

BATTLE OF GETTYSBURG

McPHERSON'S RIDGE

JULY 1st, 1863

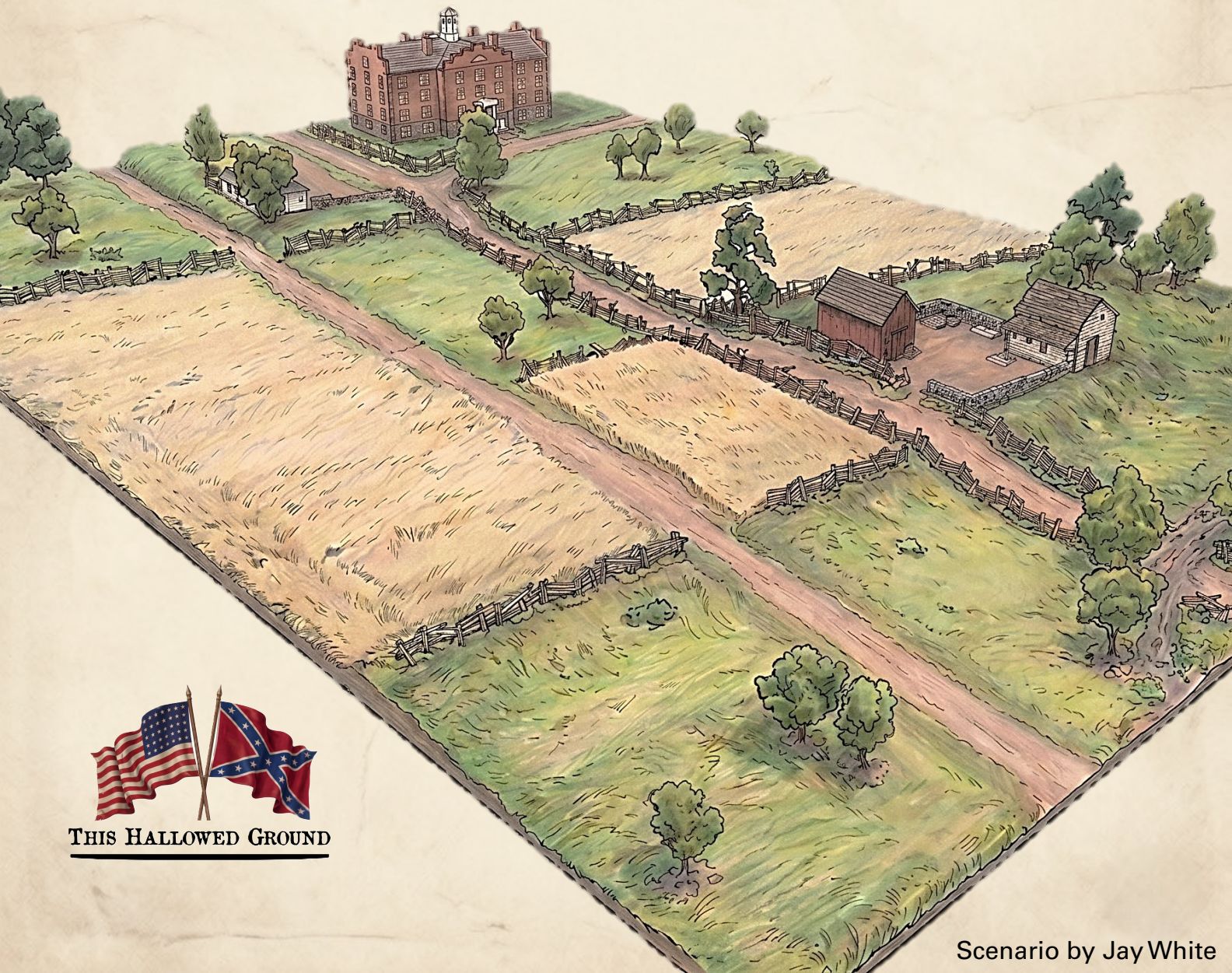
OVERVIEW

This scenario starts with Buford's cavalry in position on McPherson's Ridge with the first Confederate units moving onto the board to close with and push the cavalry off of the ridge. Reynold's 1st Corps is arriving to reinforce the Union position.

