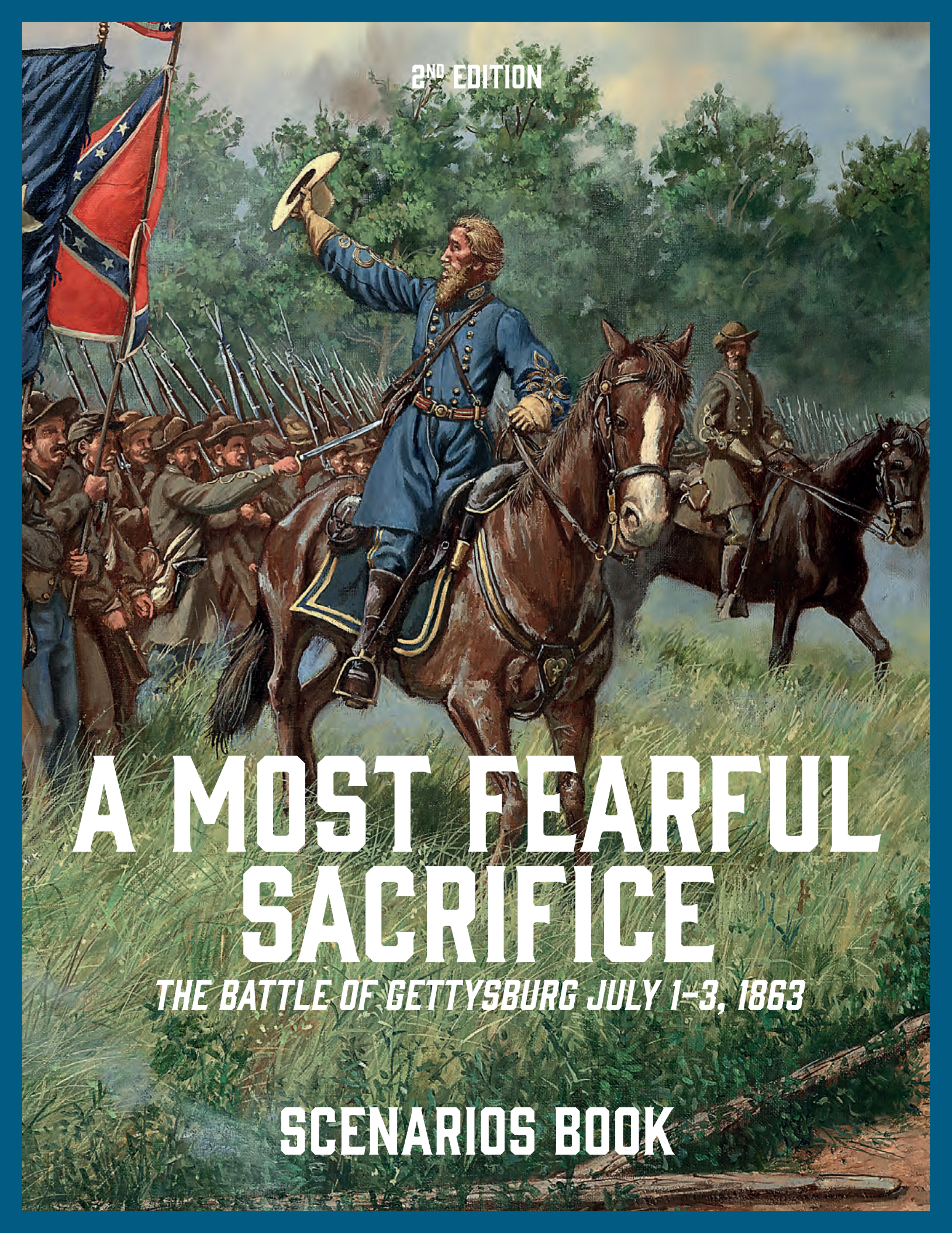




2ND EDITION

A MOST FEARFUL SACRIFICE

THE BATTLE OF GETTYSBURG JULY 1-3, 1863

SCENARIOS BOOK

Players should find and set up each scenario's cards first. The Corps and Division Cards used in the scenario will cue players as to where they can find the needed brigade unit counters. Note that in many scenarios, brigades do not use their entire complement of counters. Just follow the deployment directions as written and do not include counters that are not listed in the setup or reinforcement instructions.

SCENARIO 1 – THE SLAUGHTER PEN

This is a **learning** scenario. It depicts Hood's attack on July 2nd against the extreme left wing of the Union army defending the Round Tops in what became known as The Slaughter Pen. The scenario lasts only three Game Turns, starting at **4:00 pm** and ending at **6:00 pm**.

All hex numbers are located on the South map

UNION SETUP

WARD (2 units): **2ss-4** at 2921; **3-3** at 2622

VINCENT (2 units): **9-3** at 2317; **4-4** at 2418*

- See special scenario activation instructions for this unit.

CONFEDERATE SETUP

LAW (2 units): **9-4** at 3022; **3-4** at 2922

ROBERTSON (1 unit): **8-5** at 2723

UNION REINFORCEMENT SCHEDULE

5:00 pm

WEED (1 unit): **5-3** at 2317 *

MARTIN (1 Corps Artillery unit): Hazlett at 2317 *

- See special scenario activation instructions for these units.

DIVISION ACTIVATION CARD ADDED TO COMMAND DISPLAY

Ayres (AY Division)

CONFEDERATE REINFORCEMENT SCHEDULE

5:00 pm

LAW (1 unit): **4-4** at 2522

SCENARIO RULES

1. Place the *Game Turn* marker in the **4:00 pm** box on the Game Turn Track.
2. **Field of Play:** Players will only use the South Map for this scenario. In addition, the play area will be limited as follows:
 - **North border** = the "21xx" hex row
 - **East border** = the "xx15" hex row
 - **South border** = the "31xx" hex row
 - **West border** = all the hexes in a straight row running from 2121 through 3126 inclusive

This perimeter is treated in all ways as if it is the map edge.
3. **Scenario Cards:** The scenario starts with the following cards in play:
 - A. **Starting Card Draw Pile** - *Fog of War*, *Longstreet* (Confederate I Corps), *Sickles* (III Corps), *Four Union Event cards* and *Four Confederate Event Cards*
 - B. **Union Command Display** - *Birney* (BI Division – III Corps), *Barnes* (BA Division – V Corps) *

- C. **Confederate Command Display** - *Hood* (HD Division - I Corps)
- D. **Event Cards** – Each side gets 2 Key Event Cards + 2 random Event Cards.
- E. **Union Division Activation Card Reinforcements** - *Ayres* (AY Division - V Corps)*

4. No CIC Cards are used in this scenario.

5. **Union Command Structure:** The Union forces are a "fire brigade" of different units that were thrown into this area. For simplicity, all units function as if they are part of **Sickles III Corps Activation Card**. All three Division Activation Cards - *Birney*, *Barnes* and *Ayres* (when it arrives) - are placed on the 'Sickles III Corps' portion of the Command Display (assume a DP#3 box to the right of DP#2). By the same token, the **MARTIN** Artillery unit is considered to be part of *RANDOLPH's* Artillery Brigade for this scenario (and thus will activate when the *Sickles' Corps Activation Card* is drawn). Essentially every unit is being commanded by Sickles.

6. **Preliminary Bombardment Phase:** Only the Union player activates in this phase as there is only one Artillery unit in this scenario.

7. **General Casualties:** If a General Casualty is rolled on the Fog of War Table, cross reference the type of casualty (Corps or Division) with the roll of two dice to determine which General is a casualty. "Flesh Wound" is no effect.

Corps General Casualty

11 - 66 = Flesh Wound

Division General Casualty

11 - 13 = Birney

14 - 16 = Barnes

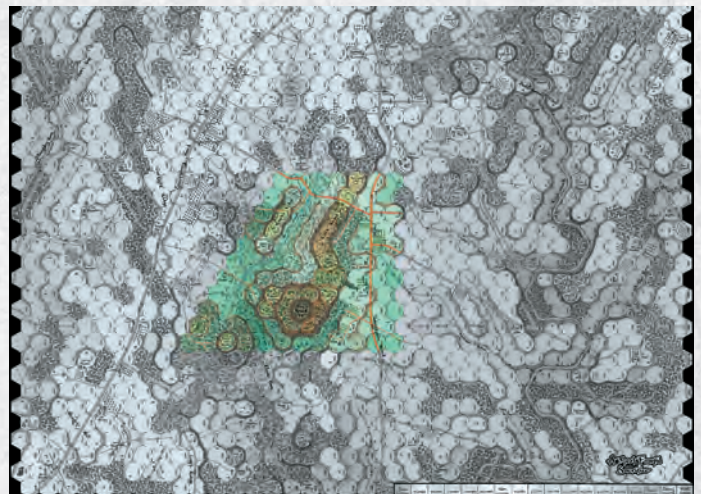
21 - 23 = Ayres

24 - 46 = Hood

51 - 66 = Flesh Wound

8. **Game End:** The game continues through the **6:00 pm** Game Turn at which time players will assess who won.

9. **Victory Conditions:** Victory is reflected in the seizure of Victory Hexes only. At the conclusion of the **6:00 pm** Game Turn, both players count up how many **Victory Hexes** they control. The player with the most Victory Hexes wins.



- **Victory Hexes Controlled:** Control is having the last unit occupy or pass through the Victory Hex. All Victory Hexes begin the scenario in control of the Union player.
 - *Big Round Top Summit* (2920)
 - *Little Round Top Summit* (2419 and 2519)

SCENARIO 2 – EWELL BE COMING ‘ROUND THE MOUNTAIN

This is a **Small** scenario. It depicts Ewell’s attack on the XIth Corps north of Gettysburg around Blocher’s Knoll in the early afternoon of July 1st. The scenario lasts four Game Turns, starting at **2:00 pm** and ending with the **5:00 pm** turn.

All hex numbers are located on the North map

UNION SETUP

VON GILSA (1 unit): at 2115
 AMES (2 units): both at 2214
 SCHIMMEL. (3 units): **7-2** and **3-2** at 1819; **7-2** at 1918
 KRZYZAN. (2 units): **6-3** at 2217; **6-3** at 2218
 OSBORN (4 Corps Artillery units): both **Wilkerson’s** at 2014;
Wheeler at 1918; **Dilger** at 1919

CONFEDERATE SETUP

DOLES (2 units): **7-4** at 1418; **6-4** at 1419
 CARTER (1 Division Artillery unit): **Reese** at 1020

UNION REINFORCEMENT SCHEDULE

3:00 pm

CIC ACTIVATION CARD ADDED TO DRAW PILE

Hancock (CIC Card)

4:00 pm

COSTER (2 units): **9-2** and **3-2** at 2716
 OSBORN (1 Corps Artillery unit): **Heckman** at 2716
DIVISION ACTIVATION CARD ADDED TO COMMAND DISPLAY
Steinwehr (ST Division)

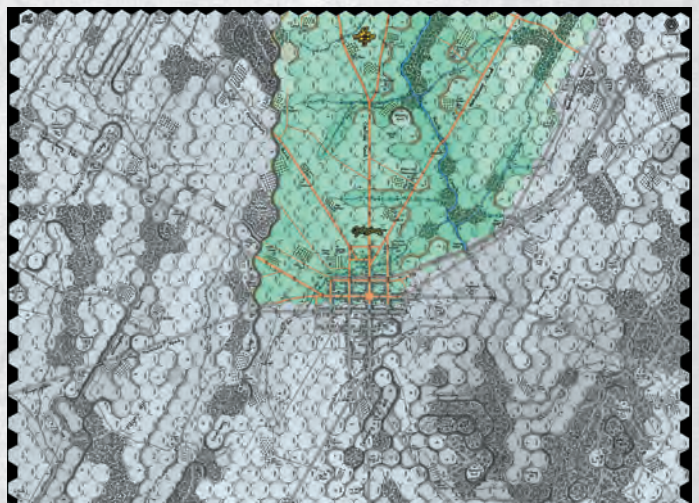
CONFEDERATE REINFORCEMENT SCHEDULE

3:00 pm

AVERY (2 units): both at 1009
 GORDON (2 units): both at 1009
 HAYS (2 units): both at 1009
 JONES (2 Division Artillery units): both at 1009
DIVISION ACTIVATION CARD ADDED TO COMMAND DISPLAY
Early (EA Division)

SCENARIO RULES

1. Place the Game Turn marker in the **2:00 pm** box on the Game Turn Track.
2. **Field of Play:** Players will only use the North Map for this scenario. In addition, the play area will be limited as follows:
 - **North border** = map edge



- **East border** = the **Hunterstown Road** up to the **York Pike** (2309) and then follow the **York Pike** down to 2714. Units may not move onto these roads.
- **South border** = 2815 to 2823. Units may not enter a hex starting with “28xx”.
- **West border** = all the hexes containing Steep Slope hexsides from 2823 through 1022.

This perimeter is treated in all ways as if it is the map edge.

3. **Scenario Cards:** The scenario starts with the following cards in play:

- **Starting Card Draw Pile** - *Fog of War*, *Howard* (Union XI Corps), *Ewell* (Confederate II Corps), *Six Union Event cards* and *Six Confederate Event Cards*
- **Union Command Display** - *Schurz* (SZ Division – XI Corps), *Barlow* (BR Division – XI Corps)
- **Confederate Command Display** - *Rodes* (RO Division – II Corps)
- **Event Cards** – Each side gets 2 Key Event Cards + 4 random Event Cards.
- **Union CIC Card Reinforcement** - *Hancock* (Union CIC)
- **Union Division Activation Card Reinforcements** - *Steinwehr* (ST Division – XI Corps)
- **Confederate Division Activation Card Reinforcements** - *Early* (EA Division – II Corps)

4. **Preliminary Bombardment Phase:** The Confederate player will be the *first player* in this phase (instead of the Union player) and he will activate the initial Artillery Brigade. In addition, the Union player **may not** fire the **Wheeler** or **Dilger** units during the first Game Turn’s Preliminary Bombardment Phase (these units were engaged with other Rebel units off the west edge of the play area). After this phase, this restriction is removed.

5. **General Casualties:** If a General Casualty is rolled on the Fog of War Table, cross reference the type of casualty (Corps or Division) with the roll of two dice to determine which General is a casualty. “Flesh Wound” is no effect.

Corps General Casualty

11 - 26 = Howard
 31 - 46 = Ewell
 51 - 66 = Flesh Wound

Division General Casualty

11 - 26 = Barlow

31 - 36 = Schurz

41 - 46 = Steinwehr

51 - 56 = Rodes

61 - 66 = Early

6. Game End: The game continues through the **5:00 pm** Game Turn at which time players will assess who won.

7. Victory Conditions: Victory is reflected in the seizure of Victory Hexes and causing enemy casualties. At the conclusion of the **5:00 pm** Game Turn, both players count up how many **Victory Points (VP)** they've scored. The player with the most VP wins.

- Victory Hexes Controlled (1 VP each): Control is having the last unit occupy or pass through the Victory Hex. All Victory Hexes begin the scenario in control of the Union player.
 - *Blocher's Knoll (1615)*
 - *Englehart Farm (2020)*
 - *Adams Count Almshouse (2014)*
 - *Crawford Farm (2215)*
 - *Doerson Farm (2219)*
 - *Pennsylvania College (2418)*
 - *Kuhn's Brickyard (2415)*
- **Each enemy unit** (of any kind) in the **Broken Box** or **Destroyed** at the end of the scenario: **Confederate** player = **1 VP per Union unit**; Union player = **2 VP per Confederate unit**

SCENARIO 3 – THE DEVIL'S TO PAY!

This is a **Small** scenario. The situation covers the initial contact between Buford's troopers and Heth's approaching Rebel column on the morning of July 1st. The scenario is four Game Turns long, starting with the **9:00 am** turn and concluding with the **12:00 pm** turn.

All hex numbers are located on the North map

UNION SETUP

GAMBLE (4 units – all on "Dismounted" side): **4-4** at 2627; **4-4** at 2227; **2-4** at 2126; **2-4** at 2026

DEVIN (4 units – all on "Dismounted" side): **2-4** at 1826; **1-4** at 1826; **3-4** at 1725; **4-4** at 1524

TIDBALL (2 Division Horse Artillery units): **Calef 4R-4** at 2227; **Calef 2R-4** at 2627

CUTLER (2 units): **9-3** at 3321; **6-3** at 3322

CONFEDERATE SETUP

BROCKENBROUGH (1 unit): **10-2** at 1733

DAVIS (3 units): **6-2** at 1630; **5-3** at 1730; **6-2** at 1831

ARCHER (2 units): **6-4** at 1931; **6-4** at 2032

PEGRAM (4 Corps Artillery units): **Ellet/McGraw** at 1730; **Brander** and **Marye** at 1831; **Zimm** at 2032

UNION REINFORCEMENT SCHEDULE

10:00 am

MEREDITH (3 units): all at 4021

WAINWRIGHT (1 Corps Artillery unit): **Hall** at 4021

11:00 am

ROWLEY (2 units): both at 3335

WAINWRIGHT (2 Corps Artillery units): both Reynolds at 3335

DIVISION ACTIVATION CARD ADDED TO COMMAND DISPLAY

Doubleday (DB Division – I Corps)

12:00 pm

STONE (2 units): both at 4021

PAUL (2 units): both at 4021

BAXTER (2 units): both at 4021

WAINWRIGHT (4 Corps Artillery units): both **Stewarts, Cooper** and **Stevens** at 4021

DIVISION ACTIVATION CARD ADDED TO COMMAND DISPLAY

Robinson (RB Division – I Corps)

CONFEDERATE REINFORCEMENT SCHEDULE

10:00 am

PETTIGREW (3 units): all at 1635

12:00 pm

SCALES (2 units): both at 1635

PERRIN (2 units): both at 1635

LANE (2 units): both at 1635

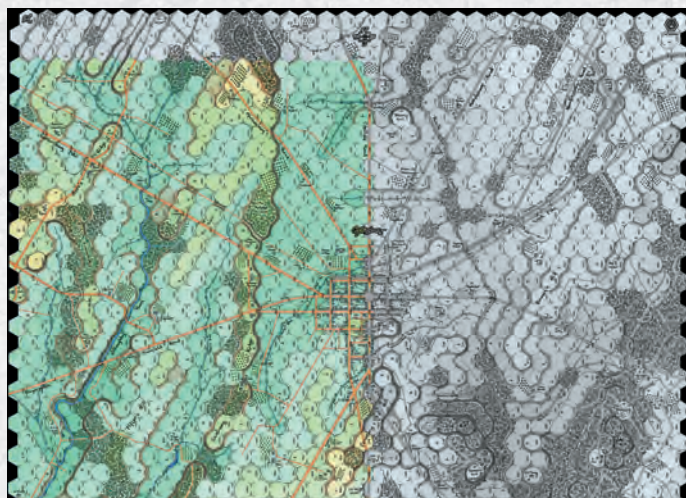
DIVISION ACTIVATION CARD ADDED TO COMMAND DISPLAY

Pender (PE Division – III Corps)

SCENARIO RULES

1. Place the Game Turn marker in the **9:00 am** box on the Game Turn Track.
2. **Field of Play:** Players will only use the North Map for this scenario. In addition, the play area will be limited as follows:
 - **North border** = the "12xx" hex row
 - **East border** = the "xx16" hex row
 - **South border** = the map edge
 - **West border** = the map edge

This perimeter is treated in all ways as if it is the map edge.



3. Scenario Cards: The scenario starts with the following cards in play:

- **Starting Card Draw Pile** - *Fog of War*, *Reynolds (Union I Corps)*, *Buford (Union I Cavalry Division)*, *Hill (Confederate III Corps)*, *Reynolds (Union CIC)*, *Six Union Event cards* and *Six Confederate Event Cards*
- **Union Command Display** - *Wadsworth (WA Division - I Corps)*
- **Confederate Command Display** - *Heth (HE Division - III Corps)*
- **Event Cards** - *Each side gets 2 Key Event Cards + 4 random Event Cards.*
- **Union Division Activation Card Reinforcements** - *Doubleday (DB Division - I Corps)*, *Robinson (RB Division - I Corps)*
- **Confederate Division Activation Card Reinforcements** - *Pender (PE Division - III Corps)*

4. General Casualties: If a General Casualty is rolled on the Fog of War Table, cross reference the type of casualty (Corps or Division) with the roll of two dice to determine which General is a casualty. "Flesh Wound" is no effect.

Exception: Reynolds will always be the first General Casualty and Heth will always be the second. This applies regardless of the type of casualty rolled. After Heth is a casualty, roll normally on the table to determine the next General Casualty.

Corps General Casualty

11 - 66 = Reynolds (1st)

11 - 66 = Heth (2nd)

11 = Reynolds

12 - 31 = Buford

32 - 51 = Hill

52 - 66 = Flesh Wound

Division General Casualty

11 - 66 = Reynolds (1st)

11 - 66 = Heth (2nd)

11 - 22 = Wadsworth

23 - 34 = Doubleday

35 - 46 = Robinson

51 = Heth

52 - 63 = Pender

64 - 66 = Flesh Wound

The first General Casualty in the game will always be **Reynolds** (Union) followed by **Heth** (Confederates) as the second General Casualty. Ignore the type of casualty for the first two rolled casualty results in the game - they are automatically these two Generals. If **Reynolds** is a casualty, remove **both** his CIC and Corps Activation Cards.

5. Game End: The game continues through the **12:00 pm** Game Turn at which time players will assess who won.

6. Victory Conditions: Victory is reflected in the seizure of Victory Hexes and causing enemy casualties. At the conclusion of the **12:00 pm** Game Turn, both players count up how many Victory Points (VP) they've scored. The player with the most VP wins.

- **Victory Hexes Controlled (1 VP each):** Control is having the last unit occupy or pass through the Victory Hex. All Victory

Hexes begin the scenario in control of the Union player.

- *Forney Farm (1424)*
- *McPherson Farm (2227)*
- *Mrs. Thompson Farm (2423)*
- *Lutheran Seminary (2623)*
- *Mrs. Schulz Farm (2823)*
- *Herbst Farm (2828)*
- *McMillan Farm (3323)*
- **Each enemy unit** (of any kind) in the **Broken Box** or **Destroyed** at the end of the scenario: **Confederate player = 1 VP per Union unit**; Union player = **2 VP per Confederate unit**

SCENARIO 4 - AN UNEXPECTED ENCOUNTER

This scenario covers the entire first day of the battle and has three possible lengths - **Medium (9:00 am - 3:00 pm)**, **Large (9:00 am - 6:00 pm)** and **Full Day (9:00 am - 8:00 pm)**. Players must agree on which variation they will play before beginning. The following Reinforcement Schedules and Victory Conditions are given for the **Full Day** scenario - the other two scenario use a portion of this information as indicated.

