

# STRATEGEMATA

## A Full Measure of Devotion

*A Full Measure of Devotion* is a two-player, beer-and-pretzels game based upon the Gettysburg campaign of 1863. One player controls the Confederate Army, the other controls the Union Army.

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### 1.0 GAME COMPONENTS.

Game components comprise the following:

- one 84x60 cm game map,
- 216 die-cut counters and markers of size 15x15 mm,
- 30 die-cut counters of size 15x30 mm,
- 21 wooden sleighs,
- two initial order sheets,
- two fog-of-war screens,
- four mountings for fog-of-war screens,
- an extended example of play,
- a sheet of sticky labels,
- these rules, and
- two 6-sided dice: one blue and one grey.

### 2.0 GAME MAP.

The game map represents a part of the northeastern states of America in 1863. The map is overlaid with hexes, each of which equates to about ten (10) kilometers from edge to edge. Hexes contain the following terrain types:

- clear (including those hexes with towns/cities);
- forest;
- mountain ranges, which can be crossed only via road/railroads transversing mountain passes;
- rivers: these are either major rivers, which can only be traversed by bridge or ferry ("crossing points"); or, minor rivers, which can be crossed by Forces, although baggage trains and supply routes can traverse them only at "crossing points"; and,
- the sea, which is impassable for all units.

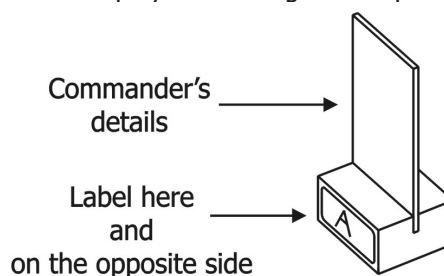
Some hexes are connected by primary roads, designated by yellow lines. Minor roads and tracks are not shown.

Some hexes are connected by railroad, designated by black lines with hatching.

### 3.0 FORCES.

**Forces are the basic unit of the game.** The Confederate and Union armies each comprise several Forces. The size of each Force is measured in terms of the number of its brigades [see 4.0 FORCE COMPOSITION].

Each Force must always be accompanied by a commander and is represented on the game map by a wooden sleigh with a slot containing the counter for its Commander. Each sleigh is identified by a letter ("A", "B", "C", etc.), which corresponds to the letter on the FORCE DETAIL BOX for that Force printed adjacent to the game map [Rule 5.0]. Before the game begins players should stick two identical letters, ("A" - "A" or "B" - "B", etc.) from the sheet of sticky labels provided, to the front and back of the base of each sleigh. This allows both players to see the designation of each Force deployed on the game map.



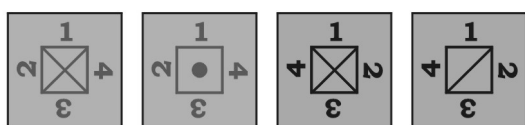
There are nine (9) Confederate and twelve (12) Union FORCE SLEIGHS. These are the maximum number of Forces which can exist at any time. Within those limits, Forces can be created, augmented, split, merged and/or eliminated. **If there is no sleigh available, a new Force cannot be created. (Likewise, a new Force cannot be created without a Commander, see Rule 6.0.)**

No more than one (1) friendly Force can ever occupy a given hex. This restriction applies at all times. [See Rule 12.0, Part V, and 12.3.2.b for situations where one (1) friendly Force enters or moves through a hex occupied by another.].

Where the rules stipulate that a "marker" should be allocated to a Force, the marker is placed on the game map adjacent to its sleigh.

### 4.0 FORCE COMPOSITION.

The size of each Force is measured by reference to the number of "brigades" it contains. The term "brigade" is used very loosely as the size of such units varied significantly both within and between the opposing armies. It is applied to all three (3) combat-types which feature in the game: artillery, cavalry, and infantry. Each Force must contain at least one (1+) brigade. **Individual brigades are not represented by counters.** Rather, the number of brigades within each Force is recorded by FORCE STRENGTH MARKERS placed upon each player's FORCE DETAIL BOX.



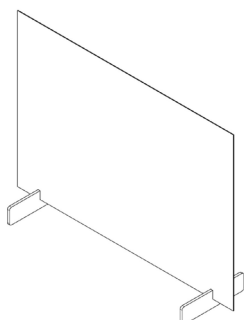
Examples of FORCE STRENGTH MARKERS.  
Left to right: Union infantry and Union artillery at full-strength, weakened Confederate infantry and weakened Confederate cavalry.

Forces are either at full-strength or weakened. A full-strength Force becomes weakened if it suffers losses through attrition or combat.

## 5.0 FORCE DETAIL BOXES.

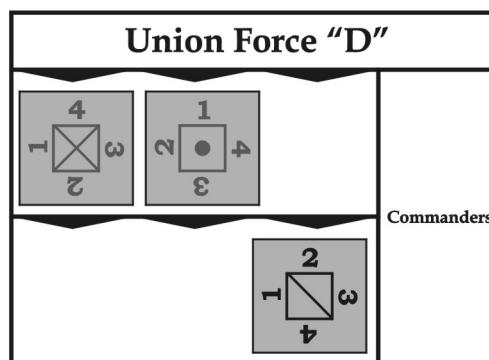
Confederate and Union FORCE DETAIL BOXES are printed next to the map and record the composition of the Forces in play on each side.

A player's FORCE DETAIL BOXES should always be kept up to date and out of sight of his opponent. To facilitate this, two (2) FOG-OF-WAR SCREENS are provided, one (1) for each player. These should be mounted as shown below before being placed on the green line in front of each player's FORCE DETAIL BOXES with the charts facing the player [see Rule 7.0].



For each Force, players place FORCE STRENGTH MARKERS within its FORCE DETAIL BOXES to indicate the current number of each type of brigade, and how many are full-strength or weakened. The Confederate markers are grey, the Union markers are blue. Each marker is double-sided with the numbers 1-4 in red on one side and numbers 1-4 in black on the other. Red numbers represent brigades at full-strength, black numbers represent weakened brigades. They can be flipped and rotated so that the "top" number in each Force's box designates the current number of each brigade-type in that Force.

The example below shows a section of the FORCE DETAIL BOX for Union Force D. This Force comprises four (4) brigades of infantry and one (1) of artillery at full-strength; and, two (2) weakened cavalry brigades. A total of seven (7) brigades represented by three (3) FORCE DETAIL MARKERS rotated so that the appropriate number sits at the top.



