



**GETTYSBURG**

**DRAFT**

**SCENARIO RULES**

- Oak Hill and the Round Tops have Steep slopes. All others are Gentle.
- The Railroad gives units lining it 1 cover vs fire or assault.
- The 'Village' on Cemetery Hill is the cemetery itself. Devil's Den gives cover as a Village but is impassable to cavalry or artillery.
- The Peach Orchard is treated as Crops.
- Note US 1/I is Aggressive Veterans, but XI Cps is Raw and Fragile.
- Berdan's 1<sup>st</sup> and 2<sup>nd</sup> Sharpshooters give Birney's division a Skirmisher.
- Note that Heth's Confederates are rated Trained.
- The two sides' cavalry mostly fought a separate battle on Day 2 in East Field, 3 miles away. At the end of Day 1, the US player must choose whether to remove Buford's cavalry from the table. If he chooses not to, or if they have been destroyed, add +2 to the die roll. At the start of Day 3 roll D6:  
 1-4: US receives Kilpatrick.  
 5: Neither side receives cavalry.  
 6+: CSA receives Stuart.
- Meade seriously considered trying to hold Gettysburg and/or to attack Lee's left. He was dissuaded from these ideas, but Sickles unilaterally chose to advance to occupy the Peach Orchard. After both sides have deployed their reinforcements for Day 2, roll D6 to see which plan of debatable wisdom is adopted:  
 1-2: Sickles! The Peach Orchard (A) is an Objective.  
 3-4: Hold Gettysburg! Gettysburg (B) is an Objective.  
 5-6: Attack the Rebel left! Benner's Hill (C) is an Objective.
- The 2-hour turns reflect the fact that the dispersion of forces and the need to conserve artillery ammunition caused long lulls between attacks.
- Union deploy first.
- Union move first.
- On Turns 4 and 9 (the first Turns of Days 2 and 3), before making any Movement rolls, the Union player may choose up to three infantry units to attempt to dig in instead of moving. They must be in Line or In Depth and may not be Disrupted or Spent. If a unit achieves a "Full Move" result, it does not move, but it (and one RA if within 3") is given Rifle Pits.



**CONFEDERATE  
ORDER OF BATTLE**  
Army of Northern Virginia



*(LtGen Ambrose P. Hill, 3<sup>rd</sup> Corps) (38,000)*  
 5 A Trnd ML Heth  
 6 A Vet ML Pender

*(LtG Richard S. Ewell, 2<sup>nd</sup> Corps) (40,000)*  
 6 A Vet ML Early  
 6 A Vet ML Rodes  
 1 SA

**General Robert E. Lee, C-in-C**  
*[2<sup>nd</sup> Corps]*  
 6 A Vet ML Johnson

*[3<sup>rd</sup> Corps]*  
 6 A Vet ML Anderson  
 1 SA

**LtG James Longstreet, 1<sup>st</sup> Corps (35000)**  
 6 A Vet ML McLaws  
 6 A Vet ML Hood  
 1 SA

3 SA Army artillery

*[1<sup>st</sup> Corps]*  
 6 A Vet ML Pickett

*(Gen Stuart)*  
 4 S,A Vet Cavalry SM

*Total: 53 infantry, 0-4 cavalry, 6 artillery*

Deploy >6" W of nearest US unit, within 6" of Chambersburg Pike.

Deploy after US Turn 1, >6" from any US unit, touching Mummasburg, Carlisle or Harrisburg Roads.

Deploy anywhere at start of Confederate T3.

Deploy in first Night Interval, after US, within 6" of any 2<sup>nd</sup> Corps unit, no closer to enemy than that unit is.

Deploy in first Night Interval, after US, within 6" of any 3<sup>rd</sup> Corps unit, no closer to enemy than that unit is.

Deploy in first Night Interval, after US, anywhere within 12" of W edge and over 6" from enemy.  
 Ditto

Deploy in first Night Interval, following the same instruction as Johnson, Anderson or McLaws/Hood.

Deploy in second Night Interval, anywhere within 12" of W edge and over 6" from enemy.

*May arrive T9 per Scenario Rule 8, E edge, on or N of Hanover Road.*

**CAMPAIGN/SCENARIO OPTIONS**

**Seize the Advantage!** Lee missed chances to press attacks late on Days 1 and 2; Meade neglected to pursue the Confederates on Day 3. Optionally, allow both sides to claim an Extra Turn at the end of any of the three days, once during the game, if they roll 4-6 on a D6.

Adequately representing the role and significance of the cavalry is also a challenge. Rule 8 attempts to meet that challenge. The US player would be wise to keep Buford out of the fighting and withdraw him after Day 1, or else he may have to keep at least a division guarding his supply line against Stuart.

**SCENARIO NOTES**

Designing victory conditions which oblige players to imitate history is easy. It is rather harder to select Objectives which make the protagonists' actual plans just one set out of several plausible options. The Objectives are chosen to allow the battle to take the shape it might have had if different ideas had been followed.

Special care should be taken with initial deployments on Day 1, since mistakes early on can have serious consequences later. The US must keep the Confederates away from the objectives and their reinforcement deployment area. The Confederates on Day 1 must try to advance so that their reinforcements on Day 2 can deploy in advantageous positions.

For instance, Hood argued against Lee's head-on assaults, advocating a strike further south at the US line of communications, which indeed Meade was very apprehensive about. This is certainly an option that can produce a Confederate victory in this scenario – though they will need success elsewhere on the field as well.

On Turns 3 and 8, before nightfall, players should be planning ahead for the Night Interval and making sure they can Recover lost bases if possible.

*4 players: 3.5 hrs.*

