

# GAME MANUAL

# GETTYSBURG

THE TIDE TURNS



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## 1. INTRODUCTION

*Gettysburg: The Tide Turns* is a simulation game of the infamous battle designed by award winning game designer Eric Lee Smith.

Included are the full three-day campaign and five variant scenarios: “The First Day”, “The Second Day”, “The Third Day”, “Pickett’s Charge” and “The Best Three Hours”.

Each hexagon on the map represents 300 yards across and each Infantry and Cavalry Strength Point represents 150 to 300 men. Each Artillery Strength Point represents a battery of 3 to 6 cannons.

## 2. SYSTEM REQUIREMENTS

OS: Windows 7/8/10

CPU: Celeron 2.8GHz or equivalent

RAM: 2Gb

GPU: 512Mb DX9 (shader model 2.0)

### 2.1. INSTALLING THE GAME

Please ensure your system meets the requirements listed above.

To install the game, either double click on the installation file you downloaded or insert the Battle of the Bulge CD into your CD-ROM drive. If you have disabled the autorun function on your CD-ROM or if you are installing from a digital download, double-click on the installation archive file, then double click on the file that is shown inside the archive. Follow all on-screen prompts to complete installation.

You can also launch the game on Steam.

### 2.2. UNINSTALLING THE GAME

Go to the games Windows “Start” menu folder to uninstall the game. Uninstalling through any other method will not properly uninstall the game.

### 2.3. PRODUCT UPDATES

In order to maintain our product excellence, Slitherine Games releases updates containing new features, enhancements, and corrections to any known issues. All our updates are available free on our website: [www.slitherine.com](http://www.slitherine.com)

They can also be downloaded quickly and easily by clicking on the “Update” link in your Game Menu or by using the “Update Game” shortcut in your Windows “Start” menu folder for the game.

### 2.4. MULTI-PLAYER REGISTRATION

We highly recommend registering your game first before playing. You can simply do this through the game menu, from Multiplayer or directly at Slitherine’s website at: [http://www.slitherine.com/sign\\_up](http://www.slitherine.com/sign_up)

This is because you will need a registered account to play Multiplayer games on Slitherine’s PBEM (play by e-mail) server.

When registering you can choose to sign up to the newsletters to receive regular updates, offers and discounts on the rest of Slitherine’s catalogue so it is worth registering!

### 2.5. GAME FORUMS

Our forums are one of the best things about Slitherine Games. Every game has its own forum with our designers, developers and the gamers playing the game. If you are experiencing a problem,

have a question or just an idea on how to make the game better, post a message there.

Go to [www.slitherine.com](http://www.slitherine.com) and click on the Forums link.

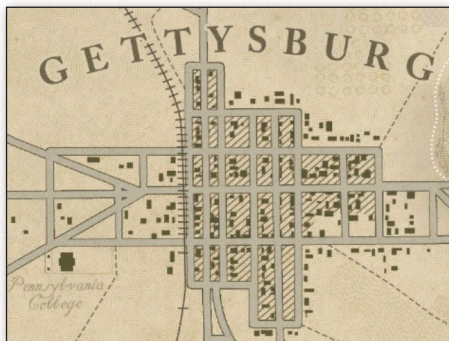
## 2.6. **NEED HELP?**

The best way to contact us if you are having a problem with one of our games is through our Help Desk. Our Help Desk has a FAQs section as well as a dedicated support staff that answer questions within 24 hours, Monday through Friday. Support questions sent in on Saturday and Sunday may wait 48 hours for a reply. You can get to our Help Desk by going to

<http://www.matrixgames.com/helpdesk>

Direct e-mail support: [support@slitherine.co.uk](mailto:support@slitherine.co.uk)

## 3. **MAP FEATURES**



The game map shows the town of Gettysburg and its environs. Historically notable locations and features are reproduced faithfully in the style of maps of the period. The map has been rotated to show North

to the left to better fit on modern wide-screen computer displays.

