

The Three Days of

Gettysburg
 SIMPLE VERSION



Simple Battle Book & Scenarios

Table of Contents

Battle Book

1.0 Introduction.....	2
2.0 Components & Terminology.....	2
4.0 Initiative, Activation & Command.....	2
5.0 Movement, Stacking & Facing.....	3
6.0 Combat.....	6
7.0 Combat Results.....	6
9.0 Special Units.....	6
10.0 Breastworks.....	6
12.0 Optional Rules.....	7
13.0 Scenario Instructions.....	7

Simple Scenarios

When Harry Met John (July 1).....	8
-----------------------------------	---

“I Died With My Face to the Enemy” (July 2).....	11
Longstreet’s Assault (July 2).....	14
“To Stop Was Destruction” (July 1).....	20
The Night Fight for Culp’s Hill (July 2).....	22
“A Want of Coordination” (July 1).....	25
Pickett’s Charge (July 3).....	29
Terrible Swift Sword (July 1-3).....	34
Day of Decision (July 2).....	37
Gregg Defends the Union Flank (July 3).....	43
“We Have Not Done Enough” (July 3).....	45
<i>Simple GBACW Designer’s Notes</i>	49
<i>Simple Version Sequence of Play and other Charts</i>	52



SIMPLE BATTLE BOOK

1.0 Introduction

The Three Days of Gettysburg - Deluxe Edition is the 5th edition of Richard H. Berg's game which covers the most famous battle of the American Civil War. This SIMPLE VERSION (SV) offers players a simpler way to enjoy the game without committing to the GBACW Series Rules.

All rules below are in addition to the GBACW SIMPLE VERSION rules. Any change or addition to an existing rule is noted.

2.0 Components & Terminology

2.1 Components

The SIMPLE VERSION uses the maps and counters found in *The Three Days of Gettysburg - Deluxe Edition*. Some of the Series Rules markers are not used in the SIMPLE VERSION, while a handful of units and markers are included specifically for SIMPLE VERSION GBACW.

Included are two identical SIMPLE VERSION Player Aid Cards with the Terrain Effects Chart on one side and the Combat Tables on the reverse. SIMPLE VERSION GBACW also requires the use of the Series Rules Turn Record Chart, Efficiency/Activation Charts, Reinforcement Schedules, and dice.

2.3 Game Scale

2.32 Each hex covers approximately 125 yards. Terrain elevation changes represent approximately 40 feet. Where the elevation changes are more abrupt, a Slope graphic is added to the elevation change(s).

Deluxe Edition Maps: New terrain details have been added to the original 3rd edition maps to enhance historicity and improve the player experience. The maps are the fantastic artwork created by Mark Simonitch, based on topography by Rick Barber. A map with the cavalry battlefield area adjoining the original maps has been added to give players greater tactical options and allow the recreation of the eastern cavalry brawl on July 3rd. Many smaller scenarios have their own map to make the game accessible to those with limited space.

Players of the 2004 edition may note that additional battlefield areas are titled. If there was an accepted, well-known name before the battle, we generally went with the original title (e.g., Blocher's Knoll instead of Barlow's Knoll). If not, we have used the name that history has bestowed on that bloody piece of ground.

PLAY NOTE: Some of the roads and pikes leading into Gettysburg have hexes with small red or yellow dots. These have no effect on the game and are there to help players track movement. Each is 12 hexes from either the entrance area or the previous dot.

4.0 Initiative, Activation & Command

4.2 Command

4.26 Cavalry Division Leaders. Each cavalry division leader—Stuart, Buford, Gregg, and Kilpatrick—draws its own Efficiency chit. There is no cavalry corps commander in the game. Cavalry division leaders are always considered In Command.

HISTORICAL NOTE: Alfred Pleasonton, the Union Cavalry Corps commander, stayed at Meade's side for the entire battle.

4.27 Union Artillery Leaders and Subordination. Corps artillery activate with the Artillery AM (in which case artillery brigadiers trace Command to their corps commander or to Hunt) or they may be attached to one division of that corps. In this case, the artillery brigadier and his brigade activates as one of the division's brigades per SV 9.22 Divisional Artillery.

The Reserve Artillery activates only with the Artillery AM. Reserve artillery brigades cannot be attached to divisions.

Horse Artillery (HA) must be attached to a cavalry formation; they do not move with the Artillery AM. The two HA brigades can be attached to any cavalry division, one brigade per division. Rank's battery (3rd Pennsylvania Heavy Artillery, Battery H) is a part of the 1/2/Cav and activates with that brigade.

4.28 Confederate Artillery Leaders and Subordination. Each Confederate division has a brigade of artillery. They activate with that division as an individual brigade.

The six artillery brigades of the I, II, and III Corps Reserve may attach themselves to a division in their corps as an individual brigade or be activated as part of the artillery AM. Each brigade activates separately. No more than one brigade can be attached to a division (i.e., the division could have a maximum of two brigades, one integral brigade and one attached corps reserve). Beckham's horse artillery can only be attached to cavalry brigades. Up to two horse artillery batteries can be attached to any brigade except Jenkins (who has his own artillery). If not attached, they activate as a separate brigade of Stuart's division. They do not activate with the Artillery AM.

DESIGN NOTE: Typically, both the Army of the Potomac and the Army of Northern Virginia had four to six batteries grouped under a single commander. The Union army called this formation an artillery brigade, while the Confederates called it an artillery battalion. For game purposes, they are the same and in the rules that follow, both are referred to as brigades.



PLAY AID NOTE: Attachment of artillery brigades are tracked by using the artillery attachment counters on the Efficiency/Activation PACs. When attaching eligible corps or reserve artillery to a division, place that specific attachment counter on the appropriate division chart space.

5.0 Movement, Stacking & Facing

5.1 Movement

5.16 Pikes/Roads/Trails

Pikes and Roads: Units moving along Pikes and Roads ignore the MP costs for all types of terrain, and changing elevation, and are not subject to Disorder from the terrain. When using Pikes and Roads to cross Creek Fords, treat both hexes adjacent to the Ford as connected Pike or Road hexes and add the cost of the Ford.

Trails: Units using Trails pay one-half of the non-Trail MP costs for the terrain to enter the hex (minimum of 1 MP). This includes terrain hexside costs. When using Trails to cross Creek Fords, treat both hexes adjacent to the Ford as connected Trail hexes and add the cost of the Ford (unhalved).

5.18 Terrain Elevation Level and Terrain Effects: The elevation of a hex is found in the center point of the hex and which covers the majority of the hex area.

Woods: Woods are considered one level higher than the base elevation of the hex. Woods block LOS. Firing at units in Woods incurs a -1 DRM.

PLAY NOTE: Hex B5824 is neither a Woods nor Orchard hex. The small collection of tree symbols is the famous "Copse of Trees" that was the supposed objective of Pickett's Charge. Treat the hex as clear for all purposes.

Marsh: Marsh hexes represent boggy or marshy ground that makes movement difficult, especially for wheeled vehicles. They have no effect on LOS or Fire combat.

Cemetery: Cemeteries are for historical interest only. They have no effect on play.

Orchards: Orchards do not block LOS but fire through one or more Orchard hexes receives a -1 DRM. This DRM is for fire through an Orchard hex, not for being fired on in an Orchard Hex. If the target and firing hexes are both higher than any Orchard hex along the LOS, there is no effect. Mounted cavalry receive a -1 DRM when charging a stack in an Orchard hex.

Exception: Solely artillery firing at 4+ hexes is unaffected by Orchards in any way.

Gettysburg: It is challenging to move through the town of Gettysburg, except on streets (inclusively Roads, Pikes, and Trails/Alleys). The presence of buildings, fences, and other annoyances slow movement and disorder any unit formation cohesion. Additionally, fighting in town is disjointed and disorganized.

Moving in Gettysburg

Disorder any Good Order unit that enters or exits a Town hex and does not use street movement. The movement cost to exit a Town hex into a non-Town hex is the same as entering a Town hex, unless using a street. Ignore any additional hexside or hex cost when moving from a Town hex to a non-Town hex.

Units in town cannot Refuse [SV 12.1]. Extended Lines cannot enter towns (both parts would have to end movement, Retreat, or Advance in the same hex).

If either the firing stack, the target stack, or both are in a Town hex, the fire incurs a -3 DRM.

Artillery may not fire from a Town hex.

Town hexes are one level higher than the base elevation of the hex.

Surrender and Line of Communication

Units in Town hexes and within three hexes of enemy units may be required to surrender if they cannot trace a line of communication of any length to any friendly Entry Area. The line of communication cannot be traced through enemy units or hexes adjacent to enemy units unless a friendly unit occupies the hex.

If, at the end of its Activation, a unit in town cannot trace a line of communication and is within three hexes of an enemy unit, it must conduct a Cohesion Check, with failure resulting in elimination. Units of Ineffective brigades [SV 7.51] add +2 DRM to their Cohesion Check. There is no effect if it passes.

Gettysburg town limits have a dotted/dashed outline to delineate what is considered a Town hex. Hexes inside this dashed line are considered Town.

PLAY NOTE: Hex B3520 is a Town hex.

Rocky Hexes: Rocky hexes represent exceptionally large boulders and difficult terrain for movement. Refer to the TEC. They have no DRM effects on Fire.

DESIGN NOTE: Unlike the earlier map editions, we have limited the effects of rocky terrain to the areas that had large or very dense rock formations. While there may be some areas in the various hills that could qualify as rocky, the sloping terrain effects should take care of the issues that moving units would face.

Sloping or Uneven Ground: Sloping Ground represents sloping or uneven terrain. They are used to show both rough terrain and more pronounced sloping when adjacent to a Slope hexside. Sloping Ground hexes only affect movement.

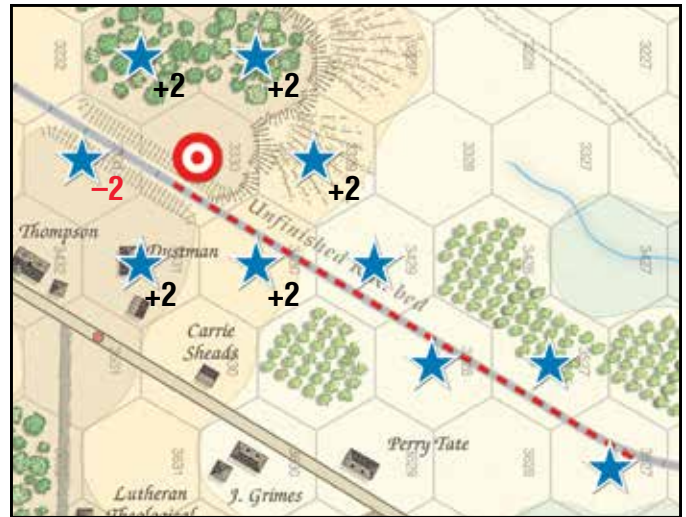
Slopes: Gradual Slopes are hexsides with one contour line and no hatching slope graphic. They have no effect on fire. Steep Slopes have a hatching slope graphic and may have any number of contour lines. Steep Slopes have the following properties:

- Infantry and cavalry fire from any lower-level hex at any distance through a Steep Slope hexside to a unit adjacent to that Steep Slope carries a -1 DRM. Artillery Fire at $4+$ hexes is not affected. Fire from terrain as high as or higher than the target hex through a Steep Slope hexside does not have a modifier.
- Units adjacent to and firing through a Steep Slope at a lower adjacent hex have a -1 DRM. Do not apply this DRM when firing at a lower hex at two or more hex range.
- Steep Slope hexsides affect movement; refer to the TEC.

The Unfinished Railroad: Construction on the railroad stopped when the war broke out. The unfinished railroad is treated as a trail.

Railroad Cuts: Where railroad construction had cut through hills, it had left gorge-like passes. Railroad Cuts (hereafter RR Cuts) have the following properties:

- RR Cuts are Disordering Terrain [SV 5.17]. When moving or advancing out of a RR Cut hex, treat the first hex entered as Disordering Terrain [SV 5.17], unless using the Unfinished RR.
- Artillery can only enter or leave a RR Cut through an unfinished Railroad hexside.
- Artillery cannot fire out of a RR cut hex.
- Units cannot retreat through, into, or out of a RR Cut hex unless following the path of the unfinished railroad.
- When determining LOS, units in a RR Cut hex are considered one elevation level lower than the elevation of the hex. This does not change the elevation of the hex itself.
- Units in a RR Cut hex can only fire at or be targeted by units directly adjacent to the RR Cut hex or by units that have a straight line of sight down the unfinished railroad line to the RR Cut hex and are within five hexes of the target. Units cannot shoot through a RR Cut hex into another hex using this fire.
- Adjacent units firing on an enemy unit in a RR Cut hex receive a $+2$ DRM (cumulative with other modifiers) if not in a RR Cut themselves.
- Units in a RR Cut always have a -2 DRM when firing at any target (cumulative with other modifiers). They do not receive the $+2$ DRM for firing at another unit in a RR Cut hex.



EXAMPLE OF LOS INTO A RR CUT HEX: Hexes with stars have LOS to the red target. The dotted line denotes hexes with LOS down the Unfinished Railroad and within range. Fire modifiers for adjacent units firing into the red target RR Cut are shown. Other fire modifiers (such as range or firing through an Orchard hex) are not shown.

The Lott's Ridge Bridge: On Map A, across the RR Cut between 1522 and 1723, there is a bridge. This is treated like any other bridge, with the following exceptions:

- Units may use this bridge only when moving from 1522 to 1723, or vice versa.
- A unit may not end movement in hex 1623 when using the bridge.
- If there is an enemy unit (including artillery) in hex 1622, 1623, or 1523, a unit may not use the bridge. The bridge has no effect on LOS.

DESIGN NOTE: The Lott's Ridge Bridge was only about ten yards across; the cut is very narrow here—and incapable of holding more than a few men at a time.

Rock Hexsides (Devil's Den): These two hexsides represents the massive formation of rocks in the famous Devil's Den area. They pose a serious obstacle to infantry movement and neither cavalry nor artillery may cross. Artillery adjacent to these hexsides may not fire through them. For LOS purposes, treat them as a Steep Slope. Refer to TEC for full effects.

Farms/Buildings: Hexes containing any number of buildings (other than Town hexes) add $+1$ to movement costs for units to account for fences, out-buildings, etc.

PLAY NOTE: Tiny slivers of houses or house shadows that encroach on an adjacent hex do not count as a Farm.

Watercourses: There are three types of watercourses (Creeks, Streams, and Brooks) on the map. Creeks and Streams are hex-side features, Brooks are in-hex. Creeks are impassable except at bridges and fords. Streams are a lesser obstacle and can be crossed with an additional movement cost. Brooks only affect artillery movement.

PLAY NOTE: Rock Creek, despite its name, is treated as a Stream or Creek depending on the location. The hexsides from B5707/5708 to B6605/6606 inclusive are treated as a Creek and have a darker blue Creek symbology to denote those hexsides. Other hexsides have a dotted dark blue symbology, denoting a crossable, but deep and difficult area.

Fords: Fords represent shallow crossing areas for both Creeks and Streams. Assume a Ford exists where a Trail or Road crosses any Stream or Creek and no Bridge is shown. A Stream Ford has no additional movement cost for any unit other than artillery. Creek Fords provide a way to cross these deeper and wider waterways and carry greater movement costs. Good Order artillery will Disorder if using a Creek Ford. When using a Road or Trail and crossing a Ford, treat both hexes as if connected by the Road/Trail and add the full cost of the ford.

Stone Walls: Most farmers had collected stones over the years out of their fields and created Stone Walls to both delineate their properties and to restrict livestock movement. Stone Walls give a defensive benefit for small arms fire when the target unit is adjacent to the wall. Stone Walls have two-sided facing for their defensive benefit, i.e., the defensive fire benefit can be gained on either side. However, only one side gains the benefit when two units/stacks are adjacent to the same Stone Wall hexside. If they are enemy units, the first unit to reach the Stone Wall with their frontal hexside “owns” it. If all the adjacent enemy units leave (for any reason), the remaining unit/stack receives the benefit. While it should be obvious and easy most of the time, First to the Wall markers are provided to help players keep track in questionable situations.

To receive the benefit or “own” the Stone Wall, the unit’s frontal hex(es) must face the Stone Wall hexside(s).

Units do not receive the Stone Wall benefit if fired on from the flank or rear, as defined in SV 6.35. March Order units do not receive Stone Wall benefits. They cannot “own” the Stone Wall nor deny benefits of the Stone Wall to an enemy unit.

Stone Walls have no effect on movement. Mounted cavalry receive a –1 DRM when charging a unit that is protected by an adjacent Stone Wall between it and the cavalry. The defending unit need not face the Stone Wall for this benefit. Stone Walls are treated as if costing more than 1 MP for purposes of SV 12.51, so charging cavalry would be flipped to their Disordered side if it crossed a Stone Wall.

Mounted cavalry units do not receive Stone Wall benefits. However, they deny benefits of the Stone Wall to enemy units if they are first to the wall as defined above.

When a Breastworks are built on a Stone Wall hexside, ignore the Stone Wall—use the Breastworks rules for both combat and movement. If the Breastworks are later removed, the Stone Wall is treated normally.

Stone Walls adjacent to a Creek or Stream only give their defensive benefit to units on the same side of the Creek or Stream as the Stone Walls.

5.19 Entry Hex Roads/Trails. At the southern end of Maps C and D, several Roads and Trails allow units and leaders to move from one entry hex to another if they so wish. Units and leaders may use these Roads and Trails to either enter as reinforcements or leave the playing area of the map. This rule is an exception to SV 5.11. No unit may move adjacent to an enemy unit using an off-map Road or Trail. Off-map units cannot fire at units on the map or be targeted by on-map units. Units in hexes separated by thick, black hexsides are not considered adjacent and cannot trace LOS through the hexside.

The Map D off-map road carries special limits:

- Confederate units may not use the off-map roads on Map D.
- Union units entering by D7026 from the map may only exit by D7033 or their original entry hex (D7026).
- Union units entering at D7033 or D7017 may exit at any location.

5.4 Reinforcements

5.47 All reinforcements enter through the Staging Area listed in the scenario. Staging areas consist of a Direct Entrance hex (the one with the Road or Pike) and may have several adjacent Border Entrance hexes. Unless specified differently by the scenario instructions:

- Units under March Orders must enter from the Direct Entrance hex. Other units may use the Direct Entrance hex or a Border Entrance hex.
- Enemy units may not move adjacent (i.e., there must be at least one hex in between) to any Entrance hex (Direct or Border) until all reinforcements for that Staging Area have arrived or chosen a different entrance.
- Reinforcements arrive with three Activations, unless specified otherwise on the Arrival Charts.

Reinforcements may have a different number of Activations than their command on-map. Players may decide which AMs to skip for the lesser of the two.

Reinforcement Staging Area hexes are notated by inclusive arrows on the map border, except for Area 11 on Map C and area 15 on Map D. Those hexes are outlined in blue.

When using the additional 4th map, some Staging areas may be changed, and additional Staging areas created. Refer to the four-map Reinforcement Arrival charts for units that are affected.

6.0 Combat

6.2 Line of Sight

6.24 (addition) Gradual slopes block LOS if they are adjacent to the lower unit, and, tracing from the lower unit, there is a down slope after the gradual slope (i.e., think of a valley between the higher unit and the gradual slope).



EXAMPLE: An artillery unit firing from Cemetery Hill (hex 4920) could not fire upon the units in hexes 4826 or 4926 directly behind the higher ground in hexes 4825 or 4925. It could fire upon hexes 4827 or 4927.

7.0 Combat Results

7.6 Combat Effectiveness



7.61 (addition) Count infantry half-regiment units (i.e., 26th NC a & b and 24 Michigan a & b) and cavalry “battalions” (e.g., 9 VA a & b) as regiments for BCI purposes. For example, if a cavalry brigade of 4 regiments had 11 battalions, at least 6 of the battalions would need to be Eliminated or Routed for the brigade to be Combat Ineffective.

9.0 Special Units

9.1 Mounted & Dismounted Cavalry

9.14 Cavalry regiments of 5 SP or larger are broken down into sub-units of 4 SP or less. For game purposes, these sub-units are called cavalry battalions.

9.4 Berdan’s Sharpshooters

Berdan’s Sharpshooters—1st US SS and 2nd US SS—were specially trained sharpshooters.

- The two units are attached to Birney’s division (2/1/III) and activate as a separate brigade.
- They are considered In Command for all purposes if they are within 3 hexes of any III Corps unit or leader.
- They track SP Losses individually, as artillery units [SV 7.55].
- They have specially equipped Sharp’s breechloading rifles. Use the BR (SS) row for fire results range DRMs. They may fire out to 4 hexes (see Range Effects Chart).
- They cannot move next to enemy units.
- They receive a –1 DRM benefit if fired upon by infantry or artillery at less than four hexes if not stacked with any other unit (including the other Berdan SS unit).

9.5 Breakdown Units

There are two infantry units represented by regimental breakdown units. They are the 24th Michigan from the Iron Brigade (1/1/I Corps) and the 26th North Carolina from Pettigrew’s brigade (Heth’s Division, III Corps). The Breakdown units are treated as normal units in all ways. Treat them as separate regiments for Brigade Combat Ineffectiveness calculations.

PLAY NOTE: These units were picked for their demonstrated tactical finesse, which is more easily shown with the flexibility that comes with two smaller units instead of one large one. While arguments could be made to do this with other units, there was a desire not to increase unit count above what this version of the game already has.

In some scenarios, specific Union batteries are broken into sections to better reflect the tactical realities of their fight.

10.0 Breastworks

10.1 Constructing Breastworks

10.12 (change) For Breastworks construction:

- Units must be within 20 hexes of an enemy infantry unit to be eligible for starting Breastworks construction. They may be at any distance when completed.
- During the night, Breastworks can be built in a Woods hex, a hex that is adjacent to a Woods hex, a Building/Farmhouse hex, a Rocky hex, or along the Stone Wall hexsides of a hex. Breastworks cannot be built in Marsh or Town hexes. Breastworks require only one night turn for construction.
- During the day (including Dawn and Dusk), Breastworks can only be built in Woods hexes. They require two turns to complete.
- No construction hex can be adjacent to an enemy unit when construction is started.
- There is a minimum 4 SP per hex required for construction. Multiple units can be stacked to achieve the required SP; all must obey the construction rules and are stacked underneath the Breastworks Construction marker.
- (Optional) 6 SP or more in a hex may construct Breastworks covering three hexsides. You cannot create three Breastworks hexsides if a standard two hexsides would connect two separate Breastworks lines or Breastworks hexes.

PLAY NOTE: The eligible hexes have been changed. Rocky hexes have been added, but Orchard hexes, and the extended range of hexes available in the Series Rules have been severely curtailed. The requirement for enemy units to be within 20 hexes is there to prevent as much “Déjà vu” building that occurred in the 3rd edition.

The optional rule allowing 3 hexside construction was created to allow players to construct a solid line of Breastworks when the hexes are not in a straight line or to shield the end of the Breastworks line.

12.0 Optional Rules

DESIGN NOTE: Many of the Series Rules optional rules are easy enough to convert (or do not require any modifications) to work with the GBACW SIMPLE VERSION should the player wish to have an increased historical narrative without playing The Three Days of Gettysburg using the GBACW Series Rules.

12.7 March Orders

On July 1st and until the end of the 1500 turn on July 2nd, the only thoroughfares that cost ½ MP in March Order are all roads in Gettysburg, all Pikes (including those shown in town), and the following roads:

Taneytown Road, Carlisle Road, Mummasburg Road, and Hanover Road. All other roads cost 1 MP.

This restriction ends on the 1600 turn of July 2nd. Leaders continue to pay ½ MP for Pikes and Roads at any time. This includes tracing command. While optional, this rule is strongly recommended.

DESIGN NOTE: On July 1st and early on July 2nd, commanders would have been very careful in movement, as many were entering a battle area with little knowledge of the enemy's whereabouts. This change slows down the use of March Orders by players seeking to envelope or flank an enemy with their god-like vision.

13.0 Scenario Instructions

PLAY NOTE: Four scenarios appear in the Series Rules Battle Book that are not included in the SIMPLE VERSION. Three scenarios start at 0700 on July 1st and rely heavily on the extensive Skirmisher rules, which are outside the scope of SIMPLE VERSION GBACW. The fourth scenario, Rock 'Em - Sock 'Em Gettysburg, is a quick-playing version of the entire battle. It would be essentially identical to the SIMPLE VERSION of Terrible Swift Sword.

