault. Stuart's cavalry arrived late yesterday and has rested enough to rejoin the offensive. Lee orders Stuart to swing wide to the east, then south to block the Baltimore Pike and Taneytown Road far to the south. He orders Longstreet's I Corps to attack the Union army now holding Power's Hill and the Baltimore Pike. If the attack succeeds, and Stuart does his duty, there is a fair chance that Lee can trap the Army of the Potomac and destroy it!

Union View: Meade's army was repulsed in every attempt to retake the vital high ground south of Gettysburg. Now it is clear that his best



move is to withdraw down the Baltimore Pike and Taneytown road and make for the line of Pipe Creek to protect Baltimore and Washington. Accordingly, Sedgwick is ordered to act as rear guard for the army and hold off what is sure to be a tenacious attempt to destroy the rear guard and the tail of his retreating army.

Lee's Last Stand: Hagerstown Road

Speculative: Morning, July 3rd, 1863

Confederate View: After two bloody days of humiliating repulses and defeats, the Army of Northern Virginia is low on ammunition and morale, and Lee is convinced that his only course is to retire to Virginia. To do so, he must use both the Cashtown Pike, for his wounded and supplies, and the Hagerstown Road, for his infantry and artillery. Trouble is that Sykes' and Sickles' attacks on the 2nd have driven his forces back to the Hagerstown Road, and Lee is compelled now to fight for the very life of his army. He orders Longstreet, once again, to hold on to the Hagerstown Road on the 3rd so that his army can escape during the night.

Union View: Victorious at last, under its new commander George Meade, the Army of the Potomac is poised to strike the final blow that could destroy Lee's army and possibly end the Rebel attempts at secession! Meade orders Sedgwick to move his VI Corps and cut the vital Hagerstown Road, trapping Lee and his men in Pennsylvania.



APPENDICES

The following Orders of Battle are based upon strengths engaged in the battle, as reported in *Regimental Strengths and Losses at Gettysburg*, by Busey and Martin.

Appendix B) Union Order of Battle

Army of the Potomac 90,840 Men 368 Guns
George G. Meade

UNIT	COMMANDER	EXPERIENCE	STRENGTH
I	Reynolds	Superb	11,997
1/I	Wadsworth	Competent	3,814
1/1/I	Meredith	Superb	1,814
	19th Indiana	Elite	308
	24th Michigan	Elite	496
	2nd Wisconsin	Elite	302
	6th Wisconsin	Elite	344
	7th Wisconsin	Elite	364
2/1/I	Cutler	Experienced	2,000
	7th Indiana*	Trained	434
	76th New York	Veteran	375
	84th New York	Veteran	318
	95th New York	Veteran	241
	147th New York	Veteran	380
	56th Pennsylvania	Veteran	252
2/I	Robinson	Experienced	2,982
1/2/I	Paul	Competent	1,534
	16th Maine	Veteran	298
	13th Massachusetts	Veteran	284
	94th New York	Trained	411
	104th New York	Trained	286
	107th Pennsylvania	Trained	255
2/2/I	Baxter	Experienced	1,448
	12th Massachusetts	Trained	261
	83rd New York	Trained	199
	97th New York	Trained	236
	11th Pennsylvania	Veteran	270
	88th Pennsylvania	Trained	274
	90th Pennsylvania	Trained	208
3/I	Doubleday	Experienced	4,612



1/3/I	Rowley	Mediocre	1,353
	80th New York	Trained	287
	121st Pennsylvania	Trained	263
	142nd Pennsylvania	Trained	336
	151st Pennsylvania	Veteran	467
2/3/I	Stone	Competent	1,315
	143rd Pennsylvania	Veteran	465
	149th Pennsylvania	Veteran	450
	150th Pennsylvania	Veteran	400
3/3/I	Stannard *	Mediocre	1,944
	13th Vermont*	Green	636
	14th Vermont*	Green	647
	16th Vermont*	Green	661
I Corps Artillery	Wainwright		589
	Hall	Veteran	117
	Stevens	Trained	119
	Reynolds	Veteran	124
	Cooper	Trained	106
	Stewart	Trained	123
II	Hancock	Superb	10,797
1/II	Caldwell	Experienced	3,201
1/1/II	Cross	Mediocre	850
	5th New Hampshire	Trained	179
	61st New York	Trained	104
	81st Pennsylvania	Trained	175
	148th Pennsylvania	Trained	392
2/1/II	Kelly	Competent	530
	28th Massachusetts	Veteran	224
	63rd New York	Veteran	75
	69th New York	Veteran	75
	88th New York	Veteran	90
	116th Pennsylvania	Veteran	66
3/1/II	Zook	Competent	971
	52nd New York	Veteran	134
	57th New York	Trained	175
	66th New York	Trained	147
	140th Pennsylvania	Veteran	515
4/1/II	Brooke	Competent	850
	27th Connecticut	Trained	75
	2nd Delaware	Trained	234