## 3.1. **OBJECTIVES**

To win, the Confederates must push hard and capture the Victory locations before the Union has time to consolidate their positions. They will have the initiative and superior numbers during the early stages of the battle and must make the most of this.

The Union wins by holding on to Victory Locations and shattering the CSA forces. They have the superior ground, but inferior forces until late in the battle. They must give ground gradually and avoid being destroyed in detail.

## 3.2. **TERRAIN TYPES**

### 3.2.1. **BASE TERRAIN STATS**

TERRAIN TYPE	MOVEMENT COST	COMBAT TO-HIT	BLOCK LOS?	NOTES
Clear	2	5	No	
Woods	3	3	Yes	
Forest	4	2	Yes	
Rough	4	2	No	Cavalry & Artillery NA except on Road/Trail/RR -1 firing from this terrain
Marsh	4	2	Yes	Cavalry & Artillery NA except on Road/Trail/RR -1 firing from this terrain
Town	2	6	Yes	Cavalry & Artillery NA except on Road/Trail/RR -1 firing from this terrain



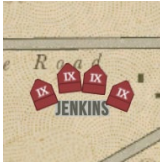
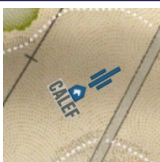
### 3.2.2. TERRAIN FEATURES

TERRAIN FEATURE	MOVEMENT COST	COMBAT HIT MODIFIER	BLOCK LOS?	NOTES
Minor Road/ RR Line	1.5	--	--	When crossed negates cost of the terrain in the hex
Road	1	--	--	When crossed negates cost of the terrain in the hex
Stream	+1	--	--	
Creek	+3	-1	--	To hit modifier does not apply to firing artillery
Bridge	0	-1	--	Negates movement penalty for creek/stream/river To hit modifier does not apply to firing artillery
Ford (stream / creek)	0/+1	0/-1	--	Lowers movement penalty for creek/stream To hit modifier does not apply to firing artillery
Slope	+1	+1/-1	Yes**	+1 MP applies only moving from lower to higher +1/-1 Hit Chance is high to low/ low to high (even if no slope hex side is present) **Unless adjacent to the firing or target unit
Escarpment	+3*	+1/-3	Yes**	ZOC do not cross escarpment except if crossed by a road track or RR Line +1/-3 Hit Chance high to low/ low to high *May not be crossed by artillery or cavalry

## 4. UNIT TYPES

Combat units are Infantry, Artillery, Cavalry and Horse Artillery. Each Unit belongs to a Formation, has a number of Strength Points (SP) and a Quality rating. Each type of unit has a number of Movement Points (MP)

### 4.1. EXAMPLES

IMAGE	UNIT	FORMATION	UNIT TYPE	SP	QUALITY	MP
	Iron Brigade	I Corps	Infantry	6	Elite+	9
	Pegram	Artillery Reserve	Artillery	5	Elite	8
	Jenkins	Rodes	Cavalry	4	Veteran	12
	Calef	Cavalry	Horse Artillery	1	Elite	12

## 4.2. **STRENGTH POINTS**

When taking damage each Strength Point (SP) may either be demoralised or lost. Lost SPs are removed and may not be recovered. Demoralised SP's remain with the unit but do not fire in combat. If a unit has no intact SP's then it is Shattered.

Demoralised SP's may be healed by a unit remaining stationary and out of combat. Shattered units that have demoralised SP's can be brought back onto the battlefield during Night Turns.

## 4.3. **QUALITY**

There are six Quality ratings. They are Raw (the lowest), Trained, Experienced, Veteran, Elite and Elite+. Units with superior Quality have a greater chance to Hit, resist Morale tests better and are more likely to Rally.

# 5. **DAYS AND TURNS**

## 5.1. **DAYS**

Each day of the 3-day battle features a number of daytime turns followed by a number of night-time turns. Victory tests occur at the end of the last daytime turn of each day.