13.1 Initial Deployment

13.11 Map. Setup locations are listed with the specific map letter and then a hex number, e.g., B3629. 'W/i 1 hex' or 'w/i 3 hexes' means that the unit and leaders may be placed within one hex or three hexes respectively of the listed location within legal stacking limits.

13.12 Units. Some units start the scenario either Disordered or Eliminated to account for previous losses. Some artillery batteries start at a reduced strength given in the Notes column. Unless so noted, batteries are set up at full strength.

Unit facing is indicated by compass direction. If it is not indicated, units may set up with any facing.

13.13 Leaders. Leaders' names are in bold letters in the scenario setup. Leaders notated with a bracketed R are set up on their replacement side (e.g., Doubleday [R-Rowley] or Ames [R]).

Unless otherwise specified, all leaders are In Command on the first turn of each scenario.

Some brigades start the scenario with SP Losses and/or are already Combat Ineffective [SV 7.6] as given in the Notes column by the brigadier.

PLAY NOTE: Unit and leader locations for the SIMPLE VERSION setups are generally the same as the Series Rules. However, brigades that have suffered casualties at the beginning of a scenario may have slightly different unit locations listed in the setup. Vassal users should compare the Simple setup with the setup displayed in Vassal for the brigades.

13.2 Activation

13.21 Each scenario includes an AMs in Play section that lists which AMs to include in the AM Pool. It does not usually specify how many AMs to include for each formation; the number is typically determined by the Efficiency procedure [SV 4.4]. Once a formation's AM is listed on the chart, include that formation's AMs in every subsequent turn, unless all of the units and leaders no longer remain on the map (due to Scenario Specific Rules, or, very rarely, Rout and leader casualties).

13.22 If the specified AMs for reinforcements differ from the Divisional Efficiency draw for on-map units of the same formation, place the number of AMs in the cup equal to the higher of the two. Players may choose which AMs to skip for either force.

13.3 Player Aid Cards

13.31 References to 4 AMs on the Series Rules PACs should be read as 3 AMs when playing the SIMPLE VERSION rules..

13.32 Ignore references to Fatigue on the Series Rules PACs.



When Harry Met John

Arrival of John Reynolds' First Corps, July 1st, 1863

After the initial shock of facing cavalry instead of militia, Heth continues his advance toward Gettysburg, throwing his two additional brigades into the fight—only to be surprised once more, this time by the crack infantry of the Union 1st Corps. The real fighting begins.

Maps



Only the A and B maps are used.

Game Length

This scenario starts with the 0900 turn and ends at the conclusion of the 2000 turn.

PLAY NOTE: The actual beginning of the scenario is approximately 9:30 AM.

Initiative

The CSA Player automatically has the Initiative for the 0900 turn. From 1000 onward, roll normally for Initiative.

Efficiency

All formations have a set number of AMs for the 0900 turn (see AMs in Play below). Starting on the 1000 turn, the Efficiency pools for each side are as follows:

The Union Efficiency Pool is 6x3E, 9x2E, and 3x1E.

The Confederate Efficiency Pool is 3x3E and 4x2E. Add a 1E marker to the Confederate pool at the beginning of the 1200 turn (it is used for the rest of the game).

AMs in Play

Turn	Union	Confederate
0900	1/I ^a , 2/I ^b , 3/I ^b , 1/Cav ^a , Artillery ^a , March	Heth/III ^c , Artillery ^d , March
1000		Pender/III
1200	1/XI, 2/XI, 3/XI	Rodes/II
1400		Early/II
1500		Stuart/Cav
1600	1/XII	Anderson/III
1700	2/XII	
1800		Johnson/II
1900	1/III	

- Wadsworth (1/I), Buford (1/Cav) and the Union Artillery receive 2 AMs for the 0900 turn.
- Robinson (2/I) and Rowley (3/I), both under March Orders, receive 1 AM for the 0900 turn. One March AM is used in the 0900 turn.
- Heth receives 2 AMs for the 0900 turn.
- Confederate artillery has 1 AM for turn 0900.



Confederate Setup

All Confederate units start on the A Map and face SE.

Hex	Unit/Leader	Command
A2509	Davis	4/He/III
A2107-2208	55 NC (extended)	4/He/III
A2308-2409	2 MS (extended)	4/He/III
A2509-2610	42 MS (extended)	4/He/III
A2813	Archer	3/He/III
A2912	7 TN	3/He/III
A3013	14 TN	3/He/III
A3113	5 AL Bn	3/He/III
A3214	1 TN	3/He/III
A3314	13 AL	3/He/III
A2316	Brockenbrough	2/He/III
A2416	40 VA	2/He/III
A2416	55 VA	2/He/III
A2417	22 VA	2/He/III
A2417	47 VA	2/He/III
A2616	Pettigrew	1/He/III
A2615	47 NC	1/He/III
A2715	52 NC	1/He/III
A2816	11 NC	1/He/III
A2916	26 NC (b)	1/He/III
A3017	26 NC (a)	1/He/III
A2512	Heth	He/III
A2513	Pegram [a]	Pe/Res/III

A2113	Zimmerman Battery	Pe/Res/III
A2314	McGraw Battery	Pe/Res/III
A2415	Brander Battery	Pe/Res/III
A2914	Crenshaw Battery	Pe/Res/III
A3015	Marye Battery	Pe/Res/III

[a] Pegram's artillery battalion is *not* attached to Heth's Division. In this scenario, no Reserve Artillery can be attached to a division and must use the Artillery AM to activate (see Scenario Specific Rule H5).



Union Setup

All Union units not under March Orders face NW. March Order units may be faced in any direction. All cavalry units are Dismounted.

Hex	Unit/Leader	Command
A3702	Buford	1/Cav
A3203	Gamble	1/1/Cav
A2501	3 IN a	1/1/Cav
A2602	3 IN b	1/1/Cav
A2803	12 IL a	1/1/Cav
A3004	12 IL b	1/1/Cav
A3104	8 IL a	1/1/Cav
A3205	8 IL b	1/1/Cav
A3304	8 IL c	1/1/Cav
A3504	8 NY c	1/1/Cav
A3704	8 NY b	1/1/Cav
A3904	8 NY a	1/1/Cav
B2633	Devin	2/1/Cav
B2033	17 PA a	2/1/Cav
B2133	17 PA b	2/1/Cav
[a]	17 PA c	2/1/Cav
A2201	9 NY b	2/1/Cav
A2301	9 NY a	2/1/Cav
A2401	6 NY	2/1/Cav
A2702	3 WV	2/1/Cav
A2905	Roder Section/Calef [b]	2/HA
A3006	Newman Section/Calef [b]	2/HA
A3804	Pergel Section/Calef [b]	2/HA
B3730	Reynolds	I Corps
B3928	Wadsworth	1/I
B4329	Meredith	1/1/I
B4329	2 WI	1/1/I
B4429	7 WI	1/1/I
B4529	19 IN	1/1/I
B4728	6 WI	1/1/I
B4629	24 MI (a & b)	1/1/I

B3730	Cutler	2/1/I
B3531	56 PA	2/1/I
B3632	76 NY	2/1/I
B3731	147 NY	2/1/I
B3832	95 NY	2/1/I
B3931	84 NY	2/1/I
B4031	Hall Battery	I Corps Artillery
B3928	Wainwright	I Corps Artillery

[a] 17 PA c is off-map facing Confederates from Ewell's Corps.

[b] If not using sections, place the Calef battery in A2905 or A3006. If using sections, they are treated as separate units. See Scenario Specific Rule H6.

The following units (Rowley's and Stone's Brigades) are under March Orders and have 1 Activation. Cooper is attached to Stone.

Set up along the Road from A6714 to A7014, inclusive:

Doubleday [R-Rowley]	3/I
Rowley [R]	1/3/I
80 NY	1/3/I
121 PA	1/3/I
142 PA	1/3/I
151 PA	1/3/I

Set up along the Road from A7004 to A7007, inclusive:

Stone	2/3/1
143 PA	2/3/1
149 PA	2/3/1
150 PA	2/3/1
Cooper	I Corps Artillery

Confederate Reinforcements

Use the Confederate Master Reinforcement Chart, starting with Perrin's Brigade at 1000.

Per the note on the reinforcement chart, Confederate units under March Orders pay 1 MP per hex on the Chambersburg Pike until the beginning of the July 1st, 1200 turn. This does not affect leader movement or Command Ranges. This is in addition to SBB 12.6 limiting March Movement for July 1st and part of July 2nd.

Union Reinforcements

Use the Union 2-map Reinforcement Chart, starting with Robinson (2/I) at 0900.

Scenario Specific Rules

H1. The CSA Player receives 2 AMs for Heth for the 0900 turn. Confederate artillery has 1 AM for the 0900 turn.

The USA Player receives 2 AMs for all on-map units not under March Orders for the 0900 turn. All other on-map 1st Corps units are under March Order and receive 1 Activation for the first turn. Reinforcements receive stated AMs.

Both sides determine Efficiency normally starting on the 1000 turn.

H2. For the 1000 and 1100 turn, treat Heth as if he was In Command, i.e., use the Efficiency number drawn for Hill's III Corps without penalty.

H3. Devin's Cavalry Brigade

- Devin cannot use Attack Movement in the 0900 turn.
- Devin and his brigade are removed from the map at the end of the 0900 turn. The units are picked up and removed regardless of location and placed off-board until returning as reinforcements.
- Devin and his brigade return on the 1200 turn as reinforcements. They may not enter under March Orders. They have 3 AMs and can enter at Entry Areas 4, 5, or 6. If the first Rodes' AM is pulled before Buford's first AM, the Union player has the option (but is not required) to immediately enter Devin's brigade before moving Rodes' units on-map. This counts as an Activation of Devin (i.e., they will only have 2 AMs remaining). The Union player may choose which later AM to skip for Devin. If the player does not take this option, Devin is limited to only areas 5 and 6 after Rodes' initial Activation.
 - o All units removed return mounted and in Good Order.
 - o The brigade enters with the same number of SP Losses as when the brigade was removed.
 - o Routed units may not attempt Recovery until the brigade returns to the map.

H4. CSA units cannot arrive in March Order through Entry Areas 3 and 4.

H5. Confederate Reserve Artillery brigades cannot be attached in this scenario. They only activate under the CSA artillery AM.

H6. When using Calef's artillery sections, treat each section as a separate unit for all purposes.

H7. At the beginning of the 1100 turn, if Reynolds is still alive, flip Doubleday (Rowley) leader counter to the Doubleday side and Rowley (Repl) counter to the Rowley side. If Reynolds is killed later, use the normal replacement rules.

H8. Treat XII Corps Efficiency as one less than the pulled Efficiency chit, e.g., a drawn 3E would be treated as a 2E, with a minimum of one.

H9. No Union III Corps unit may use Attack Movement.

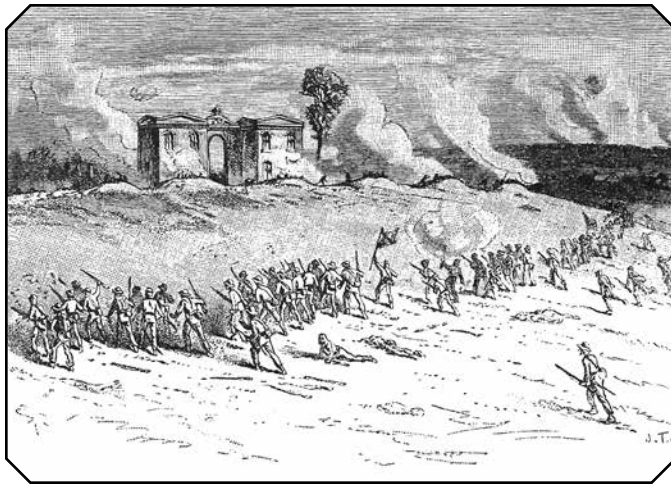
Victory Conditions

To win, the CSA player must control (i.e., occupy or was the last to occupy) Culp's Hill (B5013 and B5014) and Cemetery Hill (B4920, B5020 and B5222) at the end of the 2000 turn, and have fewer Combat Ineffective (CI) brigades than the Union player. Union cavalry brigades count as two brigades for this victory condition.

If the Confederates control the objectives and have the same number of CI brigades, it is a draw.

If the Confederates control the objectives but have more CI brigades, it is a Union win.

If the Confederate fails to control all geographical objectives, the Union wins, regardless of the number of CI brigades of either side.



“I Died With My Face to the Enemy”

Early’s Assault On Cemetery Hill, July 2nd, 1863

Late on the evening of July 2nd, two Confederate brigades attacked the eastern face of Cemetery Hill. Using the darkness to their advantage, they were able to approach the prominence with minimal casualties from artillery fire, dislodge the defenders, and, through intense combat, secure a portion of the hill. Unfortunately for them, neither Rodes nor Early properly supported this assault, and they were thrown off the heights by Union reinforcements. It could have had a different ending.

This scenario covers the planned attack of Early’s and Rodes’ divisions on Cemetery Hill during the night of July 2nd. Ultimately, because of inadequate leadership, only two Southern brigades fought for Cemetery Hill that night. The Confederate player will have an opportunity to bring more force to bear—with bigger dividends expected.

Map



This scenario uses the Early’s Assault mini map.

Game Length

This scenario is two turns long and occurs at night. For this scenario the turns represent about 45 minutes, running from 8:00 pm until approximately 9:30 pm. All normal Night [SV 11.2] turn limits, including the halving of Command Ranges, are in effect.

Initiative

The Confederates have the Initiative for the first turn. Determine Initiative normally for the second turn (the CSA would receive a +1 DRM for having the Initiative on the first turn).

Efficiency

The Union Efficiency Pool is 3x3E, 3x2E, and 1x1E.

The Confederate Efficiency Pool is 2x3E and 2x2E.

AMs in Play

Turn	Union	Confederate
2000	1/XI, 2/XI, 3/XI, Artillery *	Early/II b, Rodes/II †
2045	3/II	

* Artillery has 2 AMs for the first turn. It draws for Efficiency on the second turn.

† Except for Gordon, all Confederate brigades have 3 AMs for the first turn. Gordon’s brigade has 1 AM. On the second turn, the Confederate player draws Efficiency for Ewell to determine the number of AMs for Rodes’ and Early’s divisions.



Union Setup

All Union units not under March Orders face NW. March Order units may be faced in any direction. All cavalry units are Dismounted.

Cmd	Unit/Leader	Hex	Facing	Notes
I Art	Stevens Bty	5116	N	
I Art	Stewart Bty	4920	N	4 SPs
XI Art	Wiedrich Bty	4920	N	
3 Vol	Ricketts Bty	5020	NE	
I Art	Reynolds Bty	5020	NE	5 SPs
2 Vol	Taft Bty	5120	NE	4 SPs
3 Vol	Norton Bty	5220	NE	
XI Art	Dilger Bty	5021	NW	5 SPs
1 Reg	Eakin Bty	5121	NW	
XI Art	Wilkeson Bty	5121	NW	
3 Vol	Hill Bty	5223	NW	
XI Art	Osborn	Placed on any artillery unit		
I Art	Wainwright	Placed on any artillery unit		
3 Vol	Huntington	Placed on any artillery unit		
2/2/XI	O. Smith	4823		
2/2/XI	73 OH	4823	NW	
2/2/XI	136 NY	4923	NW	
2/2/XI	33 MA	5218	NE	
2/2/XI	55 OH	Eliminated		

1/2/XI	Coster	5122		
1/2/XI	27 PA	5122	NW	
1/2/XI	73 PA	5122	NW	
1/2/XI	134 NY	Eliminated		
1/2/XI	154 NY	Eliminated		
2/3/XI	Krzyzanowski	5022		
2/3/XI	119 NY	5022	NW	
2/3/XI	82 OH	5022	NW	Disordered
2/3/XI	26 WI	5022	NW	Disordered
2/3/XI	58 NY	Eliminated		
2/3/XI	75 PA	Eliminated		
2/1/XI	Ames [R]	4820		
2/1/XI	107 OH	4820	N	
2/1/XI	75 OH	4919	NE	Disordered
2/1/XI	25 OH	Eliminated		
2/1/XI	17 CT	Eliminated		
1/1/XI	Von Gilsa	5019		
1/1/XI	68 NY	5019	NE	
1/1/XI	153 PA	5118	NE	
1/1/XI	54 NY	Eliminated		
1/1/XI	41 NY	Eliminated		
1/XI	Barlow [R]	5020		
XI	Howard	5021		
3/XI	Schurz	5021		
2/XI	Von Steinwehr	5022		



Confederate Setup

Command	Unit/Leader	Hex	Notes
2/Ea/II	57 NC	4113	
2/Ea/II	Avery	4114	2 SP Losses
2/Ea/II	21 NC	4114	
2/Ea/II	6 NC	4115	
1/Ea/II	8 LA	4117	
1/Ea/II	7 LA	4118	
1/Ea/II	Hays	4219	
1/Ea/II	9 LA	4219	
1/Ea/II	6 LA	4319	
1/Ea/II	5 LA	4320	
3/Rd/II	Doles	4021	4 SP Losses
3/Rd/II	21 GA	4021	
3/Rd/II	44 GA	4021	
3/Rd/II	4 GA	4022	
3/Rd/II	12 GA	4022	
2/Rd/II	Iverson	4023	CI, 1 SP Loss

2/Rd/II	12 NC	4023	
2/Rd/II	20 NC	4024	Disordered
2/Rd/II	5 NC	Eliminated	
2/Rd/II	21 NC	Eliminated	
4/Rd/II	Ramseur	4025	
4/Rd/II	4 NC	4025	
4/Rd/II	14 NC	4026	
4/Rd/II	30 NC	4026	
4/Rd/II	2 NC	Eliminated	
4/Ea/II	38 GA	3714	
4/Ea/II	31 GA	3714	
4/Ea/II	13 GA	3715	
4/Ea/II	Gordon	3815	2 SP Losses
4/Ea/II	60 GA	3815	
4/Ea/II	26 GA	3816	
4/Ea/II	61 GA	Eliminated	



Union Reinforcements

Carroll and the listed regiments arrive on turn 2 on hex 5422.

Unit or Leader	Command
Carroll	1/3/II
14 IN	1/3/II
4 OH	1/3/II
7 WV	1/3/II

B5422 can be occupied by Confederate units, an exception to SV 5.42. If a Confederate unit occupies or is adjacent to B5422, Carroll's brigade may enter on any hex from B5419 to B5425. Individual units are not required to all enter on the same hex.



Confederate Reinforcements

There are no Confederate reinforcements.

Scenario Specific Rules

E1. Union OOB and Command

The Union forces consist of elements of XI Corps, II Corps, and artillery of the XI Corps, I Corps, and the Reserve.

Artillery leaders Wainwright (I Corps), Osborn (XI Corps) and Huntington (3rd Volunteer Artillery) can command any artillery battery and provide leader DRMs. All artillery activates under the artillery AM.

The Union draws Efficiency for the XI Corps on the first turn. For the second turn, the player will draw Efficiency for the XI and II Corps. Infantry from Carroll's brigade of Hays' division are the only II Corps units used in the scenario. The brigade enters as a reinforcement and uses the Hays AM. Use Hancock's Efficiency Rating when determining AMs for Hays.

Artillery has 2 AMs for the first turn. It draws for Efficiency on the second turn.

E2. Confederate OOB and Command

The Confederate force consists of three brigades (Hays, Avery, and Gordon) of Early's division and three brigades (Ramseur, Iverson, and Doles) of Rodes' division.

Do not use the Ewell, Rodes, and Early leader counters in this scenario. Although not on the map, use Early's Efficiency rating to modify the Efficiency draw for his brigades on the 2nd turn.

HISTORICAL NOTE: While Early monitored his brigades from the edge of town, he was not actively involved in the fighting. Rodes, for whatever reason, was passive in his leadership and placed effective control of the assault on Ramseur's shoulders.

The brigadiers of Early (Avery, Hays, and Gordon) are In Command both turns.

Ramseur (of Rodes' division) is considered the de facto commander of both his brigade and the brigades of Hoke and Iverson. Ramseur is always considered In Command for the purposes of AMs received. Both Hoke and Iverson are considered In Command if they are within Ramseur's command range.

E3. No division is ever considered Combat Ineffective [SV 7.62].

E4. March Orders may not be assigned.

E5. Rules for Rodes' brigades:

- Rodes' brigades initially set up in the town of Gettysburg. All three brigades must move from their original setup hexes to Long Lane (B4425-B5028 inclusive). Once all units from the three brigades end an activation on a Long Lane hex, they may move freely. All three brigades must be on Long Lane before any of the three brigades can move elsewhere.
- None of Rodes' brigades may adopt Attack Posture until they pass an Attack Posture Check. No brigade can perform an Attack Posture Check until all of Rodes' units have ended an Activation on Long Lane (see above). Each brigade performs its own Attack Posture Check. To perform the Attack Posture Check, roll a die at the start of that brigade's movement. Modify the roll by +2 for each of the following Union brigades that have moved any of their units from their scenario setup hexes: 1/2/XI (Coster), 2/2/XI (O. Smith) and 2/3/XI (Krzyzanowski). If the modified roll is 6+, the restriction on adopting Attack Posture is permanently lifted for that brigade; the brigade does not perform any more Attack Posture Checks. If the modified die roll is 5 or less, the brigade cannot adopt Attack Posture that Activation and the brigade must attempt to pass another Attack Posture Check on its next Activation.

Exception: If any Union unit charges one of Rodes' stacks before any of Rodes' units charges a Union stack, there is no further restriction on Rodes' brigades adopting Attack Posture.

Example: If both Coster's and Smith's brigades have any units that moved from their starting hexes, the modification to the Orders die roll would be +4.

Victory

Victory conditions for the scenario vary with the commitment level of Confederate troops and control of Cemetery Hill hexes. Control is defined as either having a unit in the hex or being the last to enter the hex.

If—of the Confederate brigades—only Hays' and Avery's brigades charge any Union units, the Confederates win if they control Evergreen Cemetery (hex 5120) and the Gatehouse (hex 5020) at end of the scenario. The Union wins if the Confederates control none of the seven dark brown hexes representing the top of Cemetery Hill (4920, 5020-21, 5120-21, and 5221-22). All other results are a draw.

If the Confederate player charges any Union units with either Rodes' division or Gordon's brigade, the Confederate must control five of the seven hexes of Cemetery Hill to win. If the Confederates control four hexes, it is a draw. Three or less hexes is a Union win.

If both Rodes' division and Gordon's brigade charges any Union units, the Confederates must control six of the seven hexes of Cemetery Hill. Less than six hexes is a Union win.

HISTORICAL NOTE: In the battle, Early did not commit Gordon, and Rodes' division was late in beginning its assault, which was terminated quickly.



Longstreet's Assault

Assault on the Peach Orchard, July 2nd, 1863

The Confederate onslaught on Sickles' position at the Peach Orchard salient is one of the most famous attacks of the American Civil War. In a late afternoon assault, the divisions of Hood, McLaws, and Anderson eventually fought the better part of three Union corps in what Longstreet described as the "best three hours" of fighting during the entire war. It was the South's last realistic chance to win the battle.

This scenario attempts to recreate the fierce back-and-forth fighting that occurred and has players face the choices and limitations placed on the generals, as much as possible, as it was on that hot Thursday afternoon in July. The Release rules reflect both the plans of the armies and the fog of war that encompasses virtually all the battles of this war.

Map



Only the Combined map is used. This map combines A, B, and C maps so that this scenario fits on a standard 22" x 34" map. Players will find the numbered hexes to make significant jumps in the sequence where the maps adjoin, jumping from xx33 (B map) to xx01 (A map) or from column 70xx (A and B maps) to column 11xx (C map). The Peach Orchard area is the conjunction of all three maps. Hex C1128, where the title "The Peach

Orchard" is printed, is adjacent to map B's 7033 hex and map A's 7001 hex. Additionally, map boundaries are shown on the mask around the map area. While there are some numeric duplications around the map edges, players should use their common sense and map letter IDs to place the units in their proper positions.

Game Length

This scenario starts with the 1500 turn and ends after the 1900 turn. It is five turns long but will take a considerable amount of time because of the fierce fighting.

PLAY NOTE: The actual beginning of the scenario is approximately 3:45 PM.

Initiative

Only the Confederate brigades of Law and Robertson move during the 1500 turn in a special pre-move.