APPENDICES

	64th New York	Veteran	204
	53rd Pennsylvania	Veteran	135
	145th Pennsylvania	Veteran	202
2/II	Gibbon	Competent	3,488
1/2/II	Harrow	Experienced	1,363
	19th Maine	Veteran	439
	15th Massachusetts	Veteran	239
	1st Minnesota	Elite	350
	82nd New York	Veteran	335
2/2/II	Webb	Experienced	1,205
	69th Pennsylvania	Trained	284
	71st Pennsylvania	Trained	261
	72nd Pennsylvania	Veteran	380
	106th Pennsylvania	Veteran	280
3/2/II	Hall	Competent	920
	19th Massachusetts	Veteran	163
	20th Massachusetts	Trained	243
	7th Michigan	Trained	165
	42nd New York	Veteran	197
	59th New York	Trained	152
3/II	Hays	Competent	3,507
1/3/II	Carroll	Competent	934
	14th Indiana	Veteran	191
	4th Ohio	Trained	299
	8th Ohio	Veteran	209
	7th W Virginia	Veteran	235
2/3/II	Smyth	Mediocre	1,067
	14th Connecticut	Trained	172
	1st Delaware	Trained	251
	12th New Jersey	Trained	444
	108th New York	Trained	200
3/3/II	Willard	Competent	1,506
	39th New York	Green	269
	111th New York	Green	390
	125th New York	Green	392
	126th New York	Green	455
II Corps Artillery	Hazard		601
	Arnold	Trained	117
	Brown	Trained	117



	Woodruff	Trained	129
	Cushing	Veteran	112
	Sheldon	Trained	126
III	Sickles	Competent	10,626
1/III	Birney	Competent	4,551
1/1/III	Graham	Experienced	1,515
	57th Pennsylvania	Trained	207
	63rd Pennsylvania	Trained	246
	68th Pennsylvania	Trained	320
	105th Pennsylvania	Trained	274
	114th Pennsylvania	Trained	259
	141st Pennsylvania	Trained	209
2/1/III	Ward	Superb	1,650
	20th Indiana	Veteran	401
	3rd Maine	Trained	210
	4th Maine	Trained	287
	86th New York	Veteran	287
	124th New York	Veteran	238
	99th Pennsylvania	Veteran	227
3/1/III	De Trobriand	Experienced	1,386
	17th Maine	Veteran	350
	3rd Michigan	Veteran	237
	5th Michigan	Veteran	216
	40th New York	Veteran	431
	110th Pennsylvania	Trained	152
2/III	Humphreys	Experienced	4,944
1/2/III	Carr	Superb	1,716
	1st Massachusetts	Veteran	321
	11th Massachusetts	Veteran	286
	16th Massachusetts	Veteran	245
	12th New Hampshire	Veteran	224
	11th New Jersey	Veteran	275
	26th Pennsylvania	Veteran	365
2/2/III	Brewster	Experienced	1,834
	70th New York	Trained	288
	71st New York	Trained	243
	72nd New York	Trained	305
	73rd New York	Trained	349
	74th New York	Trained	266
	120th New York	Trained	383



