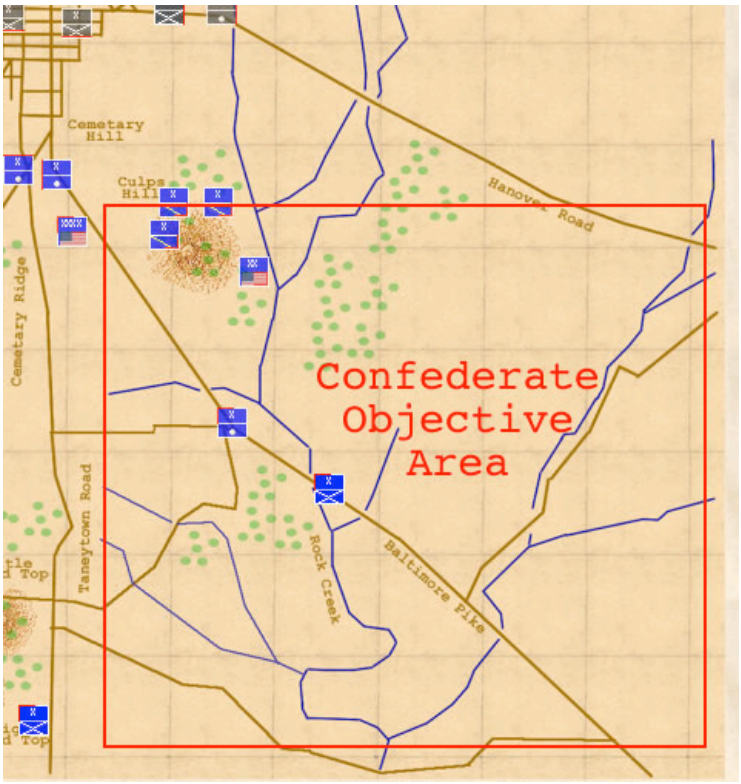
Gettysburg

Following his stunning victory at the Battle of Chancellorsville, General Robert E. Lee decided to attempt a second invasion of the North. He felt such a move would disrupt the Union Army's plans for the summer campaign, would allow his army to live off the rich farms of Pennsylvania, and would aid in reducing pressure on the Confederate garrison at Vicksburg, Mississippi. In the wake of Lt. Gen. Thomas "Stonewall" Jackson's death, Lee reorganized his army into three corps commanded by Lt. Gen. James Longstreet, Lt. Gen. Richard Ewell, and Lt. Gen. A.P. Hill. On June 3, 1863, Lee quietly began moving his forces away from Fredericksburg, Virginia.

The Game's Goal

Confederate: Get as many of your units as possible to the east of the Taneytown Road, and south of the Hanover Road. Having access to the Baltimore Pike will put your army in a position to threaten Washington, and possibly causing the Union to sue for peace.

Union: Prevent the Confederate forces from gaining access to the Baltimore pike.



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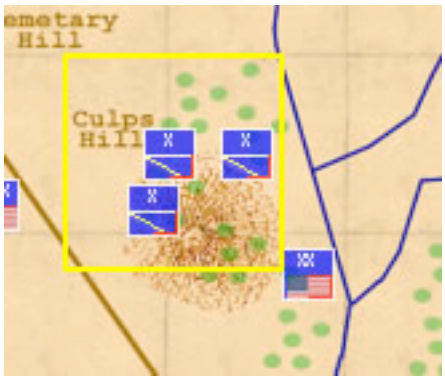
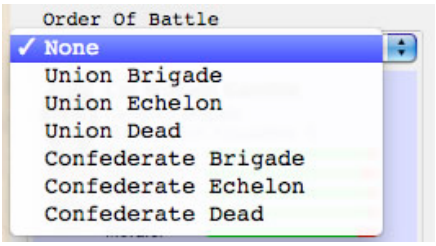
General use notes

