

1dD Barebones Games

Battle at Gettysburg

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General Game Rules

Units

Units are either artillery, infantry or cavalry in the basic version. You may add a general, a sniper and a scout for more extended play.

Game Play

1 six sided die is used for all rolls. For varying skill levels, you can choose from strategic or tactical play and use basic and/or advanced units. The game can be played in Strategic or Tactical mode depending on the whim of the players. Modes can also be mixed for regimental (open terrain) and squad (close-quarters) skirmishes at the players option.

Strategic Mode: Each player moves all of his or her pieces on their turn.

Tactical Mode: Each player may move one piece on their turn.

A game piece may either: move, rush, and/or attack.

Attacking: Any unit may move and/or attack on a given turn. Roll the die. The number shown must equal or exceed the "Defend" rating of the piece you are attacking. Note that attacking while moving is modified by the values given in the tables below.

Defending: Defense is compulsory when attacked. Roll the die. The number shown must equal or exceed the "Attack" rating of the piece attacking you.

Moving: Your piece may move the number of spaces on the map, adding or subtracting the terrain modifier given, shown in the stats below, on their turn.

Rushing: Rushing is a moving attack and as such, may cover more ground but attack and defend values will be affected by the type of piece and the terrain. Some pieces are more effective in a "Rush", such as a cavalry charge, while others are not very effective at all.

Range: Range is equal to the value given in the Attack column of the table below and is modified by being stationary, moving or rushing.

Defeat: A piece is removed from battle when it fails to defend against an attack. A player is defeated when he surrenders or is obliterated.

Example: Infantry advances on an enemy artillery unit that is on the top of a ridge. The infantry can move 2 spaces per turn. If it attacks, while on the ridge or while ascending, it has a +1 attack because the enemy is sillouetted against the sky.

The defending artillery unit has +3 attack and range from its position on the ridge. The infantry would need to roll a 6 to successfully attack. The artillery mounts a successful defense by rolling 4 (Infantry Attack while stationary 3, +1 for terrain modifier) or higher.

On a theoretical following move, the artillery has a range of 9 (6 + 3) and must roll a 4 or higher to hit the infantry (which has a 3 for stationary defense and +1 defending on elevated terrain).

Basic Unit Stats		Values are for Open Terrain. Modifiers are listed in the next table, unique to the map.			
	Move	Rush	Defend (Stationary, Moving, Rushing)	Attack (Stationary, Moving, Rushing)	Map Max # Units
Infantry	2	4	3,1,0	3, 2, 1	12
Cavalry	4	6	1,2,1	1,2,4	6
Artillery	1	1	6,3,2	6,0,0	3
Advanced Units					
General	4	6	1,2,2	1,1,1	1
Sniper	1	2	6,2,0	6,3,1	2
Scout	3	5	4,3,3	1,1,0	1

Gettysburg

The rolling terrain and hot summer conditions of the battle for Gettysburg produce terrain based modifiers affecting each unit.

Terrain Modifiers		Values are for Moving, Defending and Attacking		
Unit	Woodland	Hill / Ridge	Town	
Infantry	-1,-1,+1	-,+1,+1	-1,+1,+2	
Cavalry	-2,-2,+1	-,-,-1	-1,+1,+1	
Artillery	-2,-2,+2	-,+3,-1	+1,+2,-3	
General	-2,-,+2	+2,-,+3	-1,-'	
Sniper	+1,+2,+2	-,+3,-1	-,+2,+2	
Scout	+2,+1,+1	+1,-,-	+1,+1,+1	