All hex numbers are located on the North map

UNION SETUP

GAMBLE (4 units - all on "Dismounted" side): **4-4** at 2627; **4-4** at 2227; **2-4** at 2126; **2-4** at 2026

DEVIN (4 units - all on "Dismounted" side): **2-4** at 1826; **1-4** at 1826; **3-4** at 1725; **4-4** at 1524

TIDBALL (2 Division Horse Artillery units): **Calef 4R-4** at 2227; **Calef 2R-4** at 2627

CUTLER (2 units): **9-3** at 3321; **6-3** at 3322

CONFEDERATE SETUP

BROCKENBROUGH (1 unit): **10-2** at 1733

DAVIS (3 units): **6-2** at 1630; **5-3** at 1730; **6-2** at 1831

ARCHER (2 units): **6-4** at 1931; **6-4** at 2032

PEGRAM (4 Corps Artillery units): **Ellet/McGraw** at 1730; **Brander** and **Marye** at 1831; **Zimm** at 2032

UNION REINFORCEMENT SCHEDULE

10:00 am

MEREDITH (3 units): all at 4021

WAINWRIGHT (1 Corps Artillery unit): **Hall** at 4021

11:00 am

ROWLEY (2 units): both at 3335

WAINWRIGHT (2 Corps Artillery units): both **Reynolds** at 3335

DIVISION ACTIVATION CARD ADDED TO COMMAND DISPLAY

Doubleday (DB Division - I Corps)

12:00 pm

STONE (2 units): both at 4021

PAUL (2 units): both at 4021

BAXTER (2 units): both at 4021

SCHIMMEL (3 units): all at 4017

KRZYZAN (2 units): 6-3 and 6-3 at 4017

OSBORN (2 Corps Artillery units): **Wheeler** and **Dilger** at 4021

WAINWRIGHT (4 Corps Artillery units): both **Stewart**, **Cooper** and **Stevens** at 4021

CORPS ACTIVATION CARD ADDED TO CARD DRAW PILE

Howard (XI Corps)

DIVISION ACTIVATION CARDS ADDED TO COMMAND DISPLAY

Robinson (RB Division – I Corps)

Schurz (SZ Division – XI Corps)

1:00 pm

VON GILSA (1 unit): at 4021

AMES (2 units): both at 4021

OSBORN (2 Corps Artillery units): both **Wilkerson** at 4021

DIVISION ACTIVATION CARD ADDED TO COMMAND DISPLAY

Barlow (BR Division – XI Corps)

3:00 pm

COSTER (2 units): **9-2** and **3-2** at 4017

SMITH (3 units): all at 4017

OSBORN (2 Corps Artillery units): Heckman and Wiedrich at 4021

DIVISION ACTIVATION CARD ADDED TO COMMAND DISPLAY

Steinwehr (ST Division – XI Corps)

5:00 pm

FRICTION OF WAR CARD ADDED

6:00 pm

RUGER (3 units): **7-4** and **6-4** at 4005; **3-3** at 4012

MCDUGALL (3 units): all at 4005

MUHLENBERG (2 Corps Artillery units): both at 4012

CORPS ACTIVATION CARD ADDED TO CARD DRAW PILE

Slocum (XII Corps)

DIVISION ACTIVATION CARD ADDED TO COMMAND DISPLAY

Williams (WI Division – XII Corps)

CONFEDERATE REINFORCEMENT SCHEDULE

10:00 am

PETTIGREW (3 units): all at 1635

12:00 pm

SCALES (2 units): both at 1635

PERRIN (2 units): both at 1635

LANE (2 units): both at 1635

DIVISION ACTIVATION CARD ADDED TO COMMAND DISPLAY

Pender (PE Division – III Corps)

1:00 pm

THOMAS (2 units): both at 1635

DOLES (2 units): both at 1017

O'NEAL (3 units): all at 1022, 1023 and/or 1024

IVERSON (2 units): both at 1025 and/or 1026

DANIEL (3 units): all at 1028

CARTER (3 Division Artillery units): all at 1028

GARNETT (1 Division Artillery unit): Maurin at 1635

MCINTOSH (3 Corps Artillery units): all at 1635

CORPS ACTIVATION CARD ADDED TO CARD DRAW PILE

Ewell (II Corps)

DIVISION ACTIVATION CARD ADDED TO COMMAND DISPLAY

Rodes (RO Division – II Corps)

2:00 pm

RAMSEUR (2 units): both at 1028

CIC CARD ADDED TO CARD DRAW PILE

Lee (CIC)

3:00 pm

AVERY (2 units): both at 1009

GORDON (2 units): both at 1009

HAYS (2 units): both at 1009

JONES (2 Division Artillery units): both at 1009

DIVISION ACTIVATION CARD ADDED TO COMMAND DISPLAY

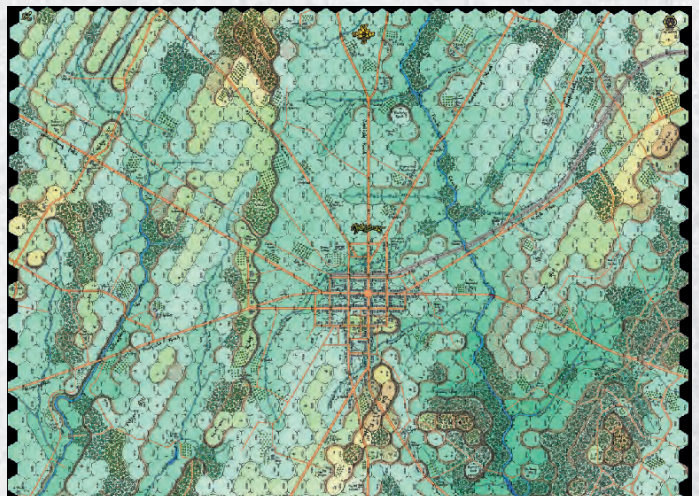
Early (EA Division – II Corps)

5:00 pm

FRICTION OF WAR CARD ADDED

SCENARIO RULES

1. Place the *Game Turn* marker in the **9:00 am** box on the Game Turn Track.
2. **Field of Play:** Players will use the entire North Map for this scenario.
3. **Scenario Cards:** The scenario starts with the following cards in play:
 - **Starting Card Draw Pile** - *Fog of War*, *Reynolds (Union I Corps)*, *Buford (Union I Cavalry Division)*, *Hill (Confederate III Corps)*, *Reynolds (Union CIC)*, *Eight Union Event cards* and *Eight Confederate Event Cards*
 - **Union Command Display** – *Wadsworth (WA Division – I Corps)*
 - **Confederate Command Display** - *Heth (HE Division – III Corps)*
 - **Event Cards** – *Each side gets 2 Key Event Cards + 6 random Event Cards.*



- **Friction of War Card** - Place one Friction of War Card into the Card Draw Pile at the start of the **5:00 pm**.
- **Union Corps Activation Card Reinforcements** – Howard (XI Corps), Slocum (XII Corps)
- **Union Division Activation Card Reinforcements** – Doubleday (DB Division – I Corps), Robinson (RB Division – I Corps), Schurz (SZ Division – XI Corps), Barlow (BR Division – XI Corps), Steinwehr (ST Division – XI Corps), Williams (WI Division – XII Corps)
- **Confederate Corps Activation Card Reinforcements** – Ewell (II Corps)
- **Confederate Division Activation Card Reinforcements** – Pender (PE Division – III Corps), Rodes (RO Division), Early (EA Division)
- **Confederate CIC Card Reinforcement** – Lee (Confederate CIC)

4. Hancock the Superb! Place the **Hancock** CIC Card near the Game Turn Track starting with the **1:00 pm** turn. Beginning with that turn's Command Decision Phase, and **only if the Reynolds CIC Card is not in the game** (i.e., it has become a casualty), the Union player may roll a die to see if Hancock arrives to take command.

- On a roll of “6”, the Union player places the Hancock CIC Card into the Card Draw Pile for the remainder of the scenario. For each turn Hancock fails to enter, the Union player can roll again next turn. **Add +1 to the die roll for each previous failed attempt** until he does enter the game or the scenario ends.
- If Reynolds is still in the game at **1:00 pm**, leave the **Hancock** CIC Card near the Game Turn Track. When (if) Reynolds becomes a casualty, then begin performing this procedure the turn after the casualty occurs.
- If Reynolds ever recovers, the Union player only brings back his Corps Activation Card ... the **Reynolds** CIC Card does not return if **Hancock** is in the game.

5. Anderson's Division: This division of III Corps actually arrived on the battlefield at 5:00 pm on Chambersburg Pike, but Lee elected to keep it in reserve for the remainder of July 1st. Thus it is not included in this scenario.

6. General Casualties: If a General Casualty is rolled on the Fog of War Table, cross reference the type of casualty (Corps or Division) with the roll of two dice to determine which General is a casualty. “Flesh Wound” is no effect.

Exception: Reynolds will always be the first General Casualty and Heth will always be the second. This applies regardless of the type of casualty rolled. After Heth is a casualty, roll normally on the table to determine the next General Casualty.

Corps General Casualty

11 – 66 = Reynolds (1st)

11 – 66 = Heth (2nd)

11 = Reynolds

12 – 21 = Howard

22 – 31 = Slocum

32 – 41 = Buford

42 – 51 = Hill

52 – 61 = Ewell

62 – 66 = Flesh Wound

Division General Casualty

11 – 66 = Reynolds (1st)

11 – 66 = Heth (2nd)

11 – 13 = Wadsworth

14 – 16 = Doubleday

21 – 23 = Robinson

24 – 32 = Barlow

33 – 35 = Schurz

36 – 42 = Steinwehr

43 – 45 = Williams

46 = Heth

51 – 53 = Pender

54 – 56 = Rodes

61 – 63 = Early

64 – 66 = Flesh Wound

The first General Casualty in the game will always be **Reynolds** (Union) followed by **Heth** (Confederates) as the second General Casualty. Ignore the type of casualty for the first two rolled casualty results in the game – they are automatically these two Generals. If Reynolds is a casualty, remove both his CIC and Corps Activation Cards.

7. Game End: The game continues through the **8:00 pm** Game Turn at which time players will assess who won.

8. Victory Conditions: Victory is reflected in the seizure of Victory Hexes and causing enemy casualties. At the conclusion of the 8:00 pm Game Turn, both players count up how many Victory Points (VP) they've scored. The player with the most VP wins.

- **Victory Hexes Controlled:** Control is having the last unit occupy or pass through the Victory Hex. All Victory Hexes begin the scenario in control of the Union player.

1 VP Each Hex:

- Forney Farm (1424)
- Blocher's Knoll (1615)
- Adams County Almshouse (2014)
- Englehart Farm (2020)
- Crawford Farm (2215)
- Doerson Farm (2219)
- McPherson Farm (2227)
- Kuhn's Brickyard (2415)
- Pennsylvania College (2418)
- Mrs. Thompson Farm (2423)
- Lutheran Seminary (2623)
- Mrs. Schulz Farm (2823)
- Herbst Farm (2828)
- McMillan Farm (3323)

2 VP Each Hex:

- Hardshell Farm (2711)
- D. Benner Farm (2906)
- Bliss Farm (3721)

4 VP Each Hex:

- Culp's Hill (3511)
- Cemetery Hill (3315, 3416, 3516)

- **Each enemy unit** in the **Broken Box** or **Destroyed** at the end of the scenario: **Confederate player = 1 VP** per Union Infantry/Cavalry unit; **2 VP** per Union Artillery unit; **Union player = 2 VP** per Confederate Infantry unit; **4 VP**

per Confederate Artillery unit

- Each full enemy Brigade (i.e., all component units) in the **Broken Box** or **Destroyed** at the end of the scenario: **Confederate player = 3 VP per Union Brigade; Union player = 6 VP per Confederate Brigade**
- Each enemy Division Shattered (at least 75% of component units in the **Broken Box** or **Destroyed**) at the end of the scenario: **Confederate player = 5 VP per Union Division; Union player = 10 VP per Confederate Division**

- 9. Medium Scenario:** Stop play at the conclusion of the **3:00 pm** Game Turn. The Victory Conditions are the same except include only the **1 VP Each Victory Hexes** – ignore the other Victory Hexes.
- 10. Large Scenario:** Stop play at the conclusion of the **6:00 pm** Game Turn. The Victory Conditions are the same except include only the **1 VP** and **2 VP Each Victory Hexes** – ignore the other Victory Hexes.

SCENARIO 5 – INTO THE WHIRLPOOL

This is a **Small** scenario. Longstreet's main thrust on the afternoon of July 2nd hits the Wheatfield, Houck's Ridge and Devil's Den. This area changed hands a multiple number of times and some of the toughest fighting of the battle occurred around this rather small patch of land. The scenario is only four Game Turns long, starting with the **4:00 pm** turn and concluding with the **7:00 pm** turn.

All hex numbers are located on the South map

UNION SETUP

GRAHAM (1 unit): **5-2** at 1724
 BURLING (2 units): **2-2** at 1724; **4-2** at 2224
 DE TROBRIAND (3 units): **2-3 (S)** at 1925; **8-3** at 2223; **4-3** at 2220
 WARD (3 units): **7-3** at 2321; **5-3** at 2422; **3-3** at 2522
 SWEITZER (1 unit): at 2022
 TILTON (1 unit): at 2120
 FITZHUGH (1 Army Artillery unit): **Ames** at 1826
 MCGILVER (4 Army Artillery units): **Bigelow** and **Philips** at 1924; **Hart** at 1825; **Thompson** at 1826
 RANDOLPH (4 Corps Artillery units): **Clark** at 1825; **Winslow** at 2122; **Smith 4-R** at 2522; **Smith 2-R** at 2320

CONFEDERATE SETUP

ANDERSON (2 units): **7-4** at 2325; **8-3** at 2425
 ROBERTSON (1 unit): **9-5** at 2524

UNION REINFORCEMENT SCHEDULE

5:00 pm

CROSS (2 units): both at 1820
 KELLY (1 unit): at 1820
 ZOOK (1 unit): at 1820
 BROOKE (1 unit): at 1820

CORPS ACTIVATION CARD ADDED TO CARD DRAW PILE

Hancock (II Corps)

DIVISION ACTIVATION CARD ADDED TO COMMAND DISPLAY

Caldwell (CA Division – II Corps)

6:00 pm

BURBANK (1 unit): at 2019
 DAY (2 units): both at 2119

DIVISION ACTIVATION CARD ADDED TO COMMAND DISPLAY

Ayres (AY Division – V Corps)

CONFEDERATE REINFORCEMENT SCHEDULE

4:00 pm

BENNING (2 units): **7-3** at 2526; **7-3** at 2625
 LAW (2 units): **3-4** and **4-4** at 2723
 KERSHAW (2 units): **8-4** and **9-4** at 2528

5:00 pm

KERSHAW (1 unit): **5-4** at 2526

6:00 pm

BARKSDALE (1 unit): **4-5** at 1926
 SEMMES (2 units): both at 2527
 WOFFORD (2 units): both at 2027
 WILCOX (1 unit): **5-4** at 1625*

See special scenario activation instructions for this unit.

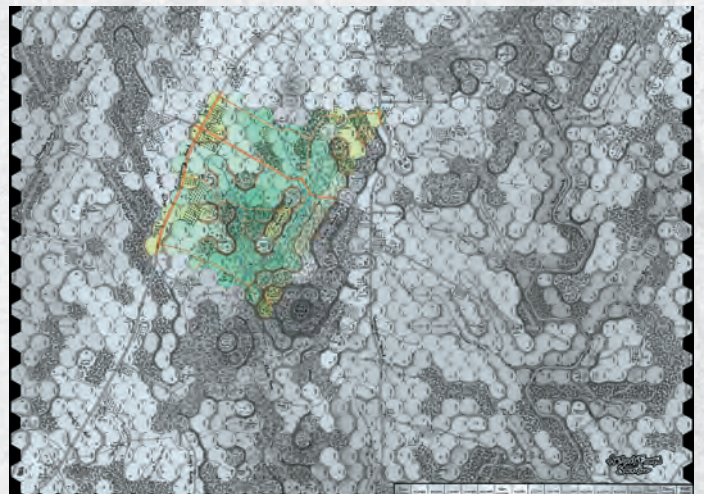
CIC ACTIVATION CARD REMOVED FROM CARD DRAW PILE

Lee (Confederate CIC)

SCENARIO RULES

1. Place the *Game Turn* marker in the **4:00 pm** box on the Game Turn Track.
2. **Field of Play:** Players will only use the South Map for this scenario. In addition, the play area will be limited as follows:
 - **North border** = hex 1716 and then all Lane hexes until hex 1625 inclusive
 - **East border** = all the hexes in a straight row running from hex 2922 through 1716 inclusive
 - **South border** = hex 2528 and then all Lane hexes until 2922 inclusive
 - **West border** = hex 1625, along Emmitsburg Road, to hex 2528 inclusive

This entire perimeter is in play and can be entered normally by



units (this is different than the other scenarios). The first hexes beyond this perimeter are treated as the map edge.

3. Scenario Cards: The scenario starts with the following cards in play:

- **Starting Card Draw Pile** - *Fog of War, Army of the Potomac Leadership (Union CIC), Sickles (Union III Corps), Sykes (Union V Corps), Tyler (Army Artillery Reserve), Longstreet (Confederate I Corps), Lee (Confederate CIC *), Six Union Event cards and Six Confederate Event Cards*
- **Union Command Display** - *Birney (BI Division – III Corps), Humphreys (HU Division – III Corps), Barnes (BA Division – V Corps)*
- **Confederate Command Display** - *Hood (HD Division – I Corps *), McLaws (MC Division – I Corps)*
- **Event Cards** – *Each side gets 2 Key Event Cards + 4 random Event Cards.*
- **Union Corps Activation Card Reinforcement** - *Hancock (Union II Corps)*
- **Union Division Activation Card Reinforcements** - *Caldwell (CA Division – II Corps), Ayres (AY Division – V Corps)*
- **Confederate CIC Card Removal** – *Lee (Confederate CIC *)*

4. Lee's Broken Plan: The Confederate player begins the game with the **Lee CIC Card**. However, it is removed from the game permanently at the conclusion of the **5:00 pm** game turn. Simply take the card and return it to the box – it cannot be used again during the game. This mechanic represents the initial influence and urgency of Lee's overall plan of attack for Longstreet's corps and the subsequent realization that the Union left flank was not exactly where it was supposed to be.

5. Hood is Shot Down!: General Hood was wounded immediately before this scenario begins. Therefore, the Confederate player must place a "**Division General Casualty**" marker on the Hood Division Activation Card at the beginning of the game.

6. Preliminary Bombardment Phase: This phase is played normally except on the **4:00 pm** turn. Before the Union player conducts his artillery unit fire, the Confederate player will roll a die to abstractly determine his artillery's bombardment effect on the Union batteries for the period before this scenario begins. Roll one die against each of the six Union artillery units located in the following hexes: **1924, 1825 and 1826**. For each die roll, apply as follows to that unit:

- **1 - 2 = No Effect**
- **3 - 4 = Apply a "SH" result**
- **5 - 6 = Apply a "DP" result**

After this is completed, the Union player may continue normally. For the remainder of the scenario, the Rebel player will not participate in the Preliminary Bombardment Phase.

7. Longstreet's Assault: At the start of the **Card Draw Phase** of the **4:00 pm** turn (only), the Confederate player pulls out the Longstreet Corps Activation Card and holds it to the side. The players build the Card Draw Pile normally but then the first card "drawn" is automatically the Longstreet card. In addition, the Confederate player **adds two (+2)** to the die roll result when rolling on **Longstreet's Command Table** and **also adds two (+2)** for any activated **Division Activation Cards Command Table** die roll as well. Proceed normally from that

point and for the remainder of the scenario.

8. Wilcox Unit Activation: The Confederate **WILCOX** unit that enters the game at **6:00 pm** is from *Anderson's* Division of III Corps. For this scenario, it is considered to be part of the *McLaws* Division and is eligible to activate with that division.

9. Union Skirmish Screen (S): The Union **2-3** unit from De Trobriand's Brigade marked with an "**(S)**" in the setup instructions has a "**Skirmish Order**" marker placed on it (see Skirmish Order - section O).

10. General Casualties: If a General Casualty is rolled on the Fog of War Table, cross reference the type of casualty (Corps or Division) with the roll of two dice to determine which General is a casualty. "Flesh Wound" is no effect.

Exception: Sickles will always be the first General Casualty. This applies regardless of the type of casualty rolled. After Sickles is a casualty, roll normally on the table to determine the next General Casualty.

Corps General Casualty

11 - 66 = Sickles

11 - 13 = Sickles

14 - 23 = Hancock

24 - 33 = Sykes

34 - 43 = Tyler

44 - 53 = Longstreet

54 - 66 = Flesh Wound

Division General Casualty

11 - 66 = Sickles

11 - 15 = Birney

16 - 24 = Humphreys

25 - 33 = Barnes

34 - 42 = Caldwell

43 - 51 = Ayres

52 = Hood

53 - 61 = McLaws

62 - 66 = Flesh Wound

The first General Casualty in the game will always be **Sickles** (Union). Ignore the type of casualty for the first rolled casualty results in the game – it is automatically Sickles.

11. Hancock Steps In: Place the **Hancock** CIC Card near the Game Turn Track before the game. If the Sickles Corps Activation Card **is not in the game** (i.e., it has become a casualty), the Union player may bring the **Hancock** CIC Card into the game on the **first Command Decision Phase** after **Sickles** is a casualty. It remains in the game even if Sickles recovers. If Sickles never becomes a casualty, it will not enter the scenario.

12. Game End: The game continues through the **7:00 pm** Game Turn at which time players will assess who won.

13. Victory Conditions: Victory is reflected in the seizure of Victory Hexes and causing enemy casualties. At the conclusion of the **7:00 pm** Game Turn, both players count up how many **Victory Points (VP)** they've scored. The player with the most VP wins.

- **Victory Hexes Controlled (1 VP Each):** Control is having

the last unit occupy or pass through the Victory Hex. *All Victory Hexes begin the scenario in control of the Union player.*

- *Stony Hill (2123)*
- *Houck's Ridge (2321 and 2422)*
- *Devil's Den (2522)*
- *Peach Orchard (1825 and 1826)*
- *J. Weichert Farm (2020)*
- *Trostle Farm (1721)*
- **Each enemy unit in the Broken Box or Destroyed at the end of the scenario: Confederate player = 1 VP per Union Infantry/Cavalry unit; 2 VP per Union Artillery unit; Union player = 2 VP per Confederate Infantry unit**
- **The Valley of Death Struggle:** The Confederate player starts with a **-10 VP penalty**. This penalty is reduced by one for each SP of Confederate units that are exited off the map from the East side (only) of the scenario's perimeter. The player does not gain any VP if he exits more than 10 VP.

SCENARIO 6 – STAND TO IT AND GIVE THEM HELL!

This is a **Small** scenario. As Hood's Division hits the Wheatfield, Devil's Den and the Round Tops, at about **5:00 pm** McLaws' and Anderson's Divisions make an assault on the Union line at the Peach Orchard and along Emmitsburg Road line. The scenario is only four Game Turns long, starting with the **5:00 pm** turn and concluding with the **8:00 pm** turn.