## 5.2. **HOURS**

Each day is split into a number of turns that represent one or more hours of the battle.

## 5.2.1. **START OF TURN PROCEDURE:**

At the start of each turn a number of things happen:

1. The activation chits for the upcoming turn are shown to the player and used to fill the random chit selector
2. The Initiative is awarded to one of the sides. This follows a fixed pattern and can be seen on the Calendar View.

## 5.3. **TURN PROCESS**

The order of Unit Activations during a turn is unpredictable and is determined by a chit pull system. During each turn, each chit will be activated once only. A summary of the status of the turn can be found in the Turn Progress screen.

There are two types of Activation:

### 5.3.1. **UNIT CHITS**

These activate all the units of the shown formation and allow them to move a distance up to their MP.

### 5.3.2. **COMBAT CHITS**

These initiate conflicts in all current engagements. The side shown on the chit has a number of advantages.

- ★ They may use the Voluntary Retreat before combat
- ★ They can direct their Artillery Bombardment
- ★ Their units can Advance after combat



## 6. INITIATIVE

If neither side has the Initiative in the turn, then all chits are drawn randomly. When a side holds the Initiative, they have the ability to choose when to play their combat chit during that turn.

They may choose to play it before or after one of their own movement chits is drawn. The combat chit must be played each turn. If it is the last chit left, then it is played automatically.

## 7. MOVEMENT

When a formation is activated the player in charge of that force can choose to move all, some, or none of the available units for that formation. They may also bring any available reinforcements onto the battlefield.

To end the movement turn, click the COMMIT button. To cycle through unmoved and active units click the NEXT button. To undo the previous move, click the UNDO button.

Units may not stack and are moved one at a time. Units may not move more than once during a given activation.

A unit may move up to its MP allowance. Movement Points are not carried over between turns and any unspent MP are lost.

## 8. ZONE OF CONTROL

The six hexes immediately adjacent to a unit are its Zone of Control (ZoC). If a unit moves into an enemy ZoC it must stop. A unit may not cross an enemy ZoC during a movement. A unit

may not exit an enemy ZoC and enter another enemy ZoC during the same movement.

A friendly unit's presence in a hex removes the enemy ZoC from that hex during retreats only, the ZoC is in place for normal movement.

Artillery may never *voluntarily* enter the ZoC of an enemy unit. Cavalry may never *voluntarily* enter the ZoC's of enemy Infantry or Artillery.

A unit that enters an enemy ZoC during a movement phase will be subject to Approach fire from the opposing unit during the next combat phase.

A prediction for the estimated damage done by and to each unit is shown in the arrows between adjacent units. These are predictions for guidance only, the actual casualties could be lower or higher.



## 9. COMBAT

Combat will occur twice per turn, as indicated by the Combat chits, once per side. The side whose chit is currently activated is the “Attacker” whilst the other side is the “Defender” for the period of this chit activation only.

Combat occurs in a strict order of phases:

1. Defending Cavalry Screening
2. Attacking Artillery Bombardment
3. Attacking units may retreat from combat
4. For each contiguous engagement on the battlefield:
  - ★ Approach Fire by stationary units against those that entered the engagement
  - ★ Casualties are removed
  - ★ Combat Fire
  - ★ Casualties are removed
  - ★ Units that Fail Morale checks retreat
  - ★ Attacking units may advance into hexes deserted by their opponent's forces
5. Combat Ends, Victory Points are updated

### 9.1. CAVALRY SCREENING

Each defending cavalry (or horse artillery) unit makes a test against their Quality level. If they pass the test then they retreat away from combat. Attacking units may not follow up, they have been screened by the superior mobility of the Cavalry.

Cavalry may not screen away from attacking Cavalry

### 9.2. ARTILLERY BOMBARDMENT

Attacking Artillery units that have a line of fire upon an enemy unit AND are not in an enemy ZoC may bombard an enemy unit. The player selects a valid target for each available artillery unit. A defending unit may be targeted by multiple attacking artillery units.

