

GETTYSBURG

DRAFT

Date: 1-3 July 1863

History: In June 1863, after victory at Chancellorsville, Lee invaded the North for a second time, pursued by the Army of the Potomac.

Lee had detached all his cavalry on a major raid. He was therefore slow to detect the enemy's approach. Lee moved to concentrate his dispersed corps where the roads converged at Gettysburg. US cavalry under Buford got there first, and bought just enough time for the US main body to occupy the vital high ground south of the town.

On day 1, attacking from the north and west, the Confederates drove the US troops south of Gettysburg, but missed an opportunity to seize Cemetery Hill.

On day 2, the US line was heavily reinforced, while Longstreet arrived from the west. Lee's plan was for Longstreet to surprise and roll up the US left flank, while demonstration attacks pinned the US right. This produced bloody fighting. US forces were driven back but crucially, held on to Little Round Top.

Day 3 started with a struggle for Culp's Hill, but Lee's main attack was again spearheaded by Longstreet, this time aimed at Cemetery Ridge. Pickett's famous charge – the "highwater mark of the Confederacy" – was repulsed, the US line held, and the battle was won. Lee retreated back to Virginia.

Victory Conditions: Victory is determined at game end by how many Objectives the Confederates hold. There are 7 in total: Cemetery Hill, Culp's Hill, Cemetery Ridge, Little Round Top; 1 variable, either A, B or C, per Scenario Rule 8; and 2 points if a Confederate infantry or cavalry unit is anywhere on the US Supply Line.

Confederate Victory: If Confederates hold 2 Objectives or more.

Draw: Confederates hold 1 Objective. **US Victory:** US holds all Objectives.

Game Length: 11 turns over 3 days: Turns 1-3 (11am-5pm) on Day 1; Turns 4-8 (9am-7pm) on Day 2; Turns 9-11 (x-xpm) on Day 3. (See optional Extra Turn rule.)



UNION ORDER OF BATTLE

Army of the Potomac



(LtGen George G. Meade, C-in-C)

(MajGen Pleasonton, Cavalry Corps)
3 S Trnd Cavalry ML Buford

MajGen John F. Reynolds, I Corps

5 A Vet ML 1/I Wadsworth (Iron Bde) and 3/I Doubleday 3 Trnd ML 2/I Robinson

1 RA

(MajGen Oliver O. Howard, XI Corps)
5 F Raw ML 1/XI Barlow/3/XI Schurz
3 F Raw ML 2/XI Steinwehr

Withdraw Buford?

(MG Henry W. Slocum, XII Corps)
6 Trnd ML (Williams,Geary,Lockwd)
1 RA

MajGen S. Winfield Hancock, II Corps

6 Trnd ML Hays, Gibbon 3 Trnd ML Caldwell

1 RA

(MaiGen Daniel E. Sickles, III Corps)

5 S Trnd ML Birney 4 Trnd ML Humphreys

1 RA

MajGen George Sykes, V Corps

5 Trnd ML Barnes, pt Ayres 5 Trnd ML Crawford, pt Ayres 3 RA V Cps & Army Res Artillery

(MajGen John Sedgwick, VI Corps)

4 Trnd ML Wright 4 Trnd ML Howe 4 Trnd ML Newton

1 RA

[Cavalry Corps]
3 S Trnd Cavalry ML Kilpatrick

Total: 62 infantry, 6 cavalry, 8 artillery

(Not represented)

In Line within 9" of Gettysburg.

(Commanding 'Left Wing': I, III and XI Corps) In Line within 6" of Gettysburg.

In Column S of Gettysburg on Baltimore Pike.

Ditto Ditto

First Night Interval per Scenario Rule 8.

II, III and XII Corps deploy in the first Night Interval. Treat Hancock as commanding both II and XII Corps. They may be placed in the Peach Orchard/ Wheatfield/ Devil's Den, or anywhere in the triangle formed by the Emmitsburg Rd and Baltimore Pike and the road linking them. They may not be placed closer to enemy than to friendly units already on table. (Historical deployments: II Cps Cemetery Ridge, III Cps Peach Orchard/ Wheatfield/ Devil's Den, XII Cps Culp's Hill).

Three units may roll to dig Rifle Pits on Turn 4, per Scenario Rule 13.

Treat Sykes as commanding V and VI Cps. Arrive T4, E edge, on or between Hanover Road and Baltimore Pike. Ditto

Arrive T9, E edge, on Baltimore Pike.

Ditto Ditto

Three units may roll to dig Rifle Pits on Turn 9, per Scenario Rule 13.

May arrive T9 per Scenario Rule 8 between Emmitsburg Rd and Plum Run.

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SCENARIO RULES

- 1. Oak Hill and the Round Tops have Steep slopes. All others are Gentle.
- 2. The Railroad gives units lining it 1 cover vs fire or assault.
- 3. The 'Village' on Cemetery Hill is the cemetery itself. Devil's Den gives cover as a Village but is impassable to cavalry or artillery.
- 4. The Peach Orchard is treated as Crops.
- 5. Note US 1/I is Aggressive Veterans, but XI Cps is Raw and Fragile.
- 6. Berdan's 1st and 2nd Sharpshooters give Birney's division a Skirmisher.
- 7. Note that Heth's Confederates are rated Trained.
- 8. 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.
- 9. 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. <u>After</u> 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.
- 11. Union deploy first.
- Union move first.
- 13. 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, 3rd Corps) (38,000)

5 A Trnd ML Heth

6 A Vet ML Pender

(LtG Richard S. Ewell, 2nd Corps) (40,000)

6 A Vet ML Early

6 A Vet ML Rodes

1 SA

General Robert E. Lee, C-in-C

[2nd Corps]

6 A Vet ML Johnson

[3rd Corps]

6 A Vet ML Anderson

1 SA

LtG James Longstreet, 1st Corps (35000)

6 A Vet ML McLaws

6 A Vet ML Hood

1 SA

3 SA Army artillery

[1st 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 <u>after</u> 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 2nd Corps unit, no closer to enemy than that unit is.

Deploy in first Night Interval, after US, within 6" of any 3rd 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.

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.

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.

For instance, Hood argued against Lee's headon 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. 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.

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.

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.