The CSA Player automatically has the Initiative for the 1600 turn and 1700 turn. Roll normally for Initiative for turns 1800 and 1900.

Efficiency

The USA Efficiency pool is 3x3E, 3x2E, and 2x1E.

The CSA Efficiency pool is 3x3E, and 3x2E.

Draw Efficiency for both Longstreet's Corps (Hood and McLaws) and Hill's Corps (Anderson). A.P. Hill does not appear in this scenario and does not affect the Efficiency draw for Anderson's division. Anderson is always In Command.

Draw Efficiency for the Union III Corps, Union V Corps, and the Union II Corps. Players should draw Efficiency even if there are no Released units (units may become Released in that turn and can move with any remaining AMs drawn for that division).

AMs in Play

Turn	Union	Confederate
1600	1,II, 2/II, 3/II, 1/III, 2/III, 1/IV, 2/V, 3/V, Artillery	Hood/I, McLaws/I, Artillery ^a
1800		Anderson/I ^b

[a] CSA divisional artillery activates with the artillery AM until its formation is Released. See Scenerio Specific Rule L4.

[b] After release, Anderson is considered In Command. A.P. Hill does not appear in this scenario.



Confederate Setup

Command	Unit/Leader	Hex
I Corps Art Reserve	Alexander	C1334
Hd/I/Art	Henry	*
Hd/I/Art	Reilly	C2932
Hd/I/Art	Latham	C2333
Mc/I/Art	Cabell	*
Mc/I/Art	Fraser	C1933
Mc/I/Art	McCarthy	C1733
Mc/I/Art	Manly	C1533
Mc/I/Art	Carlton	C1434
I Reserve	Parker	C1334
Alex/IR	Taylor	C1235
Alex/IR	Moody	C1134
Alex/IR	Gilbert	A7006
I Corps	Longstreet	C2434
Hood/I	Hood	C2434
Law/Hood	Law	*
Law/Hood	44 AL	C3131
Law/Hood	48 AL	C3131
Law/Hood	15 AL	C3032
Law/Hood	47 AL	C2833
Law/Hood	4 AL	C2733
Robertson/Hood	Robertson	*
Robertson/Hood	5 TX	C2533
Robertson/Hood	4 TX	C2434
Robertson/Hood	1 TX	C2234
Robertson/Hood	3 AR	C2133
Benning/Hood	Benning	*
Benning/Hood	2 GA	C2936
Benning/Hood	17 GA	C2836
Benning/Hood	20 GA	C2736
Benning/Hood	15 GA	C2636
G. Anderson/Hood	G. Anderson	*
G. Anderson/Hood	9 GA	C2135
G. Anderson/Hood	8 GA	C2236
G. Anderson/Hood	11 GA	C2336
G. Anderson/Hood	59 GA	C2436
<i>Not in scenario</i>	7 GA	<i>Guarding the southern flank</i>
McLaws/I	McLaws	*
Kershaw/McLaws	Kershaw	*
Kershaw/McLaws	15 SC	C1934
Kershaw/McLaws	7 SC	C1835

Kershaw/McLaws	2 SC	C1735
Kershaw/McLaws	3 SC Bn	C1735
Kershaw/McLaws	8 SC	C1636
Kershaw/McLaws	3 SC	C1636
Semmes/McLaws	Semmes	*
Semmes/McLaws	53 GA	C1936
Semmes/McLaws	51 GA	C1837
Semmes/McLaws	10 GA	C1736
Semmes/McLaws	50 GA	C1736
Barksdale/McLaws	Barksdale	*
Barksdale/McLaws	21 MS	A6906
Barksdale/McLaws	17 MS	A6806
Barksdale/McLaws	13 MS	A6706
Barksdale/McLaws	18 MS	A6606
Wofford/McLaws	Wofford	*
Wofford/McLaws	16 GA	C1236
Wofford/McLaws	18 GA	C1135
Wofford/McLaws	24 GA	A7008
Wofford/McLaws	Cobb Lg	A6908
Wofford/McLaws	Phillips Lg	A6808
Wofford/McLaws	3 GA/SS	A7007
Anderson/III	R. Anderson	*
Wilcox/R. Anderson	Wilcox	*
Wilcox/R. Anderson	8 AL	A6405
Wilcox/R. Anderson	10 AL	A6304
Wilcox/R. Anderson	11 AL	A6204
Wilcox/R. Anderson	14 AL	A6103
Wilcox/R. Anderson	9 AL	A6003
Lang/R. Anderson	Lang	*
Lang/R. Anderson	5 FL	A5903
Lang/R. Anderson	8 FL	A5803
Lang/R. Anderson	2 FL	A5702
Wright/R. Anderson	Wright	*
Wright/R. Anderson	22 GA	A5602
Wright/R. Anderson	3 GA	A5502
Wright/R. Anderson	48 GA	A5403
Wright/R. Anderson	2 GA Bn	A5402
Posey/R. Anderson	Posey	*
Posey/R. Anderson	48 MS	A5302
Posey/R. Anderson	12 MS	A5202
Posey/R. Anderson	19 MS	A5101
Posey/R. Anderson	16 MS	A5001
Mahone/R. Anderson	Mahone †	*
Mahone/R. Anderson	61 VA	A5103
Mahone/R. Anderson	6 VA	A5003

Mahone/R. Anderson	16 VA	A5003
Mahone/R. Anderson	12 VA	A4902
Mahone/R. Anderson	41 VA	A4802
III Corps Art Reserve	Pegram	*
Pegram/IIIR	Zimmerman	B4833
Pegram/IIIR	Crenshaw	B4933
Pegram/IIIR	Marye	A5001
An/III Art	Jn. Lane	*
An/III/Art	Ross	A5101
An/III/Art	Wingfield	A5202

* Noted leaders start on or within one hex of any of his units.

† Mahone is optional, per player agreement. Historically, Mahone failed to move to even support the rest of Anderson's division. The Union can release more brigades if Mahone is used (see Scenario Specific Rule L7).



Union Setup

All units may be faced at the Union player's discretion. All leaders are In Command for the turn they are Released. Refer to the Release schedule for details.

If more than one setup hex is listed, all must be occupied.

If only the brigade's name is listed, all units and the leader stack in that hex or hexes.

Command	Unit/Leader	Hex
1/2/III	Carr	[a]
1/2/III	16 MA	B6532
1/2/III	26 PA	B6432
1/2/III	1 MA	B6433
1/2/III	12 NH	B6633
1/2/III	11 NJ	B6733
1/2/III	11 MA	B6330
2/2/III	Brewster	[a]
2/2/III	73 NY	B6529
2/2/III	71 NY	B6630
2/2/III	74 NY	B6730
2/2/III	120 NY	B6729
2/2/III	70 NY	B6831
2/2/III	72 NY	B6830
3/2/III	Burling	[a]
3/2/III	7 NJ	C1225
3/2/III	6 NJ	C1324
3/2/III	5 NJ	C1324
3/2/III	115 PA	C1324
3/2/III	8 NJ	C1324
3/2/III	2 NH	C1225
2/III	Humphrey	B7031

1/1/III	Graham	[a]
1/1/III	105 PA	B6833
1/1/III	57 PA	B6933
1/1/III	114 PA	B6933
1/1/III	63 PA	A6902
1/1/III	68 PA	C1127
1/1/III	141 PA	C1128
2/1/III	Ward	[a]
2/1/III	3 ME	C1330
2/1/III	4 ME	C2224
2/1/III	124 NY	C2025
2/1/III	86 NY	C1924
2/1/III	20 IN	C1925
2/1/III	99 PA	C2127
3/1/III	DeTobriand	[a]
3/1/III	40 NY	C1424
3/1/III	17 ME	C1425
3/1/III	3 MI	C1429
3/1/III	110 PA	C1628
3/1/III	5 MI	C1928
1/III	Birney	C1425
III Corps	Sickles	B7031
4th Vol Art	Ames	C1127
III Art	Randolph	[a]
III Art	Clark	C1129
III Art	Seeley	A6601
III Art	Bucklyn	A6801
III Art	Winslow	C1524
III Art	Smith-2 [b]	C1822
III Art	Smith-1 [b]	C2124
Sharpshooters	2nd US	C2526
1st Vol Art	McGilvery	[a]
1st Vol Art	Thompson	B7030
1st Vol Art	Hart	B7030
1st Vol Art	Phillips	B7029
1st Vol Art	Bigelow	B7029
1st Reg Art	Ransom	[a]
1st Reg Art	Turnbull	B6431
1st Reg Art	Weir	B6325
1st Reg Art	Thomas	B6826
V Art	Martin	[a]
V Art	Walcott	C1307 [c]
V Art	Watson	C1307 [c]
V Art	Gibbs	C1307 [c]
V Art	Hazlett	C1510

1/V	Barnes	[a]
3/1/V	Vincent	B6822 [c]
1/1/V	Tilton	B6821 [c]
2/1/V	Sweitzer	B6820 [c]
II Art	Hazard	[a]
II Art	Rorty	B6224
II Art	Brown	B6024
II Art	Cushing	B5824
II Art	Arnold	B5723
1/II	Caldwell	[a]
1/1/II	Cross	B6423, B6424
2/1/II	Kelly	B6324
3/1/II	Zook	B6322, B6323
4/1/II	Brooke	B6222, B6223
2/II	Gibbon	[a]
1/2/II	Harrow	B6022, B6023
2/2/II	Webb (– 69 PA)	B5822, B5823
2/2/II	69 PA	B5924
3/2/II	Hall	B6122, B6123
3/II	Hays	[a]
2/3/II	Smyth	[a]
3/3/II	Willard	B5622, B5721, B5722
2/3/II	1 DE	B5525
2/3/II	12 NJ	B5322
2/3/II	14 CT	B5423
2/3/II	108 NY	B5423
1/3/II	Carroll	B5321, B5422
II Corps	Hancock	B5521
2/V	Ayres	[a]
3/2/V	Weed	C1509 [c]
2/2/V	Burbank	C1409 [c]
1/2/V	Day	C1408 [c]
3/V	Crawford	[a]
1/3/V	McCandless	B6410 [c]
3/3/V	Fisher	B6510 [c]
V Corps	Sykes	C1521

[a] Noted leaders may start on or within one hex of any of his units.

[b] Both Smith artillery sections are attached to Ward's brigade. They are considered separate batteries for all purposes. All other III Corps artillery is attached to Humphrey's division.

[c] Units must be within 1 hex of listed location. For player convenience, they may be kept off-map until their turn of Release.



Confederate Reinforcements

The Confederate player receives the Woolfolk and Jordan batteries on the 1700 turn. They enter at C1238 with 1 AM.



Union Reinforcements

There are no Union reinforcements.

Special Scenario Rules

L1. Most units and formations cannot move or fire at the beginning of the game, though they may Rally and change facing. They are “frozen” in place and cannot move until Released; some artillery units may fire before they are Released for movement. Refer to Release Schedule for details.

All Corps Commanders (Longstreet, Sickles, Sykes, and Hancock) are free to move starting on turn 1600.

L2. March Orders may not be used in this scenario.

L3. Union Release and Involuntary Release.

Union units may not move in this scenario until Released (some may fire). No Union units move or fire in the 1500 turn.

Most units start the scenario un-Released. Refer to the Release Schedule for details for normal Release. There are different rules for involuntary Release, depending on unit type. There are no restrictions on units that are involuntarily Released. Leaders can move in any Activation when any unit in their command is Released or Fires.

If otherwise allowed to fire by the Simple Version rules, un-Released units may always participate in non-Phasing Fire, e.g., Approach Fire and Return Fire. This does not constitute Release. Un-Released units that are not targeted cannot Return Fire (exception to SV 6.16).

Involuntary Release:

- If a Union infantry unit becomes adjacent to an enemy unit, it and its brigade are Released immediately. They may Activate in that turn if there are AMs available for their formations already in the draw cup; consider them In Command for Activation purposes (i.e., they may Activate on all AMs). Fire alone does not Release Union infantry units.
- If a Union artillery unit is fired on or has an enemy unit move or Advance within two hexes (one intervening hex) that artillery unit is released immediately. Consider the artillery unit In Command (again, it may use all appropriate AMs). Note: II Corps Artillery Release is different and is described in L4.
- Involuntarily Released leaders that were not scheduled to be Released in the next turn are treated as In Command for the next turn's Command Phase [SV 3.0 Ib] and draw Efficiency normally for the rest of the game. **Exception:** If there is a scheduled AM (for the parent division) greater than the Efficiency draw, use that number. If the Efficiency draw is greater, use that.

L4. Artillery

Both USA and CSA artillery have 2 AMs each turn if activating under their Artillery AMs.

Artillery that is allowed to Fire (but not move) may change facing. They may change facing in Reaction (but not move out of the hex) as allowed by the rules. Additionally, they may Rally.

Union Artillery:

- All Union Reserve artillery units are considered In Command if within the command radius of their immediate brigade leader. The brigade leaders do not have to trace command to Hunt.
- Union corps artillery are considered In Command if un-Released but able to fire. They may not be voluntarily attached to a brigade or division until they are Released. If involuntarily Released, they may attach starting the next turn [SV 3.0 Ib].
- II Corps artillery units may fire but are not Released unless a Confederate infantry unit moves within three hexes of the specific battery. At that point the battery is Released for movement (including Reaction Movement) and may continue to use the Artillery AM for the rest of the turn. Next turn, it must be attached to any Released II Corps brigade. It does not have to be in command range of the Brigade leader to attach but does need to be within range to be considered In Command.

Confederate Artillery:

- All Confederate artillery units are automatically In Command in their starting hexes when Activating with the Artillery AM.
- Prior to Release, all Confederate artillery must Activate with the Artillery AM. On or after the turn of their Release, divisional artillery may Activate with their division. They are treated as a separate brigade. (They could continue to Activate with the artillery AM).
- Once artillery is attached or Activated by a division, it cannot, in subsequent turns, be Activated by the Artillery AM, nor is it automatically In Command in its starting hex.
- All I Corps Reserve artillery battalions are commanded by Edward Porter Alexander and Activate with the artillery AM. They may not be attached to a division.
- Alexander is always considered In Command (he does not have to trace command to Longstreet or a division commander).
- III Corps Reserve artillery may be attached to Anderson on the turn of their Release. They are treated as a brigade of the division.
- Pendleton is not in this scenario and does not negatively affect Confederate Efficiency.

L5. Confederate Release

All Confederate brigades automatically receive 3 AMs on their turn of Release, except Posey's and Mahone's brigades, which receive 2 AMs. All Confederate units (including Posey's and Mahone's brigades) are considered In Command for all purposes the turn of their Release.

Confederate units cannot be involuntarily Released. In addition there are Union restrictions for fire on CSA units:

- CSA infantry may not be fired upon until they move (Pre-move or Released).
- Un-Released Confederate artillery may be fired upon and return Fire but does not Release.
- Union units may not move, Advance, or Retreat within 4 hexes (3 intervening hexes) of any unit of an un-Released Confederate Brigade.
- Union units that start within 4 hexes of an un-Released Confederate infantry unit cannot move closer and are required to increase that distance with their first Activation.

DESIGN NOTE: The preceding rules are to prevent the Union player from gaming the Release of CSA brigades.

L6. Confederate Pre-move

Some CSA brigades have a pre-move before their Release turn with the equivalent of 1 AM. These units move at the end of the indicated turn; no AM Draw is needed. These brigades are (turn 1500 - Law, Robertson), (turn 1600 - Kershaw, Semmes), and (turn 1700 - Barksdale, Wofford).

They do not move with the division's AM for this turn if in play. Move the brigades after all AMs have been played.

Division leaders are not included and do not move in the Pre-Move.

L7. Mahone Option

Historically, Mahone's brigade failed to support the attack by Anderson's division. The Confederate player may, at their option, Release Mahone per the Release Schedule on turn 1800. When Mahone is used, the Union brigades of Smyth and Carroll are automatically Released on turn 1900.

L8. The 2nd US Sharpshooters activate at 1600 and receive 3 AMs per turn. Use the Birney AM for 2nd US Sharpshooter Activation. In practical terms, players will place 3 Birney AMs in the draw cup each turn, even though Birney's units may have a lower number of AMs. The Federal player decides which AMs to move Birney's troops or skip if there are more chits than received Efficiency.

Victory

Victory is determined by control (i.e., occupy or were the last to occupy) of these specific geographic locations:

Little Round Top (LRT) (4 hexes: C1917, C2018, C2118, and C2219)

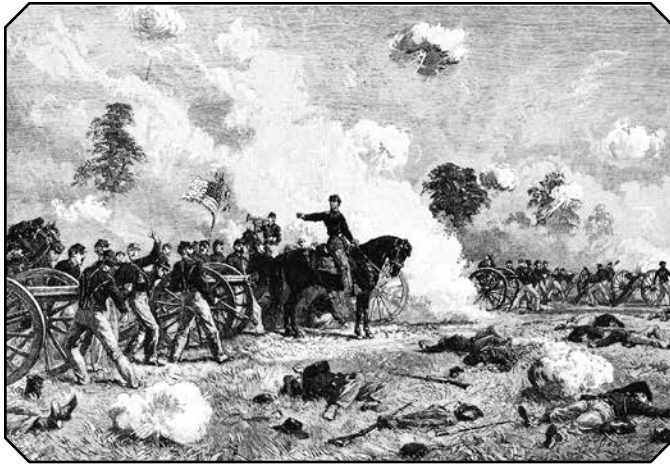
The Wheat Field (11 hexes: C1425, C1522-25, C1624-26, and C1724-26)

The Peach Orchard (9 hexes: A6801, A6901, B6933, A7001, A7002, C1129, C1130, C1229, C1230)

Cemetery Ridge (12 hexes: B6023-24, B6122-23, B6223, B6323, B6423-24, B6522-23, B6623-24)

There are automatic victory conditions if certain objectives are met during the game prior to the end of turn 1900:

- At the end of any Union Activation, if the Confederates control LRT, the Wheat Field, and the Peach Orchard, it is considered an immediate CSA major victory.
- At the end of any Union Activation, if the Confederates control any 4 hexes of Cemetery Ridge (between 60xx and 66xx as listed), the Wheat Field, and the Peach Orchard, it is considered an immediate CSA major victory.
- At the end of game turn 1900, if the Confederates control LRT, it is a major CSA victory.
- At the end of game turn 1900, if the Confederates contest control of LRT (they control at least one hex) and control the Wheat Field, it is a minor CSA victory.
- If at the end of game turn 1900, if the Confederates control the Peach Orchard and control any 4 hexes of Cemetery Ridge hexes (between columns 60xx and 66xx, as listed), it is a minor CSA victory.
- If, at the end of game turn 1800, the Confederates do not have complete control of the Peach Orchard and do not contest control of LRT, it is an immediate major USA victory. If the Confederates control the Peach Orchard and/or contest control of LRT, the game continues.
- If the Union controls LRT and contests control of the Peach Orchard and the Wheat Field at the end of the 1900 turn, it is a major USA victory.
- If the Confederates only control the Peach Orchard and the Wheat Field at the end of the 1900 turn, it is a draw.
- If the Confederates control the Peach Orchard and contest both LRT and the Wheat Field at the end of the 1900 turn, it is a draw.
- Any other result at the end of the 1900 turn is a minor USA victory.



“To Stop Was Destruction”

The Last Assault on Seminary Ridge, July 1st, 1863

On July 1st, the Union I Corps had held the Confederate forces arriving from the west at bay all day. Doubleday, the acting corps commander, had delivered a masterful defense. Union troops had held their ground, slowly giving way to brave but disjointed Southern attacks. Now, at the end of the day, if not their rope, the soldiers of the Iron Brigade and the 3rd Division had regrouped after being driven off McPherson's Ridge by Pettigrew's powerful North Carolina brigade. In a miscommunication, Wainwright, the I Corps artillery commander, had gathered his cannons on the ridge, mistaking “Seminary” for “Cemetery” in a verbal order translation. The Federal soldiers stopped to protect the artillery and make one more stand.

Heth's division, worn out from the day's attacks, and spying a new defensive line studded with artillery, retired and allowed Pender's fresh Southern division to pass through. Pender, another newly minted Rebel division leader, has but three of his brigades to make the attack after leaving Thomas's brigade in reserve.

The final Rebel attack of the day begins.

Map



Use the “To Stop was Destruction” mini map.

Game Length

The game starts on the 1600 turn and is one turn long.

Initiative

The Confederate player has the Initiative for the turn.

Efficiency

The Efficiency rules [SV 4.4] are not used in this scenario. Instead, each side receives a specified number of AMs (see AMs in Play below).

AMs in Play

Turn	Union	Confederate
1600	1/I ^a , 1/Cav ^a , Artillery ^a	Pender/III ^b , Lane ^{b,c}

- The Union receives 3 AMs for each formation.
- Both Confederate formations receive 4 AMs.
- Use any other convenient Rebel division's AMs for Lane's Activation. See Scenario Specific Rule T1.



Confederate Setup

Command	Unit/Leader	Hex	Facing	Notes
Pe/III	Pender	A3905		
4/Pn/III	Scales	A3503		
4/Pn/III	38 NC	A3402	SE	
4/Pn/III	34 NC	A3502	SE	
4/Pn/III	13 NC	A3502	SE	
4/Pn/III	22 NC	A3603	SE	
4/Pn/III	16 NC	A3703	SE	
1/Pn/III	Perrin	A3904		
1/Pn/III	14 SC	A3803	SE	
1/Pn/III	1 SC (PA)	A3903	SE	
1/Pn/III	12 SC	A4004	SE	
1/Pn/III	13 SC	A4104	SE	
2/Pn/III	Lane	A4110		
2/Pn/III	33 NC	A4110	SE	
2/Pn/III	18 NC	A4210	SE	
2/Pn/III	28 NC	A4310	SE	
2/Pn/III	37 NC	A4311	SE	
2/Pn/III	7 NC	A4412	SE	



Union Setup

Cmd	Unit/Leader	Hex	Facing	Notes
1/1/I	Meredith [R]	B3731		CI
1/1/I	24 MI a	B3732	SW	
1/1/I	7 WI	B3632	NW	
1/1/I	19 IN	Eliminated	SW	
1/1/I	24 MI b	Eliminated	SW	
1/1/I	2 WI	Eliminated	NW	
2/3/I	Stone [R]	B3531		CI
2/3/I	149 PA	B3531	SW	Disordered
2/3/I	143 PA	Eliminated	SW	
2/3/I	150 PA	Eliminated	SW	
1/3/I	Rowley [R]	B3831		1 SP Loss
1/3/I	142 PA	B3832	SW	Disordered
1/3/I	121 PA	B3931	SW	Disordered
1/3/I	151 PA	Eliminated	SW	
1/3/I	80 NY	Eliminated	SW	
1/1/C	Gamble	B4131		
1/1/C	8 NY a	B4131	NW	
1/1/C	8 NY b	B4131	NW	
1/1/C	3 IN a	B4232	NW	
1/1/C	12 IL a	B4332	NW	
1/1/C	12 IL b	B4332	NW	
1/1/C	8 IL a	A4708	N	
1/1/C	8 IL b	A4709	N	
1/1/C	8 IL c	A4711	N	
1/1/C	3 IN b	Eliminated	NW	
I Corps Arty	Wainwright	B3730		
I Corps Arty	Stewart Bty	B3432	SW	3 SPs
I Corps Arty	Reynolds b Bty	B3531	SW	
I Corps Arty	Stevens Bty	B3632	NW	4 SPs
I Corps Arty	Cooper Bty	B3732	SW	3 SPs
I Corps Arty	Reynolds a Bty	B4031	SW	



Confederate Reinforcements

There are no Confederate reinforcements.



Union Reinforcements

There are no Union reinforcements.

Scenario Specific Rules

T1. Confederate Command. The Confederate command comprises three brigades of Pender's division along with General Pender. Thomas' brigade has been left in reserve, guarding the artillery. Perrin's brigade is short one regiment: the 1st SC Rifles will not arrive on the battlefield until the afternoon of July 2nd.

All leaders are In Command.

Both Perrin and Scales are Activated with the Pender AM. For this scenario, Lane's brigade Activates separately. Use any other convenient Rebel division's AMs for Lane's Activation. Pender may still provide a -1 DRM to Cohesion Checks that Lane's units conduct [SV 7.14]. Pender moves with the normal Pender AM draw only.

