

# GUNS AT GETTYSBURG

25/28mm Play sheet

The Angus Wargames Club designed Play sheet for use with © Guns At Gettysberg by David Brown

THE GAME TURN				
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INITIATIVE: Roll 2D6			
Excellent C in C +1	Poor C in C -1	Drunkard C in C -2	Confederate C in C Eastern Theatre 1861-63 +1

DIVISION CHANGE OF ORDERS (Roll 2D6) Excellent C in C +1, Poor C in C -1	
Current Order	Die roll required
Attack	10
Defend	9
Reserve or Re-deploy	7
Modifiers	
C in C or Corps General in Base to Base Contact with Divisional General	+2

BRIGADE CHANGE OF ORDERS (Roll 2D6) Confederate & Union = 6 or more Outstanding/Excellent C in C +1, Poor C in C -1, Drunkard C in C -2	
Situation Modifiers	
Divisional General outside 24" or commanding a brigade	-2
Divisional General outside 24" and commanding a brigade	-3
Divisional General in base to base contact with brigade general	+2
<i>Optional: Recipient of Order in Dense Woods or Similar</i>	-2

CHANGE OF ORDER BY BRIGADE GENERAL'S INITIATIVE (Roll 2D6) Confederate & Union = 8 or more			
Confederate changing to assault order +1	Outstanding/Excellent +1	Poor -1	Drunkard -2
Unmodified 2 or 3 = Loss of Nerve/Panic			

ORDER CHARGE RESTRICTIONS (See page 18)					
ORDER	CAVALRY		INFANTRY		NOTES
	Charge	Counter-charge	Charge	Counter-charge	
Assault	Unlimited	Unlimited	Unlimited	Unlimited	At least 50% of troops must advance 1/2 move
Engage	1	Unlimited	Unformed only	Unlimited	1 unit within charge/musket range.
Support	1	Unlimited	Unformed only	Unlimited	Support left/right flank or rear
Move	None	Unlimited	None	None	If attacked will revert to hold orders
Hold	None	Unlimited	None	None	Movement within Brigade area is OK

CHARGE PROCEDURE (See page 20)
Chargers move to halfway point
Defenders react / Fire
Support Fire
Chargers test morale to charge home
Defenders & Counter-chargers test morale

MOVEMENT TABLE					
Unit		Movement	Charge	Evade	Retreat & Rout
Infantry	Line	8"	10"	N/A	12"
	Extended Line	8"	10"	N/A	12"
	Column	10"	12"	N/A	12"
	Skirmish	10"	12"	12"	12"
Cavalry		14"	20"	20"	20"
Limbered Artillery		12"	.	12"	12"
20 Pdr+ LIMBERED ARTILLERY		7"	.	7"	7"
Prolonged Artillery		4"	.	N/A	.
Generals		18"	.	.	.

FORMATION CHANGES				
	Column	Line	Extended Line	Skirmish
Column	½	1	1	1
Line/Extended Line	1	½	½	1
Skirmish	1	1	1	1
Unformed & Faltering	1	1	1	1
Mount/Dismount	1	1	1	1
Deploy recall brigade skirmishers; (If Skirm. Regt. Or ½ Regt.)				½ (1)
Infantry or Cavalry Step Back				6"
Occupy or Leave a built up area or works				1
Limber or Unlimber Battery (If 20pdr+)				½ (1)
About Face or Reform a Battery				1
Gone to Ground – Get up! Regulars & above = 7+, Green/Militia = 6+, (Page 25)				No Cost.

TERRAIN EFFECTS ON MOVEMENT (See page 27)				
Terrain	Cavalry	Infantry	Artillery	Skirmishers
Good	None	None	None	None
Difficult	½ speed/unformed/ No charge	½ speed	½ speed/ No deployment	None
Severe	No entry allowed	½ speed/unformed	No entry allowed	½ speed

CROSSING DEFENCES TABLE (page 49)		
Obstacle	Effect On Movement	Effect On Formation (Roll 1d6)
Abatis & Wire	Infantry - ½ turn to cross Cavalry/artillery - n/a	1/2 - unit crosses but becomes unformed. 3 - if abatis unit goes to ground behind abatis If wire, treat as 1/2 result. 4/6 - no effect.
Palisades	Infantry - ½ turn to cross Cavalry/artillery - n/a	1/3 - unit crosses but becomes unformed and loses 1 casualty. 4/5 - unit goes to ground behind palisades. 6 no effect.
Works & Trenches	Infantry - ½ turn to cross (no cost if charging into.) Cavalry/artillery - n/a	Infantry - no effect on formation Cavalry/artillery - n/a

