
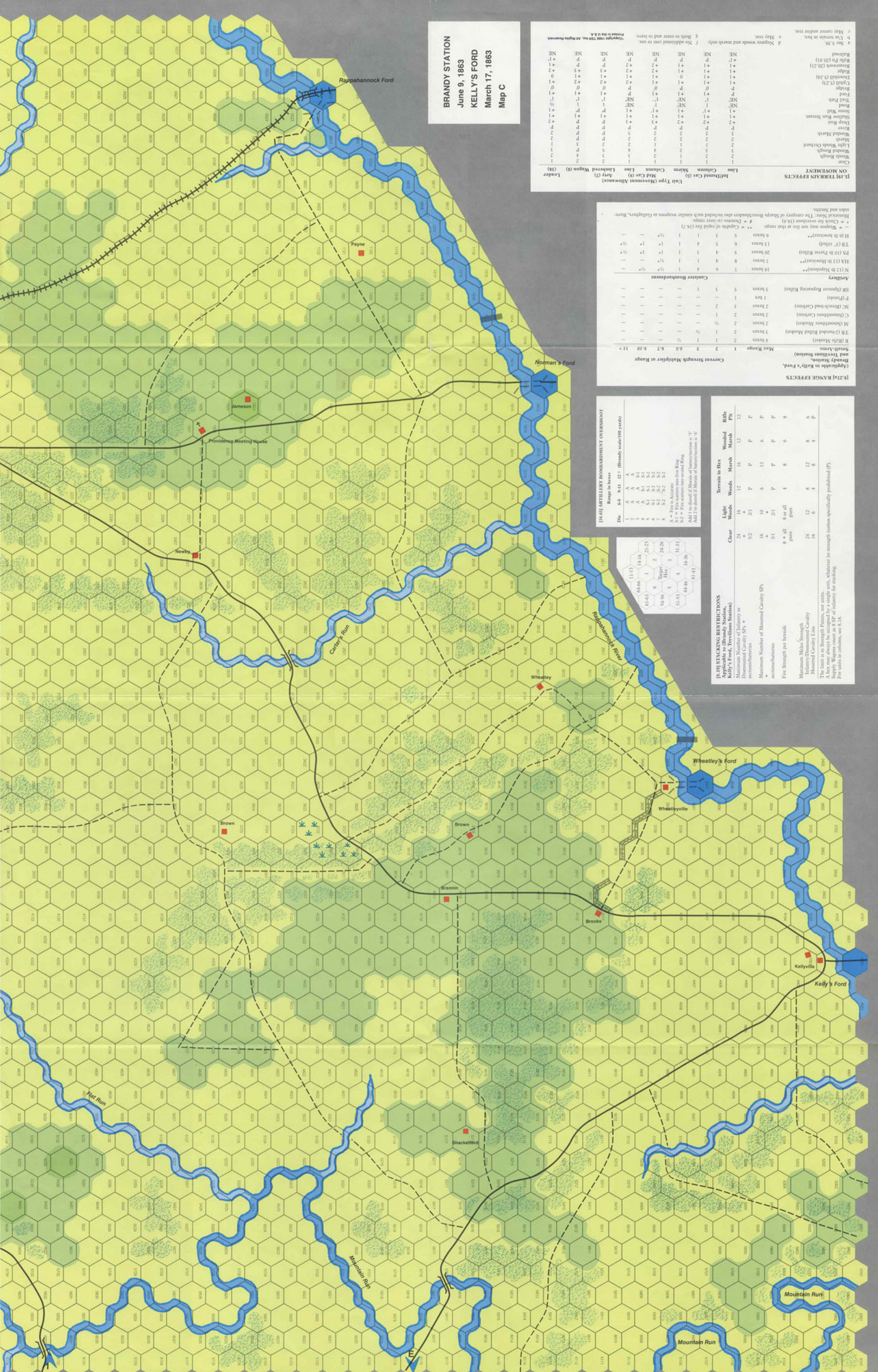


BRANDY STATION
June 9, 1863
KELLY'S FORD
March 17, 1863
Map C