T2. Union Command. The Union command is comprised of the Iron Brigade (1/1/I), two brigades of Doubleday's division, 1/3/I and 2/3/I, Gamble's cavalry brigade (1/1/C), and Wainwright's corps artillery. There are no division leaders.

All leaders are In Command. In addition, the 8 IL a, b, and c units are independently In Command for some actions (see Scenario Specific Rule T4).

All Union infantry brigades are Activated with the 1/I (Wadsworth) AM. This includes 1/3/I, 2/3/I, and 1/1/I brigades. All cavalry is Activated with Buford AM. The I Corps artillery Activates with the Artillery AM.

T3. The Confederate player has the Initiative and has the first AM. However, the Union player automatically receives the 2nd AM of the turn and may pick any of the available AMs for his move after the Confederate Activates. Place the remaining AMs (seven for the CSA, eight for the USA) in the cup for random draw after the initial two AMs have been drawn.

T4. The 8 IL cavalry was threatening the right flank of Pender's line with cavalry charges. Historically, Lane's brigade was so preoccupied with the mounted troops that it created "squares" and did not participate in the assault on Seminary Ridge until Union forces were already retreating. To recreate this threat, the 8th Illinois (a, b, and c) cavalry battalions are always In Command and may use Attack Movement separately from the rest of Gamble's brigade, as if 8 IL was a separate brigade. The units are not penalized for not having a brigadier participate if they Charge without Gamble (exception to SV 12.31).

If any of the 8th Illinois cavalry battalions dismount, all the battalions of the unit immediately lose these special abilities and operate normally. Remounting does not reinstate the special abilities.

T5. Units of Lane's brigade cannot move more than 4 MP when starting or moving within 5 hexes of any 8 IL unit while operating under the special rules above. Attack Movement is not affected. Other Confederate brigades are unaffected.

Victory

The primary objective for Pender's troops is to break the final Union line on Seminary Ridge, just like their real-life counterparts did. However, heavy losses (historical) will dull a Southern victory.

Control is defined as occupying the hex or being the last side to occupy the hex. All hexes begin in Union possession.

Objective hexes consist of the Seminary Ridge line running from B3432 (Mrs. Thompson's house) south to B4232. Do not count either hex B3431 or B4231.

Either side receives VPs for control of Objective hexes:

B3432, B3531, B3632, and B3732 are 5 VPs

B3832, B3931, and B4031 are 4 VPs

B4131 and B4232 are 3 VPs

PLAY NOTE: These Objective hexes are marked on this scenario's minimap.

The Union player earns points as below:

+5 VP for any Confederate brigade that would be considered BCI at the end of the game.

+1 VP for each CSA SP loss.

The Confederate player earns points as below:

+1 VP for each artillery SP loss (count Abandoned artillery as SP losses unless controlled by friendly units).

+1 VP for each Union cavalry SP Loss inflicted.

0 VP for each Union infantry loss.

Divide Confederate VPs by Union VPs. Compare the ratio as below:

Confederate

Tactical Victory Greater than 1.5 to 1

Marginal Victory At least 1 to 1, but less than 1.5 to 1

Union

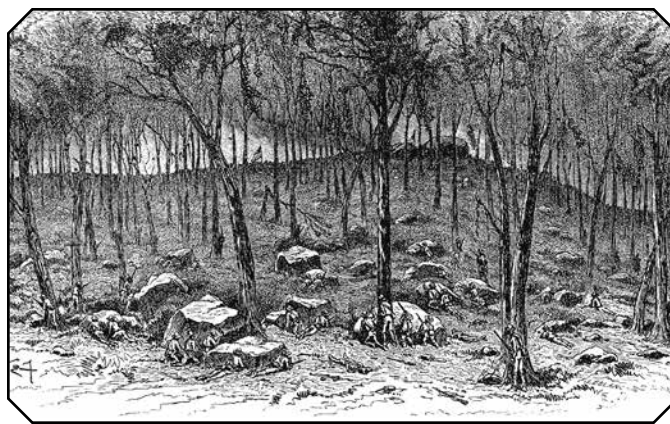
Marginal Victory Less than 1 to 1, but more than 0.75 to 1

Tactical Victory 0.75 to 1 or less

Optional Rules

One concern for small and short scenarios such as this is a long run of AMs for one side. If the players agree, limit each side to a maximum of two Activations in a row unless there is only one side's AMs left in the draw cup.

When using this rule, randomly draw (and return to the cup) until you get the opposite side's AM. Once done, continue to draw normally until another two Activations in a row occur.



The Night Fight for Culp's Hill

Shifting Forces—Shifting Fortunes, July 2nd, 1863

On July 2nd, CSA General Edward "Allegheny" Johnson and his division were assigned a crucial task—to assault the most challenging and heavily fortified terrain, which happened to be the tactically significant Culp's Hill, held by Union forces.

Johnson's division arrived late on July 1st and missed the fighting. That evening, Ewell moved Johnson to the left flank of the corps and army, facing the Union forces on Culp's Hill.

July 2nd was a pivotal day for the new organization of the Confederate army. Ewell, tasked with coordinating with Longstreet's attack to the south, faced delays in getting his forces into action. Johnson and his men spent most of the day waiting for orders that would allow them to advance. Unfortunately, by the time the orders arrived, the Union forces had fortified their positions on the already formidable terrain of Culp's Hill. However, a stroke of luck favored the Rebels - the Union high command had shifted forces to counter the Confederate attack in the south. Due to mistaken and confusing orders, only one XII Corps brigade was left to confront three Confederate brigades. This presented the South with its best opportunity to seize Culp's Hill.

Map



This scenario uses the Culp's Hill mini-map. Breastworks are already printed on the map. Use the Breastworks facing listed in Victory Conditions if there are any questions about what the Breastworks' front is.

Game Length

The scenario is four turns long. The first turn is considered Dusk, the next three turns are Night turns. Because of the intensity of the action, turns represent less time than a normal night turn.

Initiative

The CSA player has the Initiative for the first turn. Determine Initiative normally for the following turns.

Efficiency

All Confederate brigades have 3 AMs for the 1st turn. Draw Efficiency for Johnson (Ewell) the following turns.

Draw Efficiency for the Union's I Corps and XII Corps. All XI Corps reinforcements will use the Efficiency draw for the 1st Corps and activate with Wadsworth's AM.

The Union Efficiency Pool is 1x3E, 3x2E, and 1x1E.

The Confederate Efficiency Pool is 1x3E and 2x2E.

AMs in Play

Turn	Union	Confederate
1	1/I, 2/XII	Johnson/II*

* All Confederate brigades have 3 AMs for the 1st turn.



Union Setup

Command	Unit/Leader	Hex	Notes
1/I	Wadsworth	5014	
1/1/I	Meredith [R]	5015	CI
1/1/I	7 WI	5015	
1/1/I	19 IN	5015	
1/1/I	2 WI	5015	
1/1/I	24 MI a	Eliminated	
1/1/I	24 MI b	Eliminated	
1/1/I	6 WI a	Eliminated	
1/1/I	6 WI b	Eliminated	
2/1/I	Cutler	5014	CI
2/1/I	7 IN	5013	
2/1/I	76 NY	5014	Disordered
2/1/I	56 PA	5014	Disordered
2/1/I	84 NY	Eliminated	
2/1/I	147 NY	Eliminated	
2/1/I	95 NY	Eliminated	
3/2/XII	Greene	5212	
3/2/XII	78 NY	5213	
3/2/XII	60 NY	5112	
3/2/XII	102 NY	5212	
3/2/XII	149 NY	5311	
3/2/XII	137 NY*	5510	

* 137 NY may be placed extended; player choice of adjacent hex.



Confederate Setup

Command	Unit/Leader	Hex	Notes
2/Johnson/II	Steuart	5407	
2/Johnson/II	23 VA	5506	
2/Johnson/II	10 VA	5506	
2/Johnson/II	1 NC	5407	
2/Johnson/II	37 VA	5407	
2/Johnson/II	1 MD	5309	
2/Johnson/II	3 NC	5210	
3/Johnson/II	Williams	5110	
3/Johnson/II	14 LA	5211	
3/Johnson/II	15 LA	5211	
3/Johnson/II	2 LA	5110	
3/Johnson/II	10 LA	5110	
3/Johnson/II	1 LA	5110	
4/Johnson/II	Jones	4911	
4/Johnson/II	48 VA	5011	
4/Johnson/II	25 VA	5011	
4/Johnson/II	44 VA	4911	
4/Johnson/II	21 VA	4911	
4/Johnson/II	50 VA	4912	
4/Johnson/II	42 VA	4912	
1/Johnson/II	Walker	5808	
1/Johnson/II	4 VA	5209	
1/Johnson/II	5 VA	5209	
1/Johnson/II	27 VA	5808	
1/Johnson/II	33 VA	5808	



Union Reinforcements

Only the Union receives reinforcements. All arrive on game turn 3 with 3 AMs.

Location	Unit/Leader	Command	Notes
5116	45 NY	1/3/XI	
5116	61 OH	1/3/XI	

Note: 82 IL, 157 NY, and 71 PA are not included in the reinforcements, unlike the Series Rules scenario.

Reinforcements pay movement costs for their hex of entry.

The 1/3/XI units activate as a CI brigade (see SV 7.61) with the 1/I AM and trace command to Wadsworth as if he was their brigadier.



Confederate Reinforcements

There are no Confederate reinforcements.

Scenario Specific Rules

C1. Confederate Command. All brigade leaders are considered In Command each turn. Night turns have command ranges halved [SV 11.2]. There are no CSA divisional leaders.

C2. Union Command. Green is always considered In Command. Meredith (Repl) and Cutler are considered In Command if they can trace to Wadsworth. Night turns have command ranges halved [SV 11.2]. There are no Union corps commanders.

C3. All Confederate brigades have 3 AMs for the 1st turn.

C4. Neither of the First Corps' brigades and Wadsworth can move in the first two turns unless a Confederate unit moves or Advances adjacent to their starting hexes (5015 for 1/1/I and either 5013 or 5014 for 2/1/I). Once an enemy unit becomes adjacent at any point, the brigade(s) and Wadsworth may move with the next drawn Wadsworth AM. Ignore Wadsworth AMs until at least one of the brigades are released. Both brigades may move freely starting on the third turn, if not already released.

C5. Union artillery units are off-map. Any Confederate regiment that moves, advances, or retreats into a clear hex in or west of xx10 (inclusive) and south of row 56xx is subject to a single fire. There are no modifiers for this fire (i.e., no Dusk/Night, no Weapon, etc.). This fire is for each hex entered for each regiment. There is no artillery fire allowed on Woods hexes. This artillery fire is available in both the Dusk and Night turns.

C6. March Orders may not be assigned.

C7. Do not use the Combat Ineffective Division [SV 7.62] rule.

Victory

Victory is determined by control of the Breastworks hexes. Control is defined by occupying the hex or being the last to occupy the hex. All Breastworks are under Union control at the beginning of the scenario.

Victory point values for each Breastworks hex are listed below. The side with the most VPs at the end of turn four is the winner.

Hex	Facing	VP Value
5015	N	1
5014	N	1
5013	N, NE	2/4
5112	NE	1
5212	NE	1
5311	NE, SE	1
5411	NE	2
5412	SE	1
5510	NE, SE	2
5611	SE	1

Hex 5013 is worth 2 VPs to the Union and 4 VPs to the Confederates.

Breastworks Facing: Where there are two facing directions (e.g., N and NE or NE and SE), treat as if each compass direction has a standard two hex-sided breastworks facing that vertex and they overlap.

Variants

Optional Forces

Johnson's division went into battle with "one shoe off". Walker's Stonewall Brigade was assigned the duty of protecting the corps' eastern flank on Brinkerhoff Ridge against the cavalry forces of David Gregg. They moved to support the July 3rd morning attack, but it was too late; the Union had significantly reinforced Culp's Hill.

This option represents one of the great "what ifs" of the battle and assumes only the 2nd Virginia regiment was left to guard Hanover Road against Gregg's forces that night, and Walker moved his brigade sooner to support the division's effort against Culp's Hill.

Place Walker's Brigade:

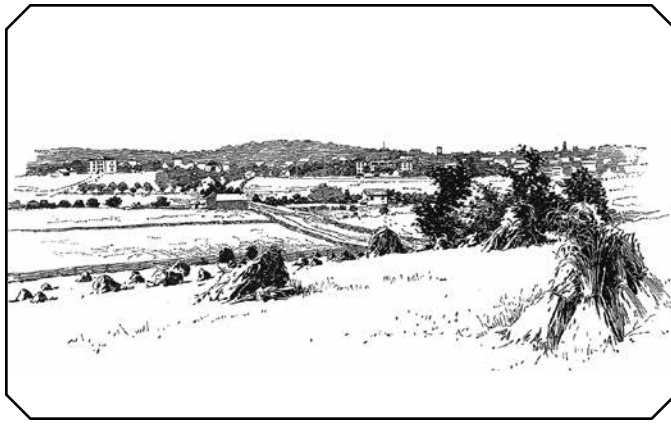
Command	Unit/Leader	Hex
1/Johnson/II	4 VA	5209
1/Johnson/II	5 VA	5209
1/Johnson/II	27 VA	5808
1/Johnson/II	33 VA	5808
1/Johnson/II	Walker	5808

Optional Victory Conditions

The Confederates must control 13 or more VPs worth of the Breastworks hexes to win. The Union wins if the Rebels control 12 or less VPs.



A serious miscalculation



“A Want of Coordination”

Rodes’ Assault on Oak Ridge, July 1st, 1863

The defense of Seminary/Oak Hill Ridges, a crucial part of the Union plans, had been entrusted to 1st Corps troops for most of July 1st. Doubleday, who had assumed command of the Corps following Reynolds’ death, had admirably kept the Southern army at bay. However, his greatest apprehension was the possibility of facing Rebel forces from multiple directions, a scenario that could have spelled disaster. Rodes’ timely arrival on Oak Hill in the early afternoon only served to confirm Doubleday’s worst fears.

Rodes, a seasoned and respected brigade commander under Lee, had recently been elevated to the rank of major general. This promotion bestowed upon him a rare opportunity that few combat leaders are privileged to have: a flanking attack on an enemy occupied by forces to their front, a strike that could have turned the tide of the battle.

Unfortunately, Rodes’ performance at Gettysburg fell far short of the expectations raised by his recent promotion. His brigadiers, who were expected to execute their roles with precision, failed to do so, and his overall direction of the attack was lacking. This was a disappointing start to his tenure as a major general, a missed opportunity for a commander of his caliber that left much to be desired.

Map



This scenario uses the Rodes’ Assault mini map.

Game Length

The game is five turns long (with a unique single Activation for the first turn).

Initiative

There is no Initiative for the first turn. See the special first turn O’Neal rule [R.1].

The Confederate player has the Initiative for the second turn. Determine Initiative normally for turn three on.

Efficiency

Both sides have set AMs for the second turn (see AMs in Play below). Starting on the third turn, the Confederate player draws Efficiency for Ewell (Rodes), and the Union player draws Efficiency for the I and XI Corps.

The Confederate Efficiency Pool is 1x3E, 2x2E for turn three, 2x3E, 2x2E for turn four (add a 3E), and 3x3E, 1x2E for turn five (add a 3E and remove a 2E).

The Union Efficiency Pool is 3x3E, 3x3E.

AMs in Play

Turn	Union	Confederate
1		Rodes ^a
2	1/I ^b , 2/I ^b , 3/I ^c , 3/XI ^{c,d} , Artillery	

[a] Ramseur has 1 AM on the second turn. All other Rebel brigades have 3 AMs.

[b] Robinson (2/I and 1/I divisions) receives 3 AMs on the second turn.

[c] Doubleday (3/I) and Schurz (3/XI) receive 2 AMs for the second turn.



Union Setup

Command	Unit/Leader	Hex	Facing	Notes
2/2/I	88 PA	B2627	N	
2/2/I	83 NY	B2628	N	
2/2/I	90 PA	B2628	N	
2/2/I	97 NY	B2629	N	
2/2/I	12 MA	B2629	N	
2/2/I	Baxter	B2629		
2/2/I	11 PA	B2729	NW	
2/1/I	147 NY	B2830	N	Disordered
2/1/I	56 PA	B2831	NW	
2/1/I	76 NY	Eliminated		
2/1/I	95 NY	B2931	NW	
2/1/I	84 NY	Eliminated		
2/1/I	Cutler *	B2930		
2/I	Robinson	B2928		
2/3/I	143 PA	A3204	N	
2/3/I	149 PA	A3104	N	
2/3/I	150 PA	A3105	NW	
2/3/I	Stone	A3205		
1/3/XI	45 NY	B2525	NW	
1/3/XI	157 NY	B2823	NW	
1/3/XI	82 IL	B3221	NW	
1/3/XI	Schimmelf-ennig [R]	B2824		
XI Art	Dilger Bty	B2624	NW	
XI Art	Wheeler Bty	B2523	NW	
I Art	Stewart Bty	B3033	N	
I Art	Stevens Bty	B3432	NW	

* The 7th Indiana has yet to reach the battlefield. Do not count it in the Combat Ineffectiveness.

The 6th Wisconsin is not used, unlike the Series Rules setup.



Confederate Setup

Command	Unit/Leader	Hex	Facing
4/Rodes/II	Ramseur	A1002	
4/Rodes/II	14 NC	A1002	S
4/Rodes/II	30 NC	A1001	S
4/Rodes/II	4 NC	B1033	S
4/Rodes/II	2 NC	B1032	S
1/Rodes/II	Daniel	A1503	
1/Rodes/II	2 NC	A1503	S
1/Rodes/II	45 NC	A1504	S
1/Rodes/II	43 NC	A1505	S
1/Rodes/II	53 NC	A1506	S
1/Rodes/II	32 NC	A1507	S
5/Rodes/II	3 AL *	A1502	S
2/Rodes/II	Iverson	A1902	
2/Rodes/II	5 NC	A1902	S
2/Rodes/II	20 NC	A1903	S
2/Rodes/II	23 NC	A1904	S
2/Rodes/II	12 NC	A1905	S
5/Rodes/II	5 AL	B1926	S
5/Rodes/II	6 AL	B2327	S
5/Rodes/II	26 AL	B2329	S
5/Rodes/II	12 AL	B2330	S
5/Rodes/II	O'Neal	B2229	
Rd/Arty/II	Carter	B1930	
Rd/Arty/II	Reece Bty	B1927	SE
Rd/Arty/II	Page Bty	B2028	SE
Rd/Arty/II	Fry Bty	B2130	S
Rd/Arty/II	Carter Bty	B1932	S
Rd/II	Rodes	B1930	

* The 3rd Alabama (O'Neal's brigade) is attached to Daniel and activates with that brigade. Neither Daniel nor O'Neal affect the 3rd Alabama's Cohesion Checks.



Union Reinforcements

On turn two, Paul's 1/2/I brigade enters at hex B3629 (on the Road; the house does not cost an extra MP) in the order below with the designated movement points. They have one Activation.

Command	Unit/Leader	Movement Allowance
1/2/I	Paul	10 MPs
1/2/I	13 MA	6 MP
1/2/I	104 NY	5 MP
1/2/I	16 ME	4 MP
1/2/I	107 PA	3 MP
1/2/I	94 NY	2 MP



Confederate Reinforcements

There are no Confederate reinforcements.

Scenario Specific Rules

R1. Confederate Command. All leaders are In Command at the beginning of turn two (the first turn is limited to O'Neal). Rodes is always In Command.

Carter Activates as a separate brigade of Rodes.

The Confederate command comprises four brigades of Rodes' division and Carter's artillery battalion. All activate with the Rodes' AM. Ramseur has 1 AM on the second turn. All other Rebel brigades have 3 AMs.

R2. Union Command. The XI Corps is represented by three regiments of the 1/3/XI brigade and two XII Corps batteries. Colonel Amsberg (represented by the flipped Schimmelfennig leader counter), the brigade leader, is always In Command.

Dilger's and Wheeler's batteries are independent and always In Command. They Activate with the 3/XI AM.

Parts of the I Corps' 1st, 2nd, and 3rd divisions are present. Robinson (2/I) is considered the division leader for all the brigades of the 1st and 2nd divisions of the I Corps and is considered In Command for all purposes. All activate with the 2/I AM. Each brigade can become Brigade Combat Ineffective, but 2/I is never considered Division Combat Ineffective regardless of the number of BCI brigades.

Stone (2/3/I) is considered independent and is In Command. He activates with Doubleday's (3/I) AM.

Stevens' and Stewart's batteries (I Art) are independent and always In Command. They Activate with the Artillery AM.

R3. Special First turn rules.

- On the first turn, only O'Neal's brigade is Activated, adopting Attack Posture. No other Confederate units or leaders will move or fire in this Activation. Once O'Neal's Activation is finished, the first turn ends. There is no Union Activation.
- The 6th Alabama, 12th Alabama, and 26th Alabama must move adjacent to and charge Union units.
- The 5th Alabama must move closer to Union troops but is not required to Fire (it is not close enough to Charge).
- The 3rd Alabama is attached to Daniel's brigade for this scenario and is not affected by this rule. The 3rd Alabama is counted towards the BCI of Daniel's brigade.

R4. Amsberg's 1/3/XI brigade cannot move northwest of Blocher's Run (hexes 2121, 2122, 2223, 2323, 2424, 2524, and 2625) or west of hexes ending in Bxx26. 45 NY's setup location is outside of this boundary. When 45 NY moves or retreats, it must move closer to or within the boundary. Additionally, the brigade cannot adopt Attack Posture unless a Confederate unit moves or Advances adjacent to any XI Corps unit.

PLAY NOTE: Confederate units retreating to a hex adjacent to an XI unit do not allow Amsberg's brigade to adopt Attack Posture.

R5. Iverson's Ignominy

- Iverson's brigade never receives the Charge DRM when phasing. **Exception:** Scenario Specific Rule R12.
- Surprise Fire:
 - o For turns two, three, and four, the first time a Union unit in Woods, Orchards, or behind a Stone Wall fires at an adjacent unit of Iverson's brigade in a clear hex, the firing unit receives a +2 DRM for Phasing or non-Phasing fire.
 - o Surprise Fire is only available once for each hex, and only against units of Iverson's brigade.
 - o Once a Union unit has fired Surprise Fire out of a specific hex, notate that location as ineligible for further Surprise DRMs.
 - o Surprise Fire is not in effect on turn five.
 - o A unit's fire from a hex at a range of two hexes or more does not negate the Surprise Fire opportunity from that location.

R6. March Orders may not be assigned.

R7. Stone's regiments may not move north of the unfinished railroad (they may move on an unfinished railroad hex).

R8. Stevens' battery may not move north of row 30xx or west of hexes ending in xx02 (inclusive). Assume that Stevens' boundary on the map extends to both the south and the east sides of the map.

R9. Confederate units may not enter the Herbst/McPherson Woods at the southwest corner of the scenario map. Rebel units may fire at Union units below the boundary and may Charge them. However, they cannot Advance into the hex regardless of combat results.

Additionally, no Confederate unit may move on or south of row 35xx. The Fire and Charge restrictions listed above are the same.

R10. North of row 27xx, Carter's artillery battalions cannot move east of hexes numbered Bxx27. There is no restriction from row 27xx (inclusive) south.

R11. While not possible to show on a map of this scale, both Dilger and Wheeler's batteries occupied excellent artillery positions. When occupying hexes B2624 and/or B2523, the batteries receive a +1 for all their fire at 4+ hexes.

R12. On game turn five, if Iverson is In Command Range of Ramseur, units in Iverson's brigade may receive the Charge DRM when phasing if Ramseur is stacked with a charging unit of his brigade.

R13. Beginning on turn three, XI Corps units may be withdrawn. Every time the XI Corps AM is drawn, check the chart below to see if a DR for removal is required. This die roll is made even if the unit does not Activate. Beginning on turn 5, some units are automatically removed.

Removal of XI Units			
	Die Roll Required for Removal		
	Turn 3	Turn 4	Turn 5
Remove 82 IL	NA	6-9	Automatic
Remove 157 NY	8-9	3-9	Automatic
Remove 45 NY	NA	NA	3-9
Remove Wheeler Bty	NA	5-9	Automatic
Remove Dilger Bty	NA	9	3-9

or #-# = Die Roll required for removal at beginning of Activation.

Otherwise, the unit remains.

NA = Not applicable; do not roll for removal.

Automatic = Remove unit at beginning of the specified turn.