While playing either side, you will experience all of the frustrations that a commander in the field experiences. Your men will get fatigued while marching, so move them effectively. Their morale is affected by fatigue, casualties, leadership, and supply, which affects their unit's overall combat strength. Supply is critical. If you let a unit(s) get cut off from supply, they will run out of ammunition very quickly, and be slaughtered. If you let a unit run out of ammunition before allowing them to disengage, and resupply they will be slaughtered. You need to pay close attention to all of these factors in each of the units that you command to be successful. Use your artillery. An artillery barrage not only causes attrition, but it also causes battle fatigue. An artillery barrage before an attack will increase the likelihood that the attack will be successful. Defenders have an advantage, you should have a 2:1 ratio in men to be successful in an attack. Flanking a enemy unit (attacking them from the side or rear) gives you an advantage when attacking. Use "**Attack All Hazards**", and "**Defend All Hazards**" judiciously, units in this ROE (Rules of Engagement) will fight to the death.

All of your artillery units targeting and firing decisions are made by the artillery unit commander. Your role in artillery use is to place your artillery strategically to support your infantry. The artillery unit commander will decide who to fire at, usually at the closest opposing unit, or in the case of an attack, will switch to canister for self-defense. An artillery unit that is "No Fire" will not fire under any circumstances. You can use this ROE to conserve ammunition, but it is risky to leave an artillery unit with a "No Fire" ROE.



To order a unit(s) to take an action, select the unit(s), either by clicking the mouse on the unit(s), or selecting multiple units by drawing a box around them with the mouse, or hold down the "shift" key while selecting them with the mouse individually. If two units are stacked on top of each other, and you want to select one, you can always select it from the Order of Battle list on the right side of the game window. You can also select the units "by echelon" by choosing "**Union Echelon**" or "**Confederate Echelon**" in the Order of Battle filter, and then choosing the commander of the division or corps in the Order of Battle list that you would like to move as a group. Note: change this filter back to None to choose / move units individually.



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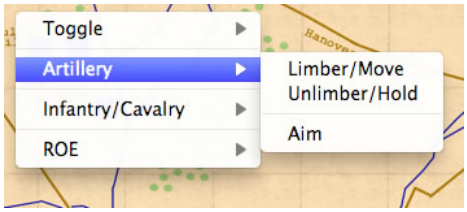
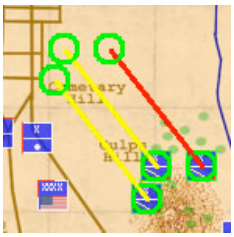
To bring up the orders menu, right click the mouse. On a Macintosh computer without a right mouse button, bring up the orders menu by holding down the "**control**" key and clicking the mouse. The orders menu will show orders that you can give to the selected units based on the unit's type.



Artillery units operate independently of infantry, and cavalry units. If you group select units that are mixed infantry, cavalry, and artillery, the game will automatically filter the appropriate units. Artillery units receive their orders separately and have their own orders menu, and must be selected and ordered separately.



If you select multiple units, you are able to move them in echelon, or in the case of artillery aim them in echelon. This is helpful when planning coordinated attacks.

Orders of movement type (**Move**, **Attack**, **Attack All Hazards**) are entered in a multi-step process. Select the units that you wish to move, select the movement type from the orders menu, the cursor will change to a pointing finger. Click where you'd like the units to move. If it is a simple one step move, you can just let the mouse up. If it is a multi-step move, keep the mouse down, and press the "**x**" at each spot where you'd like the units to move, letting the mouse up when the final movement point has been entered. If you'd like to see the movements that you've entered, see "**Toggle Waypoints**" described below. Be aware of the terrain when entering movements. Units will travel fastest, and incur the least fatigue on roads. If you order a unit to cross a creek, forested land, or steep hills they will move more slowly, and incur more fatigue. You have to monitor the fatigue of units that you have moved. Their fatigue levels affect their overall combat strength. It would be very unwise to ask infantry units to attack a mile across an open field in 80 degree heat and expect them to fight at their destination at full strength.

