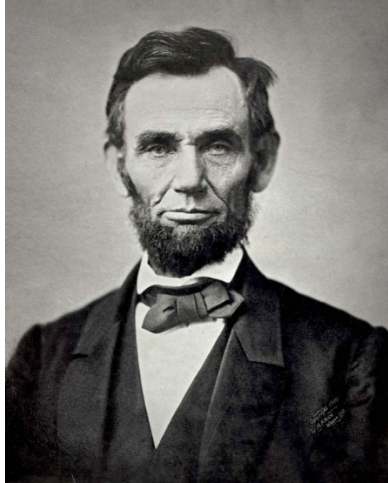


AGE OF LINCOLN - GETTYSBURG



Change - Morale Clocks: Rather than morale for the entire army, in *Age of Lincoln* morale clocks are allocated to each Corps. In order to facilitate this, the players or GM should track hits dealt to and by the Corps individually, we suggest that you assign each corps a unique color

and provide chips or tokens of that color to represent hits dealt by that Corps. Whenever a corps deals damage to an opposing unit through any means other than artillery fire, they issue a chip of their color to the opposing Corps. Whenever a corps removes an opposing unit through any means other than artillery fire, they issue an additional chip of their color to the opposing Corps to which that unit belonged.

At the end of each full turn, the total number of chips are counted, and if there are at least 5 chips allocated across all Corps, then the players proceed one at a time through each Corps, counting how many tokens that Corps has received, and comparing that number to the number of chips of that Corps' color that have been allocated in total to all opposing Corps. If the number of chips the Corps have received are greater than the number of chips they have inflicted, then that Corps loses a morale point. Once all Corps have completed this process of

comparing their chips received with their chips inflicted, all chips are returned to the chip pool, ready to be distributed again.

When the Corps Morale Clock for a Corps hits zero, all elements of that Corps are removed from the table; all of the usual penalties (4, 3, 2, 1 morale) are ignored in this variant.

Gettysburg July 2nd Scenario-specific Morale Clock Rules

Longstreet's Corps starts with 5 morale points. 2 points which are up for grabs between Ewell and Hill. The Confederates generate 1 morale point per turn (Lee) during the Rally Phase, starting on turn two, which can be assigned to either Hill or Ewell. Ewell will also receive one point per turn if he rolls a 6-8 on 1d8. Hill receives one point if he rolls a 7-8.

Once a Confederate Corps begins to attack (moves towards the enemy beyond its set up locations) it cannot be allocated any additional morale points.

Union Morale Clocks - Each Union Corps has a set Morale, as indicated in their Order of Battle. Union units may not initiate attacks except to retake lost ground.

Unit Types:

Name	Move	Combat	Rally	Terrain	Notes
Infantry	8" -2" rough terrain -2" move outside front 180	+3	4	-1	
Cavalry	12"/6"	+0	5	-1	Skirmishers
Artillery	6"/2"	+4	U=4 C=5	-3	24" Range 1-12" hit on 7+ 12-24" hit on 8

N.b. Only artillery may shoot.

Artillery Modifiers:

- 1 per DMZ on shooter
- 1 if target is in Breastworks

Change: Disengagement and Evades

Cavalry may take a DMZ and fall back a full move in response to being charged, as in *Age of Hannibal*.

Change - Supports: In *Age of Hannibal*, units receive support from their left and right base edge. In *Age of Lincoln*, this is expanded to include their rear base edge, meaning units could potentially receive up to +3 in support. Additionally, ALL units can offer and receive support, even Cavalry and Artillery.

Change - Fall Backs: In *Age of Hannibal*, units are destroyed if a friendly base blocks their fall back. In *Age of Lincoln*, they may choose to Push Back the unit behind them, Pass Through, or even Swap Places with the unit behind them. If a unit Swaps Places into contact with the enemy, the combat is not resolved until the following turn.