1/3/XI Repl Leader is removed with last infantry regiment.

When a unit is removed, merely pick it up and take off the map (it is being called to the XI Corps desperate defense to the northeast of Gettysburg). They do not count toward losses for BCI. **Exception:** If the unit cannot trace a path free of hexes blocked by enemy units or hexes adjacent to enemy units to the southern map edge, it is considered eliminated. The 1/3/XI brigade leader is removed with the last infantry unit.

R14. The 7th Indiana, a part of Cutler’s brigade, has not yet reached the battlefield. Do not count it for calculating Brigade Combat Effectiveness.

Victory

The primary objective for Rodes’ troops is the removal and collapse of the Union forces on Oak Hill Ridge. However, the area around the McPherson Farm cannot be ignored in the early going by either side.

Victory Points are obtained for both controlling terrain objectives and for enemy artillery loss and Brigade Ineffectiveness.

Control is defined as occupying the hex or being the last side to occupy the hex. All hexes begin in Union possession.

Both sides receive the following VPs for controlling objective hexes:

B2528 and B2529 are 2 VPs.

B2628 and B2629 are 2 VPs.

B2728 and B2729 are 2 VPs.

B2829, B2830 and B2831 are 2 VPs.

B2929, B2930 and B2931 are 2 VPs.

B3029, B3030 and B3031 are 2 VPs.

B3129, B3130 and B3131 are 3 VPs.

B3229, B3230 and B3231 are 4 VPs.

B2925 (W. Englehart) is 4 VPs.

Each hex counts (i.e., if B2728, B2729, and B2628 were controlled by the Confederates, they would be worth 6 VPs).

All victory points listed above are awarded at the end of the game.

The Confederate player receives Variable VPs for control of McPherson’s Farm (A3204) at the end of the listed turn. Control VPs are received for only one turn.

- 10 VPs for turn two.
- 6 VPs for turn three.
- 2 VPs for turn four.
- No VPs for turn five.

If Confederates do not control McPherson’s Farm (A3204) at end of turn four, the Union receives 6 VPs and Confederates lose all VPs they earned if controlled earlier. The Union only receives these VPs if in control at the end of turn four. Neither side receives points for this objective for turn five.

PLAY NOTE: Victory hexes are outlined on the map with VP values printed in their section or, in the case of McPherson’s Farm, denoted with a star.

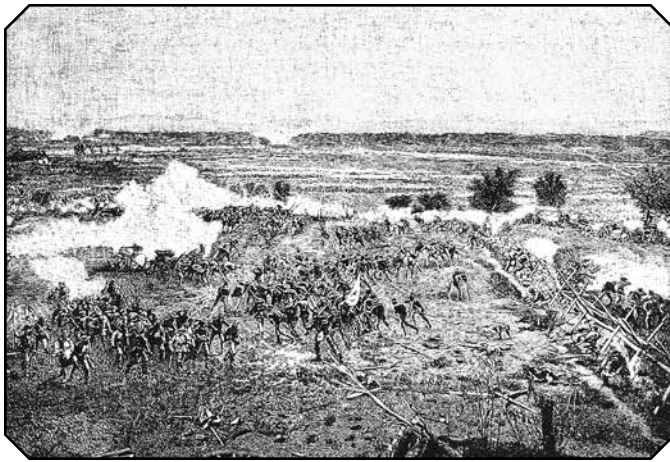
6 VPs for each Combat Ineffective brigade. (The 3rd Alabama counts towards Daniel’s brigade.)

1 VP for each artillery loss (count Abandoned artillery as a loss unless controlled by friendly units).

Divide Confederate VPs by Union VPs and compare to the ratios below.

Confederate	
Substantial Victory	3:1 or greater
Tactical Victory	At least 2:1, but less than 3:1
Marginal Victory	At least 1.5:1, but less than 2:1

Union	
Marginal Victory	Less than 1.5:1, but more than 1.25:1
Tactical Victory	1.25:1 or less, but more than 1:1
Substantial Victory	1:1 or less



Pickett's Charge

The Last Gamble, July 3rd, 1863

General Robert E. Lee felt that the Union army had nearly collapsed on the evening of July 2nd. He believed that if “those people” were pushed one more time, the battle might be decided in favor of the Confederates, and the war might end. On July 3rd, he would make that gamble.

Initially, Lee contemplated having Longstreet continue his assault on the Union left with McLaws’ and Hood’s divisions. Due to their position and losses this plan proved impractical, so Lee redirected his focus to the center of Cemetery Ridge. A planned attack under Longstreet’s reluctant guidance involved Pickett’s fresh division, Heth’s battered division commanded by Johnston Pettigrew, and two brigades from the wounded Pender’s division under Isaac Trimble. Preceding the infantry, the largest concentration of artillery of the war would bombard the Union line.

This bombardment and assault would become the most famous attack of the Civil War.

Map



Only the Pickett’s Charge map is used. This map has been enlarged to allow for easier access to units in large stacks. The map contains parts of the A and B maps and a small sliver of the C map on the south edge. Players will find the numbered hexes make significant jumps in the sequence where the maps adjoin, jumping from xx33 (B map) to xx01 (A map) or from column 70xx (A and B maps) to column 11xx (C map). The Peach Orchard area is the conjunction of all three maps. Hex C1128, where the title “The Peach Orchard” is printed, is adjacent to map B’s 7033 hex and map A’s 7001 hex. While there are some numeric duplications around the map edges, players should use their common sense and map letter IDs to place the units in their proper positions.

Additionally, both armies have boundaries that restrict their movement. They are shown on the map.

Game Length

The scenario is two turns.

Initiative

On both turns, the Confederates have the Initiative.

Efficiency

Neither side draws Efficiency. Instead all formations have set AMs (see AMs in Play below).

AMs in Play

Turn	Union	Confederate
1	2/I, 3/I, 1/II, 2/II, 3/II, 3/VI, Artillery	Pickett, Heth, Trimble
2		Anderson

Pickett, Heth (Pettigrew), and Pender (Trimble) receive 3 AMs for both turns. Add Anderson’s 3 AMs on the second turn.

The Union receives 2 AMs for the first turn and 3 AMs for the second turn for all divisions (2/I, 3/I, 1/II, 2/II, 3/II, and 3/VI for Eustis’ brigade). This includes all Reserve formations.

The Union artillery has 2 Artillery Reserve AMs for both turns. All Union artillery Activates under the Artillery Reserve. This includes Rank’s horse artillery.

IMPORTANT PLAY NOTE: For turn one, instead of putting the Artillery Reserve AMs in the draw cup, the Union player withholds the AMs, placing them to the side. During the turn, the Union player may interrupt play after any Confederate Activation and use an AM to Activate all Union artillery. They may not be used after a Union Activation. If all AMs are drawn from the cup before the withheld AMs are used, they are discarded for that turn.



Confederate Setup

For the Confederates, Scales' brigade starts under Attack Orders. All other brigades may start under Advance or Attack Orders.

Command	Unit/Leader	Hex	Notes
1/An/III	9 AL	A6902	
1/An/III	11 AL	A6802	
1/An/III	10 AL	Eliminated	
1/An/III	8 AL	A6702	
1/An/III	14 AL	A6602	
1/An/III	Wilcox	A6602	1 SP loss
4/An/III	5 FL	A6501	
4/An/III	8 FL	A6401	
4/An/III	2 FL	Eliminated	
4/An/III	Lang	B6333	
3/Pk/I	11 VA	A6404	
3/Pk/I	24 VA	A6404	
3/Pk/I	1 VA	A6303	
3/Pk/I	7 VA	A6303	
3/Pk/I	3 VA	A6203	
3/Pk/I	Kemper	A6203	
1/Pk/I	8 VA	B6133	
1/Pk/I	19 VA	A6101	
1/Pk/I	18 VA	A6101	
1/Pk/I	28 VA	B5933	
1/Pk/I	56 VA	B5933	
1/Pk/I	Garnett	B5933	
2/Pk/I	14 VA	A5804	
2/Pk/I	9 VA	A5703	
2/Pk/I	53 VA	A5703	
2/Pk/I	57 VA	A5604	
2/Pk/I	38 VA	A5503	
2/Pk/I	Armistead	A5503	
Pk/I	Pickett	A5802	
4/Pn/III	16 NC	Eliminated	
4/Pn/III	22 NC	A5606	
4/Pn/III	38 NC	A5505	
4/Pn/III	13 NC	Eliminated	
4/Pn/III	34 NC	A5505	
4/Pn/III	Scales [R]	A5505	
2/Pn/III	7 NC	Eliminated	
2/Pn/III	37 NC	A5406	
2/Pn/III	18 NC	A5305	
2/Pn/III	28 NC	A5305	

2/Pn/III	33 NC	A5205	
2/Pn/III	Jm. Lane	A5205	
Pn/III	Trimble (acting Div Leader)	A5304	
3/He/III	13 AL	Eliminated	
3/He/III	1 TN	A5302	
3/He/III	5 AL Bn	A5203	
3/He/III	7 TN	A5203	
3/He/III	14 TN	A5203	
3/He/III	Archer [R]	A5203	2 SP losses
1/He/III	26 NC a	Eliminated	
1/He/III	26 NC b	A5102	
1/He/III	47 NC	A5102	
1/He/III	11 NC	Eliminated	
1/He/III	52 NC	A5002	
1/He/III	Pettigrew [R]	A5002	
4/He/III	2 MS	A4901	
4/He/III	55 NC	Eliminated	
4/He/III	42 MS	A4801	
4/He/III	11 MS	B4833	
4/He/III	Davis	B4833	3 SP losses
2/He/III	22 VA Bn	B4733	
2/He/III	40 VA	B4733	
2/He/III	47 VA	Eliminated	
2/He/III	55 VA	A4601	
2/He/III	Brockenbrough	A4601	
He/III	Heth [R-Pettigrew]	A4902	
3/Pn/III	35 GA	B4725	
3/Pn/III	49 GA	B4625	
3/Pn/III	45 GA	B4625	
3/Pn/III	14 GA	Eliminated	
3/Pn/III	Thomas	B4625	



Union Setup

Artillery			
Command	Unit/Leader	Hex	Notes
4 Vol Art	Ames	B6723	
4 Vol Art	Dow	B6624	4 SPs
2 Vol Art	Sterling (a & b)	B6523	
1 Vol Art	Phillips	B6424	
1 Vol Art	Hart	B6424	
1/2/C	Rank	B6424	
1 Vol Art	Thompson	B6323	
1 Reg Art	Thomas	B6323	
1 Horse Art	Daniels	B6223	

VI Art	Cowan	B6123	
II Art	Rorty	B5824	
II Art	Brown	B5723	5 SPs
II Art	Cushing	B5624	
II Art	Arnold	B5523	
1 Reg Art	Turnbull	B5424	2 SPs
1 Vol Art	Bigelow	B5424	2 SPs
II Art	Woodruff	B5224	
3 Vol Art	Hill	B5222	
3 Vol Art	Norton	B5222	
1 Reg Art	Eakin	B5121	
2 Vol Art	Taft	B5120	2 SPs
XI Art	Dilger	B5021	5 SPs
XI Art	Wilkeson	B5021	
I Art	Stewart	B4920	3 SPs
XI Art	Osborn	Cemetery Hill (any hex)	
Art Reserve	Hunt	B6520	
II Art	Hazard	[a]	
1 Vol Art	McGilvery	[a]	

Infantry			
Command	Unit/Leader	Hex	Notes
3/I	Doubleday	B6021	
2/3/I	Stone [R]	B6021	CI
2/3/I	143 PA	B6021	Disordered
2/3/I	149 PA	Eliminated	
2/3/I	150 PA	Eliminated	
3/3/I	14 VT	B6322	
3/3/I	13 VT	B6121	
3/3/I	16 VT	B6222	
3/3/I	Stannard	[a]	
1/3/I	121 PA	B6023	
1/3/I	142 PA	B5921	Disordered
1/3/I	151 PA	Eliminated	
1/3/I	80 NY	Eliminated	
1/3/I	Rowley [R]	[a]	CI
1/2/II	82 NY	B5922	
1/2/II	1 MN	B5923	
1/2/II	15 MA	Eliminated	
1/2/II	19 ME	Eliminated	
1/2/II	Harrow	[a]	CI
3/2/II	42 NY	B5824	
3/2/II	19 MA	B5823	
3/2/II	7 MI	B5823	
3/2/II	59 NY	B5824	
3/2/II	20 MA	Eliminated	

3/2/II	Hall	[a]	
2/2/II	69 PA	B5723	
2/2/II	106 PA	B5723	
2/2/II	72 PA	B5623	
2/2/II	71 PA	B5624	
2/2/II	Webb	[a]	4 SP Losses
2/3/II	14 CT	B5522	
2/3/II	1 DE	Eliminated	
2/3/II	12 NJ	B5323	
2/3/II	108 NY	B5223	
2/3/II	Smyth	[a]	
3/3/II	Willard [R]	[a]	2 SP Losses
3/3/II	39 NY	B5423	
3/3/II	111 NY	B5322	
3/3/II	126 NY	B5122	
3/3/II	125 NY	Eliminated	
1/3/II	8 OH [b]	B4921	
2/2/I	11 PA	B5220	
2/2/I	12 MA	B5220	
2/2/I	83 NY	B5220	
2/2/I	88 PA	Eliminated	
2/2/I	90 PA	Eliminated	
2/2/I	97 NY	Eliminated	
2/2/I	Baxter	[a]	CI
1/2/I	13 MA	B5319	
1/2/I	107 PA	B5319	Disordered
1/2/I	16 ME	Eliminated	
1/2/I	94 NY	Eliminated	
1/2/I	104 NY	Eliminated	
1/2/I	Paul [R]	[a]	CI
2/I §	Robinson	[a]	
1/1/II	148 PA	B6422	
1/1/II	61 NY	B6422	
1/1/II	81 PA	Eliminated	
1/1/II	5 NH	Eliminated	
1/1/II	Cross [R]	[a]	
2/1/II	Kelly	B6421	
2/1/II	116 PA	B6421	
2/1/II	63, 69, & 88 NY	B6421	
2/1/II	28 MA	Eliminated	
3/1/II	Zook [R]	B6521	5 SP Losses
3/1/II	52 NY	B6521	
3/1/II	57 NY	B6521	
3/1/II	140 PA	B6521	
3/1/II	66 NY	Eliminated	

4/1/II	2 DE	B6622	
4/1/II	27 CT	Eliminated	
4/1/II	53 PA	Eliminated	
4/1/II	64 NY	Eliminated	
4/1/II	145 PA	Eliminated	
4/1/II	Brooke	[a]	CI
1/II [c]	Caldwell	[a]	
2/3/VI	7 MA	B6419	
2/3/VI	10 MA	B6419	
2/3/VI	37 MA	B6318	
2/3/VI	2 RI	B6317	
2/3/VI [c]	Eustis	B6317	
2/II	Gibbon	B5921	
II Corps	Hancock	B5721	
3/II	Hays	B5521	
I Corps	Newton (Acting I Corps)	B5920	
XI Corps	Howard	B5020	

[a] Can be placed with any subordinate unit.

[b] Attached to 3/3/II.

[c] All noted brigades are in Reserve.

Reinforcing Artillery (on-map)		
1 Reg Art	Weir	B6719
4 Vol Art	Parsons	B6718
4 Vol Art	Fitzhugh	B6717
XI Art	Wheeler	B6716
I Art	Cooper	B6715



Confederate Reinforcements

There are no Confederate reinforcements.



Union Reinforcements

There are no off-map Union reinforcements.

Scenario Specific Rules

P1. Confederate Command. There are no Confederate Corps Commanders in this scenario.

All Confederate division leaders (Pickett, Trimble, and Pettigrew) are considered In Command. Trimble is In Command of Pender's division and uses Pender's AMs for Activation. Brigade leaders (other than Wilcox and Lang) trace command normally to their division leaders.

Division leader Anderson (An/III) is not present in this scenario. Wilcox's and Lang's brigades are considered In Command. They use Anderson's AM for Activation.

P2. Union Command. All Union division leaders are considered In Command. They do not have to trace command to any Corps commander. Brigadiers trace command normally to their division leaders.

If Activated, the 2/3/VI is considered In Command. Brigade leader Eustis does not have to trace command to a division leader.

8 OH (1/3/II) is attached to 3/3/II brigade.

All Union artillery units are considered In Command. They do not need to trace command to any leader.

While Union commanders Hancock (II Corps), Howard (XI Corps) and Newton (I Corps) are not needed for command, they may be used to affect a Cohesion Check of any unit of their Corps.

P3. Union II Corps artillery cannot fire at four or more hexes (they are out of long-range ammo).

P4. Union batteries cannot move except to Reaction move. **Exception:** The listed Reinforcing batteries (P5 below).

If they Reaction move, they may not move again except to Reaction move in a later Activation (i.e., they cannot attempt to move back in line). Solely changing Facing is not movement.

P5. The five Reinforcing batteries (Weir/1Reg Art, Parsons/4 Vol Art, Fitzhugh/4 Vol Art, Wheeler/XI Art, and Cooper/I Art) start on the map but are considered reinforcements. They may move but can go no further west than the starting front line (see P9 - Union movement limits). Unlike other artillery, they may move to change position.

P6. Union units with printed Disordered Cohesion numbers of four or below are treated as having a Cohesion Rating of 5 for all Cohesion Checks when on their Disordered sides.

P7. Anderson's brigades are not Active in Turn One (i.e., they cannot move or fire) unless using optional rules.

P8. Thomas' Brigade is not Active (i.e., it cannot move or fire) unless a Union unit moves adjacent or fires on their hex. If Activated, it moves with Pender's AM for the remainder of the turn and game.

P9. Union Movement Limits:

- Artillery cannot move north of B49xx (denoted with a blue dotted line on the map). If forced to Retreat north of 49xx, it is eliminated.
- Artillery units cannot move west of the front line: C1117, B7023, B6923, B6823, B6723, B6624, B6523, B6424, B6323, B6223, B6123, B6024, B5923, B5824, B5723, B5624, B5523, B5424, B5323, B5224, B5122, B5022, and B4921 (denoted with a blue dotted line on the map). If forced to retreat west of this line, the unit is eliminated.

P10. Confederate Movement Limits:

- Confederate infantry units may not move south of row 67xx (denoted by a red dotted line on the map). Confederate infantry units that start south of that row must move north of row 68xx on their first Activation.

- b) Confederate infantry units may not move north of row 48xx (denoted by a yellow dotted line on the map). Confederate infantry units that start the scenario north of that row must move south of row 47xx on their first Activation.
- c) If forced to retreat out of the movement bounds, units must move to return to within the map boundaries on their next Activation.

P11. Reserve Union Units

There are three Union formations in “reserve”: the 2/I division, the 1/II division, and the 2/3/VI brigade. They cannot move or fire until Released.

PLAY NOTE: The use of the term “reserve” is to denote their limited response unless Released. Do not use the SV Reserve rules.

- a) Robinson’s 2/I division is Released if any Confederate unit becomes adjacent to Cemetery Hill (dark brown hexes B4920, B5021, B5020, B5121, B5120, B5222, and B5221) or if three Victory hexes are occupied by the enemy at the end of any Confederate Activation, or if fired upon by Confederate infantry. They are not Released by artillery fire.
- b) Caldwell’s 1/II division is Released if any Confederate unit moves adjacent to any artillery in or south of row B64xx or if they are fired upon by Confederate infantry. They are not Released by artillery fire.
- c) Eustis’ 2/3/VI brigade is Released if the enemy occupies four Victory hexes at the end of any Confederate Activation or if they are fired upon by Confederate infantry. They are not Released by artillery fire.

All Reserve formations’ AMs are placed in the draw cup at the beginning of each turn. Ignore them if the formation is not Released when the AM is drawn.

P12. Determine, using the charts below, what Union artillery and infantry units are affected by the Confederate bombardment, which takes place just before turn one.

Determine losses to Union batteries by rolling on the table below:

Die Roll	Result
0	five artillery losses
1-2	six artillery losses
3-4	seven artillery losses
5-7	eight artillery losses
8	nine artillery losses
9	ten artillery losses

Confederate player chooses the losses. No more than 6 losses can be from the 2nd Corps artillery. No single battery can be eliminated.

Determine Disorders and retreats of Union infantry by rolling on the table below:

Die Roll	Result
0-1	Disorder and retreat 3 infantry regiments
2-4	Disorder and retreat 4 infantry regiments
5-7	Disorder and retreat 5 infantry regiments
8-9	Disorder and retreat 6 infantry regiments

Confederate player chooses the regiments.

- All retreats are two hexes.
- No more than one regiment can be chosen from any single hex.
- No more than five regiments can be chosen from any single corps.

Neither the infantry in Reserve nor the five Reinforcing artillery batteries can be chosen for the effects above.

Victory

To win, the CSA must control at least four of the six victory hexes of Cemetery Ridge at the end of the second turn (end of scenario). Any other result is a Union win.

Control is defined as occupying the hex or being the last to move through the hex.

Victory Hex Objectives: B5923, B5824, B5723, B5624, B5523, and B5424. They are denoted with stars on the map.

Optional Rules

Anderson Joins the Assault. Wilcox and Lang are Activated on the first instead of the second turn. Place Anderson AMs in the cup on the first turn.

Thomas Joins the Assault. Include Thomas’ brigade in the assault. It no longer needs to be Activated by Union actions. Thomas’ brigade Activates with Pender’s AM and is subject to all the same rules as the other Confederate brigades.

Alexander’s Howitzers. Edward Porter Alexander and his “battalion” of howitzers are used. They are placed on the map at the beginning of the second turn. These units may be placed on hexes B5633, B5732, and B5832 at the start the turn. Alexander may set up on any of the listed units and is considered In Command and the brigade leader for the following artillery. Place three Confederate artillery AMs in the draw cup. If the Confederate chooses the artillery AM to start the turn, only 2 AMs are placed in the draw cup.

I Art Res	Alexander
Lane/An	Ross (a)
Poague/Pn	Graham (a)
Poague/Pn	Wyatt (b)
Poague/Pn	Brooke (a)
Poague/Pn	Ward (a)
Cabl/Mc	Carlton (b)

If using single gun type counters, only Brooke’s and Carlton’s batteries are used, along with Alexander.



Terrible Swift Sword

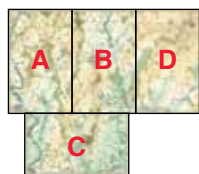
The Full Battle, July 1st – 3rd, 1863

Designed for dedicated GBACW players and history buffs, this is the entire three-day battle. While many games may conclude before the third day, this scenario provides numerous options and alternate outcomes to consider, promising a rich gaming experience, and capturing the essence of the historic Gettysburg battle while offering players the flexibility to explore different strategic approaches. By starting the game at the critical hours on July 1st and concluding at the end of July 3rd, players can immerse themselves in the crucial three days that shaped American history.

Although the scenario begins with a limited number of units, by the middle of the first day, players may find themselves managing many units and Activations. Therefore, it is suitable for team play, where players can divide forces or allocate reinforcements to new players as they join the game.

Map

The full battle can be played with either three or four maps.



The four-map version adds the eastern cavalry battlefield map to the traditional Gettysburg battle area. Where this changes the entry location and/or time for reinforcements, it is noted on the Reinforcement Charts.



For those who wish to fight the battle resembling the history books you have read, we recommend the three-map version. For those looking for a new look to the Gettysburg battle, we recommend the four-map setup. While it may play out similarly, using the four-map version opens strategies that were available to the participants but not used in the battle.

Game Length

The standard scenario starts with the July 1st 0900 turn and ends after the July 3rd 1900 turn, unless one side fulfills its victory conditions before then.

Initiative

The CSA Player automatically has the Initiative for the 0900 turn. From the 1000 turn on, roll normally for Initiative.

Efficiency

All formations have set AMs for the 0900 turn (see AMs in Play below). Starting on turn 1000, draw for Efficiency. The Efficiency pools for each side are as follows:

The USA receives 6x3E, 9x2E, and 3x1E markers.

The CSA starts with 3x3E and 4x2E markers. Add a 1E marker to the Confederate pool at the beginning of the 1200 turn (it is used for the rest of the game).