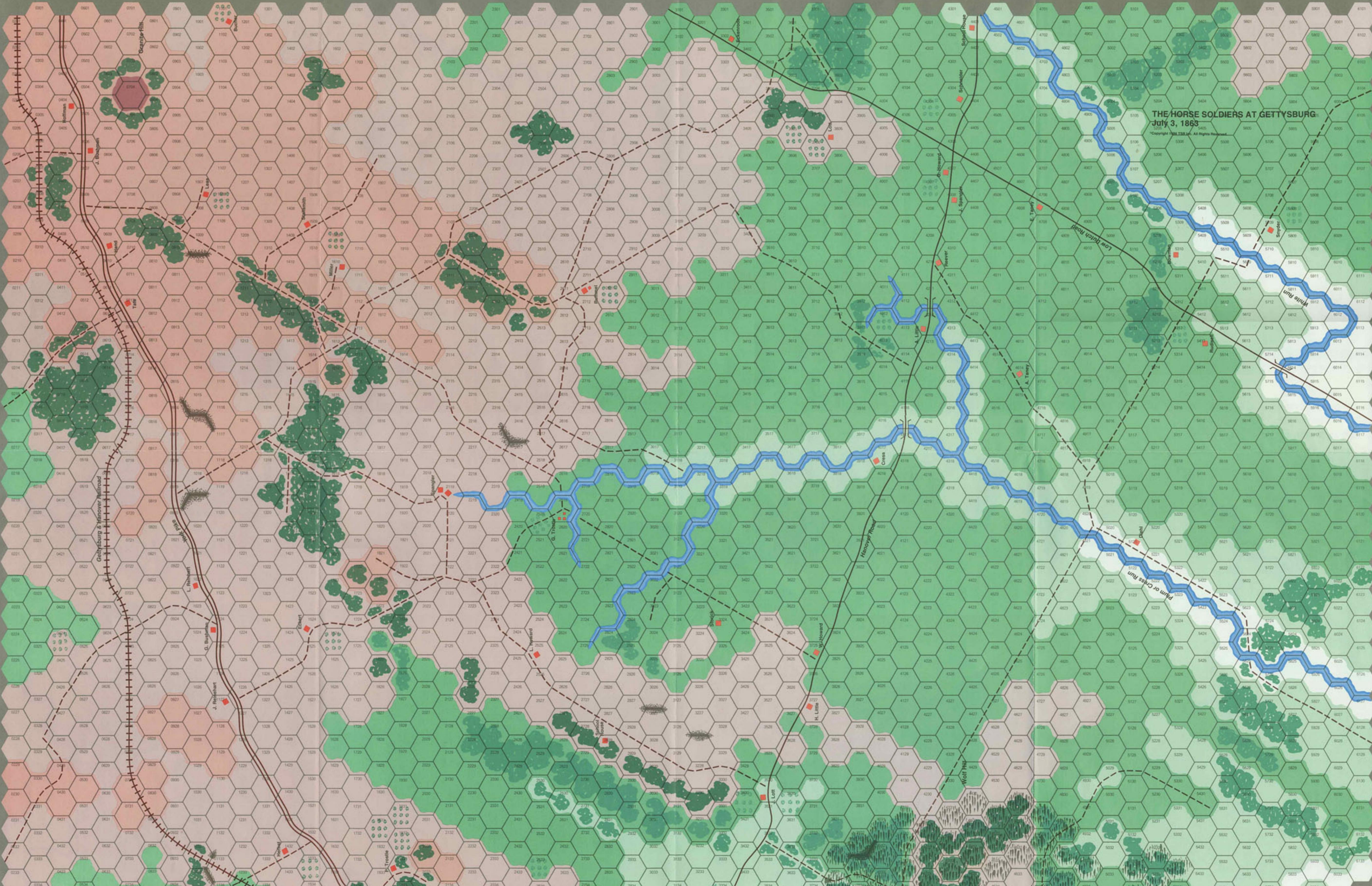
BRANDY STATION
June 9, 1863
KELLY'S FORD
March 17, 1863
Map C