Context Menu "**Hold**", or keyboard "**H**" (infantry), or keyboard "**u**" (unlimber artillery)
- Hold orders the selected units to hold, clears the unit's waypoints, and retreat plan.

Context Menu "**Defend**", or keyboard "**d**"
- Defend orders the selected units to defend, and fight until exhausted, clears the unit's waypoints, and retreat plan.

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Context Menu "**Defend All Hazards**", or keyboard "**D**"
- Defend All Hazards orders the selected units to defend, and fight to the death, clears the unit's waypoints, and retreat plan.

Context Menu "**Move**", or keyboard "**m**" (infantry), or keyboard "**l**" (limber artillery)
- Move orders the selected units to move at an easily sustainable pace incurring minimum fatigue, clears the unit's waypoints, and retreat plan, and puts the game map into a state where one or more movements may be entered. The mouse cursor will change to a pointing finger to indicate the placement of the next movement waypoint, which is set by pressing the "**x**" key or letting the mouse up, until the final waypoint is entered. When "moving", at the end of the final movement, the unit will be placed in a "Hold" posture with "Weapons Tight."

Context Menu "**Attack**", or keyboard "**a**"
- Attack orders the selected units to move at a rapid pace incurring greater fatigue, clears the unit's waypoints, and retreat plan, and puts the game map into a state where one or more attack movements may be entered. The mouse cursor will change to a pointing finger to indicate the placement of the next attack waypoint , which is set by pressing the "**x**" key or letting the mouse up, until the final waypoint is entered. When "attacking", at the end of the final movement, if no opposing force has been encountered, the unit will be placed in a "Defend" posture with "Weapons Tight" to defend the area that they were ordered to "attack." The player can use this mode of troop movement where they want their men to attack any encountered opposing force en-route to a piece of ground that they want to hold. Caution should be used for this mode of movement because of the level of fatigue incurred while the unit is "attacking."

Context Menu "**Attack All Hazards**", or keyboard "**A**"
- Attack All Hazards orders the selected units to move at a double quick pace incurring greatest fatigue, clears the unit's waypoints, and retreat plan, and puts the game map into a state where one or more attack movements may be entered. The mouse cursor will change to a pointing finger to indicate the placement of the next attack waypoint, which is set by pressing the "**x**" key or letting the mouse up, until the final waypoint is entered. When "attacking", at the end of the final movement, if no opposing force has been encountered, the unit will be placed in a "Defend" posture with "Weapons Tight" to defend the area that they were ordered to "attack." The player can use this mode of troop movement where they want their men to attack any encountered opposing force en-route to a piece of ground that they want to hold. Caution should be used for this mode of movement because of the level of fatigue incurred while the unit is "attacking", and the unit's will fight to the death.

Context Menu "**Disengage**", or keyboard "**-**"
- Disengage orders the selected units to disengage from their current engagement, allowing them to be ordered to do other things. Disengaging is an expensive way to maneuver units. If you disengage a unit(s), and the opposing unit is on the attack, it may follow the disengaging unit as long as is practicable inflicting casualties on the

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disengaging force, with the disengaging force sustaining casualties at a “flanked” rate! An Artillery unit that is disengaging from a fight will do its best to cover an orderly retreat with cannister fire, but the effectiveness of the fire will be diminished.

Context Menu “**Heading**”, or keyboard “**h**”
- Heading orders the unit to face in ordered compass direction. The unit’s direction is important, especially when defending, to avoid being flanked by an opposing unit.

Context Menu “**Aim**”, or keyboard “**p**”
- Aim orders for artillery units only. Orders the selected artillery units to “point” their guns at the user selected aim point. The range is checked as the aim point is set to make sure that it is in artillery range. To have the artillery units open fire on their “aim points” set their ROE to “Weapons Free”. Note: if an opposing force comes within small arms range of an artillery unit, the artillery unit will go into “self defense mode” and automatically change its aim point to the opposing force’s location, and fire cannister into the opposing force. A cannister barrage is devastating to the opposing force and should be taken into consideration when formulating attack plans.