AMs in Play

Turn	Union	Confederate
July 1st, 0900	1/I ^a , 3/I ^b , 1/Cav ^a , Artillery ^a , March	Heth/III ^c , Artillery ^d , March
1000		Pender/III
1100	1/XI, 2/XI, 3/XI	
1200		Rodes/II
1400		Early/II, Cav
1500		Anderson/III
1600	1/XII	
1700	2/XII	
1800	1/III	Johnson/II
2200	2/III	
July 2nd, 0200		McLaws/I
0500	1/II, 2/II, 3/II	Hood/I
0700	1/V ^e , 2/V ^e	
0800		
1000	2/Cav ^f	
1100	3/V ^e	
1200		
1500	1/VI, 2/VI, 3/VI	
1700		Pickett/I
July 3rd, 0900	3/Cav	

[a] Buford's Cavalry Division, Wadsworth's Division (1/1/I & 2/1/I) and Hall's artillery battery receive 2 AMs for the 0900 turn.

[b] Rowley's and Stone's brigades and Cooper's artillery battery (on-map) are in March Order and receive 1 Activation for the first turn.

[c] The CSA Player receives 2 AMs for Heth for the 0900 turn.

[d] Confederate artillery has 1 AM for turn 0900.

[e] These AMs might not come into play until the next turn depending on which map configuration and reinforcement options the player takes.

[f] Gregg (2/Cav) only appears on the four-map game.



Confederate Setup

All Confederate units face SE.

Hex	Unit/Leader	Command
A2509	Davis	4/He/III
A2107-2208	55 NC (extended)	4/He/III
A2308-2409	2 MS (extended)	4/He/III
A2509-2610	42 MS (extended)	4/He/III
A2813	Archer	3/He/III
A2912	7 TN	3/He/III
A3013	14 TN	3/He/III
A3113	5 AL Bn	3/He/III
A3214	1 TN	3/He/III
A3314	13 AL	3/He/III
A2316	Brockenbrough	2/He/III
A2416	40 VA	2/He/III
A2416	55 VA	2/He/III
A2417	22 VA	2/He/III
A2417	47 VA	2/He/III
A2616	Pettigrew	1/He/III
A2615	47 NC	1/He/III
A2715	52 NC	1/He/III
A2816	11 NC	1/He/III
A2916	26 NC (b)	1/He/III
A3017	26 NC (a)	1/He/III
A2512	Heth	He/III
A2513	Pegram *	Pe/Res/III
A2113	Zimmerman Battery	Pe/Res/III
A2314	McGraw Battery	Pe/Res/III
A2415	Brander Battery	Pe/Res/III
A2914	Crenshaw Battery	Pe/Res/III
A3015	Marye Battery	Pe/Res/III

* Pegram's artillery battalion is *not* attached to Heth's Division. Until the 2000 turn of July 1st, no Reserve Artillery can be attached to a division but must use the Artillery AM to activate.



Confederate Reinforcements

Use the Confederate Reinforcement Schedule starting with Perrin's Brigade at 1000 for both the three- and four-map versions.

Per the note on the reinforcement chart, Confederate units under March Orders pay 1 MP per hex on the Chambersburg Pike until the beginning of the July 1st, 1200 turn. This does not affect Leader movement or Command Ranges. This is in addition to SBB 12.7 limiting March Movement for July 1st and part of July 2nd.



Union Setup

Units in Buford's Cavalry Division, Wadsworth's Division (1/1/I & 2/1/I), and Hall's Artillery battery all face NW. All cavalry units must set up Dismounted.

Hex	Unit/Leader	Command
A3702	Buford	1/Cav
A3203	Gamble	1/1/Cav
A2501	3 IN a	1/1/Cav
A2602	3 IN b	1/1/Cav
A2803	12 IL a	1/1/Cav
A3004	12 IL b	1/1/Cav
A3104	8 IL a	1/1/Cav
A3205	8 IL b	1/1/Cav
A3304	8 IL c	1/1/Cav
A3504	8 NY c	1/1/Cav
A3704	8 NY b	1/1/Cav
A3904	8 NY a	1/1/Cav
B2633	Devin *	2/1/Cav
B2033	17 PA a	2/1/Cav
B2133	17 PA b	2/1/Cav
A2201	9 NY b	2/1/Cav
A2301	9 NY a	2/1/Cav
A2401	6 NY	2/1/Cav
A2702	3 WV	2/1/Cav
A2905	Roder Section/Calef †	2/HA
A3006	Newman Section/Calef †	2/HA
A3804	Pergel Section/Calef †	2/HA
B3730	Reynolds	I Corps
B3928	Wadsworth	1/I
B4329	Meredith	1/1/I
B4329	2 WI	1/1/I
B4429	7 WI	1/1/I
B4529	19 IN	1/1/I
B4728	6 WI	1/1/I
B4629	24 MI (a & b)	1/1/I
B3730	Cutler	2/1/I
B3531	56 PA	2/1/I
B3632	76 NY	2/1/I
B3731	147 NY	2/1/I
B3832	95 NY	2/1/I
B3931	84 NY	2/1/I
B4031	Hall Battery	I Corps Artillery
B3928	Wainwright	I Corps Artillery

* 17 PA c is off the map facing Confederates from Ewell's Corps.

† If not using sections, place the Calef battery in A2905 or A3006. If using sections, they are treated as separate units. See special rule B6.

The following units (Rowley's and Stone's Brigades) are under March Orders and have 1 Activation. Cooper is attached to Stone. They may be faced in any direction.

Unit	Command	Location
Doubleday [R] (Rowley)	3/I	[a]
Rowley [R]	1/3/I	[a]
80 NY	1/3/I	[a]
121 PA	1/3/I	[a]
142 PA	1/3/I	[a]
151 PA	1/3/I	[a]
Stone	2/3/I	[b]
143 PA	2/3/I	[b]
149 PA	2/3/I	[b]
150 PA	2/3/I	[b]
Cooper	I Corps Artillery	[b]

[a] Set up along the Road from A6714 to A7014, exclusive

[b] Set up along the Road from A7004 to A7007, inclusive.



Union Reinforcements

If using three maps, use the Union three-map Reinforcement Schedule. If playing on all four maps, use the Union four-map Schedule.

Scenario Specific Rules

B1. Confederate units cannot move on to the C map (below row 70xx) east of hexes ending with xx30 (i.e., they cannot enter hexes ending with xx29 or lower) until the 2000 turn of July 1st. There is no restriction from the 2000 turn onward.

B2. No Confederate Reserve artillery brigade can be attached to a division before the 2000 turn of July 1st. Reserve artillery is limited to Activation by the artillery AM until that turn. Use the normal attachment rules from July 1st 2000 onward.

B3. For the 1000 and 1100 turn, treat Heth as if he was In Command, i.e., use the Efficiency number drawn for III Corps without penalty.

B4. If the specified AMs for reinforcements differ from the Divisional Efficiency draw for on-map units of the same command, place the number of AMs in the cup equal to the higher of the two. Players may choose which AMs to skip for either force.

B5. At the beginning of the 1100 turn, if Reynolds is still alive, flip Doubleday [R] (Rowley) leader counter to the Doubleday side and Rowley [R] counter to the Rowley side. If Reynolds is killed later, use the normal replacement rules.

B6. If using Calef's artillery sections, treat each section as a separate unit for all purposes.

B7. Devin's Cavalry Brigade

- Devin cannot adopt Attack Posture in the 0900 turn.
- Devin and his brigade are removed from the map at the end of the 0900 turn. The units are picked up and removed regardless of location and placed off-board until returning as reinforcements.
- Devin and his brigade return on the 1200 turn as reinforcements. They cannot enter under March Orders. They have 3 AMs and can enter at Entry Areas 4, 5, or 6. If the first Rodes' AM is pulled before Buford's first AM, the Union player has the option (but is not required) to immediately enter Devin's brigade before moving Rodes' units on map. This counts as an Activation of Devin (i.e., they will only have 2 AMs remaining). The Union player may choose which later AM to skip for Devin. If the Union player does not take this option, Devin is limited to only areas 5 and 6 after Rodes' initial Activation.
 - o All units removed return Mounted and in Good Order.
 - o The brigade enters with the same number of SP Losses as when it was removed.

B8. CSA units cannot arrive in March Order through Entry Areas 3 and 4.

Victory

For the Confederates to win, they must control two objectives (below) and have 75% or less brigades Combat Ineffective than the Union. Otherwise, it is a Union win.

To calculate the percentage of Combat Ineffective brigades, divide the Union total into the Confederate total, with a CI cavalry brigade counts as two CI brigades.

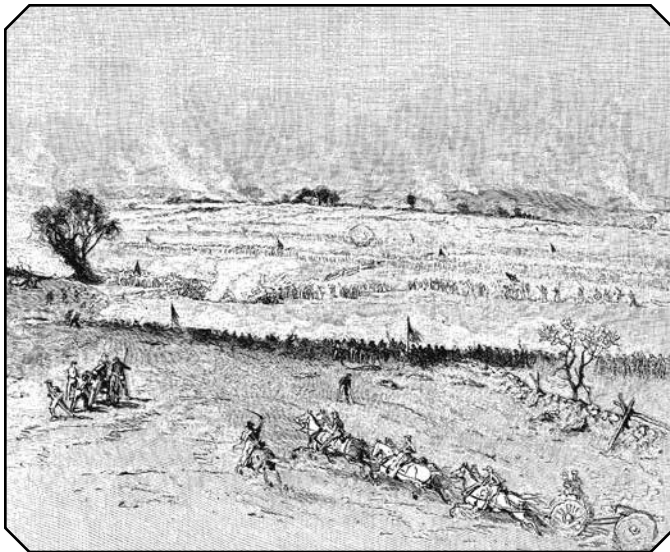
EXAMPLE 1: The Union has 9 CI brigades; the Confederates have 11; the percentage ratio is 11 divided by 9 or 122%.

EXAMPLE 2: The Union has 17 CI brigades; the Confederates have 11; the percentage ratio is 11 divided by 17 or 65%.

Objectives:

- Cemetery Hill (B4920, B5020, and B5222)
- Culp's Hill (B5014, B5015, and B5113)
- Little Round Top (C1917, C2018, C2118, and C2219) (* Only counts as a primary objective for victory after 0800 July 2.)

Control is defined by occupation of or last to occupy that location by any combat unit. All listed hexes for an objective are needed for control.



Day of Decision

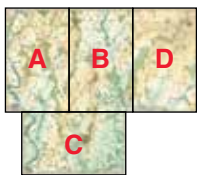
Both Sides Make Plans, July 2nd, 1863

The Confederate tactical victory on the first day was a strategic setback. Union forces, compelled to abandon their initial defensive positions, retreated through Gettysburg and reformed on the hills south of town. The absence of Rebel follow-up attacks on the evening and night of July 1st provided a crucial window for the consolidation and enhancement of Union positions. Buford's and Reynolds' well-executed plans had indeed paid off.

As the night fell, both sides braced themselves, positioning forces, gathering stragglers, and posting incoming reinforcements. The dawn of July 2nd promised yet another grueling day of battle for the men of both armies.

This scenario liberates players to engage in the second-day battle, encouraging them to explore and experiment with offensive or defensive strategies that may surpass those employed by the armies on that day. Perhaps, you'll maneuver to the right ... or the left, unveiling new possibilities and cunning stratagems.

Map



This is the largest scenario other than the entire battle. Use all four maps. There is some re-naming of entry hexes because the addition of map D (cavalry battlefield map) overlays the eastern approaches on map B.

Game Length

This scenario starts with the 0700 turn and ends after the 1900 turn. While only thirteen turns long, most of the units of the armies are in play, and it will take significant time to play.

Initiative

For the first turn, roll normally for Initiative.

Efficiency

The USA Efficiency Pool is 6x3E, 10x2E, 4x1EE.

The CSA Efficiency Pool is 4x3E, 5x2E, 1x1E.

AMs in Play

Turn	Union	Confederate
0700	1/I, 2/I, 3/I, 1/II ^a , 2/II ^a , 3/II ^a , 1/III, 2/III, 1/V, 2/V, 1/XI, 2/XI, 3/XI, 1/XII ^b , 2/XII, 1/Cav ^c , Artillery, March	McLaws/I, Hood/I, Johnson/II, Rodes/II, Early/II, Anderson/III, Heth/III, Pender/III, Cav, Artillery, March
1000	2/Cav	
1100	3/V	
1500	1/VI, 2/VI, 3/VI	
1700		Pickett/I

- [a] The II Corps is limited to 1 AM for the 0700 turn. Do not draw for Efficiency for them.
- [b] The 1/XII division (Ruger) has 2 AMs for the 0700 turn, regardless of the Efficiency Draw for XI Corps.
- [c] See the Master Reinforcement list for their possible withdrawal beginning on the July 2nd 1000 turn.



Confederate Setup

Command	Unit/Leader	Location	Notes
1/An/III	Wilcox	w/i 1 hex of A2629	
1/An/III	All regiments	w/i 1 hex of A2630	
4/An/III	Lang	w/i 1 hex of A2428	
4/An/III	All regiments	w/i 1 hex of A2428	
An/III	Anderson	A2326	
3/An/III	Wright	w/i 1 hex of A2326	
3/An/III	All regiments	w/i 1 hex of A2326	
5/An/III	Posey	w/i 1 hex of A2125	
5/An/III	All regiments	w/i 1 hex of A2125	
2/An/III	Mahone	w/i 1 hex of A1924	
2/An/III	All regiments	w/i 1 hex of A1924	
An/III/Art	Jn. Lane	w/i 1 hex of A1522	
An/III/Art	All batteries	w/i 1 hex of A1522	
III/Art Res	McIntosh	w/i 1 hex of A3803	
III/Art Res	All batteries	w/i 1 hex of A3803	
1/Mc/I	Kershaw	w/i 1 hex of A1834	
1/Mc/I	All regiments	w/i 1 hex of A1834	
2/Mc/I	Semmes	w/i 1 hex of A1633	
2/Mc/I	All regiments	w/i 1 hex of A1633	
4/Mc/I	Wofford	w/i 1 hex of A1432	
4/Mc/I	All regiments	w/i 1 hex of A1432	
Mc/I	McLaws	A1432	
3/Mc/I	Barksdale	w/i 1 hex of A1231	

3/Mc/I	All regiments	w/i 1 hex of A1231	
4/Hd/I	Benning	w/i 1 hex of A2612	
4/Hd/I	All regiments	w/i 1 hex of A2612	
2/Hd/I	G. Anderson	w/i 1 hex of A2415	
2/Hd/I	All regiments	w/i 1 hex of A2415	
Hd/I	Hood	A2513	
3/Hd/I	Robertson	w/i 1 hex of A2513	
3/Hd/I	All regiments	w/i 1 hex of A2513	
I Corps	Longstreet	A3104	
He/III	Heth [R-Pettigrew] [a]	A2909	
1/He/III	Pettigrew [R]	w/i 1 hex of A3211	
1/He/III	26 NC b	w/i 1 hex of A3211	
1/He/III	47 NC	w/i 1 hex of A3211	
1/He/III	52 NC	w/i 1 hex of A3211	
1/He/III	11 NC	Eliminated	
1/He/III	26 NC a	Eliminated	
3/He/III	Archer [R]	w/i 1 hex of A3209	2 SP Losses
3/He/III	5 AL Bn	w/i 1 hex of A3209	
3/He/III	1 TN	w/i 1 hex of A3209	
3/He/III	7 TN	w/i 1 hex of A3209	
3/He/III	14 TN	w/i 1 hex of A3209	
3/He/III	13 AL	Eliminated	
4/He/III	Davis	w/i 1 hex of A3411	2 SP Losses
4/He/III	2 MS	w/i 1 hex of A3411	
4/He/III	42 MS	w/i 1 hex of A3411	
4/He/III	55 NC	Eliminated	
2/He/III	Brockenbrough	w/i 1 hex of A3409	
2/He/III	40 VA	w/i 1 hex of A3409	
2/He/III	55 VA	w/i 1 hex of A3409	
2/He/III	22 VA Bn	w/i 1 hex of A3409	
2/He/III	47 VA	Eliminated	
ANV	R.E. Lee	B3432	
ANV Art.	Pendleton	B3432	
III Corps	A.P. Hill	A4203	
Pn/III	Pender	A4203	
Pn/III/Art	Poague	w/i 1 hex of A4202	
Pn/III/Art	All batteries	w/i 1 hex of A4202	
III/Art Res	Pegram	w/i 1 hex of A4502	
III/Art Res	All batteries	w/i 1 hex of A4502	
3/Pn/III	Thomas	w/i 1 hex of B4132	
3/Pn/III	All regiments	w/i 1 hex of B4132	
4/Pn/III	Scales [R]	w/i 1 hex of B4332	
4/Pn/III	13 NC	w/i 1 hex of B4332	
4/Pn/III	34 NC	w/i 1 hex of B4332	

4/Pn/III	38 NC	w/i 1 hex of B4332	
4/Pn/III	16 NC	Eliminated	
4/Pn/III	22 NC	Eliminated	
1/Pn/III	Perrin [b]	w/i 1 hex of B4533	4 SP Losses
1/Pn/III	1 SC (Prov. Army)	w/i 1 hex of B4533	
1/Pn/III	12 SC	w/i 1 hex of B4533	
1/Pn/III	13 SC	w/i 1 hex of B4533	
1/Pn/III	14 SC	Eliminated	
2/Pn/III	Jm. Lane	w/i 1 hex of B4733	3 SP Losses
2/Pn/III	7 NC	w/i 1 hex of B4733	
2/Pn/III	18 NC	w/i 1 hex of B4733	
2/Pn/III	28 NC	w/i 1 hex of B4733	
2/Pn/III	33 NC	w/i 1 hex of B4733	
2/Pn/III	37 NC	w/i 1 hex of B4733	
He/III/Art	Garnett	w/i 1 hex of B3932	
He/III/Art	All batteries	w/i 1 hex of B3932	
1/Rd/II	Daniel	w/i 1 hex of B3732	2 SP Losses
1/Rd/II	32 NC	w/i 1 hex of B3732	
1/Rd/II	45 NC	w/i 1 hex of B3732	
1/Rd/II	53 NC	w/i 1 hex of B3732	
1/Rd/II	43 NC	Eliminated	
1/Rd/II	2 NC Bn	Eliminated	
Rd/II	Rodes	B3629	
Rd/II/Art	Carter	w/i 1 hex of B3026	
Rd/II/Art	All batteries	w/i 1 hex of B3026	
5/Rd/II	O'Neal	w/i 1 hex of B3425	
5/Rd/II	3 AL	w/i 1 hex of B3425	
5/Rd/II	12 AL	w/i 1 hex of B3425	
5/Rd/II	26 AL	w/i 1 hex of B3425	
5/Rd/II	5 AL	Eliminated	
5/Rd/II	6 AL	Eliminated	
4/Rd/II	Ramseur	w/i 1 hex of B3925	
4/Rd/II	2 NC	w/i 1 hex of B3925	
4/Rd/II	4 NC	w/i 1 hex of B3925	
4/Rd/II	14 NC	w/i 1 hex of B3925	
4/Rd/II	30 NC	Eliminated	
2/Rd/II	Iverson	w/i 1 hex of B3923	CI
2/Rd/II	5 NC	w/i 1 hex of B3923	Disordered
2/Rd/II	12 NC	Eliminated	
2/Rd/II	20 NC	Eliminated	
2/Rd/II	23 NC	Eliminated	
3/Rd/II	Doles	w/i 1 hex of B3921	5 SP Losses
3/Rd/II	4 GA	w/i 1 hex of B3921	
3/Rd/II	12 GA	w/i 1 hex of B3921	

3/Rd/II	21 GA	w/i 1 hex of B3921	
3/Rd/II	44 GA	w/i 1 hex of B3921	
II Corps	Ewell	B2817	
Ea/II	Early	B3617	
Ea/II/Art	Jones (artillery)	w/i 1 hex of B2211	
Ea/II/Art	All batteries	w/i 1 hex of B2211	
II Art Res	Dance	w/i 1 hex of A3402	
II Art Res	All batteries	w/i 1 hex of A3402	
II Art Res	Nelson	w/i 1 hex of B2932	
II Art Res	All batteries	w/i 1 hex of B2932	
1/Ea/II	Hays	w/i 1 hex of B3919	
1/Ea/II	All regiments	w/i 1 hex of B3919	
2/Ea/II	Avery	w/i 1 hex of B4019	2 SP Losses
2/Ea/II	6 NC	w/i 1 hex of B4019	
2/Ea/II	21 NC	w/i 1 hex of B4019	
2/Ea/II	57 NC	w/i 1 hex of B4019	
4/Ea/II	Gordon	w/i 1 hex of D2531	4 SP Losses
4/Ea/II	26 GA	w/i 1 hex of D2531	
4/Ea/II	31 GA	w/i 1 hex of D2531	
4/Ea/II	38 GA	w/i 1 hex of D2531	
4/Ea/II	60 GA	w/i 1 hex of D2531	
4/Ea/II	61 GA	w/i 1 hex of D2531	
4/Ea/II	13 GA	Eliminated	
3/Ea/II	Smith	w/i 1 hex of D2326	
3/Ea/II	All regiments	w/i 1 hex of D2326	
3/Jn/II	Williams	w/i 1 hex of B3307	
3/Jn/II	All regiments	w/i 1 hex of B3307	
4/Jn/II	Jones	w/i 1 hex of B3605	
4/Jn/II	All regiments	w/i 1 hex of B3605	
2/Jn/II	Steuart	w/i 1 hex of B3703	
2/Jn/II	All regiments	w/i 1 hex of B3703	
1/Jn/II	Walker	w/i 1 hex of D3632	
1/Jn/II	All regiments	w/i 1 hex of D3632	
Jn/II	Johnson	B3106	
Jn/II/Art	Latimer	w/i 1 hex of B3303	
Jn/II/Art	All batteries	w/i 1 hex of B3303	
4/Cav	Jenkins [R] [c]	B2318	
4/Cav	Jackson Batt'y	B2318	
4/Cav	16 VA (a & b)	B2317	
4/Cav	14 VA (a & b)	B2316	
4/Cav	34 VA Bn	B2417	
4/Cav	36 VA Bn	B2417	
4/Cav	17 VA (a & b)	B2717	

Special Setup Conditions:

[a] Heth's division is in Reserve. This does not include Garnett's artillery battalion. See Scenario Specific Rule D2.

[b] The 1st SC (Rifles) of Perrin's brigade has not arrived. This regiment is different from the 1st SC (Provisional Army).

[c] Jenkins (4/Cav) is Out of Command for the first turn.