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3/2/III	Burling	Competent	1,394
	5th New Jersey	Trained	206
	6th New Jersey	Green	207
	7th New Jersey	Veteran	275
	8th New Jersey	Trained	170
	2nd New Hampshire	Veteran	354
	115th Pennsylvania	Trained	182
4/2/III	Berdan		500
	1st US Sharpshooters	Elite	300
	2nd US Sharpshooters	Elite	200
III Corps Artillery	Randolph		631
	Seeley	Trained	141
	Clark	Trained	118
	Winslow	Veteran	135
	Bucklyn	Veteran	116
	Smith	Green	121
V	Skyes	Competent	12,072
1/V	Barnes	Competent	3,411
1/1/V	Tilton	Competent	654
	18th Massachusetts	Trained	139
	22nd Massachusetts	Trained	137
	1st Michigan	Trained	145
	118th Pennsylvania	Trained	233
2/1/V	Sweitzer	Competent	1,422
	9th Massachusetts	Trained	412
	32nd Massachusetts	Trained	242
	4th Michigan	Trained	342
	62nd Pennsylvania	Veteran	426
3/1/V	Vincent	Experienced	1,335
	20th Maine	Elite	386
	16th Michigan	Green	263
	44th New York	Elite	391
	83rd Pennsylvania	Elite	295
2/V	Ayres	Experienced	3,990
	Day	Experienced	1,551
1/2/V	3rd US	Trained	300
	4th US	Trained	173
	6th US	Trained	150
	12th US	Trained	415



	14th US	Trained	513
2/2/V	Burbank	Competent	952
	2nd US	Trained	197
	7th US	Trained	116
	10th US	Trained	93
	11th US	Trained	286
	17th US	Trained	260
3/2/V	Weed	Experienced	1,487
	140th New York	Elite	449
	146th New York	Veteran	456
	91st Pennsylvania	Veteran	220
	155th Pennsylvania	Veteran	362
3/V	Crawford	Competent	4,242
1/3/V	McCandless	Competent	1,234
	1st Pennsylvania Res.	Trained	379
	2nd Pennsylvania Res.	Trained	233
	6th Pennsylvania Res.	Trained	324
	13th Pennsylvania Res.	Veteran	298
2/3/V	Sickel*	Mediocre	1,400
	3rd Pennsylvania Res.	Trained	300
	4th Pennsylvania Res.	Trained	300
	7th Pennsylvania Res.	Trained	400
	8th Pennsylvania Res.	Trained	400
3/3/V	Fisher	Competent	1,608
	5th Pennsylvania Res.	Veteran	285
	9th Pennsylvania Res.	Veteran	322
	10th Pennsylvania Res.	Veteran	401
	11th Pennsylvania Res.	Veteran	327
	12th Pennsylvania Res.	Veteran	273
V Corps Artillery	Martin		429
	Walcott	Trained	115
	Gibbs	Veteran	62
	Hazlett	Veteran	113
	Watson	Trained	68
	Barnes	Veteran	71
VI	Sedgwick	Experienced	13,539
1/VI	Wright	Competent	4,101
1/1/VI	Torbert	Experienced	1,302
	1st New Jersey	Trained	253



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	2nd New Jersey	Veteran	357
	3rd New Jersey	Trained	282
	15th New Jersey	Veteran	410
2/1/VI	Bartlett	Superb	1,321
	5th Maine	Trained	293
	95th Pennsylvania	Veteran	309
	96th Pennsylvania	Trained	309
	121st New York	Trained	410
3/1/VI	Russell	Experienced	1,478
	6th Maine	Veteran	378
	49th Pennsylvania	Veteran	276
	119th Pennsylvania	Veteran	404
	5th Wisconsin	Veteran	420
2/VI	Howe	Competent	3,608
1/2/VI	Grant	Experienced	1,816
	2nd Vermont	Veteran	444
	3rd Vermont	Veteran	365
	4th Vermont	Veteran	381
	5th Vermont	Veteran	295
	6th Vermont	Veteran	331
3/2/VI	Neill	Experienced	1,792
	7th Maine	Veteran	216
	43rd New York	Veteran	403
	49th New York	Veteran	419
	77th New York	Trained	368
	61st Pennsylvania	Trained	386
3/VI	Newton	Experienced	4,826
1/3/VI	Shaler	Experienced	1,767
	65th New York	Trained	277
	67th New York	Trained	349
	122nd New York	Trained	396
	23rd Pennsylvania	Trained	467
	82nd Pennsylvania	Trained	278
2/3/VI	Eustis	Competent	1,594
	7th Massachusetts	Trained	320
	10th Massachusetts	Trained	361
	37th Massachusetts	Trained	565
	2nd Rhode Island	Trained	348
3/3/VI	Wheaton	Experienced	1,465
	62nd New York	Trained	237