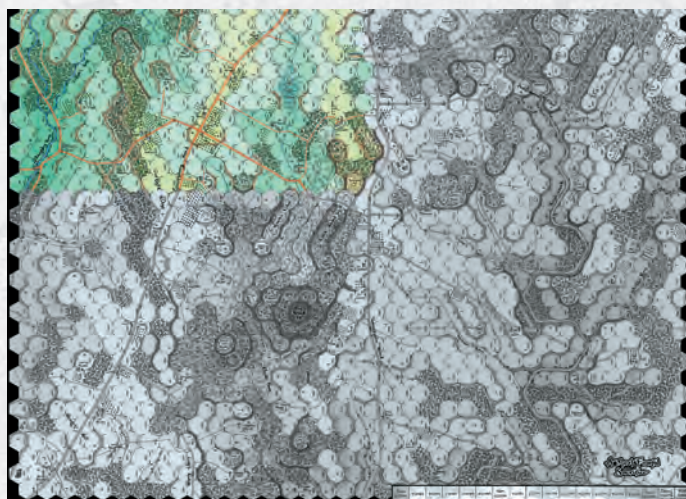
All hex numbers are located on the South map

UNION SETUP

GRAHAM (3 units): **2-2** (S) at 1727; **8-2** at 1725; **5-2** at 1724
 BURLING (3 units): **2-2** (S) at 1627; **6-2** at 1826; **2-2** at 1724
 CARR (3 units): **3-2** (S) at 1225; **7-2** at 1223; **7-2** at 1424
 WARD (2 units): **3-4ss** (S) at 1426; **2-3** (S) at 1926
 BREWSTER (3 units): **10-3** at 1624; **5-3** at 1625; **3-3** at 1222
 HALL (2 units): **5-3** at 1118; **4-3** at 1219
 HARROW (2 units): **4-3** at 1117; **3-5** at 1116
 RANDOLPH (2 Corps Artillery units): **Bucklyn** at 1725; **Seeley** at 1524
 HAZZARD (2 Army Artillery units): **Brown** at 1120; **Sheldon** at 1318
 RANSOM (3 Army Artillery units): **Turnbull** at 1323; **Weir** at 1222; **Thomas** at 1518

CONFEDERATE SETUP

BARKSDALE (3 units): **4-5** at 1830; **9-5** at 1730; **3-4** at 1630
 WOFFORD (2 units): **8-4** at 1930; **8-3** at 1831
 WILCOX (3 units): **5-4** at 1429; **6-4** at 1227; **6-4** at 1126 *
 LANG (1 unit): at 1126 *
 • See special scenario activation instructions for all of these units.
 LANE (1 Division Artillery unit): **Patterson** at 1529
 ALEXANDER (2 Corps Artillery units): **Taylor/Parker** at 1829;
Moody/Gilbert at 1729



UNION REINFORCEMENT SCHEDULE

7:00 pm

WILLARD (2 units): both at 1717

FITZHUGH (1 unit): Dow at 1717

DIVISION ACTIVATION CARD ADDED TO COMMAND DISPLAY

Hays (HA Division)

SCENARIO RULES

1. Place the *Game Turn* marker in the **5:00 pm** box on the Game Turn Track.

2. **Field of Play:** Players will only use the South Map for this scenario. In addition, the play area will be limited as follows:

- **North border** = the map edge
- **East border** = Taneytown Road (exclusive)
- **South border** = the "21xx" hex row
- **West border** = the map edge

This perimeter is treated in all ways as if it is the map edge.

3. **Scenario Cards:** The scenario starts with the following cards in play:

- **Starting Card Draw Pile** - Fog of War, Sickles (Union III Corps), Hancock (II Corps), Tyler (Army Artillery Reserve), Longstreet (Confederate I Corps), Lee (Confederate CIC), Six Union Event cards and Six Confederate Event Cards
- **Union Command Display** - Birney (BI Division - III Corps), Humphreys (HU Division - III Corps), Gibbon (GB Division - II Corps)
- **Confederate Command Display** - McLaws (MC Division - I Corps), Anderson (AN Division - III Corps)*
- **Event Cards** - Each side gets 2 Key Event Cards + 4 random Event Cards.
- **Union Division Activation Card Reinforcements** - Hays (HA Division - II Corps)

4. **Preliminary Bombardment Phase:** This phase is played normally except on the **5:00 pm** turn. The Confederate player will fire first in this phase and all his artillery units may fire, regardless of organization. Thus, the Rebel player does not need to put any Event Cards aside to conduct additional bombardment

this phase – this is a free bombardment. After this fire is completed, the Union player may continue normally (and yes, he must still have placed aside additional Event Cards if he wishes to fire more than one Artillery Brigade this phase). Starting with the **6:00 pm** turn, this phase is resolved per the normal rules.

- 5. Longstreet's Assault:** At the start of the **Card Draw Phase** of the **5:00 pm** turn (only), the Confederate player pulls out the **Longstreet** Corps Activation Card and holds it to the side. The players build the Card Draw Pile normally but then the first card "drawn" is automatically the Longstreet card. In addition, the Confederate player **adds two (+2)** to the die roll result when rolling on **Longstreet's Command Table** and **also adds two (+2)** for any activated **Division Activation Cards Command Table** die roll as well. Proceed normally from that point and for the remainder of the scenario.
- 6. Anderson's Division:** The units of this Division – **WILCOX** and **LANG** – actually belong to Hill's III Corps. But for this scenario, they are an integral part of this section of the Rebel assault on the Emmitsburg Road position. Therefore, for this scenario, place the **Anderson Division Activation Card** on the **Longstreet I Corps** Command Display. Treat this division as part of I Corps for all game purposes.
- 7. Union Skirmish Screen (S):** The units marked with an "(S)" in the setup instructions has a "**Skirmish Order**" marker placed on them (see Skirmish Order - section O).
- 8. General Casualties:** If a General Casualty is rolled on the Fog of War Table, cross reference the type of casualty (Corps or Division) with the roll of two dice to determine which General is a casualty. "Flesh Wound" is no effect.

Exception: Sickles will always be the first General Casualty. This applies regardless of the type of casualty rolled. After Sickles is a casualty, roll normally on the table to determine the next General Casualty.

Corps General Casualty

11 – 66 = Sickles
 11 – 13 = Sickles
 14 – 25 = Hancock
 26 – 41 = Tyler
 42 – 53 = Longstreet
 54 – 66 = Flesh Wound

Division General Casualty

11 – 66 = Sickles
 11 – 16 = Birney
 21 – 26 = Humphreys
 31 – 36 = Gibbon
 41 – 46 = Hays
 51 – 56 = McLaws
 61 – 66 = Anderson

The first General Casualty in the game will always be **Sickles** (Union). Ignore the type of casualty for the first rolled casualty results in the game – it is automatically Sickles.

- 9. Game End:** The game continues through the **8:00 pm** Game Turn at which time players will assess who won.
- 10. Victory Conditions:** Victory is reflected in the seizure of Victory

Hexes and causing enemy casualties. At the conclusion of the **8:00 pm** Game Turn, both players count up how many **Victory Points** (VP) they've scored. The player with the most VP wins.

- **Victory Hexes Controlled:** Control is having the last unit occupy or pass through the Victory Hex. All Victory Hexes begin the scenario in control of the Union player.

1 VP Each Hex:

- *Peach Orchard (1825 and 1826)*
- *Sherfy Farm (1725)*
- *Klingel Farm (1424)*
- *Rogers Farm (1223)*

2 VP Each Hex:

- *Trostle Farm (1721)*

4 VP Each Hex:

- *G. Weichert Farm (1718)*
- *J. Hummerbach Farm (1317)*
- **Each enemy unit** in the **Broken Box** or **Destroyed** at the end of the scenario: **Confederate** player = **1 VP per Union Infantry/Cavalry unit; 2 VP per Union Artillery unit; Union** player = **2 VP per Confederate Infantry unit; 4 VP per Confederate Artillery unit**
- **Supporting Hood:** The Confederate player starts with a **-5 VP penalty**. This penalty is eliminated if the J. Weichert Farm (1915) is controlled by the end of the scenario.

SCENARIO 7 – LONGSTREET ATTACKS

This scenario simulates the entire late afternoon attack on the Union left flank by Longstreet's I Corps, assisted by a couple of brigades from Anderson's Division of III Corps. This is considered a **Large** scenario because of its scope, despite being only five turns in length (from **4:00 pm** – **8:00 pm**).

All hex numbers are located on the South map

UNION SETUP

CARR (3 units): **3-2** (S) at 1225; **7-2** at 1223; **7-2** at 1424
 BREWSTER (3 units): **10-3** at 1624; **5-3** at 1625; **3-3** at 1222
 BURLING (4 units): **2-2** (S) at 1627; **2-2** at 1724; **6-2** at 1826; **4-2** at 1923
 GRAHAM (3 units): **2-2** (S) at 1727; **5-2** at 1724; **8-2** at 1725
 DE TROBRIAND (3 units): **2-3** (S) at 2125; **8-3** at 2223; **4-3** at 2123
 WARD (6 units): **2-3** (S) at 1926; **2ss-4** (S) at 2825; **3-4ss** (S) at 1426; **7-3** at 2321; **5-3** at 2422; **3-3** at 2522
 HALL (2 units): **5-3** at 1118; **4-3** at 1219
 HARROW (2 units): **4-3** at 1117; **3-5** at 1116
 VINCENT (2 units): both at 1718
 SWEITZER (1 unit): at 1717
 TILTON (1 unit): at 1717
 WEED (2 units): both at 1616
 BURBANK (1 unit): at 1615
 DAY (2 units): both at 1614
 FISHER (2 units): both at 1613
 MCCANDLESS (1 unit): at 1612

BROOKE (1 unit): at 1420
 KELLY (1 unit): at 1520
 ZOOK (1 unit): at 1519
 CROSS (2 units): both at 1620
 RANDOLPH (6 Corps Artillery units): **Bucklyn** at 1715; **Seeley** at 1524; **Clark** at 1825; **Winslow** at 2122; **Smith 4-R** at 2522; **Smith 2-R** at 2320
 MARTIN (5 Corps Artillery units): **Walcott**, **Watson** and **Hazlett** at 1716; **Gibbs** and **Barnes** at 1611
 HAZZARD (2 Army Artillery units): **Brown** at 1120; **Sheldon** at 1318
 RANSOM (3 Army Artillery units): **Turnbull** at 1323; **Weir** at 1222; **Thomas** at 1518
 FITZHUGH (2 Army Artillery units): **Ames** at 1826; **Dow** at 1516
 MCGILVER (4 Army Artillery units): **Bigelow** and **Philips** at 1924; **Hart** at 1825; **Thompson** at 1826.

CONFEDERATE SETUP

LAW (4 units): **3-4** at 3028; **9-4** at 3127; **4-4** and **3-4** at 3228
 BENNING (2 units): **7-3** at 2829; **7-3** at 2929
 ROBERTSON (2 units): **9-5** at 2728; **8-5** at 2828
 ANDERSON (2 units): **7-4** at 2629; **8-3** at 2729
 KERSHAW (3 units): **9-4** at 2230; **8-4** at 2329; **5-4** at 2429
 SEMMES (2 units): **3-4** at 2330; **10-4** at 2430
 BARKSDALE (3 units): **4-5** at 1830; **9-5** at 1730; **3-4** at 1630
 WOFFORD (2 units): **8-4** at 1930; **8-3** at 1831
 WILCOX (3 units): **5-4** at 1429; **6-4** at 1227; **6-4** at 1126
 LANE (1 Division Artillery unit): **Patterson** at 1529
 CABELL (2 Division Artillery units): **Manly/Carlton** at 2128; **Fraser/McCarthy** at 2228
 HENRY (2 Division Artillery units): **Reilly** at 2927; **Latham** at 2628
 ALEXANDER (3 Corps Artillery units): **Taylor/Parker** at 1829; **Moody/Gilbert** at 1729; **Woolfolk/Jordan** at 2035

UNION REINFORCEMENT SCHEDULE

4:00 pm

NEVIN (2 units): both at 2400
 EUSTIS (2 units): both at 2400
 SHALER (2 units): both at 2400

5:00 pm

TORBETT (2 units): both at 2400
 BARTLETT (2 units): both at 2400
 RUSSELL (2 units): both at 2400

CORPS ACTIVATION CARD ADDED TO CARD DRAW PILE

Hancock (II Corps)

Sedgwick (VI Corps)

DIVISION ACTIVATION CARD ADDED TO COMMAND DISPLAY

Gibbon (GB Division – II Corps)

Caldwell (CA Division – II Corps)

Wheaton (WH Division – VI Corps)

Wright (WR Division – VI Corps)

6:00 pm

WILLARD (2 units): both at 1017
 LOCKWOOD (3 units): all at 1012
 GRANT (2 units): both at 2400
 NEILL (2 units): both at 2400
 TOMPKINS (5 Corps Artillery units): all at 2400

CORPS ACTIVATION CARD ADDED TO CARD DRAW PILE

Slocum (XII Corps)

DIVISION ACTIVATION CARD ADDED TO COMMAND DISPLAY

Hays (HA Division – II Corps)

Howe (HW Division – VI Corps)

Williams (WI Division – XII Corps)

7:00 pm

RUGER (3 units): all at 1012
 MCDOUGALL (3 units): all at 1012

CONFEDERATE REINFORCEMENT SCHEDULE

6:00 pm

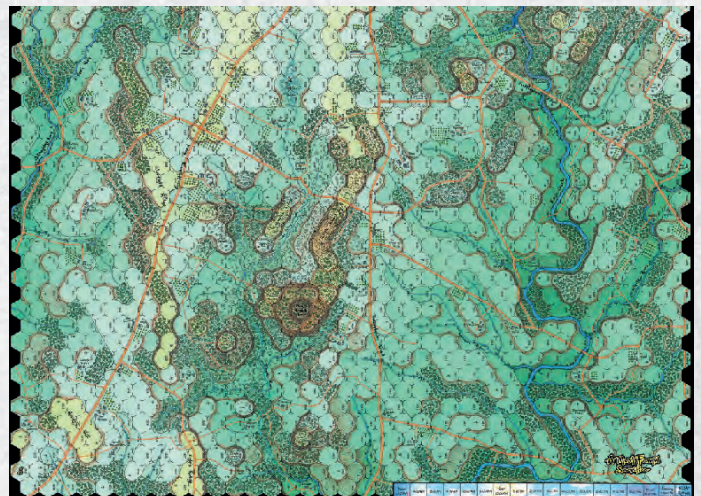
LANG (1 unit): at 1126

CIC ACTIVATION CARD REMOVED FROM CARD DRAW PILE

Lee (Confederate CIC)

SCENARIO RULES

1. Place the Game Turn marker in the **4:00 pm** box on the Game Turn Track.
2. **Field of Play:** Players will use the entire South Map for this scenario.
3. **Scenario Cards:** The scenario starts with the following cards in play
 - **Starting Card Draw Pile** - *Fog of War*, *Army of the Potomac Leadership* (Union CIC), *Sickles* (Union III Corps), *Sykes* (V Corps), *Tyler* (Army Artillery Reserve), *Longstreet* (Confederate I Corps), *Lee* (Confederate CIC *), *Eight Union Event cards* and *Eight Confederate Event Cards*
 - **Union Command Display** - *Birney* (BI Division – III Corps), *Humphreys* (HU Division – III Corps), *Barnes* (BA Division – V Corps), *Ayres* (AY – V Corps), *Crawford* (CR Division – V Corps)
 - **Confederate Command Display** - *Hood* (HD Division – I Corps),



McLaws (MC Division – I Corps), Anderson (AN Division – III Corps)*

- **Event Cards** – Each side gets 2 Key Event Cards + 6 random Event Cards.
 - **Union Corps Activation Card Reinforcements** - Hancock (II Corps), Sedgwick (VI Corps) Slocum (XII Corps)
 - **Union Division Activation Card Reinforcements** – Hays (HA Division – II Corps), Gibbon (GB Division – II Corps), Caldwell (CA Division – II Corps), Wheaton (WH Division – VI Corps), Wright (WR Division – VI Corps), Howe (HW Division – VI Corps), Williams (WI Division – XII Corps)
- 4. Delayed Union Activation Cards:** Note that there are some Union Corps and Division Activation Cards that enter play as Reinforcements, despite the fact that their units are already on the map. This is intentional and simulates the slow, staggered Union response to Longstreet's assault. Units on the map can still move, fire and otherwise act in defense of themselves through the use of Event Cards and when they are attacked by the enemy.
- 5. Preliminary Bombardment Phase:** This phase is played normally except on the **4:00 pm** turn. The Confederate player will fire first in this phase and all his artillery units may fire, regardless of organization. Thus, the Rebel player does not need to put any Event Cards aside to conduct additional bombardment this phase – this is a free bombardment. After this fire is completed, the Union player may continue normally (and yes, he must still have placed aside additional Event Cards if he wishes to fire more than one Artillery Brigade this phase). Starting with the **5:00 pm** turn, this phase is resolved per the normal rules.
- 6. Anderson's Division:** The units of this Division – **WILCOX** and **LANG** – actually belong to Hill's III Corps. But for this scenario, they are an integral part of this section of the Rebel assault on the Emmitsburg Road position. Therefore, for this scenario, place the **Anderson Division Activation Card** on the *Longstreet I Corps Command Display*. Treat this division as part I Corps for all game purposes.
- 7. Union Skirmish Screen (S):** The units marked with an "(S)" in the setup instructions has a "**Skirmish Order**" marker placed on them (see Skirmish Order - section O).
- 8. Longstreet's Assault (Pre-Game Phase): Before the game starts,** the Confederate player will conduct a mini-phase on his own. This consists of two steps, detailed as follows:
- Any two Confederate Artillery Brigades, of the player's choice, may each conduct Fire Combat. This is resolved normally (including the possibility of a "FF" result).
 - The Rebel player then activates the Hood Division Activation Card (for free) and gives it any Order as if it achieved a "Division Group" activation result. This activation is carried out normally, including any Fire Combats and Assault Combats, but **only the infantry units can activate** (Henry's Artillery Brigade does not).
 - After both steps "a" and "b" are fully resolved, normal play may begin with the **4:00 pm** Game Turn.
- 9. Hancock Steps In:** Place the **Hancock** CIC Card near the Game Turn Track before the game. If the Sickles Corps Activation Card

is not in the game (i.e., it has become a casualty), the Union player may bring the Hancock CIC Card into the game on the **first Command Decision Phase** after Sickles is a casualty. It remains in the game even if Sickles recovers. If Sickles never becomes a casualty, it will not enter the scenario.

- 10. Lee's Broken Plan:** The Confederate player begins the game with the **Lee** CIC Card. However, it is removed from the game permanently at the conclusion of the **5:00 pm** game turn. Simply take the card and return it to the box – it cannot be used again during the game. This mechanic represents the initial influence and urgency of Lee's overall plan of attack for Longstreet's corps and the subsequent realization that the Union left flank was not exactly where it was supposed to be.
- 11. General Casualties:** If a General Casualty is rolled on the Fog of War Table, cross reference the type of casualty (Corps or Division) with the roll of two dice to determine which General is a casualty. "Flesh Wound" is no effect.

Exception: Hood will always be the first General Casualty and Sickles will always be the second. This applies regardless of the type of casualty rolled. After Sickles is a casualty, roll normally on the table to determine the next General Casualty.

Corps General Casualty

11 – 66 = Hood (1st)
 11 – 66 = Sickles (2nd)
 11 – 13 = Sickles
 14 – 21 = Sykes
 22 – 25 = Tyler
 26 – 33 = Hancock
 34 – 41 = Sedgwick
 42 – 45 = Slocum
 46 – 53 = Longstreet
 54 – 66 = Flesh Wound

Division General Casualty

11 – 66 = Hood (1st)
 11 – 66 = Sickles (2nd)
 11 – 12 = Birney
 13 – 14 = Humphreys
 15 – 16 = Barnes
 21 – 22 = Gibbon
 23 – 24 = Hays
 25 – 26 = Caldwell
 31 – 32 = Ayres
 33 – 34 = Wheaton
 35 – 36 = Wright
 41 – 42 = Howe
 43 – 44 = Williams
 45 = Hood
 46 – 51 = McLaws
 52 – 53 = Anderson
 54 – 66 = Flesh Wound

The first General Casualty in the game will always be **Hood** (Confederate) followed by **Sickles** (Union) as the second General Casualty. Ignore the type of casualty for the first two rolled casualty results in the game – they are automatically these two Generals.

- 12. Game End:** The game continues through the **8:00 pm** Game Turn at which time players will assess who won.
- 13. Victory Conditions:** Victory is reflected in the seizure of Victory Hexes and causing enemy casualties. At the conclusion of the **8:00 pm** Game Turn, both players count up how many **Victory Points** (VP) they've scored. The player with the most VP wins. Note that there are a number of Victory Hexes that are only awarded to the Confederate player.
- **Victory Hexes Controlled:** Control is having the last unit occupy or pass through the Victory Hex. *All Victory Hexes begin the scenario in control of the Union player except those marked "Confederate Player only".*
- 1 VP Each Hex:**
- *Peach Orchard (1825 and 1826)*

- *Sherfy Farm (1725)*
- *Klingel Farm (1424)*
- *Rogers Farm (1223)*
- *Big Round Top Summit (2920)*
- *Stony Hill (2123)*
- *Houck's Ridge (2321 and 2422)*
- *Devil's Den (2522)*

2 VP Each Hex:

- *Little Round Top Summit (2419 and 2519)*
- *J. Weichert Farm (2020)*
- *Trostle Farm (1721)*

3 VP Each Hex:

- *G. Weichert Farm (1718)*
- *J. Hummerbach Farm (1317)*

3 VP each Hex (Confederate Player only):

- *J. Eckenrode Farm (2214)*
- *Sara Patterson Farm (2015)*

4 VP each Hex (Confederate Player only):

- *T. Buckner Farm (1510)*
- *Toll House (1607)*
- *McAllister Farm (1309)*
- **Each enemy unit in the Broken Box or Destroyed at the end of the scenario: Confederate player = 1 VP per Union Infantry/Cavalry unit; 2 VP per Union Artillery unit; Union player = 2 VP per Confederate Infantry unit; 4 VP per Confederate Artillery unit**
- **Each full enemy Brigade (i.e., all component units) in the Broken Box or Destroyed at the end of the scenario: Confederate player = 3 VP per Union Brigade; Union player = 6 VP per Confederate Brigade**

SCENARIO 8 – LIKE HAILSTONES UPON ROOFTOPS

This scenario covers the situation around Cemetery Hill and Culp's Hill in the late afternoon of July 2nd. Many units on both sides were still recovering from the vicious fighting of the first day of the battle. The key to this portion of the battle were the "twin peaks" of the Union defensive positions – Cemetery Hill and Culp's Hill. This is considered a **Medium** scenario because of the great number of units involved but is only four game turns in length (from **6:00 pm – 9:00 pm**).