**Union Setup**

Command	Unit/Leader	Hex	Notes
1/I	Wadsworth	B5114	CI
1/1/I	Meredith [R]	B5015	6 SP Losses, CI
1/1/I	24 MI b	B5015	
1/1/I	6 WI	B5015	
1/1/I	7 WI	B5015	
1/1/I	19 IN	Eliminated	
1/1/I	24 MI a	Eliminated	
1/1/I	2 WI	Eliminated	
2/1/I	Cutler	B5014	1 SP Loss, CI
2/1/I	76 NY	B5014	Disordered
2/1/I	7 IN	B5013	
2/1/I	56 PA	Eliminated	
2/1/I	84 NY	Eliminated	
2/1/I	147 NY	Eliminated	
2/1/I	95 NY	Eliminated	
2/XII	Geary	B5413	
3/2/XII	Greene	w/i 1 hex of B5213	
3/2/XII	All regiments	w/i 1 hex of B5213	
1/2/XII	Candy	w/i 1 hex of B5312	
1/2/XII	All regiments	w/i 1 hex of B5312	
2/2/XII	Cobham	w/i 1 hex of B5311	
2/2/XII	All regiments	w/i 1 hex of B5311	
2/1/XI	Ames [R]	B4820	4 SP Losses, CI
2/1/XI	17 CT	B4820	
2/1/XI	107 OH	B4820	
2/1/XI	25 OH	Eliminated	
2/1/XI	75 OH	Eliminated	
XI Corps	Howard	B5020	
1/XI	Barlow [R-Ames]	B4920	
1/1/XI	Von Gilsa	B4919	4 SP Losses
1/1/XI	68 NY	B4919	
1/1/XI	153 PA	B5019	
1/1/XI	41 NY	B5019	
1/1/XI	54 NY	Eliminated	
2/XI	von Steinwehr	B4921	
1/2/XI	Coster	B4821	CI
1/2/XI	27 PA	B4821	
1/2/XI	73 PA	B4821	

1/2/XI	134 NY	Eliminated	
1/2/XI	154 NY	Eliminated	
2/2/XI	O. Smith	B4921	2 SP Losses
2/2/XI	136 NY	B4921	
2/2/XI	55 OH	B5022	
2/2/XI	33 MA	B5022	
2/2/XI	73 OH	Eliminated	
3/XI	Schurz	B5121	
2/3/XI	Krzyzanowski	B5122	4 SP losses
2/3/XI	58 NY	B5122	
2/3/XI	119 NY	B5122	
2/3/XI	26 WI	B5122	
2/3/XI	82 OH	Eliminated	
2/3/XI	75 PA	Eliminated	
1/3/XI	Schimmelfen- nig [R]	B5223	
1/3/XI	61 OH	B5223	
1/3/XI	74 PA	B5223	
1/3/XI	82 IL	B5322	
1/3/XI	45 NY	Eliminated	
1/3/XI	157 NY	Eliminated	
XI Art	Osborn	B5218	
XI Art	Weidrich Btty	B4920	4 SPs, Face N
XI Art	Wilkeson Battery	B6014	4 SPs, Face NE
XI Art	Heckman Battery	B5715	Face SE
XI Art	Dilger Battery	B5316	5 SPs, Face SE
XI Art	Wheeler Battery	B5419	Face SE
I Corps	Newton	B5120	
1/3/I	Rowley	B5220	CI
1/3/I	151 PA	B5220	Disordered
1/3/I	80 NY	Eliminated	
1/3/I	121 PA	Eliminated	
1/3/I	142 PA	Eliminated	
2/3/I	Stone [R]	B5221	CI
2/3/I	143 PA	B5221	Disordered
2/3/I	149 PA	Eliminated	
2/3/I	150 PA	Eliminated	
3/I	Doubleday	B5221	CI
2/2/I	Baxter	B5321	CI
2/2/I	11 PA	B5321	
2/2/I	88 PA	B5321	
2/2/I	90 PA	B5321	

2/2/I	12 MA	Eliminated	
2/2/I	83 NY	Eliminated	
2/2/I	97 NY	Eliminated	
1/2/I	Paul	B5423	3 SP Losses, CI
1/2/I	94 NY	B5423	Disordered
1/2/I	107 PA	B5423	Disordered
1/2/I	16 ME	Eliminated	
1/2/I	13 MA	Eliminated	
1/2/I	104 NY	Eliminated	
2/I	Robinson	B5321	
3/3/II	Stannard	B5421	
3/3/II	14 VT	B5421	
3/3/II	13 VT	B5420	
3/3/II	16 VT	B5520	
I Art	Wainwright	B5021	
I Art	Stevens Battery	B5116	Face N
I Art	Cooper Battery	B4920	3 SPs, Face N
I Art	Stewart Battery	B5021	4 SPs, Face NW
I Art	Hall Battery	B5222	4 SPs, Face NW
I Art	Reynolds Battery	B5020	5 SPs, Face NE
AoP	Meade	B5521	
AoP Staff	Warren	B5521	
2/3/II	Smyth	w/i 1 hex of B5623	
2/3/II	All regiments	w/i 1 hex of B5623	
1/3/II	Carroll	w/i 1 hex of B5722	
1/3/II	All regiments	w/i 1 hex of B5722	
3/3/II	Willard	w/i 1 hex of B5822	
3/3/II	All regiments	w/i 1 hex of B5822	
3/II	Hays	B5722	
II Corps	Hancock	B5920	
II Art	Hazard	B5920	
II Art	Arnold Battery	B5621	
II Art	Woodruff Battery	B5621	
II Art	Cushing Battery	B5821	
II Art	Brown Battery	B5821	
II Art	Rorty Battery	B6021	
2/II	Gibbon	B6121	
2/2/II	Webb	w/i 1 hex of B6022	
2/2/II	All regiments	w/i 1 hex of B6022	
3/2/II	Hall	w/i 1 hex of B6121	

1/3/II	All regiments	w/i 1 hex of B6121	
1/2/II	Harrow	w/i 1 hex of B6222	
1/2/II	All regiments	w/i 1 hex of B6222	
1/II	Caldwell	B6917	
1/1/II	Cross	w/i 1 hex of C1112	
1/1/II	All regiments	w/i 1 hex of C1112	
2/1/II	Kelly	w/i 1 hex of C1111	
2/1/II	All regiments	w/i 1 hex of C1111	
3/1/II	Zook	w/i 1 hex of B6917	
3/1/II	All regiments	w/i 1 hex of B6917	
4/1/II	Brooke	w/i 1 hex of B6916	
4/1/II	All regiments	w/i 1 hex of B6916	
Left Wing	Slocum	B6211	
XII Corps	Williams	D5529	
XII Art	Muhlenberg	B6211	
XII Art	Rugg Battery	B6605	
XII Art	Kinzie Battery	B6605	
XII Art	Atwell Battery	B6504	
XII Art	Winegar Battery	B6504	
1/XII	Ruger	D5732	
1/1/XII	McDougall	w/i 1 hex of B6003	
1/1/XII	All regiments (less 3 MD)	w/i 1 hex of B6003	
3/1/XII	Colgrove	w/i 1 hex of D5330	
3/1/XII	All regiments	w/i 1 hex of D5330	
III Corps	Sickles	B6922	
III/Arty	Randolph	w/i 1 hex of B6923	
III/Arty	Seeley Battery	w/i 1 hex of B6923	
III/Arty	Clark Battery	w/i 1 hex of B6923	
III/Arty	Bucklyn Battery	w/i 1 hex of B6923	
1/III	Birney	C1220	
1/1/III	Graham	w/i 1 hex of C1219	
1/1/III	All regiments	w/i 1 hex of C1219	
2/1/III	Ward	w/i 1 hex of C1220	
2/1/III	All regiments	w/i 1 hex of C1220	
1/III	1 US Sharpshooters	w/i 3 hexes of B7031	
1/III	2 US Sharpshooters	w/i 3 hexes of B7031	
2/III	Humphreys	B6925	
2/2/III	Brewster	w/i 1 hex of B6826	
2/2/III	All regiments	w/i 1 hex of B6826	
1/2/III	Carr	w/i 1 hex of B7026	
1/2/III	All regiments	w/i 1 hex of B7026	
1/Cavalry	Buford	C1129	
1 Cav Art	Robertson	C1814	

1 Cav Art	Heaton Battery	C1814	
1 Cav Art	Martin Battery	C1815	
1 Cav Art	Daniels Battery	C1815	
2 Cav Art	Calef Battery	C1129	5 SPs
2/1/C	Devin	C1129	1 SP Loss
2/1/C	3 WV	C1129	
2/1/C	17 PA c	B6333	
2/1/C	17 PA b	A6501	
2/1/C	17 PA a	A6702	
2/1/C	6 NY	A7002	
2/1/C	9 NY a	C1231	
2/1/C	9 NY b	C1432	
1/1/C	Gamble	C2432	2 SP Losses
1/1/C	12 IL a	C1532	
1/1/C	12 IL b	C1632	
1/1/C	8 NY a	C1730	
1/1/C	8 NY b	C1930	
1/1/C	8 NY c	C2232	
1/1/C	3 IN a	C2432	
1/1/C	3 IN b	C2632	
1/1/C	8 IL a	C3134	
1/1/C	8 IL b	C3334	
1/1/C	8 IL c	C3534	
Art Resv	Hunt	B5218	
1 Reg Art	Ransom	B6718	
1 Reg Art	Weir Battery	B6718	
1 Reg Art	Turnbull Battery	B6718	
1 Reg Art	Eakin Battery	B6717	
1 Reg Art	Thomas Battery	B6717	
4 Vol Art	Fitzhugh	B6716	
4 Vol Art	Ames Battery	B6716	
4 Vol Art	Dow Battery	B6716	
4 Vol Art	Parsons Battery	B6715	
4 Vol Art	Fitzhugh Battery	B6715	
4 Vol Art	Rigby Battery	B6714	

Breastworks	
Hex	Facing
5015	N
5014	N
5013	N, NE
5112	NE



Confederate Reinforcements

Use the Confederate Reinforcement Schedule.



Union Reinforcements

3rd MD (1/1/XII) comes in as a reinforcement on turn 0900.

Use the Union 4-Map Reinforcement Schedule.

The withdrawal of Buford's cavalry division is described in the Union Master Reinforcement Chart. Players should pay close attention to the modifiers to the DR for removal.

Scenario Specific Rules

D1. Players should use the optional March Orders alternate MP costs [SBB 12.6].

D2. Heth's infantry brigades are in Reserve until the end of the 1100 turn. Garnett's artillery battalion (Heth/III) is activated with Pender's AM. Garnett is considered In Command if within Command Range of A.P. Hill.

All Heth's brigades are automatically released from Reserve if any Union unit enters a hex within fifteen hexes of any infantry unit of the division before 1200, or if a Union infantry unit enters a hex on the A map. All released units remain in Good Order and do not suffer any penalties. If any of Pender's AMs remain in the draw cup, Heth's division may Activate with them. Finish each Pender Activation before moving Heth.

D3. Buford's cavalry division (including Calef's battery) cannot move until a Confederate unit moves within 10 hexes. There are no restrictions after the above condition is met.

D4. First turn limited AMs.

- The II Corps is limited to 1 AM for the 0700 turn. They do not draw for Efficiency.
- The 1/XII division (Ruger) has 2 AMs for the 0700 turn, regardless of the Efficiency Draw for XI Corps.

Neither Army Commander affects a formation's Efficiency (i.e., they do not increase a division's AMs). [SV 4.42].

D5. Control of the crossroads of Hanover and Low Dutch Roads.

This pivotal location, the crossroads, served as a gateway to the rear of the Union army. The intense cavalry battle on July 3rd was primarily waged to safeguard this crossroads, preventing the Rebel cavalry from outflanking the Union army or disrupting its lines of communication.

Underlining the gravity of the situation, if the Confederates control D5408 (the crossroads) and the six adjacent hexes (D5307, D5308, D5407, D5409, D5507, and D5508) at the end of any activation, one division (Union player choice) of the VI Corps that is not already on the map will not arrive as reinforcements. The remaining divisions will arrive one turn later with same number of AMs. There is no effect if all the VI Corps divisions have entered the map. If some of the divisions have entered, the effects are limited to the remaining divisions, with the non-arrival taking precedent over the delay.

Additionally, if the Confederates control these hexes for a complete turn, the Union is forced to remove two brigades of cavalry from the map at the end of that turn (during the End of

Turn Segment). Buford's brigades may be chosen if they are still on the map. However, both must be removed (along with Calef's battery) and only count as one of the cavalry brigades for this rule. Buford's brigades never return.

If only one Union cavalry brigade is available to remove from the map, there is no penalty; remove the single brigade and return as per the rules.

If the Union recaptures and controls the listed hexes for a complete turn, the two cavalry brigades may reenter the map one turn later from either Entry Areas 10, 15, or 16. The recapture does not affect the VI Corps; all deletions and delays remain the same.

The removal and re-entry of the Union brigades may only happen once during the game, regardless of which side controls or regains control of the crossroads.

EXAMPLE: The Confederate player captures the crossroads during an Activation of the 1100 turn. One division of the Union VI Corps is delayed and will not enter during this scenario and the other divisions are delayed for one hour. If the Confederate player holds it without interruption until the end of the 1200 turn, the Union player must take two Union cavalry brigades off the map at the end of the 1200 turn. The Union recovers the crossroads in the 1300 turn and holds them until the end of 1400. The cavalry brigades re-enter on turn 1500.

If the Confederate forces control the crossroads (all seven hexes) at the end of the game (i.e., when victory is determined), shift one victory condition in their favor.

Victory

For the Confederates to win, they must control two objectives (below) and have 75% or less brigades Combat Ineffective than the Union. Otherwise, it is a Union win.

To calculate the percentage of Combat Ineffective brigades, divide the Union total into the Confederate total, with a CI cavalry brigade counts as two CI brigades.

EXAMPLE 1: The Union has 9 CI brigades; the Confederates have 11; the percentage ratio is 11 divided by 9 or 122%.

EXAMPLE 2: The Union has 17 CI brigades; the Confederates have 11; the percentage ratio is 11 divided by 17 or 65%.

Objectives:

- Cemetery Hill (B4920, B5020, and B5222)
- Culp's Hill (B5014, B5015, and B5113)
- Little Round Top (C1917, C2018, C2118, and C2219)

Control is defined by occupation of or last to occupy that location by any combat unit. All listed hexes for an objective are needed for control.



Gregg Defends the Union Flank

The Union Cavalry Proves Its Worth, July 3rd, 1863

On July 3rd, Stuart's cavalry division and two brigades of Union cavalry fought a few miles east of Gettysburg over what is now called the East Cavalry Battlefield. Late on July 2nd, Stuart had determined that the area was fine ground for cavalry and was determined to strike. His actual objectives are subject to speculation. They might have been to flank the Union army or catch the Union cavalry in a trap.

Regardless of the reasons, if the Southerners had captured the key crossroads of Hanover and Low Dutch Roads, it would have threatened the Union supply and communication lines.

Union General David Gregg understood the importance of his position and was determined to prevent the Rebels from gaining this ground. With one of his division's brigades and the assistance of George Custer's attached troops, he aggressively defended the crossroads and fought a larger, but exhausted, Southern Cavalry force to a standstill.

It was one more sign that the Rebels no longer held the upper hand in mounted operations.

Map



Only Map D is used. However, south of hex row 40xx (row 41xx+ inclusive), Cress Run is the western boundary for the scenario (i.e., you may enter the stream hex but go no further west).

Game Length

The scenario is four turns long. It starts on the 1400 turn and ends at the conclusion of the 1700 turn.

Initiative

The USA player has the Initiative for the 1400 turn. Determine Initiative normally for the remainder of the game.

Efficiency

The Union Efficiency Pool is 1x3E and 2x2E.

The Confederate Efficiency Pool is 1x3E, 2x2E, 1x1E.

AMs in Play

Turn	Union	Confederate
1400	2/Cav ^a	Stuart/Cav ^a

[a] Both the Federals and Confederates have 3 AMs for the 1400 turn.



Union Setup

All Union cavalry units start mounted unless designated in the setup as dismounted.

Command	Unit/Leader	Hex	Notes
2/3/Cav	6 MI (b)	5116	Dismounted
1 Horse Art	Pennington Bty a	5211	CI
1 Horse Art	Pennington Bty b	5308	
2/3/Cav	5 MI (d)	5011	Dismounted
2/3/Cav	5 MI (c)	4910	Dismounted
2/3/Cav	5 MI (b)	4810	Dismounted
2/3/Cav	5 MI (a)	4809	Dismounted
2/3/Cav	7 MI (b)	5210	
2/3/Cav	7 MI (a)	5209	
2/3/Cav	Custer	5208	
2/Cav	Gregg	5408	
2/3/Cav	6 MI (c)	5411	
2/3/Cav	6 MI (a)	4712	Dismounted
2/3/Cav	1 MI (a)	5507	
2/3/Cav	1 MI (b)	5508	
2/3/Cav	1 MI (c)	5509	
1/2/Cav	1 NJ	4411	Dismounted
2 Horse Art	Randol Bty a	4608	
2 Horse Art	Randol Bty b	4907	
1/2/Cav	Purnell MD	4409	Dismounted
1/2/Cav	3 PA (a)	4307	Dismounted
1/2/Cav	3 PA (b)	4303	
1/2/Cav	McIntosh	5006	
1/2/Cav	1 MD (a)	4704	
1/2/Cav	1 MD (b)	4805	



Confederate Setup

All Confederate cavalry units start mounted unless designated in the setup as dismounted.

Command	Unit/Leader	Hex	Notes
Cav	Stuart	2812	
4/Cav	Jenkins [R]	4015	
4/Cav	34 VA	4013	Dismounted
4/Cav	14 VA (a)	4015	Dismounted
4/Cav	16 VA (b)	4115	Dismounted
4/Cav	16 VA (a)	3717	
4/Cav	14 VA (b)	3718	
4/Cav	Jackson Bty	3410	Disordered
3/Cav	Chambliss	3415	
3/Cav	9 VA (a)	3614	
3/Cav	2 NC	3515	
3/Cav	9 VA (b) + (c)	3513	
3/Cav	10 VA (a) + (b)	3714	
3/Cav	13 VA (a) + (b)	3815	
2/Cav	Hampton	3013	2 SP Losses
2/Cav	1 NC (a)	3413	
2/Cav	1 NC (b)	3312	
2/Cav	Davis (a)	3413	
2/Cav	Davis (b)	3312	
2/Cav	Cobb (a)	3212	
2/Cav	Cobb (b)	3111	
2/Cav	Phillips (a)	3212	
2/Cav	Phillips (b)	3111	
2/Cav	2 SC	3011	
2/Cav	1 SC (a) + (b)	2911	
1/Cav	F. Lee	2708	
1/Cav	2 VA (a)	2708	
1/Cav	2 VA (b)	2709	
1/Cav	3 VA	2610	
1/Cav	5 VA	2510	
1/Cav	1 VA (a)	2511	
1/Cav	1 VA (b)	2411	
1/Cav	4 VA (a)	2109	
1/Cav	4 VA (b)	2009	
1/Cav	4 VA (c)	1908	
Early	Green Bty	1708	



Union Reinforcements

There are no Union reinforcements.



Confederate Reinforcements

McGregor and Breathed Batteries arrive with leader Beckham (Horse Artillery) at the northern map edge at hex 1007 on the 1400 turn with 1 AM.

Scenario Specific Rules

G1. Confederate OOB and Command. All CSA artillery batteries are attached to Beckham. This includes Green's Battery (detached from Early's Division). Batteries attached to Beckham activate as a separate brigade under Stuart. Only Beckham can provide a beneficial DRM for any artillery Cohesion Checks (no Confederate cavalry leader may affect a Cohesion Check for artillery).

G2. Union OOB and Command. Custer is attached to Gregg's Division for this scenario and activates with the 2nd Division AM. Both Union batteries may be attached to either Custer or McIntosh and are considered In Command for all purposes if they can trace command to their brigadier or Gregg. They may be attached to the same or different brigades. Any leader can provide a beneficial DRM for artillery when conducting a Cohesion Check.

G3. Both the Federals and Confederates have 3 AMs for the 1400 turn. However, Hampton's and Fitz Lee's brigades cannot Activate until 1500 unless they are released early. Both brigades are immediately released and can Activate when the next Confederate AM is drawn if a Union unit moves north of row 37xx. Hampton and Fitz Lee are limited to 1 AM on turn 1500 unless released early (see above).

G4. Consecutive AMs

- Neither side may draw more than two consecutive AMs, including the last AM of one turn and the first AM of the next, unless the opposing side has no AMs left in the Draw Pool. Return any unused, consecutive AMs back to the cup.
- If one side draws two or more consecutive AMs and the turn then ends, the other side automatically has the initiative for the next turn.

G5. March Orders may not be assigned.

G6. For LOS, treat Woods hexes as two levels higher than their base terrain.

G7. Special Artillery rules. Artillery does not receive the High Ground DRM [SV 6.38]. Union artillery receives a +1 DRM for all fire at 4+ hexes.

DESIGN NOTE: Union artillery dominated the Confederate cannons during this fight and contributed significantly to the Union win. The special rules above reflect that reality.

G8. George Armstrong Custer is not automatically eliminated on a Leader Loss roll of 0. After rolling a 0 for Leader Loss, roll a second time. Custer is eliminated on a second roll of 0 or 1, otherwise there is no effect.

Victory

Victory is determined by Victory Point totals.

The opposing side receives the following VPs for enemy losses:

- Each enemy cavalry SP eliminated during play **1 VP**
- Each enemy artillery SP eliminated **2 VP**

Control of Terrain Objectives:

Name	Hex	Union VP	Confed. VP
Trostle Farm	D3717	10 At end of any turn	0
Rummel Farm	D3812	6 Per turn	1 Per turn
Lott Farm	D4607	5 Per turn	4 Per turn
A. Howard Farm	D5007	1 Per turn	4 Per turn
A. Little Farm	D5115	2 Scenario end	5 Scenario end
G. Howard	D5309	2 Scenario end	8 Scenario end
Low Dutch Road/ Hanover Rd Crossing	D5408	4 Scenario end	9 Scenario end

Per turn points are given at the end of each turn for control.

At end of any turn points are given at the end of any turn for control but only once per game.

Scenario end points are given for control at the end of the scenario.

Control is defined as occupying the hex or being the last to move through the hex.

Compare the VPs of both sides, dividing the lower side's number into the higher side's to get a ratio. Compare the ratio to the list below for the victory level:

- Draw Equal to or less than 1:1
- Slight Victory Greater than 1:1, but less than 1.4:1
- Tactical Victory Equal to or less than 1.4:1, but less than 2:1
- Major Victory Equal to or greater than 2:1



“We Have Not Done Enough”

Meade Counterattacks, July 3rd, 1863

This is a hypothetical scenario postulating a Union counterattack on the Confederate right flank after the failure of Pickett's Charge on July 3rd.

Most of Sedgwick's VI Corps had been uncommitted in battle after their arrival on July 2nd following a 32-mile march. Elements of the corps had been used to “fill holes” in the Union lines on the third day, but most of the corps was in a reserve location behind the Round Tops by the time the Confederate charge was repulsed around 4 PM. Around this time Meade ordered an “armed reconnaissance” of the Wheat Field and Trostle Woods by Pennsylvania reserves of McCandless's brigade in preparation for just such a counterassault. Additionally, cavalry commanded by Judson Kilpatrick had received orders from Pleasanton early in the day to attack the Confederate right flank with the expectation of infantry support (or vice versa). That support never came, resulting in a catastrophic charge by Farnsworth's cavalry brigade upon elements of Hood's division. If Meade had decided to commit Sedgwick's fresh corps to assault these same positions on and west of the Round Tops, the outcome of the battle's third day might have been quite different.

Map



Use the Combined Map. The northern map boundary is the A/B69xx row (inclusive).

Game Length

The scenario is four turns long. It starts on the 1600 turn and ends at the conclusion of the 1900 (Dusk) turn.

Initiative

The USA player has the Initiative for the 1600 turn. Determine Initiative normally for the remainder of the game.

Efficiency

The Union player draws Efficiency for V Corps, VI Corps and Kilpatrick's cavalry. The Union Efficiency Pool is 3x2E and 3x3E.

The Confederate player draws Efficiency for I Corps (Longstreet). The Confederate Efficiency Pool is 2x2E and 1x3E.

AMs in Play

Turn	Union	Confederate
1600	3/V, 1/VI, 2/VI, 3/VI, 3/Cav, Artillery	Hood/I, McLaws/I



Confederate Setup

Artillery			
Command	Unit/Leader	Hex	Notes
Hen/Hd	Reilly a, b, c	C3033	
Hen/Hd	Bachman	within 1 hex of C2732	
Bec/Cv	Hart	3035	2 SPs

Cavalry			
Command	Unit	Hex	Notes
2/Cav	1 SC b	3036	1 SP loss
2/Cav	1 SC a	Eliminated	

CSA cavalry deploys dismounted and cannot mount.