Artillery: In *Age of Lincoln*, artillery units must end their move facing away from the enemy. Artillery only fires in the ENEMY'S fire phase.

Generals: Meade and Lee are not represented on the battlefield. Corps commanders are represented by figures, as in *Age of Hannibal*. They can be used to activate units for free, confer a +1 Rally bonus but provide no combat bonuses (treat them as +0/+1).



Gettysburg Order of Battle - July 1 Game

Length: 12 Turns

Union Army of the Potomac

General Hancock (Wing Commander - May order any unit. See Scenario Rule.)

General Reynolds (Wing Commander - May order any unit.)

1st Cavalry Division (May always move and do not cause morale loss.)

2 Cavalry Brigades

I Corps - Morale 4

1 Iron Brigade (Elite)

1 Cutler's Brigade (Veteran, +1 Rally)

4 Infantry Brigades

1 Artillery

XI Corps - Morale 3

5 Infantry Brigades

1 Artillery

XII Corps - Morale 2

3 Infantry Brigades

1 Artillery

Set Up:

Cavalry Division and I Corps' Iron & Cutler's Brigade start on McPherson Ridge. The remainder of I Corps start 8-inches or more south of the Seminary.

XI Corps starts on the Taneytown road 8-inches south of Gettysburg.

General Hancock enters on the Baltimore Pike two turns after Reynolds is killed.

XII Corps enters on the Baltimore Pike on turn 8.

Scenario Rule:

If a Corps goes to 0 morale all of its units will take a morale check. If a unit fails it is removed from the game. If it passes it is moved to Cemetery Hill and the Corps' morale is rest to 1.

If General Reynolds/Hancock is on Cemetery Hill he may roll 1d6 each turn. On a 3-6 he may restore one morale point to any one Union Corps this is entirely on Cemetery Hill/Ridge.

Gettysburg Order of Battle - July 1
Confederate Army of Northern Virginia

II Corps - Morale 4

General Ewell

8 Infantry Brigades

1 Gordon's Brigade (Veteran, +1 Combat)

2 Artillery

III Corps - Morale 4

7 Infantry Brigades

1 Brockenbrough's Brigade (Inexperienced, -
1 Combat & Unsteady)

3 Artillery

Set Up:

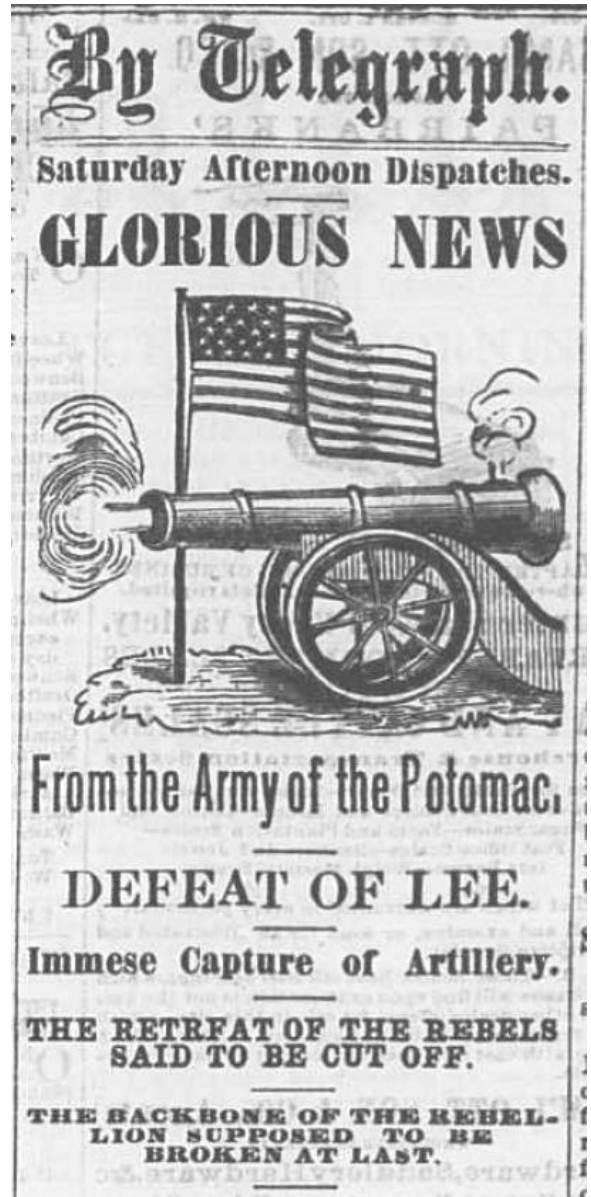
2 Brigades of III Corps start 4-inches from
the Union brigades on McPherson Ridge.