RECALL SKIRMISHERS TABLE (see page 36)	
Grade	Score Required
Crack & Elite	6
Veteran	7
Regular	8
Green/Militia	10
Modifiers	
Only Half Regt. Deployed	+2
Over 40cm (24") from enemy	+3
In Dense Woods, etc.	-2

SKIRMISH FIRING (See page 36), (45° arc)
All Sharpshooters roll 2D6 per 3 Figures
1st rate Skirmishers roll 2D6 per 4 figs.
2nd rate Skirmishers roll 2D6 per 5 figs.
If 2 or more figs left roll 1D6
Rolled 6's = 1 casualty (or risk to General if Sharpshooters)
Ignore Range/Target Formation. ½ casualties vs. Cover, etc.

INFANTRY FIRING RANGES (30° arc)			ARTILLERY RANGES			
	Effective	Long		Canister	Shot-Effective	Shot - Long
Smoothbore musket	0 – 6"	7 – 12"	6 pdr smoothbore	12"	0 – 21"	21 – 45"
Rifled Musket	0 – 8"	9 – 16"	12 pdr smoothbore	13"	0 – 24"	25 – 48"
Carbines	0 – 6"	7 – 14"	Mixed Artillery	12"	0 – 27"	28 – 54"
Repeaters	0 – 6"	7 – 14"	Rifled artillery	12"	0 – 30"	31 – 60"
Snipers	Max Range	21"	20pdr artillery	13"	0 – 30"	31 – 60"
INFANTRY & ARTILLERY FIRE MODIFIERS						
Infantry Modifiers		Artillery Modifiers		Target Modifiers		
Unit Is:	Modifier	Unit Is:	Modifier	Target Is:	Modifier	
Crack or Elite	+1	Elite	+1	Enfiladed	+2	
Veteran/Line/Green	0	Green/Militia	-1	Massed	+1	
Militia	-2	20pdr Rifled firing shot/shell	+1	In Column	+1	
In Extended Line	-1	6pdr firing canister	+4	Extended Line	-1	
Unformed	-2	12pdr S/B firing canister	+5	Deployed Artillery	-3	
"Pour it On" *	x½ / x2	Mixed Battery firing canister	+4	Skirmishers	-4	
Fired Last Turn	-1	Rifled Battery firing canister – if 20 pdr	+4 +5	In Light Cover or has Gone to Ground	-1 (+ Fire-pits)	
Gone to Ground	½ casualties	Battery moved or unlimbered	-2	In Cover	-2	
Low on Ammo	½ casualties	Unformed Battery	-2	In Works	-4 (-3 if rifled Art)	
		Low on Ammo	½ casualties	At Long Range	½ casualties	

\* = Breech/Repeater only, x ½ / x2 No. of Figs firing.

MUSKETRY CASUALTY TABLE										
Number of Figures Firing	Modified Dice Score									
	0	1-2	3-4	5-6	7-8	9-10	11-12	13-14	15-16	17-18
9 or Less	-	-	-	½	1	1	2	2	3	3
10 – 15	-	-	½	1	2	3	3	4	4	5
16 – 21	-	½	1	2	3	3	4	4	5	5
22 – 27	½	1	2	3	3	4	4	5	5	6
28 – 34	½	1	2	3	4	4	5	5	6	6
35 +	1	2	3	4	4	5	5	6	6	7

The above number equals figures lost

ARTILLERY CASUALTY TABLE										
Number of Guns Firing	Modified Dice Score									
	0	1-2	3-4	5-6	7-8	9-10	11-12	13-14	15-16	17-18
1	-	-	-	½	½	1	1	2	3	4 ½
2	-	-	½	½	1	1 ½	2	3 ½	5	6 ½
3	-	-	½	1	1 ½	2	3	4 ½	6	7 ½

The above number equals figures lost

MELEE MODIFIERS					
Troop Types		Formation & Grading		Situation	
Infantry	+2	Charging or Pursuing	+2	If Unformed or Faltering	-2
Artillery	0	Following up in Melee	+2	If Recoiled in Melee	-2
Foot Vs. Cavalry (1)	½	Infantry in Extended Line	-1	If Retreating (7)	-6
Cavalry	+2	Infantry in Column (3)	+1	Attacked in Flank or Rear	-4
Cavalry + Shotguns, etc (2)	+1	Infantry with Smoothbores (4)	+1	50% or More Casualties	-4
Crack or Elite	x½ / x2	Infantry with Breechloaders (5)	x½	In Cover or Uphill (8)	+1
Veteran/Regular/Green	0	Infantry with Repeaters (5)	x 2	In Works (9)	+2/+3
Militia	-1	Brigade Attack Column	-	Outnumber Enemy: -	+1
C in C/Brigadier attached	+1	Each Supporting Line (6)	+1	For every 50%. (Max +6)	+1
Notes					
(1)	Foot count half their numbers vs. cav. Unless in difficult terrain				
(2)	Only Applies in the first melee turn.				
(3)	N/A in Buildings/Cover or vs. buildings/cover				
(4)	Buck & ball, etc.				
(5)	x ½ or x 2 number of figures in unit. N/A if already Low On Ammo Any double rolled = Low On Ammo.				
(6)	Each support must be within 12" & behind lead unit & in same brigade.				
(7)	Includes unformed modifier				
(8)	Only applicable if enemy are o/s cover, etc.				
(9)	Apply appropriate works modifier				