	93rd Pennsylvania	Veteran	234
	98th Pennsylvania	Trained	351
	102nd Pennsylvania	Veteran	200
	139th Pennsylvania	Veteran	443
VI Corps Artillery	Tompkins		1,004
	Martin	Veteran	145
	Butler	Trained	111
	Willitson	Trained	119
	Adams	Veteran	125
	Waterman	Trained	135
	Harn	Veteran	135
	Cowan	Trained	109
	McCartney	Veteran	125
XI	Howard	Competent	9,019
1/XI	Barlow	Competent	2,467
1/1/XI	VonGilsa	Competent	1,134
	41st New York*	Trained	218
	54th New York	Trained	189
	68th New York	Trained	230
	153rd Pennsylvania	Trained	497
2/1/XI	Ames	Experienced	1,333
	17th Connecticut	Trained	386
	25th Ohio	Veteran	220
	75th Ohio	Trained	269
2/XI	Von Steinwehr	Competent	1,850
1/2/XI	Coster	Trained	1,212
	134th New York	Green	400
	154th New York	Trained	239
	27th Pennsylvania	Green	283
	73rd Pennsylvania	Trained	290
2/2/XI	Smith	Mediocre	1,638
	33rd Massachusetts	Green	491
	136th New York	Green	482
	55th Ohio	Trained	327
	73rd Ohio	Trained	338
3/XI	Schurz	Experienced	3,099
1/3/XI	Schimmelfennig	Competent	1,680
	82nd Illinois	Trained	316
	45th New York	Trained	375



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	157th New York	Green	409
	61st Ohio	Green	247
	74th Pennsylvania	Trained	333
2/3/XI	Krzyzanowski	Competent	1,419
	58th New York	Trained	194
	119th New York	Green	262
	82nd Ohio	Green	312
	75th Pennsylvania	Trained	208
	26th Wisconsin	Trained	443
XI Corps Artillery	Osborn		603
	Heckman	Trained	110
	Wiedrich	Trained	141
	Dilger	Trained	127
	Wheeler	Trained	110
	Wilkeson	Trained	115
XII	Slocum	Competent	9,534
1/XII	Williams	Experienced	5,230
1/1/XII	McDougall	Competent	1,834
	5th Connecticut	Trained	221
	20th Connecticut	Trained	321
	3rd Maryland	Trained	290
	123rd New York	Trained	495
	145th New York	Trained	245
	46th Pennsylvania	Veteran	262
2/1/XII	Ruger	Experienced	1,581
	27th Indiana	Veteran	339
	2nd Massachusetts	Veteran	316
	13th New Jersey	Veteran	347
	107th New York	Trained	319
	3rd Wisconsin	Veteran	260
3/1/XII	Lockwood*	Mediocre	1,815
	1st Maryland ES	Green	532
	1st Maryland PHB	Veteran	674
	150th New York	Green	609
2/XII	Geary	Experienced	3,914
1/2/XII	Candy	Competent	1,796
	5th Ohio	Veteran	302
	7th Ohio	Veteran	282
	29th Ohio	Veteran	308



	66th Ohio	Veteran	303
	28th Pennsylvania	Veteran	303
	147th Pennsylvania	Trained	298
2/2/XII	Kane	Mediocre	697
	29th Pennsylvania	Trained	357
	109th Pennsylvania	Trained	149
	111th Pennsylvania	Veteran	191
3/2/XII	Greene	Competent	1,421
	60th New York	Veteran	273
	78th New York	Veteran	198
	102nd New York	Veteran	230
	137th New York	Veteran	423
	149th New York	Veteran	297
3/XII	French*	Competent	5,400
1/3/XII	Morris*	Competent	2,600
	14th New Jersey	Green	700
	6th New YorkHA	Green	600
	151st New York	Green	700
	10th Vermont	Green	600
2/3/XII	Kenly*	Mediocre	1,800
	1st Maryland	Trained	500
	4th Maryland	Trained	400
	7th Maryland	Trained	400
	8th Maryland	Trained	500
3/3/XII	Smith *	Competent	1,000
	106th New York	Veteran	500
	126th Ohio	Trained	500
XII Corps Artillery	Muhlenburg		390
	Winegar	Trained	90
	Atwell	Veteran	139
	Rugg	Green	89
	Kinzie	Trained	72
Cavalry Corps	Pleasanton		11,265
1/Cav	Buford	Superb	4,021
1/1/Cav	Gamble	Competent	1,596
	8th Illinois	Veteran	470
	12th Illinois	Trained	233
	3rd Indiana	Trained	313
	8th New York	Trained	580