Units fire one by one in a random order. Each attacking SP makes a roll to hit (see table below for modifiers). For each attacking Artillery unit that scores a hit upon a defending unit, that unit makes a morale check against their Quality value. A failed morale check results in one demoralisation per hit. A unit that passes the morale check stands firm and does not take any demoralizations from that attacker.

### 9.3. OPTIONAL RETREAT FROM COMBAT

The attacking player may select any of his engaged units to voluntarily fall back in order to avoid combat in that turn. The player is not in control of the unit's retreat path but, as this is a voluntary action, there is no risk of demoralizations.

### 9.4. ENGAGEMENTS

An engagement is a contiguous group of adjacent opposing units. An engagement can feature any number of opposing units. The below actions are executed in their entirety for a single engagement before focus moves on to the next engagement. The order in which engagements are activated is randomly determined.

### 9.5. APPROACH FIRE

Each unit that has moved into the engagement since the previous combat turn will take approach fire from all adjacent enemy



units that were in the engagement already. Approach fire is indicated by double headed arrows on the combat prediction.

Approach fire is less damaging than combat fire but casualties from approach fire are removed before the main combat round, potentially tipping the balance of the combat.

## 9.6. COMBAT FIRE

Within the engagement, each unit issues fire upon every enemy unit that is within its ZoC. Shots are shown in sequence for ease of understanding but are considered to have all happened simultaneously by the system. Thus, a unit will always fire with the SP's with which it entered this round even if the system has shown them taking losses.

## 9.7. ADVANCE AFTER COMBAT

If an attacking unit survives combat and has not retreated away, then it may choose to advance into any Hex that has been vacated by an adjacent enemy unit in this combat round.

## 9.8. GENERAL COMBAT RULES

### 9.8.1. SPLITTING FIRE

When a unit has more than one opposing unit within its ZoC's then it will split its fire as evenly as possible between those enemies. Any leftover SP's will fire at a random adjacent enemy.

Forcing an enemy unit to split its fire is a good way to achieve success in combat.

If a unit retreats away from combat or is shattered during approach fire, then the SP's that were targeting that unit will retarget to another unit in subsequent rounds.

### 9.8.2. CALCULATING HITS AND LOSSES

Each SP that fires makes a To Hit roll against its target with a base depending on the terrain of the target Hex. See Terrain table above for base levels and see below table for modifiers.

The attacking unit may also gain a bonus to hit depending on its Quality rating. Raw units gain no bonus, Trained are +1, Experienced +2, Veteran +3, Elite +4 and Elite+ are at +5.

If a hit is scored then the target unit suffers a demoralisation.

If a unit is hit during a combat round then it must make a morale roll against its Quality value. If a unit passes this check then nothing else happens. If the unit fails the check then one demoralised SP is permanently lost and the unit must make a forced retreat at the end of combat.

### 9.8.3. COMBAT MODIFIERS

The base to-hit chance during combat is based on the terrain of the defending unit (see table on page 7).

SITUATION	EFFECT	MODIFICATION DETAILS (EFFECTS ARE ADDITIVE)
Moving into An Enemy ZOC	-3	Non-Moving unit fires Approach Fire at -3
Target Surrounded by EZOCs	+2	The target is surrounded, units firing at target are +2
Firer Surrounded by EZOCs	-2	The firing unit is surrounded and fires with -2
Artillery vs Cavalry	+3	Firing unit is artillery vs cavalry
Fire from High Ground	+1	Firing unit is at a higher elevation
Cavalry vs Artillery	-3	Firing unit is cavalry vs artillery
Cavalry vs Infantry	-1	Firing unit is cavalry vs infantry
Infantry vs Artillery	+1	Firing unit is infantry vs artillery
Infantry vs Cavalry	+2	Firing unit is infantry vs cavalry

#### 9.8.4. ARTILLERY BOMBARDMENT MODIFIERS

ARTILLERY RANGE	TO HIT MODIFIER	NOTES
Adjacent	+1	No Bombardment, Combat as standard
2 Hex Range	-3	Hits use Bombardment Quality Tests
3 Hex Range	-4	Hits use Bombardment Quality Tests
4 Hex Range	-5	Hits use Bombardment Quality Tests

## 10. RETREAT DECISION MAKING

Whether Voluntary or Involuntary, all retreats follow the same rules and are determined automatically. The player may not control the final destination of any retreat.