Context Menu “**Toggle Waypoints**”, or keyboard “**1**”
- Toggle Waypoints displays the movement orders for the selected units. This is helpful when planning a coordinated attack.

Context Menu “**Toggle Names**”, or keyboard “**2**”
- Toggle Names displays the selected unit’s commander’s names. This is helpful when selecting units by name when planning an attack.

Context Menu “**Toggle Aimpoints**”, or keyboard “**3**”
-Toggle Aimpoints displays the aim points of the selected artillery units. This is helpful when planning a coordinated attacked supported by artillery.

Context Menu “**Toggle Subordinates**”, or keyboard “**4**”
- Toggle Subordinates highlights the units that are under the selected unit’s command and is helpful when keeping the commanders close to their subordinate unit’s. This increases the level of command and control for all of the units in the command.

Context Menu “**No Fire**”, or keyboard “**n**”
- No Fire orders the selected units not to fire. This is helpful to set commanders headquarters to the lowest engagement status so that they do not actively join a fight, or to rest artillery units that have fired until they are exhausted.

Context Menu “**Weapons Tight**”, or keyboard “**t**”
- Weapons Tight orders the selected units not to fire unless fired upon. This is helpful when moving a unit(s) where you do not want them to engage the enemy unless fired upon, and also to rest artillery units that have fired until they are exhausted.

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Context Menu “**Weapons Free**”, or keyboard “**f**”
- Weapons Free orders the selected units to engage any enemy unit that they encounter.

Keyboard only commands

“**g**”
- Go, run game.

“**s**”
- Stop, stop game.

“**x**”
- Drop waypoint, used with **Move**, **Attack**, and **Attack All Hazards** to enter multi-step movements.

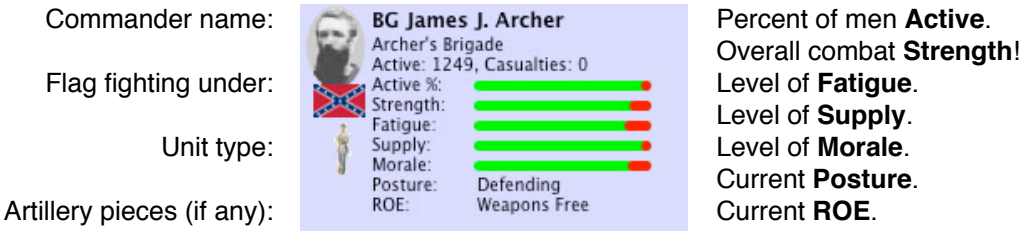
“**esc**”
- Escape key cancels any movement, pointing, etc. that the user had initiated.

“**right arrow**”
- Increases game speed.

“**left arrow**”
- Reduces game speed.

Unit Information

Notice the red lines on the lower right corner of unit, this demonstrates the direction in which the unit is pointing. This is important to keep track of when forming a line of battle.



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Unit Sizes

Army (xxxx), commander of one or more Corps, with a Headquarters contingent.

Corps (xxx), commander of one or more Divisions, with a Headquarters contingent.

Division (xx), commander of one or more Brigades, with a Headquarters contingent.

Brigade (x), basic fighting unit of about 1000-2000 men.

Unit Types

Commander (w/ flag), commander of one or more units, with a Headquarters contingent.

Artillery (**.**), heavy artillery.

Cavalry (****), horse mounted, usually accompanied by a few field artillery pieces.

Infantry (X), straight leg infantry units.