Infantry			
Command	Unit	Hex	Notes
Hd/I	Hood [R]	with any subordinate brigade leader	
1/Hd/I	Law [R]	with any 1/Hd/I unit	
1/Hd/I	48 AL	C2723	
1/Hd/I	47 AL	C2924	
1/Hd/I	4 AL	C2725	
1/Hd/I	44 AL	C2623	
1/Hd/I	15 AL	Eliminated	
2/Hd/I	Anderson [R]	with any 2/Hd/I unit	
2/Hd/I	8 GA	C2836	
2/Hd/I	11 GA	C2433	
2/Hd/I	59 GA	C2534	
2/Hd/I	7 GA	Eliminated	
2/Hd/I	9 GA	Eliminated	
3/Hd/I	Robertson [R]	with any 3/Hd/I unit	2 SP Losses
3/Hd/I	1 TX	C2630	
3/Hd/I	5 TX	C2523	
3/Hd/I	4 TX	C2423	
3/Hd/I	3 AR	Eliminated	

4/Hd/I	Benning	with any 4/Hd/I unit	2 SP losses
4/Hd/I	2 GA	C2123	
4/Hd/I	20 GA	C2124	
4/Hd/I	17 GA	C2125	
4/Hd/I	15 GA	Eliminated	
Mc/I	McLaws	with any subordinate brigade leader	
1/Mc/I	Kershaw	with any 1/Mc/I unit	
1/Mc/I	2 SC	within 2 hexes of C1432	
1/Mc/I	3 SC Bn	within 2 hexes of C1432	
1/Mc/I	7 SC	within 2 hexes of C1432	
1/Mc/I	8 SC	within 2 hexes of C1432	
1/Mc/I	3 SC	Eliminated	
1/Mc/I	15 SC	Eliminated	
2/Mc/I	Semmes [R]	with any 2/Mc/I unit	
2/Mc/I	10 GA	within 2 hexes of C1234	
2/Mc/I	50 GA	within 2 hexes of C1234	
2/Mc/I	51 GA	within 2 hexes of C1234	
2/Mc/I	53 GA	Eliminated	
3/Mc/I	Barksdale [R]	with any 3/Mc/I unit	
3/Mc/I	17 MS	within 2 hexes of C1231	
3/Mc/I	21 MS	within 2 hexes of C1231	
3/Mc/I	13 MS	Eliminated	
3/Mc/I	18 MS	Eliminated	



Union Setup

Artillery			
Command	Unit/Leader	Hex	Notes
VI Art	Tompkins	with any VI Artillery unit	
VI Art	Butler	within 1 hex of C3914	
VI Art	Martin	within 1 hex of C3914	
VI Art	McCartney	within 1 hex of C3914	
VI Art	Cowan	within 1 hex of C3914	
VI Art	Waterman	within 1 hex of C2215	
VI Art	Harn	within 1 hex of C2215	
VI Art	Adams	within 1 hex of C2215	
VI Art	Williston	within 1 hex of C2215	
1 Horse	Elder	C3126	

Infantry			
Command	Unit/Leader	Hex	Notes
1/VI	Wright	with Torbert or Bartlett	
1/1/VI	Torbert	with any 1/1/VI unit	
1/1/VI	2 NJ	within 1 hex of C1817	
1/1/VI	15 NJ	within 1 hex of C1817	
1/1/VI	3 NJ	within 1 hex of C1817	
1/1/VI	1 NJ	within 1 hex of C1817	
2/1/VI	Bartlett	with any 2/1/VI unit	
2/1/VI	95 PA	within 1 hex of C1718	
2/1/VI	5 ME	within 1 hex of C1718	
2/1/VI	96 PA	within 1 hex of C1718	
2/1/VI	121 NY	within 1 hex of C1718	
2/VI	Howe	with Grant	
2/2/VI	Grant	with any 2/2/VI unit	
2/2/VI	2 VT	within 2 hexes of C3715	
2/2/VI	6 VT	within 2 hexes of C3715	
2/2/VI	3 VT	within 2 hexes of C3715	
2/2/VI	5 VT	within 2 hexes of C3715	
2/2/VI	4 VT	within 2 hexes of C3715	
3/VI	Newton [R]	C1522	
2/3/VI	Eustis	with any 2/3/VI unit	
2/3/VI	10 MA	within 1 hex of C1518	
2/3/VI	37 MA	within 1 hex of C1518	
2/3/VI	2 RI	within 1 hex of C1518	
2/3/VI	7 MA	within 1 hex of C1518	
3/3/VI	Wheaton [R]	C1522	
3/3/VI	93 PA	within 1 hex of C1522	
3/3/VI	98 PA	within 1 hex of C1522	
3/3/VI	139 PA*	C1323	
3/3/VI	62 NY*	C1625	
1/3/V	McCandless	with any 1/3/V unit	-3 SP
1/3/V	13 PA Res	C1824	
1/3/V	2 PA Res	C1825	
1/3/V	1 PA Res	C1726	
1/3/V	6 PA Res	C1424	
3/3/V	11 PA Res*	C1727	

* Attached to McCandless

DESIGN NOTE: Not all of VI Corps would have been available for a counterattack. Russell's brigade was moved towards Cemetery Ridge to support the defense against Pickett's Charge. Neil's brigade was sent east of Baltimore Pike to picket the extreme Union right, while Shaler's brigade was dispatched to help defend Culp's Hill.

Cavalry			
Command	Unit/Leader	Hex	Notes
3/C	Kilpatrick	with Farnsworth	
1/3/C	Farnsworth *	with any 1/3/C unit	
1/3/C	5 NY a	within 1 hex of C3025	
1/3/C	5 NY b	within 1 hex of C3025	
1/3/C	18 PA a	within 1 hex of C3626	
1/3/C	18 PA b	within 1 hex of C3626	
1/3/C	1 VT a	within 1 hex of C3530	
1/3/C	1 VT b	within 1 hex of C3530	
1/3/C	1 WV a	within 1 hex of C3628	
1/3/C	1 WV b	within 1 hex of C3628	
3/1/C	Merritt *	with any 3/1/C unit	
3/1/C	1 US a & b	C3437	
3/1/C	2 US a & b	C3436	
3/1/C	5 US a & b	C3238	
3/1/C	6 PA a & b	C3335	

* 1/3/C units are deployed mounted. 3/1/C units are deployed dismounted. See Scenario Specific Rule W2.



Confederate Reinforcements

There are no Confederate reinforcements.



Union Reinforcements

There are no Union reinforcements.

Scenario Specific Rules

W1. CSA brigade leaders trace command to their respective division leaders, either McLaws or Hood (Law). Both division leaders are In Command for the entire scenario. Hood's artillery is always In Command and activate with the Hood AMs. The 1 SC a and b, along with Hart's artillery, are always In Command and are treated as a separate brigade activating with the Hood AM.

Farnsworth traces command to Kilpatrick. Merritt is considered to always be In Command. Elder's horse artillery activates with Kilpatrick within the restrictions of SBB 4.37. The 139th PA and 62nd NY (3/3/VI) as well as the 11 PA (3/3/V) are attached to McCandless's brigade for all purposes. McCandless does not trace to a division leader and is always considered to be In Command. The remaining VI Corps leaders and units trace command normally, with division leaders always considered In Command.

W2. Farnsworth's cavalry brigade deploys mounted and cannot dismount. Merritt's cavalry deploys dismounted and cannot mount.

DESIGN NOTE: Kilpatrick was adamant that Farnsworth lead a cavalry charge on the right while Merritt kept Anderson's brigade engaged on foot. History shows that, with Merritt's ground being more open, the reverse should have been the case.

W3. March orders may not be assigned.

W4. The 1 SC a and b units set up dismounted and may not mount.

W5. For the 1600 and 1700 turns, brigades of McLaws' division cannot move until they are released by a Union unit moving within 3 hexes of any unit within that brigade. They may fire (including Return Fire) normally. Union retreat or advance does not count as movement for this purpose. Once released all units of that brigade activate normally when the next McLaws AM is drawn. All brigades are released for movement at the beginning of the 1800 turn.

W6. Artillery on Little Round Top: Sykes' V Corps was deployed on Little Round Top in a defensive role and were not actively engaged. However, V Corps artillery was still available against CSA units below. Whenever Confederate units move within 4 hexes of the two Little Round Top hexes (2118 and 2219), the Union player may interrupt their movement and conduct a fire attack against the hex they occupy. This fire is an unmodified roll (i.e., no DRMs are applied). If there are multiple units in the hex when the artillery fire is triggered, all will be affected by the fire [SV 6.18]. The Union player can make this special fire for each hex entered within the 4-hex range of Little Round Top. **Exception:** This special artillery fire cannot be made into Woods hexes.

W7. Artillery on Seminary Ridge: McLaws had batteries on the heights just north of the Peach Orchard that did not participate in the pre-charge bombardment and instead focused on counter-battery fire on Little Round Top. Whenever a Union unit moves on or north of the C11xx row and west of BXX33 column, the Confederate player may interrupt their movement and conduct a fire attack against the hex they occupy. Like W6, this is an unmodified roll with all units in the target hex being affected. **Exception:** This special artillery fire cannot be made into Woods hexes.

Victory

HISTORICAL NOTE: The scenario designer is postulating that the primary purpose of a VI Corps counterattack would be to render Longstreet's corps ineffective, thus making a July 4th pursuit of the Army of Northern Virginia more compelling. With Pickett's division already in tatters, the main objective for the Union is to reduce the fighting capability of Hood's and McLaws' divisions. Secondary to this is seizure of the roads south of Seminary Ridge to create a delaying action against the AoNV withdrawal on the next day.

Victory Points are awarded to each player at the end of the 1900 turn for the following:

5 VP	For each enemy Combat Ineffective Brigade.
10 VP	For each enemy Combat Ineffective Division (in addition to the above).
3 VP	To the Union player for each VI Corps infantry unit west of Emmitsburg Road and north of row C12xx at the end of the game. Do not include the 139 PA and 62 NY units for this purpose.
5 VP	To the Confederate player if no Union infantry units are west of Emmitsburg Road at the end of the game.

The player with the most Victory Points wins the game.

Variant

Historical Version: Farnsworth's Last Charge. For those looking to play out the purely historical events of the late Day 3 action on the south flank, implement the following changes:

- Do not deploy McLaws' division. Do not deploy VI Corps, with the exception of the two units attached to McCandless.
- All special rules are in effect except for W5, which applies to only McLaws' division.
- If by the end of the game, all of Hood's brigades are Combat Ineffective, the Union player wins. Any other result is a Confederate victory.



SIMPLE GBACW Designer's Notes

The Debut

Richard Berg's *Great Battles of the American Civil War* (GBACW) series has a lineage that stretches back fifty years, to the publication of his first design on the battle of Gettysburg, *Terrible Swift Sword*. This *Deluxe Edition of 3 Days of Gettysburg* includes the new SIMPLE VERSION rules so players can experience the latest GBACW games offered by GMT in a faster playing format. GBACW has evolved through the years with several distinct sets of rules, with the trend being towards more detailed and complex. The SIMPLE VERSION aims to offer players a system with a complexity closer to that of SPI's GBACW, but without disregarding the advances in game design that have occurred since the 70s. This new ruleset is the latest step in the history of GBACW.

SIMPLE GBACW uses the unit counters and maps of the GMT GBACW games but without the granularity of the Series Rules. The shorter rulebook lowers the bar of entry to the system. The resulting faster playtimes allow all players to play and finish even the larger GBACW scenarios. The SIMPLE VERSION rules have been carefully crafted to deliver the feel of grand tactical combat in the American Civil War with a minimum of overhead. The SIMPLE VERSION is an alternate, though related, ruleset to the GBACW Series Rules. Many of the concepts found in the SIMPLE VERSION will be familiar to veteran GBACW players, but the Simple Version is not necessarily intended as a gateway or a stepping stone to the Series Rules.

The History

In the American Civil War, brigades were very often the 'unit of maneuver'; rarely was a brigade deliberately split up on the battlefield. Regiments in a brigade acted in concert and were committed to battle as a whole. The SIMPLE VERSION rules put the focus on the brigade and with the unit counters serving as their brigade's collective strength points. Units unable to trace command to their brigadier are stripped of the majority of their offensive capability, prompting players to keep their brigades together.

By the time of the Civil War, linear warfare had evolved into a complex science. Regiments and brigades gained much in firepower, command and control, and cohesion when they operated in accord with the principles of the linear warfare of the day. Colonels and brigadiers had the flexibility to maneuver their men through difficult terrain, skirmish effectively, and respond to threats. Most often, regiments were deployed without intervals between them, so a brigade was arrayed as a solid line of men. Disaster could strike when the enemy found an open flank or took advantage of gaps in the line caused by previous losses or rough terrain. In SIMPLE GBACW, players should take care to ensure that their brigades are deployed with a solid frontage and secured flanks to avoid disaster. By conducting all movement prior to any combat, players gain a feel for the linear combat of the era.

Brigades in the Civil War could not stand up to heavy fighting for long periods of time. Even victorious troops were often so tired, disorganized, and bloodied that pursuit of the defeated enemy was impossible. Generals often deployed their forces in multiple lines of battles, one behind the other. When on the offense, a fresh line could advance through the first line and

maintain the momentum, while a defender would have a reserve at hand to shore up any weak points that develop in the first line. To represent these historical behaviors, *SIMPLE GBACW* includes mechanisms that make brigades, and then the divisions to which they belong, become 'Combat Ineffective' as a result of combat. Combat Ineffective brigades suffer increased casualties from combat (representing an increase of straggling), and a loss of ability to rally their regiments, making the brigade fragile. Once half of its brigades lose combat effectiveness, the division as a whole loses its offensive spirit and loses the ability to initiate close attacks with the enemy.

In the Civil War, a charge was a measured advance, increasing the pace at intervals as the distance to the enemy line decreased. Most often, fire from the defenders would cause the charging troops to stop, despite the encouragement of their officers to keep moving, and fire back. At this point the charge would degenerate into a vicious firefight, typically at ranges under 100 yards. Only in exceptional cases would the charging unit be disciplined enough to continue moving, breaking into a sprint when they were within a few dozen yards of the enemy, while brandishing their bayonets. To replicate the officers' inability to force their men forward, players cannot choose between a shock attack and a fire attack, the two being rolled into one mechanic in the Simple Version. Through a DRM to their fire, units on both sides deliver more effective fire during a Charge to reflect the deadly fighting.

Aside from actively participating in the fighting or maneuvering around the battlefield, a brigade could be found marching long distances in columns of four or dispersed while attending to a variety of other activities. In either case, the brigade would not be prepared for combat, at least not for some time. To reflect the combat unreadiness of such brigades, Orders were introduced to the *SIMPLE VERSION*. Unlike Attack Posture, which can be adopted at will during the turn, Orders are assigned at the beginning of the turn and persist throughout the turn. Brigades that had not deployed, or were in the process of deploying, for battle often suffered terribly in the first minutes of the engagement. Officers had trouble maintaining control and the men were disorganized and disordered, so many fled instead of fought. To introduce such vulnerability in the game, all units of a brigade under Orders, if attacked, are flipped to their Disordered side prior to the combat.

Generals attached great importance to artillery; it was a great honor for a regiment to capture even a single gun. Batteries were typically the unit of maneuver, with individual batteries often being deliberately placed by the high command. For these reasons, artillery strengths are tracked by the individual gun in the *SIMPLE VERSION*. It took a lot of courage, and possibly desperation, to charge artillery frontally and was often avoided. Long range shot and shell were deadly enough, but as the range decreased and the artillery switched to cannister, casualties increased dramatically. Smoothbore cannon, while lacking the range and accuracy of their rifled counterparts, fired generally larger cannister rounds with a corresponding increase in casualties among attacking enemies. Non-phasing artillery in *SIMPLE GBACW* get to fire at Charging enemy units

(i.e., those units that just moved adjacent to an enemy) before those Charging units are able to fire. This Approach Fire helps instill a little fear into the players and makes the prospect of charging artillery frontally an unattractive option. Artillery was often temporarily attached from the army or corps level to individual divisions or even brigades, giving the local leader direct control over how to best employ the cannons. Players can do the same in the *SIMPLE VERSION*, as allowed by each game. The ability of attached artillery to trace command to any leader of the division (i.e., the division leader or any of its brigadiers) simplifies the players' overhead, while still allowing historical brigade attachments.

During the Civil War, cavalry was not the decisive arm of Napoleon's time. The lack of trained horses, men, and officers, the wooded and broken terrain, and the increased effectiveness of rifled muskets all served to reduce the effectiveness of mounted cavalry. Because of this, cavalry would often dismount to fight. Mounted cavalry combat took place at a few tens of yards at most; on horseback, any firearm was impossible to fire with much accuracy. Mounted cavalry cannot face infantry head-on and are not suited for a stubborn defense, although they can harass and delay an advancing enemy.

The Game

SIMPLE GBACW was designed to be a relatively quick playing game. This goal drove a number of design decisions. For example, there are no interruptions during a unit's movement. All non-phasing reactions were combined into one mechanic for the *SIMPLE VERSION*. Non-phasing units moving in Reaction use Movement Points and the normal movement rules, obviating the need for additional rules differentiating the various unit and terrain types. All Fire is declared prior to resolution so the non-phasing player does not have to debate whether or not to withhold a unit's Return Fire for future use. When resolving Fire, players can often look at the dice and determine the results without calculating the exact DRMs due to the simplicity of the Fire Table. DRMs for Cohesion Checks were largely eliminated; however, natural 9 on a Cohesion Check die roll will always result in failure to prevent conditions of certain success. To more simply represent fatigue, the maximum number of AMs for a division is limited to three. With limited use of information markers, players will find it easier to assess the situation at a glance.

American Civil War battles were largely attritional. However, early versions of the *SIMPLE GBACW* rules were not generating meaningful attrition for the attacking side. Readily recoverable Cohesion Hits in the vein of *Great Battles of History* and a system similar to *Glory* were both tried and abandoned for the current brigade-level SP Loss system. The decision to have all units in a hex be affected by combat was not purely one of simplification. Artillery shot and shells would impact over the entire area of the hex; troops close behind the line of battle would receive numerous, still deadly, overshot small arms rounds. Often when one regiment broke, men from nearby regiments often broke ranks and ran to the rear as well. The game rules account for this when a stack of units suffers more

SP Losses than it contains, where casualties are accrued to the brigade rather than a specific regiment's destruction.

New Range Effects Charts are included for each weapon type. Maximum ranges have been reduced compared to the Series Rules, where the risk of ammunition depletion makes long range shots risky and rare. The effects of repeating small arms and rapid-fire artillery have been incorporated directly into the REC without the need for additional rules. Compared to the Series Rules, artillery DRMs are lower at long ranges so all fire can be resolved using one Fire Table, instead of the Series Rules' two.

Line of Sight (LOS) deserves specific mention. The Series Rules LOS rules combined with the *GBACW* maps are perhaps the best combination in the hobby. As a consequence, the Series Rules LOS rules can be a bit tricky. The SIMPLE VERSION offers players an alternative LOS model that does not rely on calculating averages. The SIMPLE VERSION LOS rules deliver almost identical results as the detailed Series Rules at close ranges. However, at longer ranges, fewer lines of sight are blocked when using the SIMPLE VERSION than when using the Series Rules. The LOS model in the SIMPLE VERSION could be adopted by players using the Series Rules and vice versa, depending on the players' taste.

Concerning the SIMPLE *GBACW* development of a procedure to Rout units, there was much discussion on devising an appropriate hierarchy to determine an order in which units would be selected to Rout when a brigade reaches a critical casualty level. Allowing the player to select which of his units to Rout is more playable and lowers the chance for gaming an order-determining rule.

The Journey

SIMPLE *GBACW* would not be the game it is today without substantial contributions from a host of other people. A big thank you to Dick Whitaker for first of all entrusting me with the project and also for supporting it whole-heartedly, especially as it grew bigger than our initial vision. Thank you also to Darryl Sims and Bruce Wilson for taking such an interest in the project and pushing to help make the game and rules the very best they could be. Your suggested changes made the game better and saved countless player questions by clearing up ambiguity in the rules. Thank you to all of the playtesters and everyone else who contributed. And of course, thank you to my wife for her support as I put many hours into this new system.

Three Days of Gettysburg Deluxe Edition is just the starting point for the SIMPLE VERSION rules. The SIMPLE VERSION is expanding both forward and backward through GMT's *GBACW* series, with SIMPLE VERSION components planned for both upcoming games and already released games. I hope this SIMPLE VERSION of *GBACW* makes a great series of games accessible to a wider audience and that it leaves players satisfied with many hours of good gaming!

Nathan Mueller
October 2025

SIMPLE VERSION CREDITS

“Simple Version” Designer: Nathan Mueller

Developers: Darryl Sims, Bruce Wilson

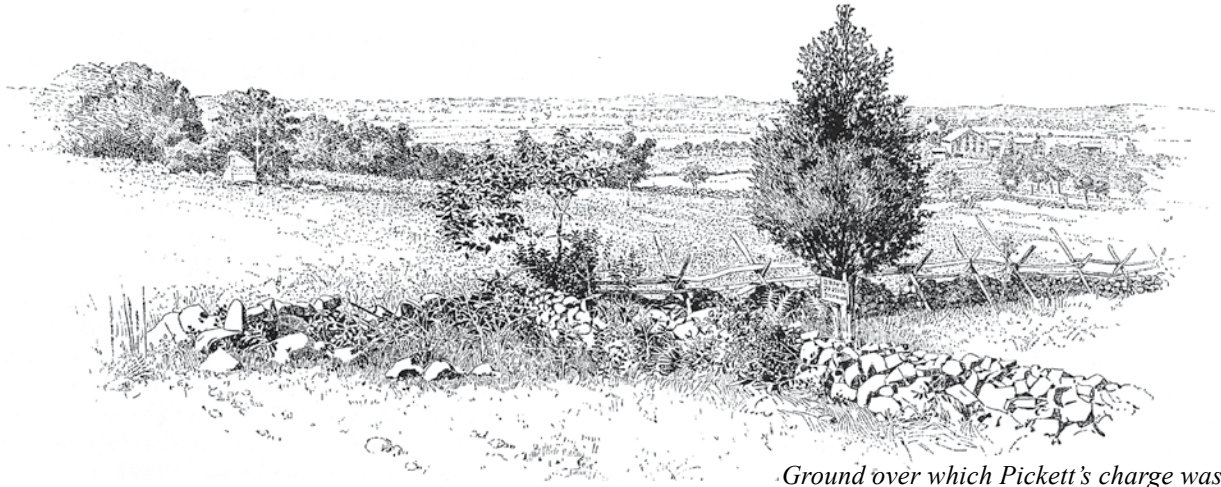
Counters: Mark Simonitch, Rodger B. MacGowan, Charles Kibler

Graphics, Rules and Player Aid Cards: Charles Kibler

Playtesters: David Brunner, Mark Merritt, Merv Cross, Patrick Jackson, Leonard Theisen, Gary Scharp, Jim Anderson, Richard Dorset, Greg Sapara, Stefan Lilly, Sheldon White

Proofreaders: David Wilkinson, Evan Davis, Fabian Amstad, John-Paul Pizzica, Lawrence Hughes, Tiffany Taylor, William Doniel

Production Coordination: Kai Jensen



Ground over which Pickett's charge was fought

Cohesion Hit & Failed Cohesion Check Summary

Cause	Good Order unit...	Disordered unit...
Fire Combat	Is flipped to its Disordered side	Retreats and accrues an SP Loss ^{a b}
Withdrawal Reaction ^c Retreat Through	Is flipped to its Disordered side	Accrues an SP Loss ^{a b}
Retreat Check	N/A	Retreat ^b
Rally	N/A	No Effect
Recovery	N/A	Eliminated

- a) A stack only accrues one SP Loss, no matter the number of units in the stack [SV 7.23].
 b) Artillery units never Retreat but may become Abandoned instead [SV 9.31].
 c) Disordered infantry may not React [SV 5.52].

Movement & Posture Summary

Brigade in...	Unit MA	Road/Pike	
		MP Cost	A unit can...
Normal Posture	Full MA	1 MP	Move, Fire, or Rally
Attack Posture	1/2 MA	NA	Move and Fire, or Rally
March Orders	Full MA	1/2 MP	Move

A unit...	MA
Withdrawing	1/2 MA*
(Dis)mounting	1/2 MA†

- * Not cumulative with 1/2 MA for Attack Posture
 † Cumulative with 1/2 MA for Attack Posture

Abbreviated Sequence of Play

I. Beginning of Turn Segment

- a. Initiative Phase [4.1]
- b. Command Phase
 - i. Attach artillery [9.22]
 - ii. Assign Orders [4.3]
 - iii. Mark OoC leaders [4.2]
 - iv. Start Breastworks construction [10.13]
- c. Efficiency Phase [4.4]
- d. AM Pool Phase [4.12]

II. Activation Segment

- a. Movement & Rally Phase
 For each brigade:
 - i. Mark OoC units [4.2]
 - ii. Adopts Attack Posture? [5.14]
 - iii. Units Move [5.1], Rally [8.1], or change facing [5.34]
 Non-phasing units may React [5.5]
- b. Approach Fire Phase [9.25]
- c. Fire Phase [6.1]
- d. Attrition Phase [7.54]

III. End of Turn Segment

- a. Commander Movement Phase [2.23]
- b. Recovery Phase
 - i. Replace leader casualties [7.74]
 - ii. Flip units in Reserve to Good Order [4.34]
 - iii. Recover Routed units [8.2]
 - iv. Determine Combat Ineffectiveness [7.6]
- c. End Phase
 - i. Adjust Abandoned Guns [9.34]
 - ii. Continue Breastworks construction [10.13]
 - iii. Advance the Turn marker