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2/1/Cav	Devin	Competent	1,108
	6th New York	Trained	218
	9th New York	Trained	367
	17th Pennsylvania	Trained	464
	3rd W virginia	Trained	59
3/1/Cav	Merritt	Competent	1,317
	6th Pennsylvania	Trained	242
	1st US	Trained	362
	2nd US	Trained	407
	5th US	Trained	306
2/Cav	Gregg	Competent	2,547
1/2/Cav	McIntosh	Competent	1,292
	1st New Jersey	Trained	199
	1st Pennsylvania	Trained	355
	1st Maryland	Trained	285
	Purnell Legion	Trained	66
	3rd Pennsylvania	Trained	335
	3rd Pennsylvania Res.	Trained	52
3/2/Cav	Gregg	Competent	1,255
	1st Maine	Trained	315
	10th New York	Trained	333
	4th Pennsylvania	Trained	258
	16th Pennsylvania	Trained	349
3/Cav	Kilpatrick	Competent	3,857
1/3/Cav	Farnsworth	Competent	1,924
	5th New York	Trained	420
	18th Pennsylvania	Trained	509
	1st Vermont	Trained	600
	1st W Virginia	Trained	395
2/3/Cav	Custer	Competent	1,933
	1st Michigan	Trained	427
	5th Michigan	Trained	646
	6th Michigan	Trained	477
	7th Michigan	Trained	383
Horse Artillery	Robertson		491
	Daniels	Trained	111
	Martin	Veteran	103
	Heaton	Trained	99
	Panington	Trained	117



SID MEIER'S GETTYSBURG!

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	Elder	Veteran	61
	Tidball		349
	Calef	Veteran	75
	Graham	Trained	114
	Fuller*	Veteran	75
	Randolf	Trained	85
Artillery Reserve	Tyler		1,991
1st Brigade	Ransom		443
	Eakins	Veteran	129
	Turnbull	Trained	115
	Thomas	Veteran	95
	Weir	Veteran	104
2nd Brigade	McGilvery		383
	Phillips	Veteran	104
	Bigelow	Veteran	104
	Hart	Trained	70
	Thompson	Veteran	105
3rd Brigade	Taft		239
	Sterling	Trained	93
	Taft	Veteran	146
4th Brigade	Huntington		429
	Edgell	Trained	86
	Norton	Veteran	99
	Ricketts	Veteran	144
	Hill	Veteran	100
5th Brigade	Fitzhugh		497
	Dow	Trained	87
	Rigby	Veteran	106
	Parsons	Veteran	98
	Ames	Trained	84
	Fitzhugh	Veteran	122

*Not present for one or more days of the fighting



Appendix C) Confederate Order of Battle

Army of Northern Virginia

71,586 Men

Robert E. Lee

UNIT	COMMANDER	EXPERIENCE	STRENGTH
I	Longstreet	Superb	21,889
1/I	McLaws	Experienced	67,120
1/1/I	Kershaw	Competent	2,177
	2nd South Carolina	Veteran	412
	3rd South Carolina	Veteran	406
	7th South Carolina	Veteran	408
	8th South Carolina	Veteran	300
	15th South Carolina	Veteran	448
	3rd So Carolina Battalion	Veteran	203
2/1/I	Barksdale	Competent	1,616
	13th Mississippi	Elite	481
	17th Mississippi	Elite	469
	18th Mississippi	Elite	242
	21st Mississippi	Elite	424
3/1/I	Semmes	Competent	1,330
	10th Georgia	Veteran	303
	50th Georgia	Veteran	302
	51st Georgia	Veteran	303
	53rd Georgia	Veteran	422
4/1/I	Wofford	Competent	1,623
	16th Georgia	Trained	303
	18th Georgia	Trained	302
	24th Georgia	Trained	303
	Cobb's Legion	Trained	213
	Phillip's Legion	Trained	273
	3rd Georgia SS	Elite	229
1/I Artillery	Cabell		374
	Manley	Trained	131
	Carlton	Veteran	90
	Fraser	Trained	63
	McCarthy	Veteran	90
2/I	Pickett	Competent	6,541
1/2/I	Armistead	Competent	1,946
	9th Virginia	Veteran	257