MELEE RESULTS TABLE			
Score	Result	Winning Cavalry Reaction	Winning Infantry Reaction
8 or more	Loser Routs	Cavalry takes Pursuit Test	Infantry take Pursuit Test
7 – 3	Loser Retreats	Cavalry takes Pursuit Test	Infantry take Pursuit Test
2 – 1	Loser recoils (6") Infantry & Artillery Retreat If recoiled by Cavalry	Cavalry Follow Up If Losers Recoil. Cavalry takes Pursuit Test if Losers Retreat	Infantry take may follow up or stand. Retreating units continue to Retreat
0	Draw: Continue to Melee next turn *		

\* Exception: Cavalry must retire to their Own Lines to reform if they draw against infantry.

MELEE CASUALTIES	
Winning Cavalry v Retreating or Routing Foot (Includes first round Foot Broke)	1 per 1
Winning Cavalry v Cavalry (N/A to Recoil)	1 per 4
Winning Cavalry v Recoiled Cavalry	1 per 6
Losing or Drawing Cavalry v All	1 per 8
Winning Infantry or Artillery v All (N/A to Recoil. Foot count half number v Cavalry)	1 per 4
Winning Infantry or Artillery v Recoiled Infantry or Cavalry	1 per 6
Losing or Drawing Infantry or Artillery v All (Foot count half their number v Cavalry)	1 per 12

PURSUIT TEST MODIFIERS	
C in C/Brigadier within 15cm (12")	+1
Crack or Elite	+1
Veteran or Regular	0
Green or Militia	-1
Confederate Inf. 1861–63 & all Cavalry	-1

PURSUIT TEST RESULTS (Take After Melee)	
10 or more	Superb Discipline! Remain Formed & Act as Desired. If Pursued last turn or are unformed then act as in 9 below.
9	Unformed! Unit may either stand & reform or retire and reform.
8 – 7	Halt! – Tuckered Out! Unformed. Infantry Halt/Retire. Cavalry Retire to Own Lines
6 or less	Pursue! Unit unformed & pursues unit just defeated. If not possible, Cav. carry out an Uncontrolled Charge towards nearest enemy unit within 45° arc. If Infantry or no targets available for cavalry then act as in 8 – 7.

MORALE TESTS	
UNIT MORALE TEST REQUIRED	BRIGADE MORALE TEST REQUIRED
To Charge home or Counter-charge	Brigade General is disgraced/shot or shot by a sniper
Being charged by enemy troops that have passed their to charge home test	Any Brigade unit routing or dispersing after melee or morale tests and within 12" of fellow brigade units.
Receiving 10% or more casualties in one turn.	All Brigade units are retreating, routing or dispersed.
Reaches Dispersal point. (Reduced to 50% strength or less.)	All brigades test if the C in C is disgraced/shot or shot by a sniper
Fired in rear by enemy close order infantry or Artillery at effective range or less.	
Friends routing within 12"	
To rally from retreat or rout.	