All hex numbers are located on the North map

UNION SETUP

HARROW (1 unit): **6-3** at 3920
 WEBB (4 units): **3-3** and **2-3** at 3918; **4-3** and **3-3** at 3917
 SMYTH (2 units): **2-2** (S) at 3721; **9-2** at 3918
 CARROLL (2 units): **2-3** at 3719; **7-3** at 3717
 BAXTER (1 unit): **7-3** (HW) at 3618
 PAUL (1 unit): **9-3** (HW) at 3517
 STANNARD (2 units): **13-4** and **6-4** at 3616
 ROWLEY (1 unit): **9-2** at 3516

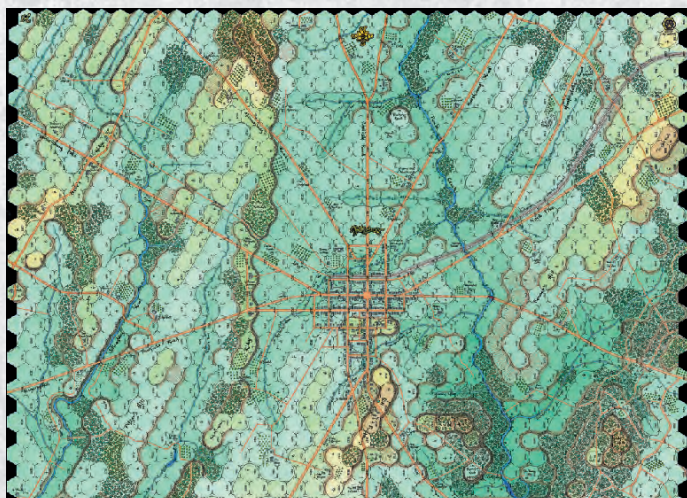
STONE (1 unit): **4-2** at 3516
 SMITH (3 units): **5-2** (S) at 3113; **5-2** (BR) at 3417; **6-2** (BR) at 3317
 COSTER (1 unit): **9-2** (BR) at 3417
 SCHIMMEL (2 units): **7-2** and **3-2** (BR) at 3316
 KRZYZAN. (1 unit): **6-3** (BR) at 3316
 AMES (2 units): **4-1** (BW) (HW) at 3216; **3-1** (BW) (HW) at 3215
 VON GILSA (1 unit): **6-1** (BW) (HW) at 3314
 GREENE (2 units): **10-4** (BR) at 3611; **4-4** (BR) at 3710 *
 • See special scenario activation instructions for all of these units.
 MEREDITH (2 units): **7-5** and **3-5** (BR) at 3512
 CUTLER (1 unit): **6-3** (BR) at 3511
 HAZZARD (3 Corps Artillery units): **Brown** at 3819; **Cushing/Arn** at 3818; **Woodruff** at 3718
 WAINWRIGHT (1 Corps Artillery unit): **Stevens** at 3513
 WAINWRIGHT (4 "CH" Corps Artillery units): **10-R** (BR) at 3515; **5-R** at 3415; **13-R** and **4-S** (BR) at 3315 *
 See special scenario activation instructions for all of these units.
 OSBORN (3 "CH" Corps Artillery units): **7-R** (BR) at 3617; **8-M** (BR) at 3516; **12-S** (BR) at 3416 *
 • See special scenario activation instructions for all of these units.

CONFEDERATE SETUP

WRIGHT (2 units): **5-4** at 3926; **9-4** at 3826
 POSEY (3 units): **3-4** at 3525; **4-3** at 3524; **6-3** at 3625
 MAHONE (2 units): **9-4** at 3425; **6-4** at 3324 *
 • See special scenario activation instructions for all of these units
 LANE (2 units): **8-4** at 3224; **9-4** at 3123
 SCALES (2 units): **4-2** and **3-2** (BW) at 3124
 PERRIN (2 units): **8-3** at 3024; **4-2** (BW) at 3024
 THOMAS (2 units): **7-4** at 3023; **6-4** at 2923
 DANIEL (3 units): **4-1** (BW) at 2521; **5-2** (BW) at 2621; **4-4** at 2621
 O'NEAL (3 units): **4-4** at 2620; **1-3** (BW) at 2620; **5-2** (BW) at 2719
 RAMSEUR (2 units): **6-3** at 2718; **1-3** (BW) at 2718
 IVERSON (2 units): **4-1** (BW) and **3-1** (BW) at 2717
 DOLES (2 units): **7-4** at 2716; **3-3** (BW) at 2716
 GORDON (2 units): **5-4** at 2615; **10-4** at 2614
 HAYS (2 units): **8-4** and **5-5** at 2914
 AVERY (2 units): **5-4** and **7-4** at 2913
 JONES (1 unit): **13-3** at 3009
 WILLIAMS (1 unit): **9-3** at 3107
 STEUART (2 units): **13-3** and **7-4** at 3208
 LANE (1 Division Artillery unit): **Ross/Wing** at 3625
 GARNETT (1 Division Artillery unit): **Richardson** at 3123
 LATIMER (2 Division Artillery units): **Hardwicke** at 3009; **Dem/Car/Br** at 3108
 PEGRAM (4 Corps Artillery units): **Zimm.** and **Marye** at 3424; **Ellet/McGraw** and **Brander** at 3323
 MCINTOSH (2 Corps Artillery units): **Wallace** at 3023; **John/Hurt** at 2923
 DANCE (2 Corps Artillery units): **Cunn/Smith** at 2723; **Graham** at 2607

SCENARIO RULES

1. Place the *Game Turn* marker in the **6:00 pm** box on the Game Turn Track.
2. **Field of Play:** Players will use the entire North Map for this scenario.
3. **Scenario Cards:** The scenario starts with the following cards in play:
 - **Starting Card Draw Pile** - *Fog of War*, *Reynolds* (Union I Corps *), *Hancock* (II Corps), *Howard* (Union XI Corps), *Meade* (Union CIC), *Ewell* (Confederate II Corps), *Hill* (Confederate III Corps), *Lee* (Confederate CIC), *Six Union Event cards* and *Six Confederate Event Cards*
 - **Union Command Display** - *Wadsworth* (WA Division - I Corps), *Robinson* (RB Division - I Corps), *Doubleday* (DB Division - I Corps), *Gibbon* (GB Division - II Corps), *Hays* (HA Division - II Corps), *Steinwehr* (ST Division - XI Corps), *Schurz* (SZ Division - XI Corps) and *Barlow* (BA - XI Corps*).
 - **Confederate Command Display** - *Rodes* (RO Division - II Corps), *Early* (EA Division - II Corps), *Johnson* (JO Division - II Corps), *Anderson* (AN Division - III Corps) and *Pender* (PE Division - III Corps *)
 - **Event Cards** - Each side gets 2 Key Event Cards + 4 random Event Cards.
4. **Battleworn Units (BW):** Those units shown with a (BW) indicator are set up on the map with their Battleworn side face up. All other normal rules apply regarding these units.
5. **Union Skirmish Screen (S):** The units marked with an "(S)" in the setup instructions has a "**Skirmish Order**" marker placed on them (see Skirmish Order - section O)
6. **Union Entrenchments (HW and BR):** Those Union hexes with a (HW) or (BR) indicator have a "**Hasty Works**" (HW) or "**Breastworks**" (BR) marker placed in their hexes. Normal rules apply with these markers (see Entrenchments - section M).
7. **Special Union Artillery Units (CH):** There are seven unique artillery units that are used for this scenario. These are labeled "CH" (which stands for Cemetery Hill) and represents the reorganized and consolidate deployments of Union artillery on Cemetery Hill. These ad hoc formations were created for more efficient fire control and were divided into those west of



the Baltimore Pike, commanded by Osborn, and those on the east side of the pike, commanded by Wainwright. For all game purposes, these units activate normally when either **Osborn** or **Wainwright** is the activated artillery formation.

8. **Reynolds' Replacement:** The Union **I Corps Activation Card** used for Reynolds' corps that is placed into the Card Draw pile at the start of the game must be the **Replacement General Card for I Corps**. This card is used throughout the game to activate that Corps.
9. **Pender's Division:** Right before this scenario begins, Pender was hit by some shrapnel and had to leave the field. He died later of that wound. Therefore, the Confederate player must place a "**Division General Casualty**" marker on the Pender Division Activation Card at the beginning of the game. In addition, the Pender Division Activation Card can only be placed in the **Division Priority #2** (DP#2) slot on the *Hill* (III Corps) row. Therefore, the *Anderson* Division Activation Card must be DP#1.
10. **Barlow's Division:** During the fighting on July 1st, Barlow was wounded and left for dead on the battlefield (he later recovered in a Confederate field hospital). Therefore, the Union player must place a "**Division General Casualty**" marker on the Barlow Division Activation Card at the beginning of the game.
11. **Greene's Brigade Activation:** The two Union **GREENE** units from *Geary's* Division of XII Corps are considered to be part of *Wadsworth's* Division from I Corps for this scenario. Both units are eligible to activate with Wadsworth's division.
12. **Mahone's Caution:** The two **MAHONE** units from Anderson's Division may be activated like any other brigade, but can only be given a **DEFEND** Order when activated. This includes when they are part of a *Division Group* activation - the rest of the division can have any Order but this brigade must still be given a Defend Order. The units can be used normally as part of an Event or Default Event. The only way that the Rebel player can "release" Mahone's units and activate them normally is if a "*Union Battlefield Chaos*" event comes up on the **Fog of War** card. In that case, the Confederate player can opt to not take the event and instead announce the release of Mahone. Thereafter, Mahone's brigade is treated normally. At the battle, Mahone's brigade was ordered to participate in the Confederate attacks of July 2nd but inexplicably did not advance, ignoring orders to do so.
13. **General Casualties:** If a General Casualty is rolled on the Fog of War Table, cross reference the type of casualty (Corps or Division) with the roll of two dice to determine which General is a casualty. "Flesh Wound" is no effect.

Corps General Casualty

- 11 - 22 = Hancock
- 23 - 34 = Howard
- 35 - 46 = Ewell
- 51 - 62 = Hill
- 63 - 66 = Flesh Wound

Division General Casualty

- 11 - 13 = Wadsworth
- 14 - 16 = Robinson

21 – 23 = Doubleday
 24 – 26 = Gibbon
 31 = Barlow
 32 – 34 = Steinwehr
 35 – 41 = Schurz
 42 – 44 = Anderson
 45 = Pender
 46 – 52 = Rodes
 53 – 55 = Early
 56 – 62 = Johnson
 63 – 66 = Flesh Wound

14. Game End: The game continues through the 9:00 pm Game Turn at which time players will assess who won.

15. Victory Conditions: Victory is reflected in the seizure of Victory Hexes and causing enemy casualties. At the conclusion of the 9:00 pm Game Turn, both players count up how many Victory Points (VP) they've scored. The player with the most VP wins. Note that each player scores different VP rewards for the three Northern Cemetery Hill Crest hexes.

- **Victory Hexes Controlled:** Control is having the last unit occupy or pass through the Victory Hex. *All Victory Hexes begin in the scenario in control of the Union player.*

1 VP Each Hex:

- Southern Cemetery Hill Crest (3717)

2 VP Each Hex:

- Lower Culp's Hill (3611)

3 VP Each Hex:

- Culp's Hill Crest (3511 and 3512)

4 VP Each Hex (Union) / 6 VP Each (Confederates):

- Northern Cemetery Hill Crest (3315, 3416, 3516)
- **Each enemy unit** in the **Broken Box** or **Destroyed** at the end of the scenario: **Confederate** player = **1 VP** per **Union Infantry/Cavalry unit**; **2 VP** per **Union Artillery unit**; **Union** player = **2 VP** per **Confederate Infantry unit**; **4 VP** per **Confederate Artillery unit**
- **Each full enemy Brigade** (i.e., all component units) in the **Broken Box** or **Destroyed** at the end of the scenario: **Confederate** player = **3 VP** per **Union Brigade**; **Union** player = **6 VP** per **Confederate Brigade**

SCENARIO 9 – THE ENEMY IS HERE!

This scenario covers the key fighting second day of the battle and encompasses the full Gettysburg battlefield. It is considered to be a Large scenario due to the number of units involved though it is only six game turns in length (**4:00 pm – 9:00 pm**).

Hex numbers are located on the either map as indicated in the Setup title

UNION SETUP – NORTH MAP

HARROW (1 unit): **6-3** at 3920
 WEBB (4 units): **3-3** and **2-3** at 3918; **4-3** and **3-3** at 3917
 SMYTH (2 units): **2-2** (S) at 3721; **9-2** at 3818

CARROLL (2 units): **2-3** at 3719; **7-3** at 3717
 BAXTER (1 unit): **7-3** (HW) at 3618
 PAUL (1 unit): **9-3** (HW) at 3517
 STANNARD (2 units): **13-4** and **6-4** at 3617
 ROWLEY (1 unit): **9-2** at 3516
 STONE (1 unit): **4-2** at 3516
 SMITH (3 units): **5-2** (S) at 3113; **5-2** (BR) at 3417; **6-2** (BR) at 3317
 COSTER (1 unit): **9-2** (BR) at 3417
 SCHIMMEL (2 units): **7-2** and **3-2** (BR) at 3316
 KRZYKAN. (1 unit): **6-3** (BR) at 3316
 AMES (2 units): **4-1** (BW) (HW) at 3216; **3-1** (BW) (HW) at 3215
 VON GILSA (1 unit): **6-1** (BW) (HW) at 3314
 GREENE (2 units): **10-4** and **4-4** (BR) at 3611
 CANDY (3 units): all three units at 3612
 KANE (1 unit): **7-3** (BR) at 3710
 LOCKWOOD (2 units): **6-2** at 3909; **7-2** at 4011
 RUGER (3 units): **6-4** at 3810; **7-4** and **3-3** at 4009
 MCDUGALL (3 units): **5-2** and **3-2** at 3710; **10-2** at 3811
 MEREDITH (2 units): **7-5** and **3-5** (BR) at 3512
 CUTLER (1 unit): **6-3** (BR) at 3511
 WILLARD (2 units): **10-3** at 3919; **5-3** at 3920
 HAZZARD (3 Corps Artillery units): **Brown** at 3919; **Cushing/Arn** at 3818; **Woodruff** at 3718
 MUHLENBERG (2 Corps Artillery units): both at 3814
 WAINWRIGHT (1 Corps Artillery unit): Stevens at 3513
 WAINWRIGHT (4 "CH" Corps Artillery units): **10-R** (BR) at 3515; **5-R** at 3415; **13-R** and **4-4** (BR) at 3315 *
 See special scenario activation instructions for all of these units.
 OSBORN (3 "CH" Corps Artillery units): **7-R** (BR) at 3617; **8-M** (BR) at 3516; **12-S** (BR) at 3416 *
 • See special scenario activation instructions for all of these units.

UNION SETUP – SOUTH MAP

CARR (3 units): **3-2** (S) at 1225; **7-2** at 1223; **7-2** at 1424
 BREWSTER (3 units): **10-3** at 1624; **5-3** at 1625; **3-3** at 1222
 BURLING (4 units): **2-2** (S) at 1627; **2-2** at 1724; **6-2** at 1826; **4-2** at 1923
 GRAHAM (3 units): **2-2** (S) at 1727; **5-2** at 1724; **8-2** at 1725
 DE TROBRIAND (3 units): **2-3** (S) at 2125; **8-3** at 2223; **4-3** at 2123
 WARD (6 units): **2-3** (S) at 1926; **2ss-4** (S) at 2825; **3-4ss** (S) at 1426; **7-3** at 2321; **5-3** at 2422; **3-3** at 2522
 HALL (2 units): **5-3** at 1118; **4-3** at 1219
 HARROW (2 units): **4-3** at 1117; **3-5** at 1116
 VINCENT (2 units): both at 1718
 SWEITZER (1 unit): at 1717
 TILTON (1 unit): at 1717
 WEED (2 units): both at 1616
 BURBANK (1 unit): at 1615
 DAY (2 units): both at 1614
 FISHER (2 units): both at 1613

MCCANDLESS (1 unit): at 1612
 BROOKE (1 unit): at 1420
 KELLY (1 unit): at 1520
 ZOOK (1 unit): at 1519
 CROSS (2 units): both at 1620
 RANDOLPH (6 Corps Artillery units): **Bucklyn** at 1715; **Seeley** at 1524; **Clark** at 1825; **Winslow** at 2122; **Smith 4-R** at 2522; **Smith 2-R** at 2320
 MARTIN (5 Corps Artillery units): **Walcott**, **Watson** and **Hazlett** at 1716; **Gibbs** and **Barnes** at 1611
 HAZZARD (1 Army Artillery unit): **Sheldon** at 1318
 RANSOM (3 Army Artillery units): **Turnbull** at 1323; **Weir** at 1222; **Thomas** at 1518
 FITZHUGH (2 Army Artillery units): **Ames** at 1826; **Dow** at 1516
 MCGILVER (4 Army Artillery units): **Bigelow** and **Philips** at 1924; **Hart** at 1825; **Thompson** at 1826

CONFEDERATE SETUP – NORTH MAP

WRIGHT (2 units): **5-4** at 3926; **9-4** at 3826
 POSEY (3 units): **3-4** at 3525; **4-3** at 3524; **6-3** at 3625
 MAHONE (2 units): **9-4** at 3425; **6-4** at 3324 *
 • See special scenario activation instructions for all of these units
 LANE (2 units): **8-4** at 3224; **9-4** at 3123
 SCALES (2 units): **4-2** and **3-2** (BW) at 3124
 PERRIN (2 units): **8-3** at 3024; **4-2** (BW) at 3024
 THOMAS (2 units): **7-4** at 3023; **6-4** at 2923
 DANIEL (3 units): **4-1** (BW) at 2521; **5-2** (BW) at 2621; **4-4** at 2621
 O'NEAL (3 units): **4-4** at 2620; **1-3** (BW) at 2620; **5-2** (BW) at 2719
 RAMSEUR (2 units): **6-3** at 2718; **1-3** (BW) at 2718
 IVERSON (2 units): **4-1** (BW) and **3-1** (BW) at 2717
 DOLES (2 units): **7-4** at 2716; **3-3** (BW) at 2716
 GORDON (2 units): **5-4** at 2615; **10-4** at 2614
 HAYS (2 units): **8-4** and **5-5** at 2914
 AVERY (2 units): **5-4** and **7-4** at 2913
 JONES (1 unit): **13-3** at 2808
 WILLIAMS (1 unit): **9-3** at 2807
 STEUART (2 units): **13-3** at 2906; **7-4** at 2905
 LANE (1 Division Artillery unit): **Ross/Wing** at 3625
 GARNETT (1 Division Artillery unit): **Richardson** at 3123
 LATIMER (2 Division Artillery units): **Hardwicke** at 3009; **Dem/Car/Br** at 3108
 PEGRAM (4 Corps Artillery units): **Zimm.** and **Marye** at 3424; **Ellet/McGraw** and **Brander** at 3323
 MCINTOSH (2 Corps Artillery units): **Wallace** at 3023; **John/Hurt** at 2923
 DANCE (2 Corps Artillery units): **Cunn/Smith** at 2723; **Graham** at 2607

CONFEDERATE SETUP – SOUTH MAP

LANG (1 unit): at 1026
 LAW (4 units): **3-4** at 3028; **9-4** at 3127; **4-4** and **3-4** at 3228
 BENNING (2 units): **7-3** at 2829; **7-3** at 2929

ROBERTSON (2 units): **9-5** at 2728; **8-5** at 2828
 ANDERSON (2 units): **7-4** at 2629; **8-3** at 2729
 KERSHAW (3 units): **9-4** at 2230; **8-4** at 2329; **5-4** at 2429
 SEMMES (2 units): **3-4** at 2330; **10-4** at 2430
 BARKSDALE (3 units): **4-5** at 1830; **9-5** at 1730; **3-4** at 1630
 WOFFORD (2 units): **8-4** at 1930; **8-3** at 1831
 WILCOX (3 units): **5-4** at 1429; **6-4** at 1227; **6-4** at 1126
 LANE (1 Division Artillery unit): **Patterson** at 1529
 CABELL (2 Division Artillery units): **Manly/Carlton** at 2128; **Fraser/McCarthy** at 2228
 HENRY (2 Division Artillery units): **Reilly** at 2927; **Latham** at 2628
 ALEXANDER (3 Corps Artillery units): **Taylor/Parker** at 1829; **Moody/Gilbert** at 1729; **Woolfolk/Jordan** at 2035

UNION REINFORCEMENT SCHEDULE – SOUTH MAP

4:00 pm

NEVIN (2 units): both at 2400
 EUSTIS (2 units): both at 2400
 SHALER (2 units): both at 2400

5:00 pm

TORBETT (2 units): both at 2400
 BARTLETT (2 units): both at 2400
 RUSSELL (2 units): both at 2400

CORPS ACTIVATION CARD ADDED TO CARD DRAW PILE

Reynolds (I Corps *)
Hancock (II Corps)
Sedgwick (VI Corps)
Howard (Union XI Corps)
Slocum (XII Corps)

DIVISION ACTIVATION CARD ADDED TO COMMAND DISPLAY

Gibbon (GB Division – II Corps)
Caldwell (CA Division – II Corps)
Hays (HA Division – II Corps)
Wheaton (WH Division – VI Corps)
Wright (WR Division – VI Corps)
Williams (WI Division – XII Corps)
Geary (GE Division – XII Corps)

FRICTION OF WAR CARD ADDED

6:00 pm

GRANT (2 units): both at 2400
 NEILL (2 units): both at 2400
 TOMPKINS (5 Corps Artillery units): all at 2400
 DIVISION ACTIVATION CARD ADDED TO COMMAND DISPLAY
Howe (HW Division – VI Corps)

CONFEDERATE REINFORCEMENT SCHEDULE

5:00 pm

CORPS ACTIVATION CARD ADDED TO CARD DRAW PILE

Hill (Confederate III Corps)

DIVISION ACTIVATION CARD ADDED TO COMMAND DISPLAY

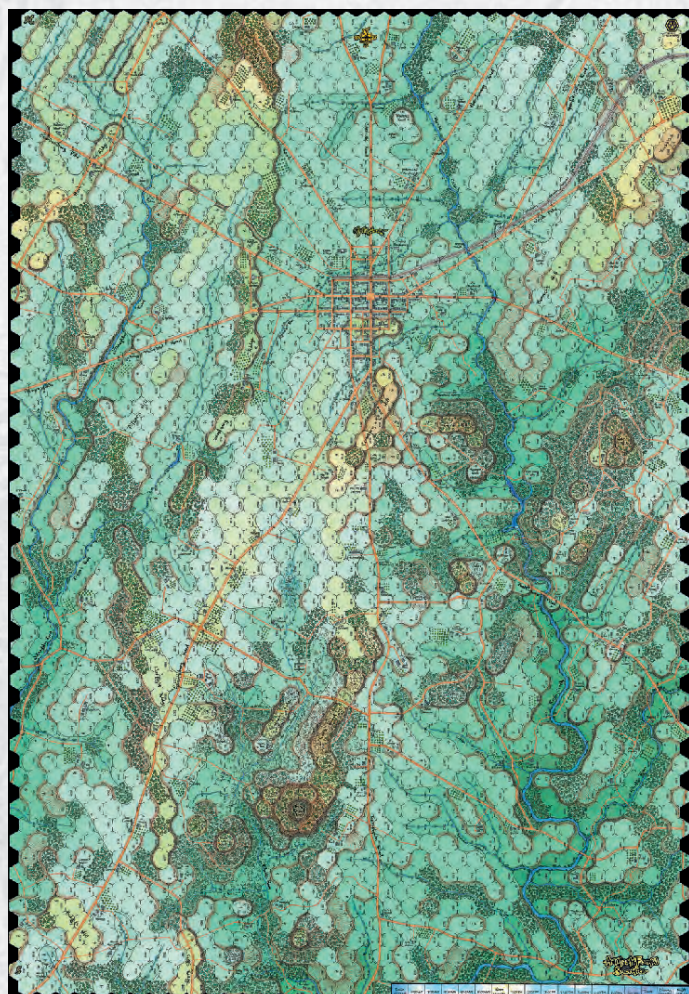
Anderson (AN Division – III Corps)