THE HORSE SOLDIERS AT GETTYSBURG
July 3, 1863

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REBEL SABERS™

GAME OF CIVIL WAR CAVALRY BATTLES

TREVILIANS STATION
June 11-12, 1864

June 11

June 12

0430 1300

0500 1330

0530 1400

0600 1430

0630 1500

0700 1530

0730 1600

0800 1630

0830 1700

0900 1730

0930 1800

1000 1830

1030 1900

1100 1930

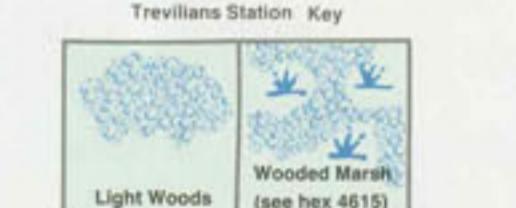
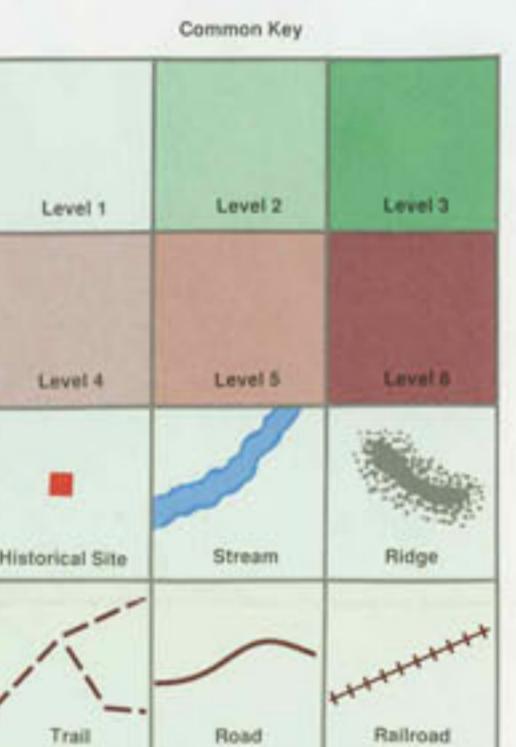
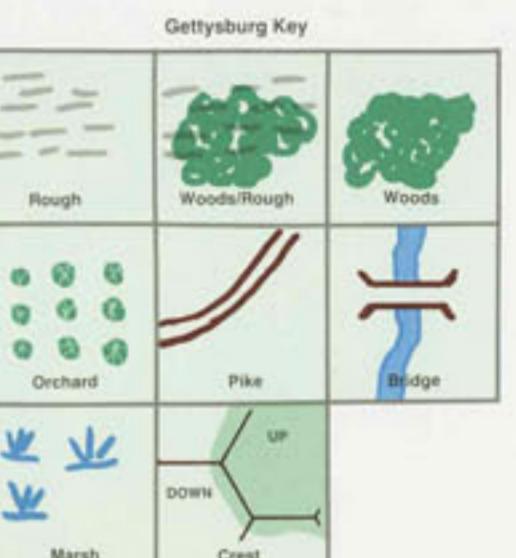
1130 2000

1200 2030

1230 2100

Night (June 12 only)

This Key and Turn Track are used for both The Horse Soldiers at Gettysburg game and The Trevilians Station game.



[E-19] TERRAIN EFFECTS ON MOVEMENT		Line	Inf/Dism Cav (3)	Unit Type	Movement Allowance	Leader	
		Column	Column	Column	Line	Limited Wagon (6)	(16)
Clear		1	1	1	1	1	1
Woods, Rough		2	2	2	2	2	2
Light Woods, Orchards		3	3	3	3	3	3
Woodsy Marsh		4	4	4	4	4	4
Woodsy Marsh		5	5	5	5	5	5
Ditch, Run, Stream	a	+2	+2	+2	+2	+2	+2
Stone Wall	b	+1	+1	+1	+1	+1	+1
Road, Path	c	+1	+1	+1	+1	+1	+1
Trail, Park	d	+1	+1	+1	+1	+1	+1
Ford	e	+1	+1	+1	+1	+1	+1
Bridge	f	+1	+1	+1	+1	+1	+1
Uphill (5-23)	g	+1	+1	+1	+1	+1	+1
Downhill (5-23)	h	+1	+1	+1	+1	+1	+1
Logs	i	+1	+1	+1	+1	+1	+1
Bridge (20-41)	j	+1	+1	+1	+1	+1	+1
Railroad	k	+1	+1	+1	+1	+1	+1
Ballast	l	+1	+1	+1	+1	+1	+1

a See p. 59.
b Use terrain in hex.
c May enter and/or leave.
d Negates woods and marsh only.
e May turn.
f No additional cost to use.
g Both to enter and to leave.
h Same as g.
i Negates woods and marsh only.
j May enter and/or leave.
k Negates woods and marsh only.
l Negates woods and marsh only.

[E-19] TERRAIN EFFECTS ON MOVEMENT

July 3, 1863

Turn Track THE HORSE SOLDIERS AT GETTYSBURG July 3, 1863

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