UNIT MORALE TEST	
Excellent C in C or Brigadier attached	+2
C in C or Brigadier within 12" (1)	+1
Elite & Veteran ( <i>Crack Infantry</i> = +2)	+1
Green & Militia	-1
In Cover, Hasty works or Uphill (2)	+1
Defending Works	+2
For Each 10% Casualties lost (if Confederate Inf. -3 Max) (3)	-1
Testing to Charge Flank, Rear, Unformed or Skirmishers (4)	+1
Cavalry testing to charge Formed Infantry or Artillery	-1
Each Casualty Suffered in Charge (Max -2 if Green/Militia in Col.) (5)	-1
In Brigade Attack Column – each supporting line (6)	+1
Infantry or Artillery Charged by Infantry in Line/Extended Line	-1
Infantry or Artillery Charged by Infantry in Column (if in works)	-2 (-1)
Infantry or Artillery Charged by Cavalry	-1
Unit is Charged in Flank or Rear	-4
Unit is Charged and in Extended Line or Faltering, Unformed or Retreating.	-1
Unit is Faltering, Unformed or Retreating.	-1
Unit is Routing Federals or Routing Confederate Cav./Arty.	-1
Unit is Routing Confederate Infantry	-2
Each enemy unit Retreating or Routing within 12"	+1
Each friendly unit Retreating or Routing within 12"	-1
Notes	
(1)	N/A if Drunkard
(2)	+1 for each category that applies. No unit may claim cover benefit if enemy units are within the same cover. This modifier is not applicable to light cover.
(3)	Confederate infantry ignores any 10% casualties above 30%.
(4)	N/A if skirmishers
(5)	Green & Militia units deployed in battalion column or brigade column will suffer a maximum modifier of -2 regardless of the number of casualties suffered. This helps to reflect the keen and somewhat reckless enthusiasm of unseasoned units, especially when deployed in the more cohesive column formation.
(6)	Supports must be formed & within 12"

UNIT MORALE TEST RESULTS					
Modified Dice Score	To Charge	Being Charged	Other	Rally from Retreat	Rally form Rout
7 +	Charge!	Counter Charge/Stand	Obey Orders	Rally	Rally
6	Halt & Volley	Falter	Obey Orders	Rally	Rally
5	** Go to Ground	Falter & Recoil 6"	* Go to Ground/ Obey Orders	Rally	Rally
4 – 3	Falter	Retreat	Falter	Fail	Disperse
2 – 0	Retreat	Retreat	Retreat	Rout	Disperse
- 1 or less	Rout	Rout	Rout	Disperse	Disperse
* If infantry under fire – Go to Ground, all other situations – obey orders					
** If infantry under fire – Go to Ground, all others – Falter					

BRIGADE MORALE TEST	
C in C or Brigade General Commanding (N/A if Drunkard)	+1 (lightly wounded Generals do not command)
Crack & Elite Brigade	+1 (Over 50% of troop type required)
Green & Militia Brigade	-1 (Over 50% of troop type required)
Enemy Retreating or Routing within 12"	+1
Over 50% of the Brigade units are in works or woods	+1 (Includes entrenchments & hasty works)
25% of the Brigade units are Retreating, Routing or Dispersed	-1
50% of the Brigade units are Retreating, Routing or Dispersed	-2
Over 50% of the Brigade units are Retreating, Routing or Dispersed	-3
Brigade has previously Broken	-2

BRIGADE MORALE TEST RESULTS	
6 or more	The Brigade Stands. No adverse effects
5 – 1	The Brigade Breaks & Retires 18". Units are Unformed, Retreating or Routing units Disperse
0 or Less	"I have no Brigade, Sir" The Brigade is removed from play. N/A to Crack or Elite Brigades. Use 5 – 1 above.

MORALE EXPLANATIONS (See page 44)	
MORALE RESULT	DESCRIPTION
DISPERSE	The unit disintegrates and is removed from play, make a brigade morale check
HALT & VOLLEY	Units must halt in their current position for the rest of the turn and volley. They remain formed but may not manoeuvre.
FALTER & RECOIL	As falter but the unit immediately retires, facing the enemy, 6" directly away from the enemy or back towards their own lines (or towards cover if infantry threatened by cavalry). They will interpenetrate and unform other friendly units they encounter. After the recoil the unit may halt and reform or retire further if the player wishes.
FALTER	Units halt and become UNFORMED. May fire if charged. May not move or counter-charge. Unit will rally and reform after spending one movement turn having not moved or fired in that game turn. Unit may not change formation whilst reforming
OBEY ORDERS/STAND	Unit may act as desired
RALLY	Units rally and halt unformed. They may reform in the next movement phase.
RETREAT	Units retreat facing the enemy and move directly away from the enemy or back towards their own lines. They will interpenetrate and unform other friendly troops [NOT SQUARES] during the first half of the initial retreat move; from then on they avoid other troops. Units maintain their original formation for the first half of the retreat move, they then form a "column of mob" Units defending a BUA must retreat clear of the BUA in the first complete retreat move, taking additional movement as required to clear the BUA. Units retreating are UNFORMED; they may not fire but will fight back in melee. If retreating units win a melee they automatically rally, but do not pursue or follow up. Artillery forced to retreat or rout as a result of melee or enemy charge must consult the Emergency Limbering of Artillery table (consult page 44)
ROUT	Units behave as if in retreat except they have their backs to the enemy and do not fight back in melee. Only ONE attempt can be made to rally routing troops, failure and the unit disperses
UNFORMED	Unit has lost cohesion and order Unit may not declare charges/counter-charges. Unit can only fire at targets that are charging/firing at them. May move at column move rate. Units unformed as the result of melee must reform in original formation. Units unformed due to Pursuing or retiring or rallying from retreat/rout or Brigade retirement can reform in any facing or formation.
GO TO GROUND	The men have gone to ground. Place a gone to ground marker next to the unit. Firing is at half effect whilst hugging the dirt. All firing against units that have gone to ground suffer a -1 modifier. In the next or subsequent turns the Brigadier or C in C within 12" may attempt to get the men back up. Roll 2D6 – Regulars and above require 7 or more. Green and Militia require 6 or more. See page 25

