

Gettysburg at the Gallop

Unit Scale

Each army is made up of stands grouped together to form divisions (Confederate) or Corps (Union). These must keep in contact either across a number of squares or all in the same square. The stacking limit for squares on the board is 4 stands. Each group is led by a general figure and may have artillery attached. These do not count as stands for stacking purposes nor do skirmisher stands.

Move Sequence

Each turn plays out as follows:

1. Place newly arrived units (umpire)
2. Confederate move
3. Union fire
4. Confederate fire
5. Confederate charges and hand combat
6. Repeat steps 2-5 for the Union player.

Movement

All movement is by squares marked on the board. All units move along roads in road column.

Troop Type	normal	bad going	roads
Inf/Art	2	1	4
Cav/Gen	4	1 (Gen 2)	6
Skirmishers	3	3	-

All units my turn to face within squares for free.

It takes half a move to deploy from road column or limber/unlimber guns

Firing

Each stand has a coloured dot on the left rear of the base. This is the amount and strength of the shots it has in combat. Hits are inflicted on stands and all stands can take 2 hits before elimination. Veteran stands (black dots) can take 3 hits. Hits are spread evenly across all the stands in the front rank of a square. Roll 1D6 per dot and consult the table. Line of sight is 45 degrees from straight ahead obstacles permitting. Front rank stands only may fire.

Troop Type	Range	Score to hit
Infantry	1 square	5,6
2 nd rate	“	6
Veteran	“	4,5,6
Artillery	4 squares	5,6
Skirmishers	1 (2 rifled arms)	6

Add 1 to die roll for:

- artillery firing into adjacent square
- infantry firing from prepared positions
- rifled guns firing counter battery/ smoothbore into adjacent squares
- enfilade fire

Subtract 1 from die roll for:

- Artillery firing over 3 squares
- Firing against troops behind soft cover.

Subtract 2 for any firing against troops in buildings or entrenched.

Hand Combat

In order to initiate hand combat, the phasing side declares a charge into an adjacent square. This has to be done to occupy even enemy owned squares emptied by firing that move. These can only be done on vertical lines; there are no diagonal links. Only 4 formed units may charge. Skirmishers may not charge other than other skirmishers.

Sequence

Both sides roll the number of combat dice determined by their dots on the unit bases of formed units. Then compare scores.

Any unmodified 6's rolled cause automatic hits. Opposing die rolls that are identical cancel each other out and are discarded. Add/subtract the following to the resultant final totals to get a final score

+ 1	Confederates charging, each veteran unit, each artillery stand defending, flank/rear charge
-1	Attacking soft cover and/or over bad going, each 2 nd rate unit, hit on flank/rear
-2	Attacking entrenchments or into built up areas
+	The combat value of any general leading the charge/defending the square

Combat results

Winner does not double losers score	Loser retreats 1 square and takes a hit
Winner scores double attackers score or more	Loser retreats 2 squares and takes 2 hits

Divisions and Corps losing half their stands or more, need to have a general present to remain in combat. If not they retreat 2 squares per turn until moving off the table edge. They can be stopped by being joined by another general.

Risks to General

If a general is involved in combat, roll 1D6. He receives a hit on a score of 1,2 or 3.