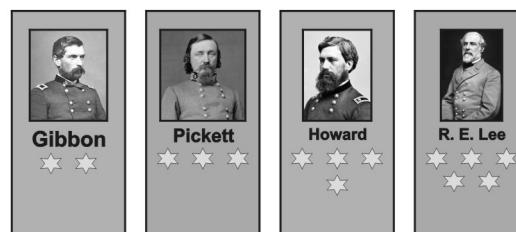
During the "Movement and Combat" phase, Forces may be created, augmented, split, merged, or eliminated. Whenever a Force is created, the owning player places a new sleigh on the map and records its composition by placing FORCE STRENGTH MARKERS in the appropriate boxes on FORCE DETAIL BOX for the new Force. If the new Force is created from an existing Force, the FORCE STRENGTH MARKERS should be adjusted to reflect the brigades which have left the transferor Force.

Because a brigade is always part of a Force and can only move as such, the temporary creation of a new Force is necessary to transfer a brigade(s) from one Force to join another. [See Rule 12.0, Part V and the Extended Example of Play.]

If a Force "disappears" as the consequence of merging with another Force or because of suffering losses through a lack of supplies or combat, its sleigh is removed from the map and can be re-used if and when a new Force is created.

## 6.0 COMMANDERS.

Command units are represented by COMMANDER COUNTERS. There are four (4) levels of commander, in ascending order of seniority: Division (two stars on the counter), Senior Division (three stars), Corps (four stars) and Army (five stars).



A COMMANDER COUNTER for the most senior commander accompanying a Force (owner's choice if two (2+) or more are of equal seniority) is deployed on the map in the slot on the sleigh. Any other Senior Division or Corps Commander Counter(s) accompanying a Force is placed with the FORCE STRENGTH MARKERS in the FORCE DETAIL BOX for that Force so that, like the FORCE STRENGTH MARKERS for brigades, it is out of sight of the opponent.

During the "Movement and Combat" phase all commanders automatically move with the Force to which they are attached [Rule 12.2]. During the "Com-

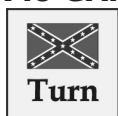
mander Movement" phase [Rule 13.0] Senior Division, Corps, and Army commanders may move independently. However, a Force cannot be left without a commander: **each Force must be accompanied at all times by at least one (1+) COMMANDER COUNTER.**

The Confederates have three (3) and the Union have six (6) DIVISION COMMANDER COUNTERS. These may be placed on a Force which would otherwise be left without a commander, for example, when a Force is split and a new one created. The DIVISION COMMANDER COUNTER is removed from a Force when it is joined by a Senior Division, Corps or Army Commander. The counter is then available to be re-used as required. Division commanders can never move independently of a Force, and never remain with a Force if a more senior commander is present.

*Note: the term "DIVISION COMMANDER" is used loosely to refer to those given independent command, often temporarily, of relatively small Forces, irrespective of their historical rank or title. Obviously, the intention is not to represent each such commander; but, to provide some examples in order to reflect the level of command flexibility characteristic of the armies involved.*

*Note: three (3) of the six (6) Union DIVISION COMMANDERS are deployed on the game map at the start of the game.*

## 7.0 GAME SET-UP.



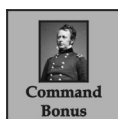
Turn



Turn

The GAME TURN MARKERS are placed on the Turn 1 boxes on each TURN TRACK/DISCRETIONARY DICE ROLL TRACK printed adjacent to the game map.

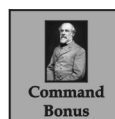
Each player places his FOG-OF-WAR SCREEN on the green line "in front" of his FORCE DETAIL BOXES, so the composition of his Forces is hidden from his opponent.



Command Bonus



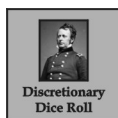
Command Bonus



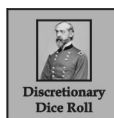
Command Bonus

COMMAND BONUS MARKERS are placed on appropriate Command Bonus Tracks:

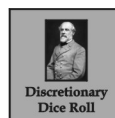
in the four (4) box for the Confederates and in the three (3) box for the Union. These markers are returned to the four (4) and three (3) boxes, respectively, at the start of each turn until Meade replaces Hooker as commander of the Union army when the default box for the Union is increased to four (4). [See Special Rule 14.1.].



Discretionary Dice Roll



Discretionary Dice Roll



Discretionary Dice Roll

A DISCRETIONARY DICE ROLL MARKER is placed in the five (5) box of each TURN TRACK/DISCRETIONARY DICE ROLL TRACK.

A WEATHER MARKER is placed in the SUNNY box of each player's WEATHER TRACK.

## Confederate Initial Deployment.

The Confederates begin with five (5) Forces on the game map. They are deployed at their starting locations and contain the artillery, cavalry and infantry units, commanders as specified on the SET-UP TABLE printed adjacent to the game map. The COMMANDER COUNTER for the most senior commander accompanying each Force is deployed on its sleigh on the map. For each Force, the Confederate player places FORCE STRENGTH MARKERS upon the Confederate FORCE DETAIL BOXES to indicate the number of brigades in each Force. All brigades are deployed at full-strength.

## Confederate Initial Orders.

In secret, for each Force the Confederate player writes on his INITIAL ORDER SHEET an "initial order" specifying the town/city to which it will march exclusively by road/railroad (or stating that it will "remain in situ"). **If moving north of the Rappahannock it must do so via Sperryville.** The route chosen can exceed the shortest possible route by road/railroad by no more than three (3) hexes. If the route chosen is other than the shortest, or there is more than one (+1) "shortest route", a second or third town/city en route may be specified (in parenthesis) for clarification. The "initial order" should comprise no more than these three (3) names. Once all the "initial orders" have been written down, an INITIAL ORDER MARKER is placed adjacent to each FORCE SLEIGH [see Rule 12.0, Part I].

## Union Initial Deployment.

The Union begin with eight (8) Forces on the game map. They are deployed at their starting locations and contain the artillery, cavalry and infantry units, commanders, and depots, as specified on the SET-UP TABLE printed adjacent to the map. The COMMANDER COUNTER for the most senior commander accompanying each Force is deployed on its sleigh on the map. (Owner's choice if two (2+) or more commanders are of equal seniority.)

*Note that Meade is not deployed at the start of the game [see Special Rule 14.1].*

In addition, three (3) DEPOT COUNTERS are deployed at the locations specified on the SET-UP TABLE printed adjacent to the map.

For each Force, the Union player places FORCE STRENGTH MARKERS upon the Union FORCE DETAIL BOXES to indicate the number of brigades in each Force. All brigades are deployed at full-strength.

## Union Initial Orders.

On Turn 1 the Union player may not issue orders to his Forces, and none may move.

On Turn 2, before the Confederate Forces move, the Union player issues an "initial order" to each of his Forces; but, none may move.

In secret, the Union player writes down an "initial order" for each of his Forces on his INITIAL ORDER SHEET, following the procedure for initial orders un-

der the Confederate Initial Deployment (**except that Union destination hexes may be any town/city north of the Rappahannock and the Forces will not automatically move via Sperryville**). Once all the "initial orders" have been written down, an INITIAL ORDER MARKER is placed adjacent to each FORCE SLEIGH [Rule 12.0, Part I].