LOSS OF NERVE TABLE (See page 19)		
Present Order	Loss Of Nerve New Order	Panic New Order
Assault	N/A	Hold
Engage	Hold	Retire
Support	Hold	Retire
Move	Retire	N/A
Hold	Retire	N/A

DOUBLE SIX & RISK TO GENERAL (See page 47)		
Effects From Close Order Infantry Firing (Page 48)		
TARGET IS	EFFECT	RISK TO GENERAL
Close order Infantry	Target unit falters	YES
Cavalry	Target unit falters	YES
Artillery	Target unit falters	YES
Skirmishers	Target unit loses 2 extra casualties and immediately retires (12")	YES
EFFECTS FROM ARTILLERY FIRE (Including Counter Battery Fire)		
TARGET IS	EFFECT	RISK TO GENERAL
Close order Infantry	Target unit falters	YES
Cavalry	Target unit falters	YES
Artillery	Target unit loses 1 model gun and a minimum of 2 crew figures Target unit falters	YES
Skirmishers – if canister	Target unit loses 2 extra casualties and immediately retires (12")	YES
Skirmishers – if shot or shell	Target unit loses 1 extra casualty	YES
NB Consider Risk of Fire Table if target is in built up area.		
EFFECTS FROM SKIRMISH FIRE		
TARGET IS	EFFECT	RISK TO GENERAL
All	Target loses 1 extra casualty	d6 1/4 No 5/6 Yes
EFFECTS IN MELEE		
OPPONENT IS	EFFECT	RISK TO GENERAL
Infantry	Double casualties inflicted, (only by unit rolling double six) & enemy standard & whiskey supplies seized	YES
Cavalry	Double casualties inflicted, (only by unit rolling double six) & enemy standard & whiskey supplies seized	YES
Artillery	Battery captured, Remove from play. Counts as routed.	YES

DOUBLE SIX TABLE	
DICE ROLL	RESULT
2	Risk to General and Skulkers! (or Barrel Burst if Rifled Artillery firing.)
3	Token - Rally once again
4	Token – Down Packs.
5 - 8	Risk to General
9	Token – Rebel Yell! or Aim Low Boys!
10	Risk to General & Token – Down Packs
11	Risk to General & Token – Rally once again
12	Risk to General & Token – Rebel Yell! or Aim Low Boys!

RISK TO GENERAL TABLE	
DICE ROLL	RESULT
2	"Get back boys" Shot down whilst urging his men to Retreat! Disgraced and removed from play.
3 - 4	"They couldn't hit an elephant at this dist...." General shot down by sniper and removed from play.
5	Staff Officer shot! General loses faith and indulges in whiskey. Removed from play for one complete turn while he sobers up.
6 - 8	Lightly wounded. Removed from play until beginning of next command phase.
9 – 10	Bullet strikes Bible! After sucking lemon carries on as normal
11 - 12	"There he stands like a stonewall"! General doesn't even flinch. The General's heroic action and lack of defamatory language so impress the troops it enables him to immediately recover any one unit from Gone to Ground/Falter? Unformed if within 12"

PERCENTAGE CASUALTY TABLE							
Original Unit Size	% Casualties Lost						
	10 % #	20 %	30 %	40 %	50 % *	60 %	70 %
12	2 #	3	4	5	6 *	8	9
14	2 #	3	5	6	7 *	9	10
16	2 #	4	5	7	8 *	10	12
18	2 #	4	6	8	9 *	11	13
20	2 #	4	6	8	10 *	12	14
22	3 #	5	7	9	11 *	14	16
24	3 #	5	8	10	12 *	15	17
26	3 #	6	8	11	13 *	16	19
28	3 #	6	9	12	14 *	17	20
30	3 #	6	9	12	15 *	18	21
32	4 #	7	10	13	16 *	20	23

# If 10% casualties are inflicted in one turn. Unit requires morale test.  
\* Dispersal test required when 50% casualties reached- see morale section