The core rules are these:

1. The unit must retreat a minimum of 2 hexes away from its starting point. They may be forced to retreat further however.
2. It must end its retreat at least 2 hexes away from any unit that it was engaged with
3. Units will prioritise these types of hex when retreating
  - ★ Unoccupied Hexes, not in Enemy ZoCs
  - ★ Hexes occupied by Friendly Units
  - ★ Hexes in Enemy ZoCs
4. A unit may never retreat into any of these hexes
  - ★ Prohibited Terrain
  - ★ A hex occupied by an enemy unit
  - ★ Off the Map

5. It may never end its retreat either in an enemy ZoC nor in the same Hex as a friendly unit.
6. If the unit has retreated 2 hexes, but is in a Hex with an enemy ZoC then it must retreat another Hex away from the initial position.

The path that the unit takes may have additional consequences:

- ★ If it must retreat through a hex with an enemy ZoC then an SP is Lost for each such Hex.
- ★ If the unit must retreat, but cannot, then it takes a Loss and Shatters.

If a Unit retreats through friendly units during an Involuntary Retreat, then the other unit must pass a Morale check. If it fails, then it suffers a demoralisation and it too must retreat. This may cause a chain reaction. If the unit passes the Morale check, then it stands and allows the initial unit to retreat through it.

A voluntary retreat (e.g. before combat or with skirmishing cavalry) does not cause any Morale checks in friendly units.

## 11. REINFORCEMENTS AND REPLACEMENTS

### 11.1. REINFORCEMENTS

During each turn, a specific group of Units will be available to enter the map as reinforcements. This is detailed in the Calendar.

Units enter the map from designated Hexes around the map (labelled with letters in the full map scenarios).

Each unit that enters the map through a particular Hex during a turn will have an MP penalty applied equal to the number of units that have already entered through that Hex this turn. This is to simulate formations arriving in Column.

### 11.2. HEALING DEMORALISED SPs

If a Unit spends a turn stationary and not engaged with the enemy, then it will Heal a single demoralised SP at the end of the turn.

### 11.3. RALLYING UNITS

During the full campaign game, there are a number of Night Turns. During these turns, when a Formation is activated, any shattered units with 2 or more demoralised SP make a test against their Quality rating.

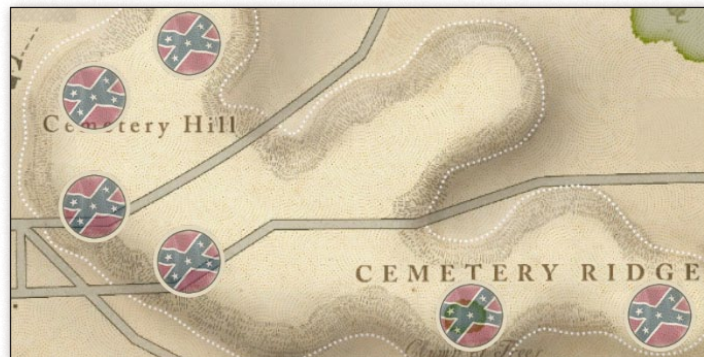
If the unit passes this test, then it will return to the map under the player's control with a number of SP's healed. A higher Quality unit is more likely to return from being Shattered and will also return with more SP healed.

This is to simulate units fleeing the battle but being Rallied by their commanders during the night hours.

## 12. VICTORY

The current game situation can be seen in the Victory Status menu.