2 Artillery start on Herr Ridge.

6 Brigades and 1 Artillery of III Corps
enter on the Cashtown Road on turn one.

5 Brigades and 2 Artillery of II Corps
enter on turn three on the north board
edge.

4 Brigades and 1 Artillery of II Corps
enter on turn four on the north board edge.



Gettysburg Order of Battle - July 2

Union Army of the Potomac

I Corps

2 Infantry Brigades (Inexperienced, -1 Rally - Represents losses from July 1.)

1 Infantry Brigade

1 Artillery

II Corps

5 Infantry Brigades

1 Infantry Brigade (Wild Charge. Everyone loves the Irish Brigade!)

1 Artillery

III Corps

3 Infantry Brigades

3 Infantry Brigades (Unsteady)

1 Artillery

V Corps

6 Infantry Brigades

1 Artillery

VI Corps

7 Infantry Brigades

1 Artillery

XI Corps

2 Inf Brigades. (Inexperienced, -1 Rally - Represents losses from July 1.)

1 Infantry Brigade

1 Artillery

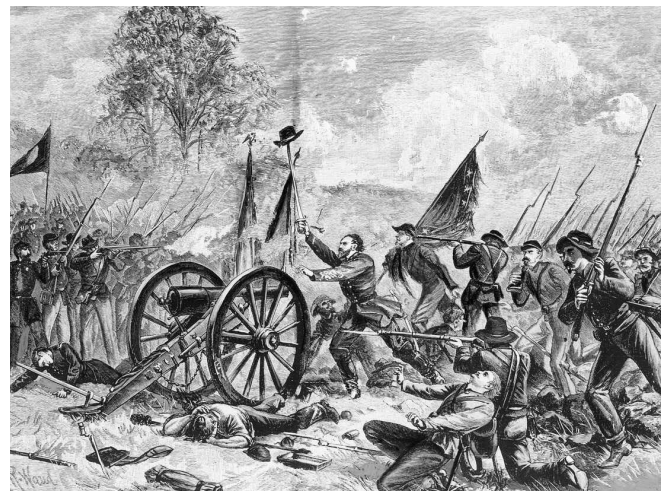
XII Corps

5 Infantry Brigades

1 Artillery

Artillery Reserve

5 Artillery (assign to any Corps)



Gettysburg Order of Battle - July 2
Confederate Army of Northern Virginia

I Corps

7 Infantry Brigades

1 Infantry Brigade (Texas Brigade is Elite.)

3 Artillery

II Corps

8 Infantry Brigades

3 Infantry Brigades (Rodes Division: Inexperienced, -1 combat - Represents losses from July 1.)

3 Artillery

III Corps

8 Infantry Brigades

5 Infantry Brigades (Inexperienced, -1 combat - Represents losses from July 1.)

3 Artillery



General's Characteristics:

Hancock: Movement Bonus -or- +1 Combat, +1 Rally

Slocum: Movement Bonus, +1 Rally

Sickles: +1 Rally

Sedgwick: Movement Bonus, +2 Rally

Sykes: Movement Bonus -or- +1 Rally