## 8.0 SEQUENCE OF PLAY.

The maximum number of turns in a game is eighteen (18). Each TURN represents about two (2) days of actual time, beginning during the second week of June 1863.

Each TURN is made up of the following four (4) phases, each of which must be completed by both players before moving onto the next phase:

- Weather;
- Attrition and Supply;
- Movement and Combat;
- Commander Movement.

See also Special Rule 14.1.

Once these phases have been completed, the Turn comes to an end, and a new one begins. The GAME TURN MARKER should be moved to the next turn on the TURN TRACK printed adjacent to the game map.

## 9.0 WINNING THE GAME.

If, at the end of any turn, a Confederate Force in supply [see Rule 11.0, Part IV] containing at least eight (8) brigades occupies **one (1) hex of Washington**, or **both Baltimore and Harrisburg** are so occupied, the Confederate player gains an immediate victory.



The Confederate player also gains an immediate victory at the end of any turn that at least ten (10) "flipped" BAGGAGE TRAIN COUNTERS [see Rule 11.0, Part III] have reached "the South" by crossing the Rappahannock. [See also Optional Rule 15.1.]

If neither of these objectives have been achieved, the Confederate player wins at the end of Turn 18 if the Union has lost at least twelve (12) brigades (through attrition and/or combat) and less than half the total number of eliminated Union brigades has been lost by the Confederates. Players should keep a track of the aggregate numbers of BAGGAGE TRAIN COUNTERS that reach the South and of brigades eliminated.

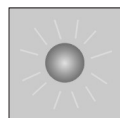
Any other result is a Union victory.



ELIMINATION MARKERS are provided to record the number of brigades lost on the TURN TRACK/DISCRETIONARY DICE ROLL TRACK. For example, a x1 marker in the 8 box records the loss of 8 brigades. A +10 marker in the 9 box records the loss of 19

brigades. Each player must record his losses on the TRACK immediately they occur.

## 10.0 WEATHER.



Each TURN begins with each player rolling 1d6. If either or both players rolls a "1", the WEATHER MARKER is moved one (1) box to the right on the WEATHER TRACK printed adjacent to the game map. If neither player rolls a "1" the WEATHER MARKER remains or is returned to the SUNNY BOX.

### Effects of heavy rain for the turn:

- One (1) further "hit" is added to the number specified (excluding zeros (0)) by the ATTRITION TABLE, printed on the FOG-OF-WAR SCREENS, for FORCES with a FORAGE MARKER. See Rule 11.0, Part I.
- The MPs specified by the MOVEMENT ALLOWANCE TABLE, printed on the FOG-OF-WAR SCREENS, are reduced by one (1). See Rule 12.0, Part V.
- Baggage trains have only two (2) MPs. See Rule 12.0, Part III.

### Effects of torrential rain for the turn:

- One (1) further "hit" is added to **all** the numbers (including zeros (0)) specified by the ATTRITION TABLE. See Rule 11.0, Part I.
- The MPs specified by the MOVEMENT ALLOWANCE TABLE are reduced by two (2). Moreover, FORCES may not force march and rivers can only be crossed by bridge (not ferry). See Rule 12.0, Part V.
- Baggage trains have only one (1) MP. See Rule 12.0, Part III.

## 11.0 ATTRITION AND SUPPLY.

### Part I. Calculate the effect of Attrition.



Firstly, "hits" representing losses through attrition are suffered by brigades in Forces above a certain size and/or which are out of supply as signified by the allocation of a FORAGE MARKER during the previous turn(s) [see Rule 11.0, Part IV]. The number of "hits" is specified by the ATTRITION TABLE printed on the FOG-OF-WAR SCREENS.

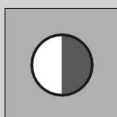
If a hit is allocated to a full-strength brigade, it becomes weakened. If two (2) hits are allocated to a full-strength brigade, or one (1) hit to an already weakened brigade, the brigade is eliminated.

The owning player chooses the brigades in each Force to which "hits" are allocated. Both players apply the results of the attrition supply check simultaneously and secretly update their FORCE DETAIL BOXES to reflect any casualties occasioned by attrition.

### Part II – Depot Actions (Union Player only)

#### Definitions.

A **PRINCIPAL SUPPLY SOURCE [PSS]** is an ultimate source of supply for the Union. They comprise **Baltimore, Harrisburg, Lancaster and Washington**.



A **DEPOT** is a local source of supply for Union FORCES. A hex can never contain more than one (1) DEPOT COUNTER.

*Note: Depots are not Forces. They cannot move or take part in combat. A DEPOT COUNTER unaccompanied by a friendly Force is automatically eliminated if a Confederate Force enters the hex on which it is situated.*

Next, **beginning on Turn 3** the Union player has the option to place a new DEPOT COUNTER(S) on the map, or remove a **maximum of one (1) existing** DEPOT COUNTER.

**No more than five (5) DEPOT COUNTERS can be deployed on the map at any given time.**

## Adding a DEPOT COUNTER.

**A new depot can be established only on a town/city occupied by a Union Force.**

A new depot must be linked by road/railroad to a friendly PSS either directly or via a chain of friendly depots. This chain may include depots which have "just" been established during the current turn. There can be no more than six (6) intervening road or ten (10) intervening railroad hexes between any two (2) depots in a supply chain, or between a depot and a friendly PSS.

*Exception: north of the River Potomac a depot can be linked to a friendly PSS directly by railroad with no restriction upon length.*

None of the intervening road/railroad hexes can be:

- Occupied by a Confederate Force;
- Adjacent to Confederate Force (unless occupied by a Union Force and/or separated by a major river without a crossing);
- Separated by a river from the next hex in the supply chain unless linked by a crossing.

## Removing a DEPOT COUNTER.

A DEPOT COUNTER can only be removed on a turn when no new depots are placed on the map.

*Note: Removing a depot has no effect upon remaining depots in a depot chain when determining the supply status of friendly units. **The integrity of the depot chain is necessary only to establish a new depot.***

## Part III – Baggage Trains and Depleting Hexes (Confederate Player only)



Next, the Confederate player has the option to allocate a BAGGAGE TRAIN COUNTER to any Force, **not** carrying an INTIAL ORDER MARKER, occupying a **town/city**

**north of the Potomac** (unless the hex is already depleted). A DEPLETED MARKER is then placed upon the town/city hex. Alternatively, if the Confederate Force is already accompanied by a BAGGAGE TRAIN COUNTER, the Confederate player may forgo the option to create a new baggage train, in which case a DEPLETED MARKER is **not** placed upon the town/city.