The Confederate player must push hard quickly to dislodge Buford's cavalry unit before Union reinforcements move into position. As more and more Confederate units flood onto the table, the Union player will have to do their best to hold until additional reinforcements arrive.

The intent is that throughout the game the Union cavalry will have to eventually withdraw back towards Seminary College, buying enough time for the Union player to get the arriving brigades into position to stop the Confederate advance (and maybe even push it back if possible).

As the Confederates push on beyond McPherson's Ridge, they'll look to quickly crush the arriving Union formations in order to take and hold Seminary Ridge.



THIS HALLOWED GROUND

Scenario by Jay White

UNION ORDER OF BATTLE

Union forces consist of Wadsworth's Division: Meredith, Culter and Rowley; and Buford's cavalry.

| MEREDITH | TYPE | WEAPONS | WORN/BROKEN | MORALE | SPECIAL RULES |
|---------------------------|-----------|----------------|-------------|--------|--------------------------|
| 19 th Indiana | Infantry | Rifled Muskets | 12/24 | 4D6 | Elite, Seen the Elephant |
| 24 th Michigan | Infantry | Rifled Muskets | 12/24 | 4D6 | Elite, Seen the Elephant |
| 2 nd Wisconsin | Infantry | Rifled Muskets | 12/24 | 4D6 | Elite, Seen the Elephant |
| 6 th Wisconsin | Infantry | Rifled Muskets | 12/24 | 4D6 | Elite, Seen the Elephant |
| 7 th Wisconsin | Infantry | Rifled Muskets | 12/24 | 4D6 | Elite, Seen the Elephant |
| Artillery Battery | Artillery | Field Guns | 6/12 | 4D6 | Attach |

| CUTLER | TYPE | WEAPONS | WORN/BROKEN | MORALE | SPECIAL RULES |
|-------------------------------|----------|----------------|-------------|--------|---------------|
| 147 th New York | Infantry | Rifled Muskets | 12/24 | 4D6 | |
| 76 th Pennsylvania | Infantry | Rifled Muskets | 12/24 | 4D6 | |
| 84 th New York | Infantry | Rifled Muskets | 12/24 | 4D6 | |
| 56 th Pennsylvania | Infantry | Rifled Muskets | 12/24 | 4D6 | |

| ROWLEY | TYPE | WEAPONS | WORN/BROKEN | MORALE | SPECIAL RULES |
|--------------------------------|----------|----------------|-------------|--------|---------------|
| 80 th New York | Infantry | Rifled Muskets | 12/24 | 4D6 | |
| 121 st Pennsylvania | Infantry | Rifled Muskets | 12/24 | 4D6 | |
| 142 nd Pennsylvania | Infantry | Rifled Muskets | 12/24 | 4D6 | |

| BUFORD'S CAVALRY | TYPE | WEAPONS | WORN/BROKEN | MORALE | SPECIAL RULES |
|---------------------------|-----------|---------------------|-------------|--------|---------------|
| 12 th Illinois | Cavalry | Sabres and Carbines | 9/18 | 4D6 | Independent |
| 3 rd Indiana | Cavalry | Sabres and Carbines | 9/18 | 4D6 | Independent |
| 8 th New York | Cavalry | Sabres and Carbines | 9/18 | 4D6 | Independent |
| Artillery Battery | Artillery | Field Guns | 6/12 | 4D6 | Attach |



CONFEDERATE ORDER OF BATTLE

Confederate forces consist of Heth's Division: Pettigrew, Brockenbrough, Archer and Davis.