Pender (PE Division – III Corps)

FRICION OF WAR CARD ADDED

SCENARIO RULES

1. Place the *Game Turn* marker in the **4:00 pm** box on the Game Turn Track.
2. **Field of Play:** Players will use both maps in their entirety.
3. **Scenario Cards:** The scenario starts with the following cards in play:
 - **Starting Card Draw Pile** - *Fog of War*, *Army of the Potomac Leadership* (Union CIC), *Sickles* (Union III Corps), *Sykes* (V Corps), *Tyler* (Army Artillery Reserve), *Meade* (Union CIC), *Longstreet* (Confederate I Corps), *Ewell* (Confederate II Corps), *Lee* (Confederate CIC), *Eight Union Event cards* and *Eight Confederate Event Cards*
 - **Union Command Display** – *Wadsworth* (WA Division – I Corps), *Robinson* (RB Division – I Corps), *Doubleday* (DB Division – I Corps), *Birney* (BI Division – III Corps), *Humphreys* (HU Division – III Corps), *Barnes* (BA Division – V Corps), *Ayres* (AY – V Corps), *Crawford* (CR Division – V Corps), *Steinwehr* (ST Division – XI Corps), *Schurz* (SZ Division – XI Corps), *Barlow* (BA – XI Corps*).
 - **Confederate Command Display** – *Hood* (HD Division – I



Corps, *McLaws* (MC Division – I Corps), *Rodes* (RO Division – II Corps), *Early* (EA Division – II Corps), *Johnson* (JO Division – II Corps)

- **Friction of War Card** - Place one *Friction of War Card* into the Card Draw Pile at the start of the 5:00 pm.
 - **Event Cards** – Each side gets 2 Key Event Cards + 6 random Event Cards.
 - **Union Corps Activation Card Reinforcements** - *Reynolds* (Union I Corps *), *Hancock* (II Corps), *Sedgwick* (VI Corps), *Howard* (Union XI Corps), *Slocum* (XII Corps)
 - **Confederate Corps Activation Card Reinforcements** - *Hill* (III Corps)
 - **Union Division Activation Card Reinforcements** – *Gibbon* (GB Division – II Corps), *Caldwell* (CA Division – II Corps), *Hays* (HA Division – II Corps), *Wheaton* (WH Division – VI Corps), *Wright* (WR Division – VI Corps), *Howe* (HW Division – VI Corps), *Williams* (WI Division – XII Corps), *Geary* (GE Division – XII Corps)
 - **Confederate Division Activation Card Reinforcements** - *Anderson* (AN Division – III Corps) and *Pender* (PE Division – III Corps *)
4. **Battleworn Units (BW):** Those units shown with a (BW) indicator are set up on the map with their Battleworn side face up. All other normal rules apply regarding these units.
 5. **Union Skirmish Screen (S):** The units marked with an “(S)” in the setup instructions has a “**Skirmish Order**” marker placed on them (see Skirmish Order - section O)
 6. **Union Entrenchments (HW and BR):** Those Union hexes with a (HW) or (BR) indicator have a “**Hasty Works**” (HW) or “**Breastworks**” (BR) marker placed in their hexes. Normal rules apply with these markers (see Entrenchments – section M).
 7. **Special Union Artillery Units (CH):** There are seven unique artillery units that are used for this scenario. These are labeled “CH” (which stands for Cemetery Hill) and represents the reorganized and consolidate deployments of Union artillery on Cemetery Hill. These ad hoc formations were created for more efficient fire control and were divided into those west of the Baltimore Pike, commanded by Osborn, and those on the east side of the pike, commanded by Wainwright. For all game purposes, these units activate normally when either **Osborn** or **Wainwright** is the activated artillery formation.
 8. **Delayed Activation Cards:** Note that there are some Corps and Division Activation Cards that enter play as Reinforcements, despite the fact that their units are already on the map. This is intentional and simulates the slow, staggered Union response to Longstreet’s assault as well as the delay in the Rebel III Corps in reacting to the beginning of the attack. Units on the map can still move, fire and otherwise act in defense of themselves through the use of Event Cards and when they are attacked by the enemy.
 9. **Longstreet’s Assault (Pre-Game Phase):** Before the game starts, the Confederate player will conduct a mini-phase on his own. This consists of two steps, detailed as follows:
 - A. Any two Confederate Artillery Brigades on the South map only, of the player’s choice, may each conduct Fire Combat. This is resolved normally (including the possibility of a “FF”

result).

- B.** The Rebel player then activates the Hood Division Activation Card (for free) and gives it any Order as if it achieved a “Division Group” activation result. This activation is carried out normally, including any Fire Combats and Assault Combats, but **only the infantry units can activate** (Henry’s Artillery Brigade does not).
- C.** After both steps “a” and “b” are fully resolved, normal play may begin with the **4:00 pm** Game Turn.
- 10. Reynolds’ Replacement:** The Union **I Corps Activation Card** used for Reynolds’ corps that is placed into the Card Draw pile at the start of the game must be the **Replacement General Card for I Corps**. This card is used throughout the game to activate that Corps.
- 11. Pender’s Division:** The Pender Division Activation Card can only be placed in the **Division Priority #2** (DP#2) slot on the *Hill (III Corps)* row. Therefore, the Anderson Division Activation Card must be DP#1.
- 12. Barlow’s Division:** During the fighting on July 1st, Barlow was wounded and left for dead on the battlefield (he later recovered in a Confederate field hospital). Therefore, the Union player must place a “**Division General Casualty**” marker on the Barlow Division Activation Card at the beginning of the game.
- 13. Mahone’s Caution:** The two **MAHONE** units from Anderson’s Division may be activated like any other brigade, but can only ever be given a **DEFEND** Order when activated. This includes when they are part of a *Division Group* activation – the rest of the division can have any Order but this brigade must still be given a Defend Order. The units can be used normally as part of an Event or Default Event. The only way that the Rebel player can “release” Mahone’s units and activate them normally is if a “Union Battlefield Chaos” event comes up on the **Fog of War** card. In that case, the Confederate player can opt to not take the event and instead announce the release of Mahone. Thereafter, Mahone’s brigade is treated normally. At the battle, Mahone’s brigade was ordered to participate in the Confederate attacks of July 2nd but inexplicably did not advance, ignoring orders to do so.
- 14. Hancock Steps In:** Place the **Hancock** CIC Card near the Game Turn Track before the game. If the *Sickles* Corps Activation Card **is not in the game** (i.e., it has become a casualty), the Union player may bring the Hancock CIC Card into the game on the **first Command Decision Phase** after *Sickles* is a casualty. It remains in the game even if Sickles recovers. If Sickles never becomes a casualty, it will not enter the scenario.
- 15. General Casualties:** If a General Casualty is rolled on the Fog of War Table, cross reference the type of casualty (Corps or Division) with the roll of two dice to determine which General is a casualty. “Flesh Wound” is no effect.
- Exception:** Hood will always be the first General Casualty, Sickles will always be the second and Pender will always be the third. This applies regardless of the type of casualty rolled. After Pender is a casualty, roll normally on the table to determine the next General Casualty.

Corps General Casualty

11 – 66 = Hood (1st)
 11 – 66 = Sickles (2nd)
 11 – 66 = Pender (3rd)
 11 = Reynolds
 12 – 14 = Hancock
 15 = Sickles
 16 – 22 = Sykes
 23 – 25 = Sedgwick
 26 – 32 = Howard
 33 – 35 = Slocum
 36 – 42 = Tyler
 43 – 45 = Longstreet
 46 – 52 = Ewell
 53 – 55 = Hill
 56 – 66 = Flesh Wound

Division General Casualty

11 – 66 = Hood (1st)
 11 – 66 = Sickles (2nd)
 11 – 66 = Pender (3rd)
 11 = Wadsworth
 12 = Robinson
 13 = Doubleday
 14 = Gibbon
 15 = Hays
 16 = Caldwell
 21 = Birney
 22 = Humphreys
 23 = Barnes
 24 = Ayres
 25 = Crawford
 26 = Wheaton
 31 = Wright
 32 = Howe
 33 = Steinwehr
 34 = Schurz
 35 = Barlow
 36 = Williams
 41 = Geary
 42 = Hood
 43 = McLaws
 44 = Anderson
 45 = Pender
 46 = Rodes
 51 = Early
 52 = Johnson
 53 – 66 = Flesh Wound

The first General Casualty in the game will always be **Hood** (Confederate) followed by **Sickles** (Union) as the second General Casualty and then **Pender** (Confederate). Ignore the type of casualty for the first three rolled casualty results in the game – they are automatically these three Generals.

- 16. Game End:** The game continues through the **9:00 pm** Game Turn at which time players will assess who won.
- 17. Victory Conditions:** Victory is reflected in the seizure of Victory Hexes and causing enemy casualties. At the conclusion of the **9:00 pm** Game Turn, both players count up how many Victory Points (VP) they’ve scored. The player with the most VP wins. Note that there are a number of Victory Hexes that are only awarded to the Confederate player.
- Victory Hexes Controlled: Control is having the last unit occupy or pass through the Victory Hex. All Victory Hexes begin the scenario in control of the Union player except those marked “Confederate Player only”. The hex number’s prefix tells you which map it is on.
- 1 VP Each Hex:**
- Peach Orchard (S1825 and S1826)
 - Sherfy Farm (S1725)
 - Klingel Farm (S1424)
 - Rogers Farm (S1223)
 - Big Round Top Summit (S2920)
 - Stony Hill (S2123)
 - Houck’s Ridge (S2321 and S2422)
 - Devil’s Den (S2522)

2 VP Each Hex:

- Cemetery Hill (N3717)
- Bliss Farm (N3721)
- N. Codori Farm (N4021)
- Little Round Top Summit (S2419 and S2519)
- J. Weichert Farm (S2020)
- Trostle Farm (S1721)

3 VP Each Hex:

- Lower Culp's Hill (N3611)
- G. Weichert Farm (S1721)
- J. Hummerbach Farm (S1317)

4 VP Each Hex:

- Culp's Hill Crest (N3511 and N3512)

5 VP Each Hex:

- Cemetery Hill Crest (N3315, N3416 and N3516)

4 VP each Hex (Confederate Player only):

- J. Eckenrode Farm (S2214)
- Sara Patterson Farm (S2015)

5 VP each Hex (Confederate Player only):

- T. Buckner Farm (S1510)
- Toll House (S1607)
- McAllister Farm (S1309)
- **Each enemy unit** in the **Broken Box** or **Destroyed** at the end of the scenario: **Confederate player = 1 VP per Union Infantry/Cavalry unit; 2 VP per Union Artillery unit; Union player = 2 VP per Confederate Infantry unit; 4 VP per Confederate Artillery unit**
- **Each full enemy Brigade** (i.e., all component units) in the **Broken Box** or **Destroyed** at the end of the scenario: **Confederate player = 3 VP per Union Brigade; Union player = 6 VP per Confederate Brigade**
- **Each enemy Division Shattered** (at least 75% of component units in the **Broken Box** or **Destroyed**) at the end of the scenario: **Confederate player = 5 VP per Union Division; Union player = 10 VP per Confederate Division**

SCENARIO 10 – IN MAGNIFICENT STYLE

This is a **Small** scenario that recreates one of the most iconic and infamous charges in military history – Pickett's Charge. The scenario lasts three Game Turns, starting at **1:00 pm** and ending with the **3:00 pm** turn.

Hex numbers are located on the either map as indicated in the Setup title

UNION SETUP – NORTH MAP

ROWLEY (1 unit): **9-2** at 3516
 STONE (1 unit): **4-2** (HW) at 3616
 HALL (2 units): **4-3** (HW) at 4018; **5-3** (HW) at 4019
 WEBB (3 units): **3-3** (HW) at 3818; **4-3** (HW) at 3917; **2-3** (HW) at 3918
 SMYTH (2 units): **2-2** (HW) at 3718; **9-2** (HW) at 3819
 WILLARD (2 units): **5-3** (HW) at 3517; **10-3** (HW) at 3618

CARROLL (1 unit): **2-3** at 3619
 SMITH (2 units): **5-2** (BR) at 3417; **6-2** (BR) at 3317
 COSTER (1 unit): **9-2** (BR) at 3417
 SCHIMMEL (2 units): **7-2** and **3-2** (BR) at 3316
 KRZYZAN (1 unit): **6-3** (BR) at 3316
 HAZZARD (3 Corps Artillery units): **Cushing/Arn** at 3819; **Woodruff** at 3718; **Brown** (BW) at 3918
 OSBORN (3 "CH" Corps Artillery units): **7-R** (BR) at 3617; **8-M** (BR) at 3516; **12-S** (BR) at 3416 *
 • See special scenario activation instructions for all of these units.

CONFEDERATE SETUP – NORTH MAP

GARNETT (2 units): **7-4** at 3925; **11-4** at 4026
 ARMISTEAD (2 units): **9-4** at 3926; **13-4** at 4027
 ARCHER (2 units): **6-4** and **3-3** (BW) at 3826
 PETTIGREW (3 units): **5-2** (BW), **4-2** (BW) and **3-2** (BW) at 3725
 DAVIS (4 units): **6-4** at 3425; **3-1** (BW) and **2-2** (BW) at 3525; **3-1** (BW) at 3625
 BROCKENBROUGH (1 unit): **10-2** at 3324
 SCALES (2 units): **4-2** (BW) and **3-2** (BW) at 3726
 LANE (2 units): **9-4** and **4-3** (BW) at 3626
 POAGUE (2 "PC" Division Artillery units): **5-S** at 3824; **7-M** at 3523 *
 GARNETT (1 "PC" Division Artillery units): **6-R** at 3123 *
 LANE (2 "PC" Corps Artillery units): **8-M** at 3423; **8-M** at 3424 *
 PEGRAM (2 "PC" Corps Artillery units): **4-R** and **8-M** at 3323 *
 ALEXANDER (1 "PC" Corps Artillery units): **8-M** at 3923 *
 • See special scenario activation instructions for all of these units.

UNION SETUP – SOUTH MAP

STANNARD (1 unit): **13-4** at 1420
 ROWLEY (1 unit): **5-2** (HW) at 1318
 HARROW (3 units): **1-3** (BW) (HW) and **4-3** at 1219; **3-2** (BW) (HW) at 1118
 MCGILVER (1 Army Reserve Artillery unit): **Thompson** at 1619
 FITZHUGH (1 Army Reserve Artillery unit): **Parsons/Fitz** at 1518
 HAZZARD (1 Corps Artillery unit): **Sheldon** at 1118

CONFEDERATE SETUP – SOUTH MAP

WILCOX (3 units): **3-3** (BW) and **2-3** (BW) at 1426; **3-3** (BW) at 1525
 LANG (1 unit): **4-2** (BW) at 1325
 KEMPER (2 units): **10-3** at 1125; **8-3** at 1226
 ALEXANDER (1 Corps Artillery unit): **Moody/Gilbert 4-S** (BW) at 1524
 ALEXANDER (5 "PC" Corps Artillery units): **8-S** at 1424; **8-M** at 1324; **9-M** at 1224; **8-M** and **6-M** at 1124;

UNION REINFORCEMENT SCHEDULE – NORTH MAP

2:00 pm

TOMPKINS (1 Corps Artillery unit): **Cowan** at 3814 *
 • See special scenario activation instructions for this unit.

CONFEDERATE REINFORCEMENT SCHEDULE

2:00 pm

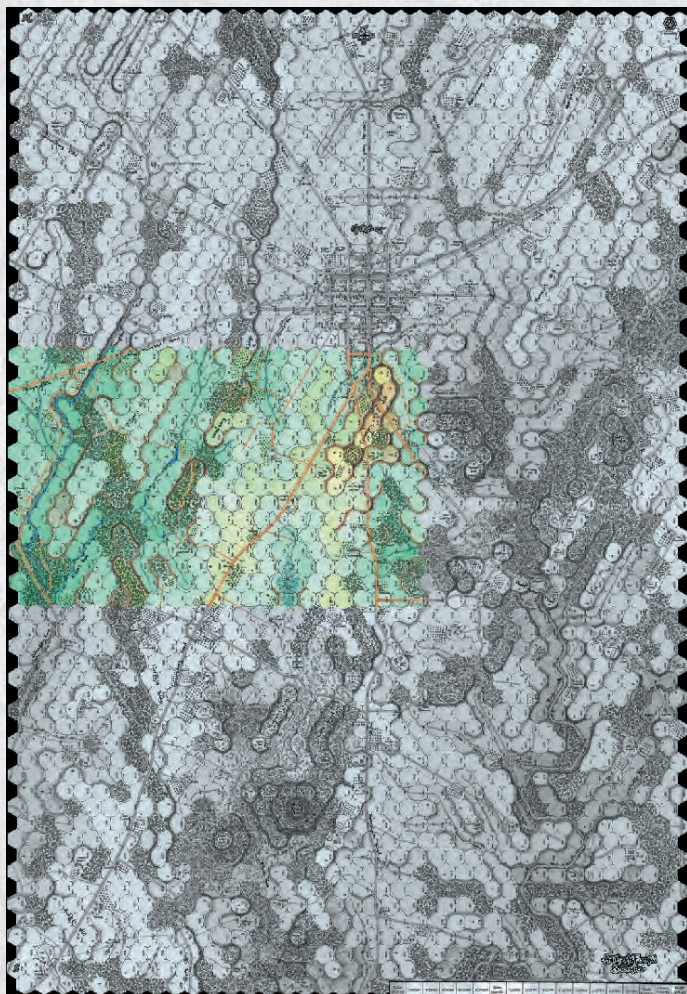
CIC ACTIVATION CARD REMOVED FROM CARD DRAW PILE

Lee (Confederate CIC)

SCENARIO RULES

1. Place the *Game Turn* marker in the **1:00 pm** box on the Game Turn Track.
2. **Field of Play:** Players will use both maps but the play area is restricted as follows:
 - **North border** = the "30xx" hex row
 - **East border** = the "xx13" hex row
 - **South border** = the "17xx" hex row
 - **West border** = the map edge

This perimeter is treated in all ways as if it is the map edge.
3. **Scenario Cards:** The scenario starts with the following cards in play:
 - **Starting Card Draw Pile** - *Fog of War*, *Reynolds (Union I Corps *)*, *Hancock (Union II Corps)*, *Howard (Union XI Corps)*, *Tyler (Army Artillery Reserve)*, *Meade (Union CIC)*, *Longstreet (Confederate I Corps)*, *Hill (Confederate III Corps)*, *Lee (Confederate CIC *)*, *Four Union Event cards* and *Four Confederate Event Cards*



- **Union Command Display** – *Doubleday (DB Division - I Corps)*, *Gibbon (II Corps)*, *Hays (II Corps)*, *Steinwehr (ST Division – XI Corps)*, *Schurz (SZ Division – XI Corps)*
 - **Confederate Command Display** – *Pickett (PK Division – I Corps)*, *Heth (HE Division – III Corps *)*, *Pender (PE Division – III Corps *)*, *Anderson (AN Division – III Corps)*
 - **Event Cards** – *Each side gets 2 Key Event Cards + 2 random Event Card.*
4. **Battleworn Units (BW):** Those units shown with a (BW) indicator are set up on the map with their Battleworn side face up. All other normal rules apply regarding these units.
 5. **Union Entrenchments (HW and BR):** Those Union hexes with a (HW) or (BR) indicator have a "**Hasty Works**" (HW) or "**Breastworks**" (BR) marker placed in their hexes. Normal rules apply with these markers (see Entrenchments – section M).
 6. **The Charge!: Before the game starts**, the Confederate player will conduct a mini-phase on his own. This consists of two steps, detailed as follows:
 - A. The player may fire all his artillery units **once**, regardless of organization. This is a free bombardment and is resolved normally (including any FF results).
 - B. After the free bombardment is resolved, the Rebel player may move all units of any one Division up to **6 MP** each. These units are all treated as if under an **Maneuver** Order for this move.
 - C. After both steps "a" and "b" are fully resolved, normal play may begin with the **1:00 pm** Game Turn.
 7. **Special Confederate Artillery Units (PC):** There are thirteen unique artillery units that are used for this scenario. These are labeled "**PC**" (which stands for Pickett's Charge) and represents the reorganized and consolidate deployments of Rebel artillery deployed against Cemetery Hill to support the charge. These ad hoc formations did suffer from fire control and coordination problems and thus are divided into six separate Corps and Divisional groups. For all game purposes, these units activate normally when their listed commander – Alexander, Poague, Pegram, Lane, Walker, or Garnett – is the activated artillery formation.
 8. **Special Union Artillery Units (CH):** There are three unique artillery units that are used for this scenario. These are labeled "**CH**" (which stands for Cemetery Hill) and represents the reorganized and consolidate deployments of Union artillery on Cemetery Hill. These ad hoc formations were created for more efficient fire control and this group are those batteries deployed to the west of the Baltimore Pike, commanded by Osborn. For all game purposes, these units activate normally when **Osborn** is the activated artillery formation.
 9. **Cowan Artillery Unit Activation:** The **TOMPKINS** unit that arrives as the Union Reinforcement on the 2:00 pm Game Turn is actually a VI Corps artillery battery. For purposes of this scenario only, this unit is considered to be part of the special **OSBORN "CH"** artillery unit formation and will activate with it.
 10. **Longstreet's Nod:** In order to reflect the dissension among the Confederate leadership about even attempting the great charge, the Confederate player must remove the **LEE CIC** Activation Card from the game after the **1:00 pm** turn.

11. General Replacements: The Union **I Corps Activation Card** used for *Reynolds'* corps that is placed into the Card Draw pile at the start of the game must be the **Replacement General Card for I Corps**. This card is used throughout the game to activate that Corps. In addition, both *Heth* and *Pender* were incapacitated earlier in the battle. Therefore, the **Heth** and **Pender** Divisions start the scenario with a “**Division General Casualty**” marker on their Division Activation Cards.

12. General Casualties: If a General Casualty is rolled on the Fog of War Table, cross reference the type of casualty (Corps or Division) with the roll of two dice to determine which General is a casualty. “Flesh Wound” is no effect.

Corps General Casualty

11 = Reynolds
12 – 16 = Hancock
21 – 26 = Howard
31 – 36 = Tyler
41 – 46 = Longstreet
51 – 56 = Hill
61 – 66 = Flesh Wound

Division General Casualty

11 - 14 = Doubleday
15 - 22 = Gibbon
23 – 26 = Hays
31 – 34 = Steinwehr
35 – 42 = Schurz
43 – 46 = Anderson
51 – 54 = Pickett
55 = Heth
56 = Pender
61 - 66 = Flesh Wound

13. Game End: The game continues through the **3:00 pm** Game Turn at which time players will assess who won.

14. Victory Conditions: Victory is reflected only in the seizure of Victory Hexes. At the conclusion of the **3:00 pm** Game Turn, both players count up how many **Victory Points (VP)** they’ve scored. The player with the most VP wins. Note that each player scores different VP rewards for the four Upper Cemetery Hill hexes.