If the Confederate player creates a new baggage train, he must decide whether the counter should remain face-up in which case it will accompany the FORCE until or unless the Force loses a combat and Rule 12.3.2.b or 12.3.2.c applies; or, "flipped" to its reverse side so that it moves independently (see below). There is no limit to the number of BAGGAGE TRAIN COUNTERS that can occupy a given hex or which can accompany a Force at any given time. The Confederate player has the option to allocate any BAGGAGE TRAIN COUNTER(S) accompanying a Force to the new Force, if and when an original Force splits or merges with another Force.

**The decision as to whether to "create" a baggage train, attach it to the occupying Force or "flip" the counter to its reverse side is made at this point in the turn and cannot be changed.**

BAGGAGE TRAIN COUNTERS which have been "flipped" move after Forces have completed their moves [Rule 12.0, Part III].

*Note: baggage trains are not Forces. They cannot take part in combat. A BAGGAGE TRAIN COUNTER unaccompanied by a Confederate Force is automatically eliminated if a Union Force enters the hex on which it is situated.*

*Note: a Force accompanied by a baggage train can only move along roads/railroads and can only transverse rivers at "crossing points".*

## Part IV – Check Supply Status.

After BAGGAGE TRAIN COUNTERS have been allocated, players check the supply status of their Forces.

For a Union Force to be in supply it must be within six (6) Movement Points [see Rule 12.0, Part V] of a friendly PSS or depot. The reduction of Movement Points brought about by heavy and torrential rain [Rule 10.0, bps 2 and 5] and the restrictions regarding intervening hexes set out as bullet points in Rule 11.0, Part II apply.

Confederate Forces south of the Potomac and/or moving in response to an initial order, are always in supply. To be in supply north of the Potomac, a Force without an INTIAL ORDER MARKER, must either be accompanied by a face-up BAGGAGE TRAIN COUNTER or located on town/city which it has "just" depleted (and opted for the BAGGAGE TRAIN COUNTER to be "flipped").

FORAGE MARKERS are allocated to Forces which are out of supply. These are removed at the end of the "Movement and Combat" phase from any Force(s), to which supply has been re-established [Rule 12.0, Part IV].

## 12.0 MOVEMENT AND COMBAT.

Parts I - IV of Rule 12.0 set out the sequence for issuing orders and activating Forces. Detailed rules for moving Forces in response to "initial orders" and "further orders" are at Rule 12.0, Part V. Rules 12.1, 12.2, and 12.3 deal with specific circumstances which can arise during movement: respectively, Inadvertent Moves, Commanders, and Combat.

**For Turns 1 – 2 Confederate Forces move in response to initial orders. Union Forces are unable to move in response to initial orders until Turn 3. From Turn 3 both sides may issue further orders.**

### Part I - Initial Orders.



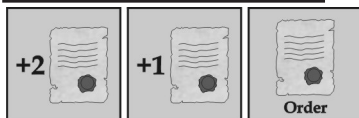
Overview: Players alternate moving one (1) Force to which an INITIAL ORDER MARKER is allocated [see Rule 7.0]. From Turn 3, the Union player begins the sequence. (On Turns 1 and 2 only Confederate Forces move in response to "initial orders".)

Each Force moves at the basic movement allowance of its slowest division(s) [see Column C of the MOVEMENT ALLOWANCE TABLE, printed on the FOG-OF-WAR SCREENS], towards its destination as specified by its "initial order". **The Force is not permitted to move any slower than this.**

For each Force its movement by virtue of the "initial order" comes to an end on the turn that the Force:

- a) fulfils its "initial order" either because the order was for it to remain in situ or because it arrives at its destination; or,
  - b) merges with another friendly Force which is moving in response to a "further order" [see Part II]; or,
  - c) loses a combat [see Rule 12.3]; or,
  - d) receives a "further order" from its Army Commander which supersedes the "initial order" [see Part II].
- Henceforth, the Force's movement is determined by "further orders", see Part II.

### Part II - Further Orders.



Overview: Beginning on Turn 3, after all Forces carrying initial orders have moved,

players alternate issuing one (1) "further order" to one (1) Force. These "further orders" emanate from Army Commanders.

**Lee is the Army Commander of the Confederates. Hooker, then Meade, is the Union Army Commander.**

The Confederate player begins the sequence.

He rolls two six-sided dice [2d6] one positive (blue) the other negative (grey). If the positive roll, adjusted by adding the command bonus for the turn (see COMMAND BONUS TRACK printed adjacent to the game map) and deducting the negative roll, is zero

(0) or greater an "Order", "+1" or "+2" MARKER is allocated to the Force per the ORDER MARKER TABLE, printed on the FOG-OF-WAR SCREENS. [Exception: an ORDER MARKER cannot be allocated to a Force "carrying" an INITIAL ORDER MARKER. At this stage of the phase, a "+1" Marker is allocated instead.]

*Note: Players have the option to allocate a "+1" MARKER or "+2" MARKER instead of an ORDER MARKER or a "+2" MARKER instead of a "+1" MARKER. (Unlike ORDER MARKERS, "+1" and "+2" MARKERS may be "carried" by moving Forces.) They may also issue "further orders" to a Force which is already carrying a "+2", "+1" or ORDER MARKER so that two (2+) or more ORDER MARKERS or "+1" or "+2" MARKERS, or any combination thereof, can be allocated to a Force - see Parts III and IV.*

**After the Confederate player has issued a "further order" it is the Union player's turn to do so; and, so on. However, each time a player rolls 2d6 during this process the command bonus is reduced by one (-1), even if this results is a "negative bonus".**

COMMAND BONUS MARKERS are provided for use with the COMMAND BONUS TRACK to enable players to record their degrading Command Bonus.

If a player is unable to issue a "further order" because the adjusted positive roll is less than zero (0) or if he declines to do so, he gets no further opportunity this turn. His opponent may continue issuing "further orders" until he, too, is unable or unwilling to do so.

During the alternating sequence (ie, before being precluded from issuing a "further order") each player may allocate one (1) ORDER MARKER, or "+1" MARKER, to the Force accompanied by an Army Commander without satisfying the positive/negative test set out above or reducing his command bonus. He may do this even if one (1+) or more ORDER MARKERS (or "+1" MARKERS) have already been allocated to that Force.

### Part III - Activation.

Overview: Next, beginning on Turn 3, players alternate moving one (1) Force to which an ORDER MARKER (not an INITIAL ORDER or "+1" or "+2" MARKER) is allocated. The rules regulating the movement process are at Part V.

The Union player begins the sequence.

After the first Union Force has moved, and any combat is resolved [Rule 12.3], it is the Confederate player's turn to move a Force; and, so on. Before a Force moves its ORDER MARKER is removed.

