GETTYSBURG

Order of Play:

(1) Movement - Confederate Player Always moves first
- (a) Roads - 1/2 factor per hex
- (b) Generals - "+1" to unit's listed factor
- (c) Woods - costs an extra factor to enter (unless a road)
- (d) Rough Hills - costs an extra movement factor to enter
  - (i) Hexes: "E6", "F5", "F6"
- (e) Stream - costs an extra factor to enter (unless a road)
- (f) ZOC - an extra factor to enter (unless a road)
  - (i) cannot move from one ZOC to another
- (g) Off gameboard - any unit forced off board is out of the game and cannot re-enter

(2) Combat - After "attacker" moves, any adjacent units must fight
- (a) Attacker can only attack enemy units with its ZOC
- (b) All enemy units within each other's ZOC must engage in battle
- (c) Two units in the same hex must fight in same battle
- (d) The attacker or defender must be in only ONE hex. That is, two or more hexes can never fight against two or more hexes in the same battle.

- (e) **Combat Modifiers (limited to a max of +10):**
  - (i) Hills - Defense +2, unless attacker on same hill
  - (ii) Woods - Defense +1, unless attacker in same woods
  - (iii) Town - Defense +1 if in Gettysburg town hex

(3) Combat Resolution – Both sides roll one die and add any modifiers"
- (a) Defender wins - all attacking units in that combat must retreat
- (b) Attacker wins - all defending units in that combat must retreat
- (c) Losses - if winner wins by 3-5, loser takes 1 loss; if 6 or more, loser takes 2 losses

(4) Retreat – to any adjacent hex:
- (a) Not in an enemy ZOC (if possible)
- (b) Units that started in the same hex must end up in together
- (c) Must keep retreating until empty hex is found, or end up off gameboard
- (d) If all adjacent hexes contain enemy units, then take 1 extra loss

(5) Occupation (Attacker only) – After winning combat, may move any winning units into hexes formerly occupied by defenders