	14th Virginia	Veteran	422
	38th Virginia	Veteran	356
	53rd Virginia	Veteran	435
	57th Virginia	Veteran	476
2/2/I	Kemper	Competent	1,630
	1st Virginia	Veteran	209
	3rd Virginia	Veteran	332
	7th Virginia	Veteran	335
	11th Virginia	Veteran	359
	24th Virginia	Veteran	395
3/2/I	Garnett	Experienced	1,455
	8th Virginia	Veteran	193
	18th Virginia	Veteran	312
	19th Virginia	Veteran	328
	28th Virginia	Veteran	333
	56th Virginia	Veteran	289
4/2/I	Corse*	Mediocre	1,100
	15th Virginia	Veteran	300
	17th Virginia	Veteran	300
	29th Virginia	Veteran	300
	30th Virginia	Veteran	200
2/I Artillery	Dearing		410
	Stribling	Veteran	134
	Caskie	Veteran	90
	Macon	Trained	90
	Blount	Veteran	96
3/I	Hood	Superb	7,332
1/3/I	Law	Experienced	1,929
	4th Alabama	Elite	346
	15th Alabama	Elite	499
	44th Alabama	Elite	363
	47th Alabama	Elite	347
	48th Alabama	Elite	374



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2/3/I	Robertson	Competent	1,729
	3rd Arkansas	Elite	479
	1st Texas	Elite	426
	4th Texas	Elite	415
	5th Texas	Elite	409
3/3/I	Benning	Competent	1,416
	2nd Georgia	Veteran	348
	15th Georgia	Veteran	368
	17th Georgia	Veteran	350
	20th Georgia	Veteran	350
4/3/I	GT Anderson	Competent	1,864
	7th Georgia	Veteran	377
	8th Georgia	Veteran	312
	9th Georgia	Veteran	340
	11th Georgia	Veteran	310
	59th Georgia	Veteran	525
3/1 Artillery	Henry		394
	Latham	Trained	112
	Bachman	Veteran	71
	Garden	Trained	63
	Reilly	Veteran	148
I Corps Artillery	Alexander		567
	Moody	Trained	135
	Gilbert	Veteran	71
	Woolfolk	Trained	103
	Jordan	Veteran	78
	Taylor	Veteran	90
	Parker	Veteran	90
	Eshleman		329
	Squires	Elite	77
	Richard son	Elite	80
	Miller	Elite	92
	Norcom	Veteran	80



II	Ewell	Experienced	20,224
1/II	Early	Superb	5,424
1/1/II	Gordon	Experienced	1,807
	13th Georgia	Elite	312
	26th Georgia	Elite	315
	31st Georgia	Elite	252
	38th Georgia	Elite	341
	60th Georgia	Elite	299
	61st Georgia	Elite	288
2/1/II	Avery	Competent	1,242
	6th North Carolina	Veteran	509
	21st North Carolina	Veteran	436
	57th North Carolina	Veteran	297
3/1/II	Hays	Superb	1,292
	5th Louisiana	Elite	196
	6th Louisiana	Elite	218
	7th Louisiana	Elite	235
	8th Louisiana	Elite	296
	9th Louisiana	Elite	347
4/1/II	Smith	Mediocre	802
	31st Virginia	Trained	267
	49th Virginia	Trained	281
	52nd Virginia	Trained	254
1/I Artillery	Jones		281
	Carrington	Elite	71
	Tanner	Veteran	90
	Green	Trained	60
	Garber	Veteran	60
2/II	Rodes	Competent	7,831
1/2/II	Daniel	Competent	2,048
	32nd North Carolina	Veteran	454
	43rd North Carolina	Veteran	572
	45th North Carolina	Veteran	460
	53rd North Carolina	Veteran	322
	2nd North Carolina Btn	Veteran	240
2/2/II	Iverson	Competent	1,380
	5th North Carolina	Trained	473
	12th North Carolina	Veteran	219
	20th North Carolina	Trained	372
	23rd North Carolina	Trained	316