If, during this alternating sequence, a player declines to move a Force to which an ORDER MARKER has been allocated he gets no further opportunity to do so "this" turn. **All his unactioned ORDER MARKERS are immediately removed from play.**

If two (2+) or more ORDER MARKERS have been issued to a Force they are executed individually with each counting as one (1) move (see following paragraphs).

Subject to the availability of FORCE SLEIGHS and COMMANDER COUNTERS, a Force may be split and a new one created with some brigades remaining in situ whilst others move together as a new Force; or, if two (2) ORDER MARKERS have been issued, part may become a new Force moving together to "this" destination (A), and part may become another new Force moving together to "that" destination (B).

An ORDER MARKER can never be left in a hex without a Force, nor accompany a moving Force, unless the move results from combat [Rule 12.3.2.b or 12.3.2.c]. Accordingly, a player must split a Force to which two (2+) or more ORDER MARKERS have been allocated. If this is precluded by a lack of a FORCE SLEIGH or COMMANDER COUNTER, the Force makes an "inadvertent move" with the hex upon which it is situated being deemed the "first non-road/railroad hex" per Rule 12.1, following which all the player's unactioned ORDER MARKERS are immediately removed.

Once the movement of Forces is completed, the Confederate player may move any baggage train(s) for which the counter has been "flipped". A baggage train can move only along roads/railroads. It has a movement allowance of three (3) movement points, reduced to two (2) or to one (1), respectively, in the case of heavy rain or torrential rain. A baggage train moving independently of a Confederate Force cannot enter a hex occupied by or adjacent to a Union Force.

## Part IV - Updating Markers.

After all the movements and combats have been completed, players remove from the map all COMBAT and FATIGUE MARKERS together with any FORAGE MARKERS allocated to Forces to which supply has been re-established per Rule 11.0, Part IV.

Players then update the markers being "carried" by their Forces: "+2" MARKERS are exchanged for "+1" MARKERS, and "+1" MARKERS for ORDER MARKERS. Finally, players remove INITIAL ORDER MARKERS from Forces which satisfy any of conditions from a) to d) at Rule 12.0, Part I, or which have "just" received an ORDER MARKER in exchange for a "+1" MARKER.

## Part V - Movement (Detail).

### General Movement Rules.

- A Force can move only once during a turn, excluding any move resulting from combat [Rule 12.3.2.b or 12.3.2.c]. Because Forces can only move once, Forces to which two (2+) or more ORDER MARKERS have been allocated must be split so that both (or all) the markers can be actioned (see above).
- A Force can only move the maximum distance of the brigade(s) with the lowest movement allowance, expressed as Movement Points [MPs]. These distances

are specified on the MOVEMENT ALLOWANCE TABLE, printed on the FOG-OF-WAR SCREEN. Essentially, it costs one (1) MP to enter a hex by road or railroad; otherwise it costs one-and-a-half (1.5) MPs to enter a clear hex or two (2) MPs to enter a forest hex [Rule 2.0]. See Rule 10.0 for the effect upon movement of heavy and torrential rain.

- Additionally, it costs one (1) MP for a Force to cross a minor river other than via a crossing point. Remember, the Potomac, Susquehanna and stretches of the Rappahannock and Shenandoah are major rivers and can be crossed only via crossing points.

- A Force "X" which begins its move with a FORAGE MARKER suffers one (1) "hit" per each two (2) hexes of movement. It cannot force march or enter a hex occupied by another friendly Force (although a friendly Force without a FORAGE MARKER may move to the hex occupied by "X" in which case the FORAGE MARKER remains with the newly created Force). If "X" splits, a FORAGE MARKER is allocated to each new Force.

- Combat occurs automatically when a moving Force attempts to enter a hex occupied by an enemy Force and is resolved before any further moves take place [see Rule 12.3].

*Note that for the purposes of movement railroads are treated as roads because railroad beds also facilitated marching. Whilst occasionally during the campaign relatively small bodies of Union troops were transported by train, primarily trains were used to transport Union supplies.*

### Movement Rules applying to "initial orders".

- A Force cannot be split.
- A Force may only move by road/railroad and may not force march.
- If a road/railroad is blocked by another friendly Force, the moving Force remains on the immediately preceding road/railroad hex. [Exception: if the other friendly Force is not "carrying" an ORDER MARKER and is located on the initial order destination of the moving Force, the two Forces merge (see below).]
- A Force moving in response to an "initial order" will attempt to enter a hex occupied by an enemy Force. Combat then takes place in the normal way [Rule 12.3].

### Movement Rules applying to "further orders".

- A Force may move through road/railroad and non-road/railroad hexes.
- Unless beginning the move out of supply or accompanied by a baggage train, a Force comprising brigades able to use their basic MPs (Column C per the MOVEMENT ALLOWANCE TABLE) may elect to force march (Column D).



- A Force containing a type of brigade - artillery, cavalry, or infantry - which is forced marching cannot instigate combat by attempting to enter a "combat hex" [Rule

12.3] during its move. When it arrives at its destination hex a FATIGUE MARKER is allocated to the Force to reflect its exhaustion.

- A Force may move through a hex occupied by another friendly Force ("X"). If "X" is on a "pre-attack" hex [see Rule 12.3] and Rule 12.3.2.a applies, or if the moving Force declines the option to occupy the combat hex [see Rule 12.3.2.b], the two (2) friendly Forces must merge on the hex occupied by "X". (See following paragraph.)

- If a Force ends its move on a hex already occupied by a friendly Force, the two (2) Forces merge and one (1) of the Force Sleights is removed from the game map (owner's choice) ready to be re-used when a new Force is created. Any ORDER MARKER being "carried" by the stationary Force is removed from play; but, the newly "merged" Force retains all INITIAL ORDER, "+1" and "+2" MARKERS until these are updated in the normal way at the end of the "Movement and Combat" phase (Rule 12.0, Part IV). The COMMANDER COUNTER for the most senior commander of the two (2) original Forces remains on the game map, with the other COMMANDER COUNTER being transferred to the FORCE DETAIL BOX for the newly merged Force. (Owner's choice if the two (2) commanders are of equal seniority.)

The restrictions in the following two (2) paragraphs are ignored if a move is made inadvertently [Rule 12.1].

- A Force can never move directly from a hex adjacent to an enemy Force to another such hex unless the second hex is a "combat hex" [see Rule 12.3], or is separated by a river without a crossing point, or is occupied by a friendly Force.

- A Force comprising an artillery brigade(s) only, cannot attempt to enter a hex containing an enemy Force.

## 12.1. Inadvertent Moves.

If a moving Force enters a non-road/railroad hex (other than a "combat hex") the owning player rolls a 1d6 to reflect the possibility of the Force becoming lost or the planned route being more difficult than envisaged. The 1d6 is rolled for the first non-road/railroad hex only.

