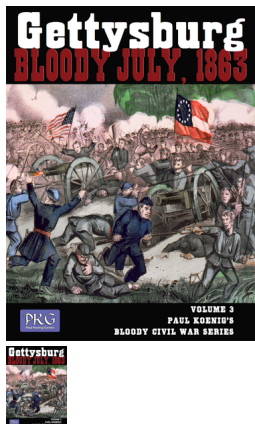


Gettysburg: Bloody July, 1863 (Folio)



A two-player brigade level simulation of the Battle of Gettysburg, July 1-3, 1863.

Rating: Not Rated Yet

Price

Price £64.95

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Manufacturer [PAUL KOENIG GAMES](#)

Description

Folio Version

Gettysburg: Bloody July, 1863 (GBJ) is a two-player brigade level simulation of the Battle of Gettysburg, July 1-3, 1863.

As the Confederate player, you must try to crush Meade's army before it can concentrate. As the Union player, you must hold on from the initial shock of the blow, regroup as your army slowly concentrates, and then either weather the storm or launch your own counter-attack against Lee's outnumbered forces. GBJ is an old-fashioned beer and pretzels game that is not burdened with cumbersome command & control or supply rules. Paul Koenig's Bloody Civil War Series is based upon the intermediate system of Avalon Hill's Gettysburg 1977. GBJ is the third game published by PKG.

GBJ contains two 22x34" maps, 264 6/10" die-cut counters, six 8.5x11" full-color Order of Appearance Cards, one 8.5x11 Player Aid Card, and one 18-page full-color rulebook.