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2/II Artillery	3/2/II	O'Neal	Mediocre	1,685
		3rd Alabama	Trained	350
		5th Alabama	Trained	317
		6th Alabama	Trained	382
		12th Alabama	Trained	317
		26th Alabama	Trained	319
	4/2/II	Doles	Experienced	1,319
		4th Georgia	Veteran	341
		12th Georgia	Veteran	327
		21st Georgia	Veteran	287
2/II Artillery		44th Georgia	Veteran	364
	5/2/II	Ramseur	Superb	1,023
		2nd North Carolina	Veteran	243
		4th North Carolina	Veteran	196
		14North Carolina	Veteran	306
		30th North Carolina	Veteran	278
		Carter		376
		Reese	Trained	79
		Carter	Veteran	103
		Page	Trained	114
2/II Artillery		Fry	Veteran	80
	3/II	Johnson	Experienced	6,343
	1/3/II	Steuart	Experienced	2,116
		1st Maryland Battalion	Veteran	400
		1st North Carolina	Veteran	377
		3rd North Carolina	Veteran	548
		10th North Carolina	Veteran	276
		23rd Virginia	Veteran	251
		37th Virginia	Veteran	264
	2/3/II	Williams	Competent	1,101
2/II Artillery		1st Louisiana	Veteran	172
		2nd Louisiana	Veteran	236
		10th Louisiana	Veteran	226
		14th Louisiana	Veteran	281
		15th Louisiana	Veteran	186
	3/3/II	Walker	Experienced	1,319
		2nd Virginia	Elite	333
		4th Virginia	Elite	257
		5th Virginia	Elite	345
		27th Virginia	Elite	148
2/II Artillery		33rd Virginia	Elite	236



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4/3/II	Jones	Mediocre	1,460
	21st Virginia	Trained	183
	25th Virginia	Trained	280
	4th Virginia	Trained	265
	44th Virginia	Trained	227
	48th Virginia	Trained	265
	50th Virginia	Trained	240
3/II Artillery	Latimer		347
	Dement	Trained	90
	Carpenter	Veteran	91
	Brown	Veteran	76
	Raine	Trained	90
II Corps Artillery	Dance		358
	Watson	Elite	64
	Smith	Veteran	62
	Graham	Veteran	85
	Cunningham	Veteran	78
	Griffin	Trained	69
	Nelson		268
	Kirkpatrick	Veteran	105
	Massie	Elite	90
	Milledge	Trained	73
III Corps	APHill	Experienced	21,882
1/III	Heth	Competent	7,423
1/1/III	Pettigrew	Experienced	2,577
	11th North Carolina	Veteran	617
	26th North Carolina	Elite	840
	47th North Carolina	Veteran	567
	52nd North Carolina	Veteran	553
2/1/III	Davis	Competent	2,299
	2nd Mississippi	Veteran	492
	11th Mississippi*	Veteran	592
	42nd Mississippi	Green	575
	55North Carolina	Green	640
3/1/III	Brockenbrough	Green	967
	40th Virginia	Trained	253
	47th Virginia	Trained	209
	55th Virginia	Trained	268
	22nd Virginia	Trained	237



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4/1/III	Archer	Experienced	1,193	
		13th Alabama	Veteran	308
		5th Alabama	Elite	135
		1st Tennessee	Elite	281
		7th Tennessee	Trained	249
		14th Tennessee	Trained	220
1/III	Artillery	Garnett		387
		Maurin	Elite	114
		Moore	Veteran	77
		Lewis	Veteran	90
		Grandy	Trained	106
2/III	1/2/III	Pender	Experienced	6,645
		Perrin	Experienced	1,878
		1st South CarolinaPA	Elite	328
		1st SoCarolinaRifles	Elite	366
		12th South Carolina	Elite	366
		13th South Carolina	Elite	390
2/2/III		14th South Carolina	Elite	428
		Lane	Competent	1,730
		7th North Carolina	Veteran	291
		18th North Carolina	Veteran	346
		28th North Carolina	Veteran	346
		33rd North Carolina	Veteran	368
3/2/III		37th North Carolina	Veteran	379
		Scales	Competent	1,347
		13th North Carolina	Veteran	232
		16th North Carolina	Veteran	321
		22nd North Carolina	Veteran	267
		34th North Carolina	Veteran	311
4/2/III		38th North Carolina	Veteran	216
		Thomas	Competent	1,322
		14th Georgia	Trained	331
		35th Georgia	Trained	331
		45th Georgia	Trained	331
		49th Georgia	Trained	329
2/III	Artillery	Poague		368
		Wyatt	Veteran	94
		Graham	Veteran	125
		Ward	Veteran	91
		Brooke	Veteran	58