- Victory Hexes Controlled: Control is having the last unit occupy or pass through the Victory Hex. All Victory Hexes begin the scenario in control of the Union player. All hex numbers are on the North map.

2 VP Each Hex:

- Lower Cemetery Hill Hexes (3818, 3718, 3616, 3617)

3 VP Each Hex (Union) / 6 VP Each (Confederates):

- The Copse of Trees (3918)
- Upper Cemetery Hill Hexes (3315, 3416, 3516, 3717)

SCENARIO 11 – ONE CONTINUOUS ROAR

This is a **Small** scenario that recreates the struggle for Culp’s Hill on the third day of the battle. The main goal for the Confederate forces was to support the grand charge happening on the other side of the battlefield. The scenario lasts five Game Turns, starting at Dawn (**6:00 am**) and ending with the **10:00 am** turn.

All hex numbers are located on the North map

UNION SETUP

MEREDITH (2 units): **7-5** and **3-5** (BR) at 3512

CUTLER (1 unit): **6-3** (BR) at 3511

GREENE (2 units): **10-4** and **1-3** (BW) (BR) at 3511

CANDY (3 units): **6-3** and **3-3** at 3612; **9-3** at 3711

KANE (1 unit): **7-3** (BR) at 3611

LOCKWOOD (2 units): **6-2** at 3913; **7-2** at 3814

RUGER (3 units): **6-4** and **7-4** at 3909; **3-3** at 3913

MCDUGALL (3 units): **10-2** at 4010; **3-2** at 4011; **5-2** at 3912

MUHLBERG (1 Corps Artillery unit): **Rugg/Kinzie** at 3814

CONFEDERATE SETUP

JONES (1 unit): **13-3** at 3411

WILLIAMS (1 unit): **9-3** at 3510

STEUART (2 units): **7-4** (BR) at 3810; **13-3** (BR) at 3710

DANIEL (3 units): **4-4**, **5-2** (BW) and **4-1** (BW) at 3410

O’NEAL (3 units): **4-4**, **5-2** (BW) and **1-3** (BW) at 3509

WALKER (2 units): **10-4** at 3709; **3-4** (BR) at 3810

CONFEDERATE REINFORCEMENT SCHEDULE

7:00 am

SMITH (1 unit): **5-2** at 3307

DIVISION ACTIVATION CARD ADDED TO COMMAND DISPLAY

Early (EA Division – II Corps)

SCENARIO RULES

1. Place the *Game Turn* marker in the Dawn (**6:00 am**) box on the Game Turn Track.

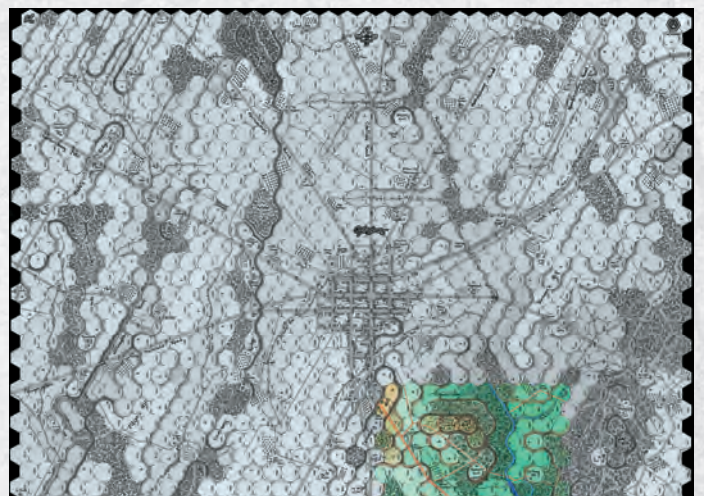
2. Field of Play: Players will use only the North map and the play area is restricted as follows:

- **North border** = the “32xx” hex row
- **East border** = the “xx06” hex row
- **South border** = the map edge
- **West border** = the “xx16” hex row

This perimeter is treated in all ways as if it is the map edge.

3. Scenario Cards: The scenario starts with the following cards in play:

- **Starting Card Draw Pile** - *Fog of War*, *Reynolds (Union I Corps *)*, *Slocum (Union XII Corps)*, *Ewell (Confederate II Corps)*, *Three Union Event cards* and *Three Confederate Event Cards*
- **Union Command Display** – *Wadsworth (DB Division - I Corps)*, *Williams (WI Division - XII Corps)*, *Geary (GE Division – XII Corps)*
- **Confederate Command Display** – *Rodes (RO Division – II*



Corps), Johnson (JO Division – XII Corps)

- **Event Cards** – Each side gets 2 Key Event Cards + 1 random Event Card.
- **Confederate Corps Activation Card Reinforcements** - Early (EA Division – II Corps)

- Battleworn Units (BW):** Those units shown with a (BW) indicator are set up on the map with their Battleworn side face up. All other normal rules apply regarding these units.
- Entrenchments (BR):** Those hexes with a (BR) indicator have a “Breastworks” (BR) marker placed in their hexes. Normal rules apply with these markers (see Entrenchments – section M).
- Preliminary Bombardment Phase:** Only the Union player has an Artillery unit in this scenario so only he participates in this phase.
- Reynolds’ Replacement:** The Union I Corps Activation Card used for Reynolds’ corps that is placed into the Card Draw pile at the start of the game must be the **Replacement General Card for I Corps**. This card is used throughout the game to activate that Corps.
- General Casualties:** If a General Casualty is rolled on the Fog of War Table, cross reference the type of casualty (Corps or Division) with the roll of two dice to determine which General is a casualty. “Flesh Wound” is no effect.

Corps General Casualty

11 = Reynolds
12 – 34 = Slocum
35 – 61 = Ewell
62 – 66 = Flesh Wound

Division General Casualty

11 - 16 = Wadsworth
21 - 26 = Williams
31 - 36 = Geary
41 - 46 = Rodes
51 - 56 = Early
61 - 66 = Johnson

- Game End:** The game continues through the **10:00 am** Game Turn at which time players will assess who won.
 - Victory Conditions:** Victory is reflected only in the seizure of Victory Hexes and enemy casualties. At the conclusion of the **10:00 am** Game Turn, both players count up how many **Victory Points (VP)** they’ve scored. The player with the most VP wins.
 - **Victory Hexes Controlled:** Control is having the last unit occupy or pass through the Victory Hex. Only the Union player can earn these VP. All Victory Hexes begin the scenario in control of the Union player.
- 1 VP Each Hex (Union Only):**
- Lower Culp’s Hill Hexes (3611, 3710 and 3811)
- 3 VP Each Hex (Union Only):**
- Culp’s Hill Crest Hexes (3511, 3512)
 - **Supporting Pickett’s Charge:** The purpose of these attacks was to draw away any reserves that may be sent to reinforce the Union defense against Pickett’s Charge. **Only the Confederate player can earn these VP.**
 - **Each enemy unit** (of any kind) **in the Broken Box or Destroyed** at the end of the scenario = **1 VP per Union Infantry unit; 2 VP per Union Artillery unit**
 - **Each full enemy Brigade** (i.e., all component units) **in the Broken Box or Destroyed** at the end of the scenario: **Confederate player: 3 VP per Union Brigade**

SCENARIO 12 – ALL THIS IS MY FAULT

This is the historic **Grand Battle** scenario that will cover all three days of the Battle of Gettysburg, unless one player or the other concedes before the third day. It uses historical arrival times and locations for the forces of each side as well as weighing the leader casualties to those leaders that were actually incapacitated. All other movement, combat and strategies are up to the players themselves. The scenario can last from the **9:00 am** turn of July 1st through the Evening (**10:00 pm – 1:00 am**) turn of July 3rd.

Hex numbers are located on the either map as indicated in the Setup title

UNION SETUP – NORTH MAP

GAMBLE (4 units – all on “Dismounted” side): **4-4** at 2627; **4-4** at 2227; **2-4** at 2126; **2-4** at 2026

DEVIN (4 units – all on “Dismounted” side): **2-4** at 1826; **1-4** at 1826; **3-4** at 1725; **4-4** at 1524

TIDBALL (2 Division Horse Artillery units): **Calef 4R-4** at 2227; **Calef 2R-4** at 2627

CUTLER (2 units): **9-3** at 3321; **6-3** at 3322

CONFEDERATE SETUP – NORTH MAP

BROCKENBROUGH (1 unit): **10-2** at 1733

DAVIS (3 units): **6-2** at 1630; **5-3** at 1730; **6-2** at 1831

ARCHER (2 units): **6-4** at 1931; **6-4** at 2032

PEGRAM (4 Corps Artillery units): **Ellet/McGraw** at 1730; **Brander** and **Marye** at 1831; **Zimm** at 2032

UNION SETUP – SOUTH MAP

MEREDITH (3 units): **7-5** at 2428; **8-5** at 2528; **3-5** at 2628

STONE (2 units): **9-2** at 2728; **4-2** at 2829

BAXTER (2 units): **7-3** at 2728; **7-3** at 2829

PAUL (2 units): **9-3** at 2929; **6-3** at 3029

SCHIMMEL (3 units): **7-2** and **3-2** at 3716 (S); **7-2** at 3816

KRZYZAN. (2 units): **6-3** at 3916; **6-3** at 4017

WAINWRIGHT (5 Corps Artillery units): both **Stewarts** at 3129; **Cooper** at 3230; **Stevens** at 3330; **Hall** at 2428

OSBORN (2 Corps Artillery units): both **Wilkerson** at 4017

UNION REINFORCEMENT SCHEDULE

JULY 1 – NORTH MAP

11:00 am

ROWLEY (2 units): both at 3335

WAINWRIGHT (2 Corps Artillery units): both Reynolds at 3335

DIVISION ACTIVATION CARD ADDED TO COMMAND DISPLAY

Barlow (BR Division – XI Corps)

JULY 1 – SOUTH MAP

11:00 am

VON GILSA (1 unit): at 4035

AMES (2 units): both at 4035

OSBORN (2 Corps Artillery units): Wheeler and Dilger at 4035

12:00 pm

COSTER (2 units): **9-2** and **3-2** at 4017

SMITH (3 units): all at 4017

OSBORN (2 Corps Artillery units): Heckman and Wiedrich at 4017

DIVISION ACTIVATION CARD ADDED TO COMMAND DISPLAY

Steinwehr (ST Division – XI Corps)

3:00 pm

STANNARD (2 units): both at 4035

GRAHAM (3 units): all at 4035

WARD (6 units): all at 4035

RANDOLPH (6 Corps Artillery units): all at 4035

CORPS ACTIVATION CARD ADDED TO CARD DRAW PILE

Sickles (III Corps)

DIVISION ACTIVATION CARD ADDED TO COMMAND DISPLAY

Birney (BI Division – III Corps)

5:00 pm

CANDY (3 units) – all at 2400

GREENE (2 units) – both at 2400

MCDUGALL (3 units) – all at 2400

RUGER (3 units) – all at 2400

MUHLENBERG (2 Corps Artillery): both at 2400

CORPS ACTIVATION CARD ADDED TO CARD DRAW PILE

Slocum (XII Corps)

DIVISION ACTIVATION CARD ADDED TO COMMAND DISPLAY

Geary (GE Division – XII Corps)

Williams (WI Division – XII Corps)

FRICTION OF WAR CARD ADDED

7:00 pm

CARROLL (2 units): both at 4017

SMYTH (2 units): both at 4017

WILLARD (2 units): both at 4017

BREWSTER (3 units): all at 2035

CARR (3 units): all at 2035

CORPS ACTIVATION CARD ADDED TO CARD DRAW PILE

Hancock (II Corps)

DIVISION ACTIVATION CARD ADDED TO COMMAND DISPLAY

Hays (HA Division – II Corps)

Humphreys (HU Division – III Corps)

8:00 pm

HARROW (3 units): all at 4017

WEBB (4 units): all at 4017

HALL (2 units): all at 4017

DIVISION ACTIVATION CARD ADDED TO COMMAND DISPLAY

Gibbon (GB Division – II Corps)

EVENING

KRZYZAN. (1 unit): **2-3** at 4017

CIC ACTIVATION CARD ADDED TO CARD DRAW PILE

Meade (Union CIC)

JULY 2 – NORTH MAP

DAWN

DAY (2 units) – both at 3200

BURBANK (1 unit) – at 3200

WEED (2 units) – both at 3200

MARTIN (2 Corps Artillery units): Gibbs and Barnes at 3200

CORPS ACTIVATION CARD ADDED TO CARD DRAW PILE

Sykes (V Corps)

DIVISION ACTIVATION CARD ADDED TO COMMAND DISPLAY

Ayres (AY Division –V Corps)

7:00 am

VINCENT (2 units) – both at 3200

MARTIN (3 Corps Artillery units): Walcott, Watson and Hazlett at 3200

8:00 am

SWEITZER (1 unit) – at 3200

10:00 am

TILTON (1 unit) – at 3200

MCCANDLESS (1 unit) – at 3200

FISHER (2 units) – both at 3200

JULY 2 – SOUTH MAP

DEEP NIGHT

CROSS (2 units) – both at 4017

KELLY (1 unit) – at 4017

ZOOK (1 unit) – at 4017

BROOKE (1 unit) – at 4017

DIVISION ACTIVATION CARD ADDED TO COMMAND DISPLAY

Caldwell (CA Division – II Corps)

CIC ACTIVATION CARD ADDED TO CARD DRAW PILE

Army of the Potomac Leadership (Union CIC)

DAWN

HAZZARD (4 Corps Artillery units): all at 4017

7:00 am

BURLING (4 units) – all at 4017

KANE (1 unit) – at 2400

LOCKWOOD (3 units) – all at 2400

DIVISION ACTIVATION CARD ADDED TO COMMAND DISPLAY

Barnes (BA Division –V Corps)

8:00 am

DETROBRIAND (3 units) – all at 4035

10:00 am

COSTER (1 unit): **2-2** at 4017

MCGILVER (4 Army Artillery Reserve units) – all at 4017

TAFT (2 Army Artillery Reserve units) – all at 4017

HUNTINGTON (3 Army Artillery Reserve units) – all at 4017

FITZHUGH (4 Army Artillery Reserve units) – all at 4017

RANSOM (4 Army Artillery Reserve units) – all at 4017

CORPS ACTIVATION CARD ADDED TO CARD DRAW PILE

Tyler (Army Artillery Reserve)

DIVISION ACTIVATION CARD ADDED TO COMMAND DISPLAY

Crawford (CR Division –V Corps)

3:00 pm

TOMPKINS (1 Corps Artillery unit): Waterman at 2400

CORPS ACTIVATION CARD ADDED TO CARD DRAW PILE

Sedgwick (VI Corps)

4:00 pm

NEVIN (2 units): both at 2400

EUSTIS (2 units): both at 2400

SHALER (2 units): both at 2400

TOMPKINS (1 Corps Artillery unit): Harn/Adams at 2400

DIVISION ACTIVATION CARD ADDED TO COMMAND DISPLAY

Wheaton (WH Division –VI Corps)

5:00 pm

TORBETT (2 units): both at 2400

BARTLETT (2 units): both at 2400

RUSSELL (2 units): both at 2400

DIVISION ACTIVATION CARD ADDED TO COMMAND DISPLAY

Wright (WR Division –VI Corps)

FRICTION OF WAR CARD ADDED

6:00 pm

GRANT (2 units): both at 2400

NEILL (2 units): both at 2400

TOMPKINS (2 Corps Artillery units): McCart/Will and Butler/
Martin at 2400

DIVISION ACTIVATION CARD ADDED TO COMMAND DISPLAY

Howe (HW Division –VI Corps)

EVENING

TOMPKINS (1 Corps Artillery unit): Cowan at 2400

CONFEDERATE REINFORCEMENT SCHEDULE

JULY 1 – NORTH MAP

10:00 am

PETTIGREW (3 units): all at 1635

12:00 pm

SCALES (2 units): both at 1635

PERRIN (2 units): both at 1635

LANE (2 units): both at 1635

DIVISION ACTIVATION CARD ADDED TO COMMAND DISPLAY

Pender (PE Division – III Corps)

1:00 pm

THOMAS (2 units): both at 1635

DOLES (2 units): both at 1017

O'NEAL (3 units): all at 1022, 1023 and/or 1024

IVERSON (2 units): both at 1025 and/or 1026

DANIEL (3 units): all at 1028

CARTER (3 Division Artillery units): all at 1028

MCINTOSH (3 Corps Artillery units): all at 1635

GARNETT (1 Division Artillery unit): Maurin at 1635

CORPS ACTIVATION CARD ADDED TO CARD DRAW PILE

Ewell (II Corps)

DIVISION ACTIVATION CARD ADDED TO COMMAND DISPLAY

Rodes (RO Division – II Corps)

2:00 pm

RAMSEUR (2 units): both at 1028

CIC CARD ADDED TO CARD DRAW PILE

Lee (CIC)

3:00 pm

AVERY (2 units): both at 1009

GORDON (2 units): both at 1009

HAYS (2 units): both at 1009

JONES (2 Division Artillery units): both at 1009

LANE (2 Division Artillery units): both at 1635

DIVISION ACTIVATION CARD ADDED TO COMMAND DISPLAY

Early (EA Division – II Corps)

5:00 pm

WILCOX (3 units): all at 1635

MAHONE (2 units): both at 1635

LANG (1 unit): at 1635

POSEY (3 units): all at 1635

WRIGHT (2 units): both at 1635

DIVISION ACTIVATION CARD ADDED TO COMMAND DISPLAY

Anderson (AN Division – III Corps)

FRICTION OF WAR CARD ADDED

6:00 pm

WILLIAMS (1 unit): at 1635

LATIMER (2 Division Artillery units): both at 1635

DIVISION ACTIVATION CARD ADDED TO COMMAND DISPLAY

Johnson (JO Division – II Corps)

7:00 pm

STEUART (2 units): both at 1635

JONES (1 unit): at 1635

8:00 pm

WALKER (2 units): both at 1635

DUSK (9:00 pm)

DANCE (3 Corps Artillery units): all at 1635

JULY 2 – NORTH MAP

DAWN (6:00 am)

GARNETT (1 Division Artillery unit) – Richardson at 1635

8:00 am

KERSHAW (3 units): all at 1635

BARKSDALE (3 units): all at 1635

SEMMES (2 units): both at 1635

WOFFORD (2 units): both at 1635

CABELL (2 Division Artillery units): both at 1635

CORPS ACTIVATION CARD ADDED TO CARD DRAW PILE

Longstreet (I Corps)

DIVISION ACTIVATION CARD ADDED TO COMMAND DISPLAY

McLaws (MC Division – I Corps)

9:00 am

LAW (4 units): all at 1635

ANDERSON (2 units): both at 1635

ROBERTSON (2 units): both at 1635

BENNING (2 units): both at 1635

HENRY (2 Division Artillery units): both at 1635

ALEXANDER (3 Corps artillery units): all at 1635

DIVISION ACTIVATION CARD ADDED TO COMMAND DISPLAY

Hood (HD Division – I Corps)

5:00 PM

POAGUE (2 Division Artillery units): both at 1635

ESHELMAN (2 Corps Artillery units): both at 1635

FRICTION OF WAR CARD ADDED

EVENING

DAVIS (1 unit): 6-4 at 1635

JULY 3 – NORTH MAP

DEEP NIGHT

SMITH (1 unit): 5-2 at 1600

DAWN

ARMISTEAD (2 units): both at 1635

GARNETT (2 units): both at 1635

KEMPER (2 units): both at 1635

DEARING (2 Division Artillery units): both at 1635

DIVISION ACTIVATION CARD ADDED TO COMMAND DISPLAY

Pickett (PK Division – I Corps)

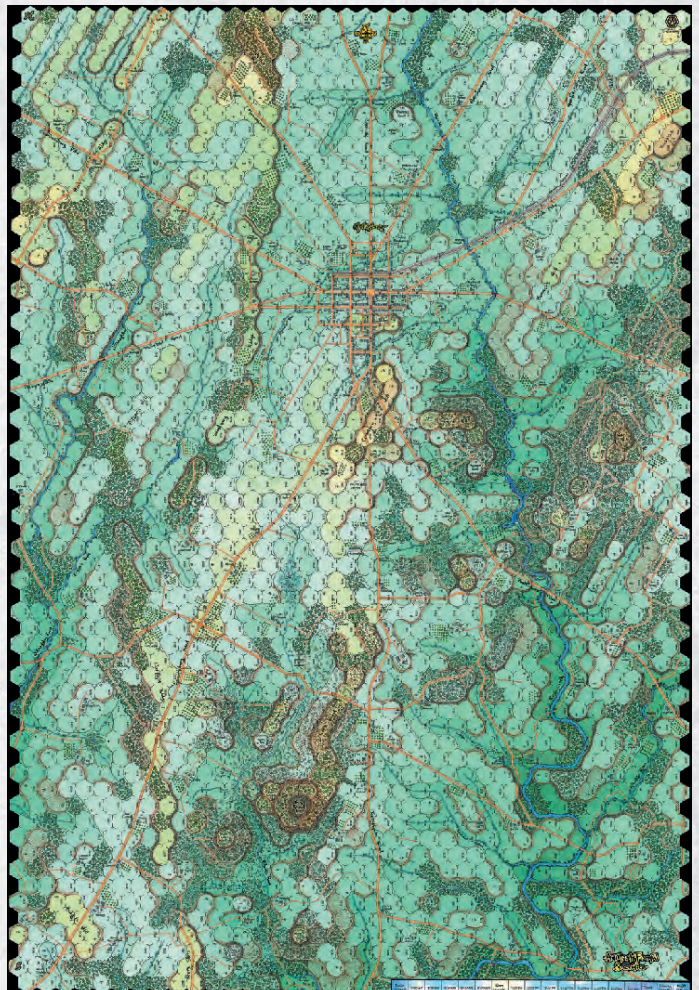
9:00 am

SMITH (1 unit): 3-2 at 1600

SCENARIO RULES

1. Place the Game Turn marker in the **9:00 am** box on the Game Turn Track and place the “Day” marker to “July 1, 1863”.
2. **Field of Play:** Players will use both maps in their entirety.
3. **Scenario Cards:** The scenario starts with the following cards in play:
 - **Starting Card Draw Pile** - *Fog of War*, *Reynolds* (Union I Corps), *Howard* (Union XI Corps), *Buford* (Union I Cavalry Division), *Hill* (Confederate III Corps), *Reynolds* (Union CIC), *Eight Union Event cards* and *Eight Confederate Event Cards*
 - **Union Command Display** – *Wadsworth* (WA Division – I Corps), *Doubleday* (DB Division – I Corps), *Robinson* (RB Division – I Corps), *Schurz* (SZ Division – XI Corps).
 - **Confederate Command Display** - *Heth* (HE Division – III Corps)
 - **Event Cards** – Each side gets 2 Key Event Cards + 6 random Event Cards.
 - **Friction of War Cards** - Place one *Friction of War Card* into the Card Draw Pile at the start of the 5:00 pm Game Turn on July 1 and then a second *Friction of War card* is added at the start of the 5:00 pm Game Turn on July 2.
 - **Union Division Activation Card Reinforcements** – all remaining Division Activation Cards.
 - **Union Corps Activation Card Reinforcements** – *Sickles* (III Corps), *Slocum* (XII Corps), *Hancock* (II Corps), *Sykes* (V Corps), *Sedgwick* (VI Corps)
 - **Confederate Corps Activation Card Reinforcements** – *Longstreet* (I Corps), *Ewell* (II Corps)

- **Confederate Division Activation Card Reinforcements** – All remaining Division Activation Cards.
 - **Union CIC Card Reinforcement** – *Army of the Potomac Leadership* (Union CIC), *Hancock* (Union CIC*) and *Meade* (Union CIC)
 - **Confederate CIC Card Reinforcement** – *Lee* (Confederate CIC)
4. **Hancock the Superb!** Place the *Hancock* CIC Card near the Game Turn Track starting with the **1:00 pm** turn of **July 1**. Beginning with that turn’s Command Decision Phase, and **only if the Reynolds CIC Card is not in the game** (i.e., it has become a casualty), the Union player may roll a die to see if Hancock arrives to take command.
 - On a roll of “6”, the Union player places the *Hancock* CIC Card into the Card Draw Pile for the remainder of the scenario. For each turn Hancock fails to enter, the Union player can roll again next turn. **Add +1 to the die roll for each previous failed attempt** until he does enter the game or the scenario ends.
 - If Reynolds is still in the game at **1:00 pm**, leave the *Hancock* CIC Card near the Game Turn Track. When (if) Reynolds becomes a casualty, then begin performing this procedure the turn after the casualty occurs.
 - If Reynolds ever recovers, the Union player only brings back his Corps Activation Card ... the *Reynolds* CIC Card does not return if *Hancock* is in the game.