A result of one (1) (or of one or two (1 or 2) if the non-road/railroad hex is a forest hex) means that the move ends on a hex adjacent to the non-road/railroad hex. The adjacent hex is determined by a second roll of a d6. A result of one (1) equates to the hex immediately to the north of the non-road/railroad hex, of two (2) to the next hex moving clockwise and so on. See the COMPASS/HEX DIAGRAM printed on the game map. [Exception: if moving to the adjacent hex means crossing major river without a crossing point or enter impassable terrain, the moving Force remains on the original non-road/railroad hex.]

*Note: if an inadvertent move results in a Force at-*

*tempting to enter a hex occupied by an enemy Force, combat takes place in the normal way [Rule 12.3]. Likewise, if it inadvertently results in a Force entering a hex occupied by a friendly Force, the two (2) Forces merge per Rule 12.0, Part V.*

## 12.2. Commanders.

Commanders cannot move independently during the "Movement and Combat" phase. A commander remains with the Force which he was accompanying at the start of the phase unless it merges with another friendly Force [see Rule 12.0, Part V] or the Force is eliminated through attrition [Rule 10.0] or combat [Rule 12.3.1].

If a Force is eliminated the accompanying commander(s) is removed from play until the end of the next following turn when he joins the nearest friendly Force to the hex from which he was removed. (Owner's choice if two (2+) or more are equidistant.) *Exception: division commanders who are removed from play remain off the map until they are required to take command of another Force.*

## 12.3 Combat.

If **all** its brigades have sufficient movement points remaining to do so, a moving Force may attempt to enter a hex containing an enemy Force. Combat then occurs on that hex (the "combat hex"). The adjacent hex from which the attacking Force attempts to enter the combat hex is the "pre-attack hex".



The combat ends the move of the moving Force (other than any move as an outcome of combat [Rule 12.3.2.b or 12.3.2.c]). [Exception: see Special Rule 14.3.]

The combat is resolved as follows before the alternating movement procedure re-commences. COMBAT MARKERS are allocated to each Force involved in combat, whether as an attacker or defender. [Exception: a marker is not allocated to a victorious Force if Rule 12.3.2.c applies.]

The process begins with each player declaring how many dice rolls he will allocate to the combat with the attacker being the first to declare. The maximum number of dice rolls is equal to the number of stars on the counter for the most senior commander (one (1) only) accompanying the Force. Players have the option to roll less than the maximum number. They also have the option to use up to five (5) re-rolls of these d6 during the entire game; but, no roll can be re-rolled more than twice (2) and the final re-roll must be applied. DISCRETIONARY DICE ROLL MARKERS are provided for use with each TURN TRACK/DISCRETIONARY DICE ROLL TRACK, printed adjacent to the game map, to enable players to record the number of re-rolls they have remaining.

The aggregate dice score represents the number of brigades which each player must select from his Force to participate in the combat. If the aggregate score

exceeds the number available, all the brigades are selected. Having selected their brigades, each player places a FORCE STRENGTH MARKER for each participating brigade-type, rotated so that the number of participating brigades is at the top, in the appropriate box on his Army Battlefield printed adjacent to the game map. Players then move their FOG-OF-WAR SCREENS onto the red line "in front" of their FORCE DETAIL BOXES to reveal FORCE STRENGTH MARKERS engaged in the battle. Players should not reveal details of brigades not participating in the combat.

Next players calculate the aggregate Base Combat Value [BCV] of the participating brigades in each Force. This is achieved by adding together the individual Combat Values [CVs] of the participating brigades (only). **Each brigade has a CV of one (1) if at full-strength, or one-half (0.5) if weakened.**

The aggregate BCV of the participating brigades in each Force is adjusted as follows:

- The BCV of participating attackers and/or defenders is increased by two (2) for each additional friendly Force adjacent to the "combat hex".
- The BCV of participating attackers and/or defenders is increased by two (2) if they comprise infantry and artillery or cavalry; and, by four (4) if they comprise infantry and both artillery and cavalry.
- The BCV of participating defenders is increased by two (2) if they occupy a forest hex.
- The BCV of participating defenders is increased by two (2) if they are separated from the "pre – attack hex" by a crossing point. *Remember: attacks cannot be made across major rivers other than at crossing points.*
- The BCV of participating defenders is increased by three (3) if they are separated from the "pre-attack hex" by a minor river without a crossing point.
- The BCV of participating defenders is increased by three (3) if they occupy mountain pass.
- The BCV of participating defenders is reduced by three (3) if the Force is carrying a FORAGE, FATIGUE or COMBAT MARKER, with a further reduction of one (1) for each additional marker.
- The BCV of participating attackers is reduced by three (3) if the Force is carrying a FORAGE or COMBAT MARKER, with a further reduction of one (1) for each additional marker.
- The BCV of Force comprising cavalry **only** is reduced by two (2) if attacking/defending a Force containing artillery and/or infantry [see also Special Rule 14.3.].

Applying the adjustments specified by the forgoing bullet points to the BCV gives an Adjusted Combat Value [ACV] for the participating brigades in the attacking Force and in the defending Force. Any fractions are rounded down. Finally, each player rolls 1d6 and adds the result to the ACV for his Force to give the Final Combat Value [FCV]. The Force with the

higher FCV wins the combat, the other Force is the loser.

## 12.3.1 Combat Hits.

*The Extended Example of Play includes examples of the rules and restrictions described in the following paragraphs.*

The difference between the winning and losing FCVs equates to the **maximum number** of hits which the winning Force can inflict upon participating brigades in the losing Force. This maximum is restricted to the number of participating brigades – whether full-strength or weakened – in the winning Force when combat commenced, and/or the number of hits which the losing Force can absorb, to arrive at the number of hits which it actually inflicts. **Brigades on a hex other than the pre-attack or combat hex or which did not participate in the combat are ignored for this calculation.**

**Half the number** of hits which the winning Force actually inflicts is the maximum number of hits which the participating brigades in the losing Force can inflict upon participating brigades in the winning Force. [Exception: Rule 12.3.2.c]. Again, this maximum is restricted to the number of participating brigades in the losing Force when combat commenced, and/or the number of hits which the winning Force can absorb. **Brigades on a hex other than the pre-attack or combat hex or which did not participate in the combat are ignored for this calculation.**

If a player rolled a five or six (5 or 6) to arrive at the FCV [see Rule 12.3] he may specify to which type of participating enemy combat unit(s) one (1) or two (2) hits, respectively, should be allocated (assuming that at least one (1) or two (2) hits were inflicted upon enemy units). If a player failed to roll a five or six (5 or 6), or if any further hits need to be allocated, the owning player selects the type(s) of brigade which suffer hits.

If a hit is allocated to a full-strength combat unit, it becomes weakened. If two (2) hits are allocated to a full-strength unit, or one (1) hit to an already weakened unit, the brigade is eliminated.