| HETH'S DIV, 1 ST BDE | TYPE | WEAPONS | WORN/BROKEN | MORALE | SPECIAL RULES |
|---------------------------------|-----------|----------------|-------------|--------|---------------|
| 52 nd North Carolina | Infantry | Rifled Muskets | 12/24 | 4D6 | Rebel Yell |
| 47 th North Carolina | Infantry | Rifled Muskets | 12/24 | 4D6 | Rebel Yell |
| 11 nd North Carolina | Infantry | Rifled Muskets | 12/24 | 4D6 | Rebel Yell |
| 26 th North Carolina | Infantry | Rifled Muskets | 12/24 | 4D6 | Rebel Yell |
| Artillery Battery | Artillery | Field Guns | 6/12 | 4D6 | Attach |

| HETH'S DIV, 2 ND BDE | TYPE | WEAPONS | WORN/BROKEN | MORALE | SPECIAL RULES |
|---------------------------------|-----------|----------------|-------------|--------|---------------|
| 40 th Virginia | Infantry | Rifled Muskets | 12/24 | 4D6 | Rebel Yell |
| 47 th Virginia | Infantry | Rifled Muskets | 12/24 | 4D6 | Rebel Yell |
| 55 th Virginia | Infantry | Rifled Muskets | 12/24 | 4D6 | Rebel Yell |
| 22 nd Virginia | Infantry | Rifled Muskets | 12/24 | 4D6 | Rebel Yell |
| Artillery Battery | Artillery | Field Guns | 6/12 | 4D6 | Attach |

| HETH'S DIV, 3 RD BDE | TYPE | WEAPONS | WORN/BROKEN | MORALE | SPECIAL RULES |
|---------------------------------|-----------|----------------|-------------|--------|---------------|
| 13 th Alabama | Infantry | Rifled Muskets | 12/24 | 4D6 | Rebel Yell |
| 5 th Alabama | Infantry | Rifled Muskets | 12/24 | 4D6 | Rebel Yell |
| 1 st Tennessee | Infantry | Rifled Muskets | 12/24 | 4D6 | Rebel Yell |
| 7 th Tennessee | Infantry | Rifled Muskets | 12/24 | 4D6 | Rebel Yell |
| 74 th Tennessee | Infantry | Rifled Muskets | 12/24 | 4D6 | Rebel Yell |
| Artillery Battery | Artillery | Field Guns | 6/12 | 4D6 | Attach |

| HETH'S DIV, 4 TH BDE | TYPE | WEAPONS | WORN/BROKEN | MORALE | SPECIAL RULES |
|---------------------------------|-----------|----------------|-------------|--------|---------------|
| 2 nd Missouri | Infantry | Rifled Muskets | 12/24 | 4D6 | Rebel Yell |
| 11 th Missouri | Infantry | Rifled Muskets | 12/24 | 4D6 | Rebel Yell |
| 42 nd Missouri | Infantry | Rifled Muskets | 12/24 | 4D6 | Rebel Yell |
| 55 th North Carolina | Infantry | Rifled Muskets | 12/24 | 4D6 | Rebel Yell |
| Artillery Battery | Artillery | Field Guns | 6/12 | 4D6 | Attach |



SCENARIO MAP

The scenario map is shown below along with the initial positions of Buford's cavalry, the general terrain layout, and the entry points for various formations from both sides. The size of the battlefield has been condensed and unit entry points adjusted (not horribly, but some) from the exact historical arrivals in order to make a playable 28mm scenario.

The only units on table at the start of the game are Buford's cavalry. Other formations arrive from the designated entry points as follows:

- Turn 1: Archer's brigade (3 units deployed, rest move on).
Davis's brigade (2 units deployed, rest move on) and Meredith's brigade (3 units deployed, rest move on, artillery deployed on Chambersburg Pike edge).
- Turn 2: Pettigrew's brigade.
- Turn 4: Brockenbrough's brigade, Cutler's brigade.
Rowley's brigade.

The game lasts 10 turns.