- Remove either the **Reynolds** or **Hancock** CIC card at the start of the **Evening** Game Turn on **July 1** (when the **Meade** CIC card arrives and replaces them).

5. General Casualties: If a General Casualty is rolled on the Fog of War Table, cross reference the type of casualty (Corps or Division) and the current Game Day with the roll of two dice to and determine which General is a casualty. "Flesh Wound" is no effect.

Exception: Each day will have automatic General Casualties that will be the first, second, etc. of that day. This applies regardless of the type of casualty rolled. After the last automatic casualty of the day is concluded, roll normally on the table to determine the next General Casualty.

JULY 1

Corps General Casualty

11 - 66 = Reynolds (1st)
 11 - 66 = Heth (2nd)
 11 = Reynolds
 12 - 16 = Howard
 21 - 25 = Sickles
 26 - 34 = Hancock
 35 - 43 = Buford
 44 - 52 = Ewell
 53 - 61 = Hill
 62 - 66 = Flesh Wound

Division General Casualty

11 - 66 = Reynolds (1st)
 11 - 66 = Heth (2nd)
 11 - 12 = Wadsworth
 13 - 14 = Robinson
 15 - 16 = Doubleday
 21 - 22 = Gibbon
 23 - 24 = Hays
 25 - 26 = Birney
 31 - 32 = Humphreys
 33 - 34 = Steinwehr
 35 - 36 = Schurz
 41 - 43 = Barlow
 44 - 45 = Williams
 46 - 51 = Geary
 52 - 53 = Anderson
 54 = Heth
 55 - 56 = Pender
 61 - 62 = Rodes
 63 - 64 = Early
 65 - 66 = Johnson

The first General Casualty in the game will always be **Reynolds** (Union) followed by **Heth** (Confederates) as the second General Casualty. Ignore the type of casualty for the first two rolled casualty results in the game - they are automatically these two Generals. If **Reynolds** is a casualty, remove **both** his CIC and Corps Activation Cards.

JULY 2 and JULY 3

Corps General Casualty

11 - 66 = Hood (1st)
 11 - 66 = Sickles (2nd)
 11 - 66 = Pender (3rd)
 11 = Reynolds
 12 - 14 = Hancock
 15 = Sickles
 16 - 22 = Sykes
 23 - 25 = Sedgwick
 26 - 32 = Howard
 33 - 35 = Slocum
 36 - 42 = Tyler
 43 - 45 = Buford
 46 - 52 = Longstreet
 53 - 55 = Ewell
 56 - 62 = Hill
 63 - 66 = Flesh Wound

Division General Casualty

11 - 66 = Hood (1st)
 11 - 66 = Sickles (2nd)
 11 - 66 = Pender (3rd)
 11 = Wadsworth
 12 = Robinson
 13 = Doubleday
 14 = Gibbon
 15 = Hays
 16 = Caldwell
 21 = Birney
 22 = Humphreys
 23 = Barnes
 24 = Ayres
 25 = Crawford
 26 = Wheaton
 31 = Wright
 32 = Howe

33 = Steinwehr
 34 = Schurz
 35 = Barlow
 36 = Williams
 41 = Geary
 42 = Hood
 43 = McLaws

44 = Anderson
 45 = Pender
 46 = Heth
 51 = Rodes
 52 = Early
 53 = Johnson
 54 - 66 = Flesh Wound

The first General Casualty of July 2nd/July 3rd will always be **Hood** (Confederate) followed by **Sickles** (Union) as the second General Casualty and then **Pender** (Confederate). Ignore the type of casualty for the first three rolled casualty results in the game - they are automatically these three Generals.

6. Game End: The game continues through the **Evening** Game Turn of **July 3** at which time players will assess who won.

7. Victory Conditions: Victory is reflected only in the seizure of Victory Hexes and enemy casualties. At the conclusion of the **Evening** Game Turn of **July 3**, both players count up how many **Victory Points** (VP) they've scored. The player with the most VP wins.

- Victory Hexes Controlled: Control is having the last unit occupy or pass through the Victory Hex. All Victory Hexes begin the scenario in control of the Union player except those marked "Confederate Player only". The hex number's prefix tells you which map it is on.

1 VP Each Hex:

- McPherson Farm (N2227)
- Blocher's Knoll (N1615)
- Kuhn's Brickyard (N2415)
- Lutheran Seminary (N2623)
- Peach Orchard (S1825 and S1826)
- Klingel Farm (S1424)
- Big Round Top Summit (S2920)
- Houck's Ridge (S2321 and S2422)
- Devil's Den (S2522)

2 VP Each Hex:

- Cemetery Hill (N3717)
- Bliss Farm (N3721)
- N. Codori Farm (N4021)
- Little Round Top Summit (S2419 and S2519)
- Trostle Farm (S1721)

3 VP Each Hex:

- Lower Culp's Hill (N3611)
- G. Weichert Farm (S1718)
- J. Hummerbach Farm (S1317)

4 VP Each Hex:

- Culp's Hill Crest (N3511 and N3512)

5 VP Each Hex:

- Cemetery Hill Crest (N3315, N3416 and N3516)

4 VP each Hex (Confederate Player only):

- J. Eckenrode Farm (S2214)
- Sara Patterson Farm (S2015)

5 VP each Hex (Confederate Player only):

- T. Buckner Farm (S1510)

- *Toll House (S1607)*
- *McAllister Farm (S1309)*
- **Each enemy unit** in the **Broken Box** or **Destroyed** at the end of the scenario: **Confederate player = 1 VP per Union Infantry/Cavalry unit; 2 VP per Union Artillery unit; Union player = 2 VP per Confederate Infantry unit; 4 VP per Confederate Artillery unit**
- **Each full enemy Brigade** (i.e., all component units) in the **Broken Box** or **Destroyed** at the end of the scenario: **Confederate player = 3 VP per Union Brigade; Union player = 6 VP per Confederate Brigade**
- **Each enemy Division Shattered** (at least 75% of component units in the **Broken Box** or **Destroyed**) at the end of the scenario: **Confederate player = 5 VP per Union Division; Union player = 10 VP per Confederate Division**

SCENARIO 13 – TATTERED FLAGS

This is a more open **Grand Battle** scenario that will cover all three days of the Battle of Gettysburg, unless one player or the other concedes before the third day. Other than the initial set up, all other combat, movement and strategies are up to the players themselves. There also are no mandatory General losses. Though the terrain will probably dictate where you will fight, there are no Victory Points for the capture of anything other than the automatic victory hex. Otherwise, you will need to simply defeat the enemy army by destroying it. The scenario can last from the **9:00 am** turn of July 1st through the Evening (**10:00 pm – 1:00 am**) turn of July 3rd.

1. All the same as **All This Is My Fault** except as noted below.
2. **Redirecting Reinforcements:** Players start the game with the historical arrangement of reinforcements. During any Command Decision Phase, a player may announce that they wish to attempt to alter a particular reinforcement **Group**. A **Group** is defined as all the units from the same Division, Corps Artillery Brigade or Army Artillery Brigade arriving at the same location (per the entry hex numbers). The player must discard one random Event Card (as you do with the Preliminary Bombardment Phase). This can only be attempted twice per Game Turn, for two different Groups or twice for the same Group. The player will take their **Redirected Reinforcement Sheet** and secretly write down which Group has been altered and how it has been altered. The player may indicate any of the following changes with a given Group:
 - Have the Group come into the game one Game Turn earlier than scheduled.
 - Have the Group enter at a new entry hex that is no more than 10 map edge hexes from its original entry hex in either direction. In this case, it would still enter at the original entry time. The player will write down the actual hex number of entry.
 - Have the Group enter one Game Turn later but at a new entry hex that is no more than 20 map edge hexes from its original entry hex in either direction. The player writes down the new intended hex of entry.

These changes can be accumulated and combined for the same Group if the player wishes. *For example, you could use both option #1 and option #3 to have the Group enter the game at the scheduled time but at a new hex up to 20 hexes away. This would then require two Fatigue and Disorganization Tests for that Group. A player may,*

of course, pretend to be making changes and write gibberish on the sheet if they wish to deceive their enemy.

3. **Fatigue and Disorganization Test:** Before a Group enters the game, if its arrival has been altered by the above procedure one or more times, the **player must roll two dice, add them together and apply the rolled result on the table below.** Make a separate dice roll for each change that was made and apply the results cumulatively.
 - **2 - 3 = Delayed!** The Group cannot enter until next Game Turn and you must roll again on this table. If committed to a new entry hex, the Group may not go back to its original entry hex.
 - **4 - 5 = Disorganized!** All units in the Group are given “Shaken” markers.
 - **6 = Tired!** Up to two units are given “Shaken” markers.
 - **7 = No Effect.** The Group enters normally.
 - **8 - 10 = Exhausted!** One unit in the Group is flipped to Battleworn.
 - **11 = Delayed!** The Group cannot enter until next Game Turn and you must roll again on this table. If committed to a new entry hex, the Group may not go back to its original entry hex.
 - **12 = Severe Straggling!** Two units in the Group are flipped to Battleworn.
4. **General Casualties:** If a General Casualty is rolled on the Fog of War Table, cross reference the type of casualty (Corps or Division) with the roll of two dice to determine which General is a casualty. “Flesh Wound” is no effect.
 - **Special July 1st Exception:** When rolling for General Casualty during the first full day of the game (only), if players roll a General who is not yet in the game then they roll one more time. If the second roll is also a General not in the game, then there is no General Casualty (per the normal rules). If the second roll produces a legitimate General Casualty, then apply normally. Beginning with the July 2nd game day, use the normal General Casualty procedure.

Corps General Casualty

11 - 13 = Reynolds
14 - 16 = Hancock
21 - 23 = Sickles
24 - 26 = Sykes
31 - 33 = Sedgwick
34 - 36 = Howard
41 - 43 = Slocum
44 - 46 = Tyler
51 - 53 = Buford
54 - 56 = Longstreet
61 - 63 = Ewell
64 - 66 = Hill

Division General Casualty

11 = Wadsworth
12 = Robinson
13 = Doubleday
14 = Gibbon
15 = Hays
16 = Caldwell
21 = Birney
22 = Humphreys
23 = Barnes
24 = Ayres
25 = Crawford
26 = Wheaton
31 = Wright
32 = Howe
33 = Steinwehr
34 = Schurz
35 = Barlow
36 = Williams
41 = Geary
42 = Hood
43 = McLaws
44 = Anderson
45 = Pender
46 = Heth

51 = Rodes
52 = Early

53 = Johnson
54 – 66 = Flesh Wound

5. Victory Conditions: Victory is reflected only in the infliction of enemy casualties. At the conclusion of the **Evening** Game Turn of July 3, both players count up how many Victory Points (VP) they've scored. The player with the most VP wins. Exception: A player who achieves the Automatic Victory condition wins the game instantly.

- **Each enemy unit** in the **Broken Box** or **Destroyed** at the end of the scenario:
 - **Confederate player = 1 VP per Union Infantry/Cavalry unit; 2 VP per Union Artillery unit**
 - **Union player = 2 VP per Confederate Infantry unit; 4 VP per Confederate Artillery unit**
- **Each full enemy Brigade** (i.e., all component units) in the **Broken Box** or **Destroyed** at the end of the scenario:
 - **Confederate player = 3 VP per Union Brigade**
 - **Union player = 6 VP per Confederate Brigade**
- **Each enemy Division Shattered** (at least 75% of component units in the **Broken Box** or **Destroyed**) at the end of the scenario:
 - **Confederate player = 5 VP per Union Division**
 - **Union player = 10 VP per Confederate Division**
- **Each enemy Battleworn** unit on the map at the end of the scenario:
 - **Confederate player = ½ VP per Union BW Unit**
 - **Union player = 1 VP per Confederate BW Unit**
- **Automatic Victory Conditions:** If either player controls the enemy player's *Line of Communications* (LOC) hex at the end of any **Dusk** Game Turn, then the controlling player wins the game. Control in this case is having a **Fresh Infantry** unit (of any SP strength) physically occupying the hex. A BW unit or Artillery/Cavalry unit does not qualify as having the hex in control, nor does being the last to pass through the hex.

Union LOC Hex: Baltimore Pike (S2400)

Confederate LOC Hex: Chambersburg Pike (N1635)

SCENARIO 14 – THE LONG ROAD

This scenario covers the entire battlefield for a hypothetical fourth day of Gettysburg. It uses historical locations of the forces and the meteorological conditions of the day. The scenario starts on the 6am turn of July 4th and can last until 7pm that day.

As he did after Antietam, Lee spent the day staring down the Army of the Potomac while he made preparation for his retreat. In this scenario, Meade ignores the advice of his Corps commanders and attacks Lee. Rain is key in this scenario and thanks to Reverend Dr. Michael Jacob's records, we know that July 4th was a very wet day (1.39 inches according to his records). Rain stops movement and combat during a turn. If it rains for two consecutive turns between 1pm and 4pm (the historical condition), the historic deluge has occurred and Meade calls off his attack.

The AoP has to move fast, not make piecemeal attacks and hope that the Heavens don't open up.

Hex numbers are located on either map as indicated in the Setup title

UNION SETUP – NORTH MAP

Meredith (3 units): 1-3 (BW); 4-4 (BW)(S); 4-4 (BW)(S) at 3512
Cutler (2 units): 5-2 (BW); 3-2 (BW) at 3511
Wainwright (6 units): Stevens 6-4 (S) at 3513; Hall 6-4 (S) and Cooper 4-4 (S) at 3515; Reynolds 4-4 (S), Reynolds 2-4 and Stewart 3-4 at 3415
Paul (1 unit): 5-2 (BW) at 3717
Baxter (2 units): 4-2 (BW)(S) and 4-2 (BW) at 3616
Rowley (1 unit): 5-1 (BW) at 3817
Stone (2 units): 5-1 (BW)(S) and 1-1 (BW) at 4017
Stannard (2 units): 13-4 and 1-1 (BW) at 3716
Webb (4 units): 1-1 (BW) and 1-1 (BW) at 3818; 4-3 at 3917; 1-1 (BW) at 3918
Hall (2 units): 2-2 (BW) at 4019; 1-2 (BW) at 4018
Carroll (2 units): 7-3 (S) and 1-1 (BW) at 3619
Smyth (2 units): 5-1 (BW) at 3819; 2-2 at 3718
Willard (2 units): 5-2 (BW) at 3618; 2-2 (BW) at 3517
Howe (2 units): 9-3 at 3608; 8-3 at 3607
Tompkins (1 unit): Harn 12-4 at 3809
Von Gilsa (1 unit): 6-1 (BW) at 3314
Ames (2 units): 4-1 (BW)(S) at 3216; 3-1 (BW)(S) at 3215
Coster (3 units): 5-1 (BW), 1-1 (BW) and 1-1 (BW) at 3417
Smith (2 units): 3-1 (BW) at 3317; 5-2 at 3115
Krzyzan (2 units): 3-2 (BW) and 1-1 (BW) at 3217
Schimmel (3 units): 4-1, 4-1, 1-1 (all BW) at 3316
Osborn (6 units): Wilkenson 4-4 (S) and 2-4 at 3617; Heckman 4-4 (S) and Wheeler 4-4 (S) at 3516; Dilger 6-4 (S) and Weidrich 6-4 (S) at 3416
McDougall (3 units): 5-2 at 3912; 3-2 at 4011; 10-2 (S) at 4010
Lockwood (3 units): 7-2 (S) and 6-2 (S) at 3714; 5-2 at 3914
Ruger (3 units): 3-3 (S) at 3913; 7-4 (S) and 6-4 (S) at 3909
Candy (3 units): 6-3 (S) and 3-3 (S) at 3710; 9-3 (S) at 3811
Kane (1 unit): 7-3 (S) at 3611
Greene (2 units): 10-4 and 1-3 (BW) at 3511
Muhlenberg (1 unit): Rugg 10-4 at 3814

UNION SETUP – SOUTH MAP

Cross (2 units): 3-3 and 3-2 (BW) at 1420
Kelly (1 unit): 2-4 (BW) at 1520
Zook (1 unit): 5-2 (BW) at 1519
Brooke (1 unit): 5-2 (BW) at 1620
Harrow (3 units): 3-2 (BW) at 1118; 1-3 and 1-2 (both BW) at 1219
Hazzard (1 unit): Sheldon 3-3 (BW) at 1318
Graham (3 units): 1-1 (BW)(Skirmish) at 3719; 2-1 (BW) (Skirm) at 3820; 4-1 (BW) at 3818
Ward (6 units): 3-4 (S), 2-4 and 2-3 at 1418; 4-2 (BW) 2-2 (BW) and 3-3 (S) at 1517
deTrobriand (3 units): 4-3, 4-2 (BW) and 1-1 (BW) at 1618
Carr (3 units): 4-1, 4-2 and 1-1 (all BW) at 2116
Brewster (3 units): 5-3 (S), 5-2 (BW) and 1-1 (BW) at 2217
Burling (4 units): 4-2 (S), 3-1 (BW), 1-1 (BW) and 1-1 (BW) at 2016

Randolph (6 units): Seeley 3-3 (BW) and Bucklyn 3-3 (BW) at 1718; Clark 6-4 (S) and Winslow 6-4 (S) at 1918; Smith 4-4 (S) and 2-4 at 2117

Tilton (1 unit): 6-2 (S) at 2619

Sweitzer (1 unit): 5-1 (BW) at 2519

Vincent (2 units): 4-4 and 5-2 (BW) at 1218

Day (2 units): 6-3 at 2521; 5-2 (BW) at 2421

Burbank (1 unit) 5-3 (BW) at 2517

Weed (2 units): 10-3 (S) at 2419; 5-3 (S) at 2318

McCandless (1 unit): 12-3 (S) at 2623

Fisher (2 units): 13-2 (S) and 3-3 at 2920

Martin (5 units): Walcott 6-4 and Gibbs 6-4 at 2218; Barnes 4-4 and Watson 2-3 (BW) at 2216; Hazlett 6-4 (S) at 2519

Howe (2 units): 9-4 at 3016; 9-4 at 3017

Wright (6 units): 8-3 and 7-3 at 2821; 7-4 and 6-4 at 2921; 7-3 and 6-3 at 3021

Wheaton (6 units): 9-3 and 8-3 at 2222; 8-3 and 8-3 at 2322; 9-3 at 2423; 4-3 at 2523

Tompkins (4 units): Butler 12-4 at 1309; McCart 12-4 at 2817; Waterman 6-4 and Cowan 6-4 (S) at 2121

Muhlenberg (1 unit): Wine 10-4 at 1112

AoP Artillery Reserve:

McGilvrey (4 units): Phillips and Bigelow (both BW) at 1315; Hart and Thompson (both BW) at 1612

Ransom (3 units): Turnbull 6-3 (BW) and Eakin 6-4 at 1617; Thomas 6-4 (S) at 1518

Taft (2 units): Brooker 11-4 and Taft 6-4 at 2515

Fitzhugh (4 units): Dow 4-4 (S) and Ames 6-4 (S) at 1417; Rigby 6-4 and Parsons 12-4 at 1615

Huntington (3 units): Edgell 10-4 at 1914; Ricketts 6-4 (S) and Hill 4-4 at 2015

CONFEDERATE SETUP – NORTH MAP

Gordon (2 units): 5-3 (BW) and 5-4 at 2426

Avery (2 units): 5-4 (S) and 4-3 (BW) at 2124

Hays (2 units): 5-4 and 4-3 (BW) at 2225

Smith (2 units): 3-2 and 2-1 (BW) at 2325

Jones (2 units): Tanner 8-3 (S) at 2526; Garber 8-3 at 2325

Daniel (3 units): 5-2, 4-1 and 1-3 (all BW) (all HW)

Doles (2 units): 6-4 and 4-3 (BW) (HW) at 2624

Iverson (2 units): 4-1 and 3-1 (all BW)(all S)(HW)

Ramseur (2 units): 3-2 (BW) and 4-4 (HW) at 2424

O'Neal (3 units): 5-2 (BW), 1-3 (BW) and 4-4 (HW) at 2824

Carter (3 units): Carter 4-3 and Reese 4-3 (HW) at 2723; Fry (HW) at 2823

Steuart (2 units): 7-4 (S) and 5-3 (BW)(S) (HW) at 1523

Jones (1 unit): 7-2 (BW)(HW) at 1723

Williams (1 unit): 5-2 (BW)(HW) at 1824

Walker (2 units): 5-3 (BW) and 3-4 (BW) (HW) at 1624

Latimer (2 units): Dem 6-2 (BW) and Hardwicke 4-3 (HW) at 1923

Dance (3 units): Cunn 8-3 (HW) at 1722; Graham 2-2 (BW) and Watson 8-3 (HW) at 1622

Pettigrew (3 units): 5-2, 4-2 and 3-2 (all BW) (all S) (HW) at 3123

Davis (4 units): 3-3, 3-1, 3-1 and 2-2 (all BW)(HW) at 3323

Brocken. (1 unit): 5-1 (BW)(HW) at 3224

Archer (2 units): 3-3 (BW)(S) and 3-3 (BW)(HW) at 3023

Garnett (2 units): Richardson 6-3 and Maurin 3-4 (HW) at 3223

Perrin (2 units): 7-3 (S) and 4-2 (BW) (HW) at 3523

Lane (2 units): 5-3 and 4-3 (both BW)(HW) at 3624

Scales (2 units): 4-2 (BW)(S) and 3-2 (BW)(HW) at 3724

Thomas (2 units): 7-4 and 3-3 (BW)(HW)

Poague (2 units): Wards 5-3 and Wyatt 5-3 (S)(HW) at 3824

Pegram (4 units): Ellet 8-3 (S)(HW) at 2923; Marye 4-3 (S), Zimm 4-3 and Brander 2-2 (BW) (HW) at 3122

McIntosh (3 units): Danville 6-3 (HW) at 3524 ; Wallace 4-3 and John 6-3 (both S)(HW) at 3625

CONFEDERATE SETUP – SOUTH MAP

Kershaw (3 units): 5-3 (BW), 8-4 (S) and 5-4 (S)(HW) at 2029

Barksdale (3 units): 5-4, 1-4 and 1-2 (all BW)(HW) at 1729

Semmes (2 units): 5-3 (BW) and 3-4 (HW) at 1928

Wofford (2 units) 4-3 (BW) and 8-3 (S) (HW) at 1829

Cabell (2 units): Fraser 4-2 (BW)(HW) at 1927; Manly 8-3 (HW) at 2028

Law (4 units): 4-4 and 5-3 (BW) (HW) at 2529; 3-4 and 3-4 (both S) (HW) at 2528

Robertson (2 units): 9-5 (S) and 4-4 (BW)(S)(HW) at 2328

Benning (2 units): 4-2 and 4-2 (both BW)(HW) at 2128

Anderson (2 units): 4-3 and 4-2 (both BW)(HW) at 2228

Henry (2 units): Latham 5-3 and Reilly 6-3 (HW) at 2428

Kemper (2 units): 5-2 and 4-3 (both BW) at 1931

Armistead (2 units): 7-3 and 5-3 (both BW)(both S) at 1832

Garnett (1 unit): 6-3 (BW) at 1731

Dearing (2 units): Strib 10-3 and Macon 8-3 (S) at 2031

Alexander (3 units): Moody 4-2 (BW)(HW) at 1728; Taylor 4-2 (BW) and Wool 10-3 (S)(HW) at 1629

Eshelman (2 units): Miller 6-3 and Richardson 3-3 (HW) at 1529

Wilcox (3 units): 5-4 (S), 3-3 (BW) and 3-3 (BW)(HW) at 1125

Mahone (2 units): 9-4 and 6-4 (S)(Breastworks) at 1326

Lang (1 unit): 4-2 (BW)(S)(HW) at 1226

Posey (3 units): 6-3, 4-3 and 1-2 (BW)(HW) at 1427

Wright (2 units): 5-3 and 2-3 (both BW)(HW) at 1527

Lane (2 units): Ross 10-3 (S)(HW) at 1327; Patterson 6-3 (HW) at 1227

SCENARIO RULES

1. Place the game turn marker in the 6:00 am box on the game turn track.
2. **Field of Play:** Players will use both maps in their entirety.
3. **Scenario Cards:** The scenario starts with the following cards in play:
 - Starting Card Draw Pile – Fog of War, Reynolds Replacement (Union I Corps), Hancock Replacement (Union II Corps),

Sickles Replacement (Union III Corps), Sykes (Union V Corps), Sedgwick (Union VI Corps), Howard (Union XI Corps), Slocum (Union XII Corps), Tyler (Army Artillery Reserve), AoP Leadership (Union CIC), Meade (Union CIC), Hill (Confederate III Corps), Ewell (Confederate II Corps), Longstreet (Confederate I Corps), Lee (Confederate CIC), Three Friction of War cards.