All hits must be applied if possible. If, however, all the brigades on one (or both) sides which participated in the combat are eliminated, surplus hits are discarded. Hits cannot be allocated to non-participating brigades or Forces on adjacent hexes. If all the brigades in a Force participated and they are all eliminated, its Force Sleigh is removed from the game map ready to be re-used if and when a new Force is created.

**Players must update their FORCE DETAIL BOXES to reflect the hits allocated to units.**

## 12.3.2 Combat Outcomes.

Unlike combat hits which are applied only to participating combat units, combat outcomes apply to all surviving brigades and commanders within a Force

following combat.

**a.** If the difference between the winning FCV and losing FCV is **three (3) or less**, the defending Force remains in the combat hex, and the attacking Force remains in the pre-attack hex.

**b.** If it is **four (4), five (5), six (6) or seven (7)** the losing Force retreats one (1) hex (into a clear or forest hex) from the combat hex in the case of the defender, or from the pre-attack hex if the attacker was the loser. A retreating Force cannot be split.

The losing player selects the destination hex for his retreating Force. The hex cannot contain or be adjacent to an enemy Force; or, involve crossing a river (other than via a crossing point). If no such hex exists all the brigades in the Force are eliminated and the FORCE SLEIGH removed from the game map ready to be re-used when a new Force is created.

If the only alternative which does not involve the elimination of the retreating Force is to end its retreat upon a hex occupied by friendly Force ["X"] it may do so. Both the retreating Force and friendly Force X suffer one (1) additional hit (owner's choice). If the retreating Force ends its move on the hex occupied by friendly Force X the two (2) Forces merge [see Rule 12.0, Part V] and one (1) of the FORCE SLEIGHS is removed from the game map ready to be re-used if and when a new Force is created.

After the losing Force has retreated, the victorious Force has the option to advance to occupy the newly vacated "combat hex" or "pre-attack hex". Subject to an available commander and FORCE SLEIGHS, the advancing Force may be split so that part advances and part remains in situ.

**c.** If it is **eight or more (8+)**, b. above applies with the following differences:

**(i)** the winning player selects the destination hex of the retreating Force. If possible, one which avoids elimination and results in no additional hits must be selected. Winning player's choice if there is more than one (1+) option.

**(ii)** Losing artillery brigades are eliminated.

**(iii)** No hits are allocated to the victorious Force, and a COMBAT MARKER is not allocated to it.

**(iv)** Any Force which advances into the vacated hex has the option to mount another attack immediately (that is, before the alternating movement procedure re-commences) if there is an enemy Force on an adjacent hex.

## 13.0 COMMANDER MOVEMENT.

After the "Movement and Combat" phase has ended, army, corps, and senior division (but not division) commanders are able to move independently of the Forces to which they are allocated (even if that Force moved during the "Movement and Combat" phase). They have an allowance of **eleven (11) MPs**, can only move once during this process, cannot enter a

hex containing an enemy Force or cross a river other than via a crossing point, and must end their move on a friendly Force.

Players alternate moving commanders, with the Confederate player initiating the sequence.

Remember:

- Force must be accompanied by a commander at all times, so a commander can only leave a Force if another commander is already present, or a DIVISION COMMANDER COUNTER is available.

- If a moving commander is the most senior commander of the Force which he leaves, his COMMANDER COUNTER is removed from the sleigh and replaced by the counter for the next most senior commander accompanying the Force. If he is the most senior of the Force he joins, his COMMANDER COUNTER is placed on the sleigh for "that" Force and the counter for the commander he replaces is transferred to the FORCE DETAIL BOX. If a moving commander is not the most senior in either the Force which he leaves or the Force which he joins his move will be reflected only in changes to the respective FORCE DETAIL BOXES - his counter will not appear on the game map.

## 14.0 SPECIAL RULES.

**14.1.** At the start of each turn, starting with the second game turn, the Union player rolls 2d6. If the score is equal to or less than the number of the turn, the following changes are made immediately:

- the COMMANDER COUNTER for Meade replaces that for Hooker. Hooker takes no further part in the game. [See Rule 12.0, Part II.]

- Union COMMAND BONUS MARKER is flipped so that Meade's image is on top. It is placed in the four (4) box on the UNION COMMAND BONUS TRACK.

Henceforth, the Union player does not roll 2d6 at the start of each turn.

**14.2.** Unless and until General Lee has moved north of the Potomac and then retreated to the south of that river, Union artillery or infantry brigades cannot move to the south of the Rappahannock. This prohibition does not apply to Union cavalry brigades.

**14.3.** A defending Force comprising solely cavalry (and a commander(s)) may declare itself as such and attempt to retreat before combat. If the attacking Force does not include cavalry the defending Force retreats and the attacking Force has the option to advance into the vacated hex "as if" Rule 12.3.2.b applied.

## 15.0 OPTIONAL RULE.

**15.1.** If players wish they can chose sides by "bidding" for the number of "flipped" BAGGAGE TRAIN COUNTERS they propose to move south of the Rappahannock. The highest bidder takes the Confederate side and the amount of his/her bid replaces the ten (10) specified at Rule 9.0.

**Designer Notes.****Historical background.**

Following General Robert E. Lee's victory at the Battle of Chancellorsville (May 1863) the Confederate and Union Forces found themselves facing each other across the River Rappahannock.

Despite its significant military successes during the early years of the war, by 1863 the Confederacy was running short of basic foodstuffs and other supplies. Largely in an effort to alleviate this problem, Lee decided that his next move should be launch a large-scale raid into northern territory. Besides securing much needed supplies for consumption in the South, the strategy had several other potential benefits: it would enable the Confederate Forces to live off the land in Pennsylvania, rather than depleting the South even further; tie up the Army of the Potomac which might otherwise mount an offensive in Virginia; and, if it occasioned significant military success and/or occupation of an important Union city(ies), could even add weight to the arguments of those in the North who were advocating a negotiated peace.

In preparation for the campaign, Lee reorganized the Army of Northern Virginia. James Longstreet took command of the First Corps; Richard S. Ewell of the Second Corps, (previously commanded by "Stonewall" Jackson); and, A. P. Hill, of the Third Corps. In addition, the army had a division of cavalry led by J E B Stuart.

Once the re-organisation had been completed, the Army of Northern Virginia, numbering approximately 75,000 confident, veteran soldiers, slowly began to move west from positions around Fredericksburg in readiness to strike north through the Blue Ridge Mountains and into the Shenandoah Valley.

