

Gettysburg 1977 New Counters Guide

The redesigned counters are not changed very much from their original layout, but simply have graphics added to make them easier to identify on the map, and add more visual flavor to the game. The values printed on the pieces are the same, and in the same positions, except the Advanced Game (AG) initial brigade strengths were moved to the front of the counters. The Intermediate Game (IG) strengths were color-coded to match the AG colors denoting troop experience, to facilitate using the Experience Matrix for a combat DRM in the IG.

Confederate commanders have appropriate flags to denote they are leaders in the game. Lee has the HQ flag of the Army of Northern Virginia, the rest have the “Battle Flag” which was in common use in the ANV by the time of Gettysburg. Brigade counters have a slightly smaller flag than Corps and Division commanders. The original state symbols were discarded.

Confederate corps and cavalry are differentiated by their background colors; while Union corps are differentiated by Corps Badges.

Union commanders have US flags for Meade and the Corps commanders; while Division commanders have guidons with their corps badge in their division's color: 1st division=red, 2nd=white, 3rd=blue. The brigade pieces are marked with their corps badge in their division's color as was in the original game.

Artillery batteries have a limbered artillery image on it's limbered side, and a line of guns across it's unlimbered side, corresponding to the number of guns in the battery, and facilitating in showing it's facing.

Cavalry and horse artillery are noted with the crossed-sabres hatbrass emblem. Union cavalry also has a color stripe to denote it's division within the cavalry corps. Under the sabres image may be a note of “BL” if the unit is armed with breech-loading weapons, or “®” if armed with repeating weapons. This is to support a rules mod concerning Union Cavalry on defense.