- Union Command Display – Wadsworth (WA Division – I Corps), Robinson (RB Division – I Corps), Doubleday (DB Division – I Corps), Gibbon replacement (GB Division – II Corps), Hays (HA Division – II Corps), Caldwell (CA Division – II Corps), Birney (BI Division – III Corps), Humphreys (HU Division – III Corps), Barnes replacement (BA Division – V Corps), Ayres (AY Division – V Corps), Crawford (CR Division – V Corps), Wheeler (WH Division – VI Corps), Wright (WR Division – VI Corps), Howe (HW Division – VI Corps), Steinwehr (ST Division – XI Corps), Schurz (SZ Division – XI Corps), Barlow replacement (BR Division – XI Corps), Williams (WI Division – XII Corps), Geary (GE Division – XII Corps)
- Confederate Command Display – Pickett (PK Division – 1st Corps), Hood replacement (HD Division – 1st Corps), McLaws (MC Division – 1st Corps), Rodes (RO Division – 2nd Corps), Early (EA Division – 2nd Corps), Johnson (JO Division – 2nd Corps), Anderson (AN Division – 3rd Corps), Pender replacement (PE Division – 3rd Corps), Heth replacement (HE Division – 3rd Corps)
- Event Cards – Each side gets 2 Key Event cards and 6 random event cards.
- Friction of War Cards – Place all three Friction of War cards into the Card Draw Pile.

- 4. Battleworn Units (BW):** Those units shown with a (BW) indicator are set up on the map with their Battleworn side face up.
- 5. Union Skirmish Screen (S):** The units marked with an “S” in the setup instructions has a “skirmish order” marker placed on them.
- 6. Entrenchments:** Most Confederate units are in “Hasty Works” (HW). Mahone’s Brigade are in Breastworks (BW) as he started building earlier than anyone else. Pickett and Early are not in entrenchments of any kind. Union units on Cemetery Ridge and Hill are all in Breastworks but these works will really not come into play. You will see that there are a limited number of markers so use them appropriately.
- 7. Confederate Artillery:** All Confederate artillery was running low on long range ammunition. Apply a two (2) column shift leftwards on all Confederate non-canister artillery fire.
- 8. Rain:** Roll one die at the start of each turn. Apply the die roll result to the Rain Chart listed below. If it is a rain turn, units can “Rally” but they cannot move nor engage in combat. If it rains for two consecutive turns between 1pm and 4pm, the historic deluge has occurred and Meade calls off his attack. Lee is then able to start the retreat back to Virginia.

Turn	Rain Roll
6-7am	1-3
8am-Noon	1-2
1-4pm	1-4

5-7pm 1-3

- 9. Rain Excluded Cards:** All event cards and the Fog of War Card are excluded from the Draw Pile during a Rain turn.
- 10. Special Rally Limitations:** Any Battleworn unit on the map cannot rally back to its “fresh” side by using orders or the “Rally Round The Flag” card. For this scenario, you can only remove shaken markers and rally “battleworn” units off the Break Track.
 - (Though this may seem harsh, testing showed that “Rain” turns allowed too many units to become “fresh” again. One egregious example was the Iron Brigade. After suffering huge losses on July 1st, these units just cannot arise on the third day and restore themselves to 100% strength. It happened in all but one test so this limitation had to be added.)
- 11. General Casualties:** If a General Casualty is rolled on the Fog of War table, cross reference the type of casualty (Corps or Division) with the roll of two dice to determine which General is a casualty. “Flesh Wound” is no effect.

Corps General Casualty

11 – 13 = Reynolds
14 – 16 = Hancock
21 – 23 = Sickles
24 – 26 = Sykes
31 – 33 = Sedgwick
34 – 36 = Howard
41 – 43 = Slocum
44 – 46 = Tyler
51 – 53 = Buford
54 – 56 = Longstreet
61 – 63 = Early/Jackson*
64 – 66 = Hill

Division General Casualty

11 = Wadsworth
12 = Robinson
13 = Doubleday
14 = Gibbon
15 = Hays
16 = Caldwell
21 = Birney
22 = Humphreys
23 = Barnes
24 = Ayres
25 = Crawford
26 = Wheaton
31 = Wright
32 = Howe
33 = Steinwehr
34 = Schurz
35 = Barlow
36 = Williams
41 = Geary
42 = Hood
43 = McLaws
44 = Anderson
45 = Pender
46 = Heth
51 = Rodes
52 = Early
53 = Johnson
54 – 66 = Flesh Wound

If Jackson is being used and he is wounded, his replacement will be Ewell. If Ewell is wounded, use the Replacement card for the Confederate 2nd Corps.

- 12. Game End:** The game continues through the 7pm turn of July 4th unless there are two consecutive Rain Turns between 1-4pm which ends the game immediately.
- 13. Victory Conditions:** Victory is reflected only in the seizure of Victory Hexes and enemy casualties. At the conclusion of the game, both players count up how many Victory Points (VP) they’ve scored. The player with the most VP wins.
 - Each enemy unit (of any kind) in the Broken Box or

Destroyed at the end of the game: Confederate player – 1VP per Union infantry/cavalry unit; 2VP per Union artillery unit; Union player – 2VP per Confederate infantry unit; 4VP per Confederate artillery unit

- Each full enemy brigade (i.e., all component units) in the Broken Box or Destroyed at the end of the scenario: Confederate player – 3VP per Union Brigade; Union player – 6VP per Confederate Brigade
- Each enemy Division Shattered (at least 75% of component units in the Broken Box or Destroyed) at the end of the scenario: Confederate player – 5VP per Union Division; Union player – 10VP per Confederate Division.
- Victory Hexes Controlled:
K. Snyder Hex 1829S – 1 vp
Straub House Hex 1527S – 1 vp
A Spangler Hex 1326S – 1 vp
D McMillan Hex 3323S – 1 vp
Lutheran Seminary Hex 2623N – 1 vp
Fairfield Road Hex 2823N – 2 vp
Mrs. Thompson Hex 2423N – 2 vp
J Forney Hex 1524N – 2 vp
L Harmon Hex 2730N – 2 vp
J Herbst Hex 2828N – 2 vp
M Johns Hex 2128N – 2 vp
Ed McPherson Hex 2227N – 3 vp
- Union Victory Points Only
H Diselman Hex 1329N – 3 vp
Jn Hoffman Hex 1225N – 3 vp
Jn Wills Hex 1727N – 3 vp
J Leeper Hex 2029N – 4 vp
Jn Spangler Hex 2030N – 4 vp
Herr's Tavern Hex 1931N – 10 vp
Belmont Schoolhouse Hex 1733N – 10 vp

SCENARIO 15 – SUMMER STORM

This scenario is for players who want to play with everything in the box. The situation represents a fictional meeting engagement between the Army of the Potomac and the Army of Northern Virginia in the Pennsylvania countryside, near a small town called Gettysburg. The only force starting on the map is Buford's Cavalry Division. The remaining forces from both armies will enter the area from opposite sides of the map and attempt to defeat each other by inflicting casualties and capturing key crossroads. The scenario starts at **9:00 am** on July 1st and can go through the **Evening** turn of July 3rd.

UNION SETUP

GAMBLE (4 units): Any hex(es) - Union player's choice

DEVIN (4 units): Any hex(es) - Union player's choice

TIDBALL (2 Division Horse Artillery units): Any hex(es) - Union player's choice

SCENARIO RULES

1. Place the "Game Turn" marker in the 9:00 am box and place the "Day" marker to "July 1, 1863"
2. **Field of Play:** Players will use both maps in their entirety.
3. **Orders of Battle:** Both sides use all their Corps, Divisions and

Brigades as per the Order of Battle Table. The only counters not used for this scenario are the special "CH" and "PC" units. Corps, Divisions and Brigades will enter the game with all their available unit counters.

4. **Approach March Directions:** The Confederate player rolls two dice, adds them together and consults the table below. The result will indicate which two map edges the players will use to move their forces onto the map.

2 = Rebel: North + East / Union: South + West
3 = Rebel: North + East / Union: South + West
4 = Rebel: South + West / Union: North + East
5 = Rebel: North + West / Union: South + East
6 = Rebel: North + West / Union: South + East
7 = Rebel: North + East / Union: South + West
8 = Rebel: South + East / Union: North + West
9 = Rebel: South + East / Union: North + West
10 = Rebel: South + West / Union: North + East
11 = Rebel: South + West / Union: North + East
12 = Rebel: South + West / Union: North + East

5. **Force Arrivals:** Players will now commit their respective armies to points of entry onto the battlefield. They must assign their Corps and Divisions to such entry points by secretly writing down these locations.

- **a. Corps Entry Zones:** Once the Approach March Directions are decided, each player will secretly write down on a piece of paper the Corps Entry Zones for each of their Corps - three Corps for the Confederates and eight Corps for the Union (seven numbered Corps + Tyer's Army Reserve Artillery). There are twenty such Corps Entry Zones spread around the four map-edges. The Rebel player may only have one Corps arrive at the start of the game and then another every other Game Turn afterwards. The Union player gets two Corps to start the game and then two more Corps every other Game Turn afterwards. The two Corps arriving at the same time may not be assigned the same Corps Entry Zone. So, for example, the Confederates could have III Corps arrive on the 9:00 am Game Turn, I Corps on the 11:00 am turn and finally II Corps on the 1:00 pm turn.

- **b. Central Hexes:** Each Corps Entry Zone is made up of its Central Hex (listed below) and up to eight map-edge hexes in either direction from that Central Hex (so the entire Corps Entry Zone is seventeen hexes wide). The Central Hex for each of the zones is as follows:

NORTH MAP-EDGE	SOUTH MAP-EDGE
N1004	S3902
N1009	S4017
N1018	S4026
N1028	S4035
WEST MAP-EDGE	EAST MAP-EDGE
N1635	N1600
N2535	N3200
N3335	S1200
S1335	S2400
S2035	S2800*
S2435	S3400*

* Treat the black half-hexes on the map edge between hexes 2800/3000, 3000/3200 and 3200/3400 as Major Road hexes and units may stop on them.

- **c. Division Entry Assignment:** Once each Corps is assigned an Entry Zone, players write down a map-edge hex number located anywhere within that Corps Entry Zone through which every Division of that Corps will enter the map. A maximum of two Divisions may be assigned the same hex but the second Division must wait for the first Division to fully enter the map (i.e., all its component Brigades must be on the map) before it may attempt to enter the map. Once a hex is assigned to a Division, that hex may not be changed.
- **d. Division Arrival Determination:** At the start of the Game Turn during which a given Corps is scheduled to arrive, the owning player will roll two dice for each Division that is scheduled to arrive in that Corps and then take the difference between the two results. For example, a roll of 3 and 5 is a difference of 2. Check the net difference achieved on the table below to find out the affect on the arrival of that Division.
 - Difference of “0” = The Division arrives immediately at its scheduled entry hex and may do an immediate, free “Maneuver” Order onto the game map.
 - Difference of “1” = The Division arrives immediately. Place all its units off-map, adjacent to its scheduled entry hex. The component Brigades may be activated normally during this Game Turn.
 - Difference of “2” = The Division arrives two Game Turns from now, arriving at the start of that Game Turn. Place all its units off-map, adjacent to its scheduled entry hex at the start of that Game Turn and the component Brigades may be activated normally during that turn.
 - Difference of “3” = The Division arrives four Game Turns from now, arriving at the start of that Game Turn. Place all its units off-map, adjacent to its scheduled entry hex at the start of that Game Turn and the component Brigades may be activated normally during that turn.
 - Difference of “4” = The Division arrives six Game Turns from now, arriving at the start of that Game Turn. Place all its units off-map, adjacent to its scheduled entry hex at the start of that Game Turn and the component Brigades may be activated normally during that turn.
 - Difference of “5” = The Division does not arrive on this Game Day! Roll again for this Division starting on the “Dawn” turn of the next Game Day. Exception: If this is rolled on any July 3 Game Day turn, treat it as a “Difference of ‘4’” result instead.

6. Scenario Cards: The scenario starts with the following cards in play:

- Starting Card Draw: Fog of War, Buford (Union I Cavalry Division), Union and Confederate Corps Leader cards that are arriving on the 9:00 am Game Turn of July 1, Lee (Confederate CIC), Meade (Union CIC), Army of the Potomac Leadership (Union CIC), Eight Union Event cards and Eight Confederate Event Cards.
- Union and Confederate Command Displays: Place the Division Activation Cards on the Corps display for the Corps arriving on the 9:00 am Game Turn of July 1.
- Event Cards: Each side gets 2 Key Event Cards + 6 random Event Cards.
- Friction of War Cards: Place one Friction of War card into the Card Draw Pile at the start of the 5:00 pm Game Turn on July 1 and a second Friction of War card is added at the start of the 5:00 pm Game Turn on July 2.

- Union and Confederate Corps and Division Activation Card Reinforcements: The appropriate Corps and Division Activation Cards are placed onto into the game and onto the Command displays as they arrive in the game per the Force Arrivals procedures.

7. VP Hex Markers: Place one “VP Hex” marker in each of the following twenty hexes on the map with their “Union” side face-up (thus all VP locations start the game under Union control):

NORTH MAP	SOUTH MAP
1931	1410
2309	1616
2516	1805
2623	1826
2714	2011
2716	2316
2719	2428
2906	2516
3028	3008
3317	3230

8. Lines of Communications (LOC): Before the start of the 12:00 pm Game Turn on July 1, each player must assign their LOC location. This can be any map-edge hex that is also a Major Road hex. Once chosen, the player places a “VP Hex” marker in that hex showing their side of the counter. This designates that hex as the army’s LOC for the remainder of the game. Note that this hex is not an Automatic Victory hex as it is in Scenario #13.

9. Strategic Approach March Default Event Option: When playing an Event Card for the Default Event (only), you may declare that you are using this new option instead of the normal Default options. This allows you to move all of a single Division’s units that are stacked with, or adjacent to, another unit in that Division, as if they are under a Maneuver Order. Units moving with this option must remain on Road hexes (Major or Minor). A Division may only use this Default ability once per Game Turn and Brigades using this option may not also use the “March to the Sound of the Guns” variant in the same turn.

10. General Casualties: Use the same Corps and Division General Casualty Tables used in Scenario 13 (Tattered Flags) but ignore the Special July 1st Exception rule.

11. Victory Conditions: Victory is achieved by the player who has the higher number of accumulated Victory Points on the “Evening” Game Turn of July 3. Victory Points are awarded during the game for casualties inflicted and at the end of the game for “VP Hex” locations that each side controls.

- Each enemy unit in the Broken Box or Destroyed at the end of the scenario:
 - Confederate player = **1 VP** per Union Infantry/Cavalry unit; 2 VP per Union Artillery unit
 - Union player = **2 VP** per Confederate Infantry unit; **4 VP** per Confederate Artillery unit
- Each full enemy Brigade (i.e., all component units) in the Broken Box or Destroyed at the end of the scenario:
 - Confederate player = **3 VP** per Union Brigade
 - Union player = **6 VP** per Confederate Brigade
- Each enemy Division Shattered (at least 75% of component units in the Broken Box or Destroyed) at the end of the scenario:

- Confederate player = **5 VP** per Union Division
- Union player = **10 VP** per Confederate Division
- Each enemy Battleworn unit on the map at the end of the scenario:
 - Confederate player = **½ VP** per Union BW Unit
 - Union player = **1 VP** per Confederate BW Unit
- Each “Evening” Game Turn during which a player controls the enemy’s LOC hex: **30 VP**
- Each non-LOC “VP Hex” marker controlled by your side at the end of the scenario: **5 VP**

VARIANT – REYNOLDS LIVES!

This variant can be used with the two Grand Battle scenarios if players wish to explore how the battle may have changed had General John Reynolds lived longer into the Battle of Gettysburg.

Historically, Reynolds died somewhere between 10:15 am and 10:45 am, depending on the source. He had already sent orders to XI Corps to not bivouac at Emmitsburg but instead to march to Gettysburg. Had he lived longer, it is quite probable that key Union reinforcements would have been called forward with more urgency and authority by him.

In order to use this variant, Reynold may not be a casualty before the 12:00 pm Game Turn. If he is still in the game at that the start of the 12:00 pm turn, the Union player will make the following adjustments to the Reinforcement schedule for the scenario.

- 1. XII Corps:** The player may enter all units of either the *Geary* or *Williams* Division plus one unit of *Muhlenberg* Artillery on the 3:00 turn at hex S2400. Also add the Slocum Corps Activation Card and the necessary Division Activation Cards. On the 4:00 pm turn, the remaining Division and *Muhlenberg* unit may enter at S2400.
- 2. III Corps:** The player may enter *Birney’s* Division (less *DeTrobriand*) or *Humphrey’s* Division (less *Burling*) on the 3:00 pm turn at hex S4035, along with three counters of *Randolph’s* Artillery. Also add the necessary Division Activation Cards. On the 4:00 pm turn, the other Division and the other three units of *Randolph’s* Artillery will arrive at S4035.

A special thanks to Steve Poitinger and Claude Whalen for this variant.

COUNTER GRAPHICS NOTES

Unit counter graphics are normally a superficial ingredient, but for me they are important to the immersion value of a game. I hold a miniaturist’s love of historical detail and to that end, Jose Faura has done a remarkable job of adding some wonderful ACW nuances for that extra layer of atmosphere that we wanted. Here is a list of the graphics details that you’ll find in *A Most Fearful Sacrifice*.

North Carolina Brigades: The regiments from North Carolina were well supplied by their state factories. Therefore, the units of Avery, Daniel, Iverson, Ramseur, Pettigrew, Lane and Scales are shown in more “official” gray uniforms.

The Louisiana Tigers: The troops of Hays’ brigade were part of the famous (or perhaps infamous) Louisiana “Tigers”, who were known for the ferocity on the battlefield and their bad behavior off it. They wore unique Zouave-style uniforms and though most were discarded by 1863, some on the Hays’ 5-5 unit are still wearing these exotic outfits.

The Army of Northern Virginia: All Confederate unit figures show a motley mix of clothing, equipment and colors (other than the North Carolina units).

The Irish Brigade: This may be the most famous unit in the Union army and though a tiny brigade by the time of Gettysburg, it still made its mark on the battle. Their distinctive green flag is displayed on the Kelly 5-5 counter.

Zouaves: Sprinkled throughout the counter mix, you’ll notice the distinctive Zouave uniforms on some Union counters. These were modeled on the uniforms worn by French Algerian soldiers. The units that have this graphic contained regiments that still wore the uniform at Gettysburg.

The Iron Brigade: This famous unit wore the distinctive Hardee hat and was also known as the “Black Hat Brigade”. These tough Mid-Westerners of Meredith’s brigade of three counters are wearing these wide-brimmed black hats.

Berdan’s Sharpshooters: The 1st and 2nd U.S. *Sharpshooter* units from Ward’s brigade wore green uniforms to distinguish them as elite sharpshooter units.

Artillery: Each unit of artillery has a gun graphic that matches the type of gun with which the unit is equipped – bronze-barreled gun for Smoothbores; black-barreled rifled gun for Rifles; a howitzer for Mixed.

Mascots: There are stories about regiments and their canine companions, some of which are immortalized with statues on the Gettysburg battlefield. Three such “best friends” are represented with their own images on game counters: “Sallie” on one of the Baxter counters; “Grace” on the Steuart 13-3 counter; and the “Irish Wolfhounds” on the Kelly 5-5 unit.

REDIRECTED REINFORCEMENT SHEET

GROUP DESCRIPTION [DIVISION, CORPS/ARMY ARTILLERY BRIGADE NAME]	NEW GAME TURN ENTRY	NEW HEX ENTRY

FATIGUE AND DISORGANIZATION TEST

ROLL TWO DICE PER GROUP PER GAME TURN/HEX CHANGE

2-3	<i>Delayed! Roll again next turn</i>
4-5	<i>Disorganized! All units are Shaken</i>
6	<i>Tired! Up to two units are Shaken</i>
7	<i>No Effect</i>
8-10	<i>Exhausted! One unit is Battleworn</i>
11	<i>Delayed! Roll again next turn</i>
12	<i>Severe Straggling! Two units are Battleworn</i>