On the northern side of the Rappahannock, facing the Confederates was the Army of the Potomac. This was organised into seven infantry and one cavalry corps and comprised about 95,000 men. It was led by Joseph Hooker. Suspecting that the Confederates were preparing to raid his communications and supply lines, on 9 June Hooker ordered the Union cavalry, commanded by Alfred Pleasonton, to cross the Rappahannock River with a view to ascertaining Lee's intentions. Pleasonton engaged with the Confederate cavalry, led by Stuart, at Brandy Station in what was to be the largest cavalry engagement of the war; but, although the battle itself was a success for the Union, Pleasonton was unable to learn anything about Lee's plans before being chased back over the Rappahannock. Nonetheless, Hooker soon realised that the Army of Northern Virginia had given him the slip and was on its way north to plunder the rich lands of Pennsylvania. The Army of the Potomac set off in pursuit. The most famous campaign of the American Civil War was about to begin.

The Gettysburg Campaign culminated in a famous Union victory on 1-3 July 1863 at the battle from which the campaign takes its name. The battle itself is one of the most researched battles in military history and is the subject of many (some would say "too many") wargames. Why, then, design another game on the same topic?

**Gaming the Campaign.**

The answer is that A FULL MEASURE OF DEVOTION is a little different from many of its predecessors.

Firstly, this is because of the scope of the game. As an operational scale game on a map covering tracts of Maryland, Pennsylvania, and Virginia, and a time-frame of a little over a month of actual time, A FULL MEASURE OF DEVOTION focuses upon the entire "Gettysburg Campaign", rather than just the famous battle itself or events during the few days which culminated with the battle. This allows players to consider the range of the strategic options available to each side.

So, the Confederate player can follow in the footsteps of Lee and attempt to mount a massive raid aimed at securing supplies for the beleaguered South and denuding the morale of the North. Or, he can try one of a number of different strategies, perhaps hoping for a knock-out blow by seizing Washington or manoeuvring so as to lure a major part of the Army of the Potomac into battle and defeating it in detail. The Union player, too, has a range of strategic options. Should he commit wholly to defence, containing and shepherding the Confederate Forces to limit their ability to plunder Northern towns; or, adopt a more aggressive policy with a view to engaging and destroying the Army of Northern Virginia?

Secondly, it is because the game attempts to simulate some of the "fog-of-war", chaos and confusion characteristic of warfare in an age before aeroplanes and radios.

In A FULL MEASURE OF DEVOTION each Force (of whatever size) is represented on the map by a single wooden sleigh carrying a counter representing its commander. That is the only information which an opponent has about the Force unless and until combat take place. Even then, it is possible that all the units in the Force will not be disclosed. Its actual composition is recorded by markers on a "Force Detail Box" which only the owning player can see. This uncertainty as to the enemy's strength and intentions chimes with historical records of discussions at the headquarters of both sides during the campaign.

The "initial order rule" exacerbates this uncertainty. For the first few turns most Forces are marching along roads to destinations – towns or cities - determined by players before the start of the game. The expressions on player-testers' faces during the first few turns as they gradually realise that they have adopted an inspired or unwise strategy was sometimes a sight to behold!

The Confederate player enjoys the same advantage as his historical counterpart in that he holds the initiative and can usually determine how the early stages of the invasion will pan out. Maybe he will take advantage of this to order his Forces to cross the River Rappahannock at Sperryville and hasten to raid Pennsylvania; or, perhaps order them to concentrate just north of the river before swinging east to threaten Washinton and/or attack the right flank of the Army of the Potomac.

The Union player also has some difficult choices. Should he gamble and issue "initial orders" to his Forces in line

with his expectation of Confederate strategy so that, for example, they rendezvous at a time and place which allows them to use their greater numbers to inflict a significant defeat upon the Confederates (assuming his hunch about Confederate movements turns out to be correct); or, maybe opt for a more cautious approach and deploy Forces to defend Washington, or perhaps a more flexible one designed to enable them to react to a range of possible Confederate strategies?

The “delayed order rule” also contributes to the “fog” and uncertainty. This seeks to simulate in a simple way the delay, at a time when communications were carried by horse, between a supreme commander issuing an order and it being received and implemented by a junior officer in command of a Force in a different part of the theatre. The effect of the rule is that a player may be unable to move immediately a friendly Force situated, say, two days away from the supreme commander even though, with the benefit of omniscience, he would dearly love to make the move. Again, during testing, the frustration of players was sometimes palpable as they watched such a Force being outflanked and knowing that they were unable to rescue the hapless junior commander by immediately ordering him to retreat.

Finally, A FULL MEASURE OF DEVOTION tries to incorporate some of the day-to-day difficulties facing commanders during the campaign. For instance, a reality of warfare before the advent of aeroplanes and radio was the difficulty of navigating away from principal roads in unfamiliar territory. The game includes a simple mechanism to reflect the risk of Forces losing their way if they leave the principal road network and attempt to march across country.

Even during the Summer, the weather in Pennsylvania can be unpredictable and prone to significant periods of torrential rain. During the historical campaign, heavy rain became a factor after the Battle of Gettysburg (1-3 July); causing primitive roads to turn to mud and rivers to flood, it hampered the Confederate retreat and their ability to send to the South the wagon trains full of supplies they had captured. In the game there is a random mechanic to reflect the effects of rain. The way this works means that players have some warning as to when rain is likely to arrive, replicating the rudimentary weather-forecasting which existed at the time.

And, of course, troops had to be kept fed and watered. The length of the game means that logistics become a factor. When manoeuvring, to mitigate losses through attrition players have to be mindful of the need to maintain their lines of communication, and plan when best to aggregate their Forces so as not to exhaust available supplies.

Logistics are of particular concern for the Confederate player. The primary mission of his Forces operating north of the River Potomac is usually to seize supplies from enemy territory and send them back to the South; but, these Forces are effectively “living off the land” so are also reliant upon such booty for their own sustenance. He has to think ahead so as not to denude of supplies an area(s) through which Confederate Forces will need to move later in the game.

## Conclusion.

In short, the rationale behind yet another game about “Gettysburg” is that A FULL MEASURE OF DEVOTION tries to put players in shoes of Lee, Hooker or Meade in terms of the strategic choices available in June/July 1863 and with regard to their options for implementing those strategies.

The game aims to put those strategies in the context of nineteenth century warfare by incorporating mechanics to reflect some of the practical constraints and problems commanders faced during the period: the difficulties arising from uncertainty about the location or strength of enemy forces in an age before aeroplanes or radios; from the delays between issuing an order and its implementation at a time when such communications were carried by horse; and, from trying to organise the logistics necessary to support the movement of large bodies of men and materiel.

The Gettysburg Campaign is the most famous of the American Civil War. It is hoped that A FULL MEASURE OF DEVOTION does justice to History by giving players a flavour of the circumstances, decisions and events which shaped the outcome of this most decisive and dramatic of military campaigns; and, to Reality by demonstrating that the historical result was only one of several plausible outcomes.

## Credits.

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