Each scenario has a number of different objective locations on the map, indicated by the Confederate Flag.



The main goal for the CSA player is to take and hold these Objectives. The USA player must defend these locations to deny the CSA player victory. To emerge victorious themselves, the USA must earn more Victory Points than the CSA.

### 12.1. VICTORY POINTS

Victory Points are earned by both side and are based on causing casualties and shattering opposing units. They are summarised in the table below.

DESCRIPTION	VP FOR INFANTRY SP	VP FOR ARTILLERY, CAVALRY, HORSE ARTILLERY SP
Each SP Loss caused	4	8
Each Demoralized SP in a shattered unit	2	4
Each Demoralized SP in an intact unit	1	2

### 12.2. VICTORY CONDITIONS

You can review the Victory Conditions for each scenario at the start of the game and also from the Victory Status menu.

In general, the CSA must take at least a set number of Objectives whilst the USA must lead in VP. If both or neither of these are true, then the game ends in a draw.

Victory is evaluated at the end of the last turn of the scenario.

In the Full Campaign, additional victory checks occur at the end of Turn 11 and Turn 22. If the situation is a draw at these points, then the game continues as normal. If there is a winner however, then victory is declared early.

## **13. GAME SCENARIOS**

### **13.1. THE GETTYSBURG CAMPAIGN**

From a hasty meeting engagement, Gettysburg rapidly expands into an epic battle. The second day Lee sends Longstreet to the right and attacks Little Round Top, nearly rolling up the Union line. The third day Lee launches a headlong assault against the Union center, Pickett's Charge. The rest is history.

Full Map, Turns 1 through 31

### **13.2. THE FIRST DAY**

The Confederates have stumbled into Union cavalry outside Gettysburg and a major battle begins to grow. In order to win, the Confederate player must push hard and fast. To win as the Union, you must give ground grudgingly without getting cut off and destroyed in detail.

Full Map, Turns 1 through 11.

### **13.3. THE SECOND DAY**

Most historians agree, the second day was the deciding day, the day the Confederate had to do well in order to win. The Union has tightly packed Cemetery Hill, Culp's Hill, and Cemetery Ridge with four corps of troops. But their left, around Little Round Top, hangs open. The Confederates move to take advantage and begin a long day of marching to that end of the field. The climax with the attack on Little Round Top and Culp's Hill, with the Confederates not quite making their goals.

Full Map, Turns 14 through 22.

### **13.4. THE THIRD DAY**

The Battle of Gettysburg was over, should have been over, but Robert E. Lee disagreed. The day begins with Lee bringing up Pickett's fresh division, along with two other realigned other divisions in preparation for the last great assault of the battle, 12,500 men in all. Going straight into the heart of the Union line on Cemetery Ridge, it resulted in a disaster for Pickett's men and all the other Confederate units involved. After the assault, the fewer than half the Confederate troops came back alive and unwounded. The objective of this scenario is to try other approaches, or to try to the "Charge" better than Lee.

Full Map, Turns 25 through 31

### **13.5. THE BEST THREE HOURS**

The Confederates have spent the second day manoeuvring their army into place for a decisive attack, a manoeuvre that will be forever debated by historians and enthusiasts alike. The resulting battle for Little Round Top, Devil's Den, The Wheat Field, and

The Peach Orchard was referred to years later by General Longstreet as the best three hours' fighting done by any troops on any battle-field."

Limited Map, Around Little Round Top, Turns 20 through 22

### 13.6. **PICKETT'S CHARGE**

The Confederates have spent the third day attacking Culp's Hill, again, and with much the same result. At mid-day Robert E. Lee decides the time has come to break the Union center. Against the advice of his senior subordinate, James Longstreet, Lee orders a charge by nine brigades, supported by two others - the result is Pickett's Charge, the high-water mark of the Confederacy, in the opinion of many.

Limited Map, Around Culp's Hill and Cemetery Ridge, Turns 28 through 30.

## 14. **CREDITS**

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