3/III	Anderson	Experienced	7,100
1/3/III	Wilcox	Experienced	1,721
	8th Alabama	Veteran	477
	9th Alabama	Veteran	306
	10th Alabama	Veteran	311
	11th Alabama	Veteran	311
	14th Alabama	Veteran	316
2/3/III	Mahone	Competent	1,538
	6th Virginia	Trained	288
	12th Virginia	Trained	348
	16th Virginia	Trained	270
	41st Virginia	Trained	276
	61st Virginia	Trained	356
3/3/III	Lang	Mediocre	739
	2nd Florida	Veteran	242
	5th Florida	Veteran	321
	8th Florida	Veteran	176
4/3/III	Posey	Competent	1,318
	12th Mississippi	Trained	305
	16th Mississippi	Trained	385
	19th Mississippi	Trained	372
	48th Mississippi	Trained	256
5/3/III	Wright	Competent	1,409
	3rd Georgia	Veteran	441
	22nd Georgia	Veteran	400
	48th Georgia	Veteran	395
	2nd GeorgiaBattalion	Veteran	173
3/III Artillery	Lane		375
	Ross	Veteran	130
	Patterson	Veteran	124
	Wingfield	Trained	121



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III Corps Artillery	McIntosh	Experienced	348	
	Hurt	Trained	71	
	Rice	Trained	114	
	Wallace	Trained	67	
	Johnson	Veteran	96	
	Pegram	Superb	366	
	Zimmerman	Veteran	65	
	Crenshaw	Trained	76	
	Marye	Trained	71	
	Brander	Veteran	65	
	McGraw	Trained	89	
	Cavalry	Stuart	Superb	7,591
1/Cav	Hampton	Experienced	1,746	
	1st North Carolina	Veteran	407	
	1st South Carolina	Trained	339	
	2nd South Carolina	Veteran	186	
	Cobb's Legion	Trained	330	
	Jeff Davis Legion	Trained	246	
	Phillip's Legion	Trained	238	
	2/Cav	F. Lee	Experienced	1,909
	1st Maryland Battalion	Veteran	310	
	1st Virginia	Elite	310	
2nd Virginia	Elite	385		
3rd Virginia	Elite	210		
4th Virginia	Trained	544		
5th Virginia	Elite	150		
3/Cav	Chambliss	Competent	1,169	
	2nd North Carolina	Trained	145	
	9th Virginia	Trained	490	
	10th Virginia	Trained	236	
	13th Virginia	Trained	298	



4/Cav	Robertson	Competent	962
	4th North Carolina	Trained	504
	5th North Carolina	Trained	458
5/Cav	Jenkins	Competent	1,175
	14th Virginia	Trained	265
	16th Virginia	Trained	265
	17th Virginia	Trained	241
	34th Virginia Battalion	Trained	172
	36th Virginia Battalion	Trained	125
Horse Artillery	Jackson	Veteran	107
	Beckham		630
	Breated	Veteran	106
	Chew*	Elite	99
	Griffin	Veteran	106
	Hart	Veteran	107
	McGregor	Veteran	106
	Moorman	Veteran	106



Appendix D) Selected Reading List

The Gettysburg Campaign, by Edwin Coddington

Gettysburg: July 1, by David G. Martin

Gettysburg: Culp's Hill and Cemetery Hill, by Harry W. Pfanz

Gettysburg: The Second Day, by Harry W. Pfanz

Regimental Strengths and Losses at Gettysburg,
by Busey and Martin

The Army of Robert E. Lee, by Phillip Katcher

The Civil War: A Narrative, by Shelby Foote