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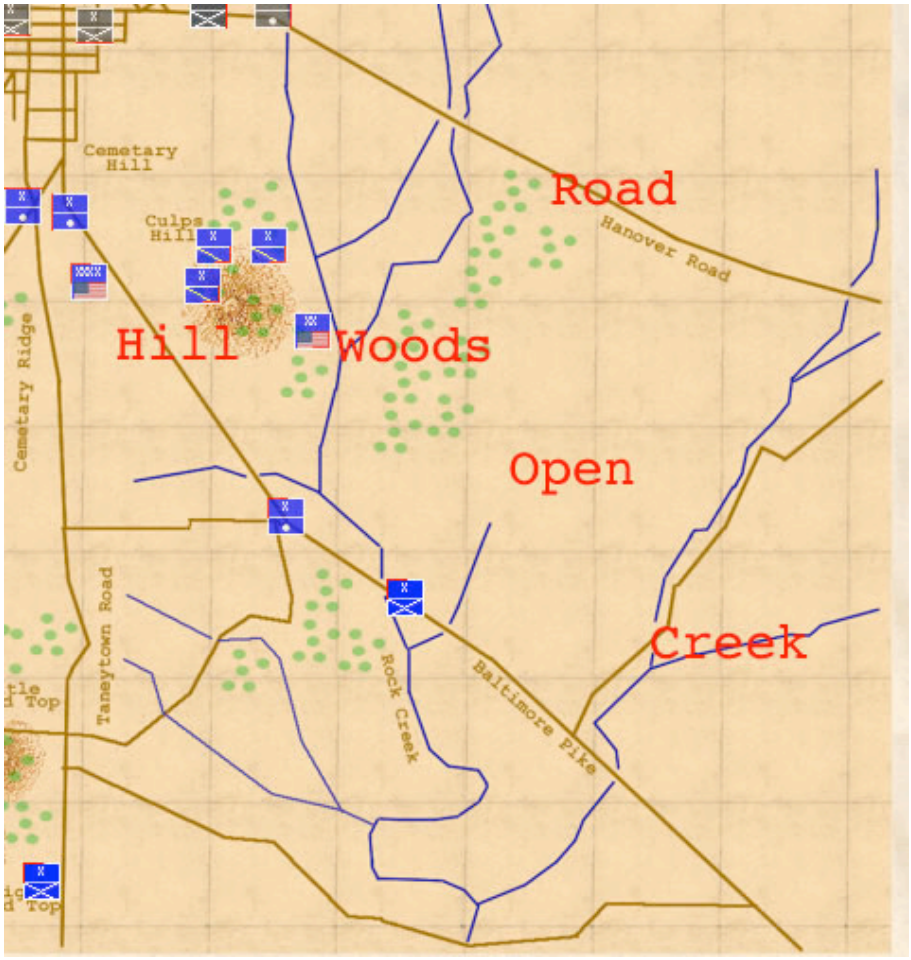
Geo Features



Road - Easiest and fastest to travel.

Hill - Difficult to traverse, good for defense.

Woods - Fairly easy to travel, good for defense.

Creek - Difficult to traverse, good to form defensive line along.

Open - Easy to traverse, open ground.

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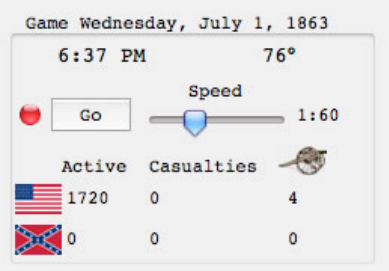
Game Control Panel

Game Date

Game time:

Go / Stop:

Selected unit's aggregate status:



Current temperature.

Game speed.

Game Control Panel Notes

You can get a snapshot of how an engagement at a location on the battlefield is going by selecting both sides units that are fighting, and look at the aggregate status. You can see a more detailed unit status by examining the individual units listed in in the Order of Battle list. This is also useful to size up an opposing unit's strength while planning an attack.

If you are planning a detailed coordinated attack, it is best to stop the game to limit confusion. When the fighting is hot, you should probably not run that game at it's maximum speed to give you time to react if things start going badly.

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