

BATTLE OF GETTYSBURG

LITTLE ROUND TOP

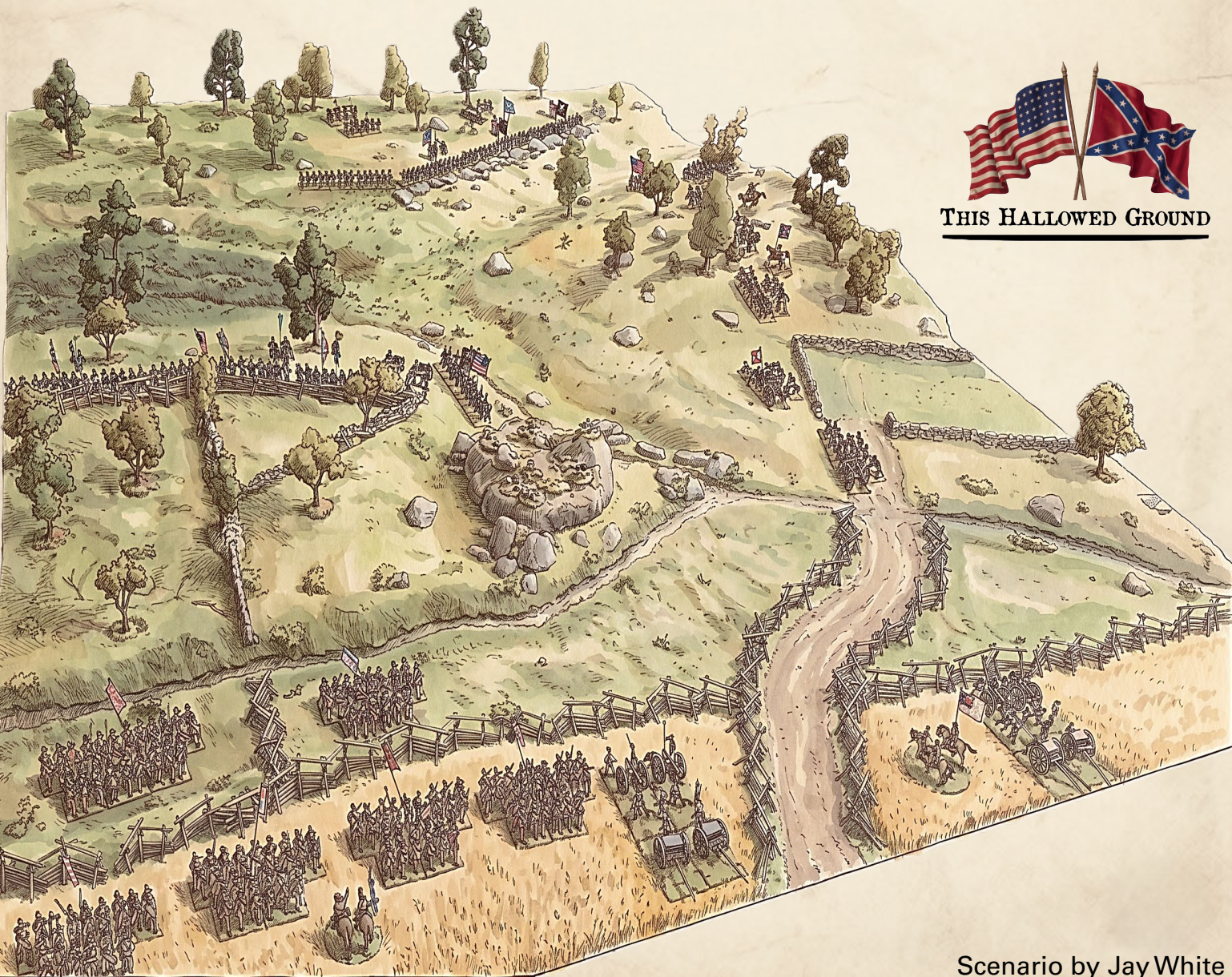
JULY 2nd, 1863

OVERVIEW

The humid afternoon air of July 2, 1863, hangs heavy with the scent of spent gunpowder and trampled summer grass. To the far left of the Union line, the rocky, wooded eminence of Little Round Top stands as the unintentional anchor of the entire Union position.

Through a series of tactical blunders and shifting orders, the hill—the literal "key to the entire field"—has been left virtually undefended. The vanguard of Hood's Division emerges from the woods of Warfield Ridge. They aren't just coming for the hill; they are coming to roll up the Union flank and shatter the Army of the Potomac once and for all.

The rhythmic thud of Confederate boots signals the beginning of a desperate scramble. At the far end of the line, the 20th Maine must hold the flank, while Law's Alabamians and Robertson's Texans prepare to swarm up the steep, boulder-strewn slopes. Every minute bought with blood is a minute closer to Union reinforcements—or a minute closer to a total Confederate breakthrough. The heights are silent for now, but the storm is about to break!



THIS HALLOWED GROUND

UNION ORDER OF BATTLE

Union forces consist of elements of the 3rd and 5th Union Corps.

3 RD CORPS, 1 ST DIV, 2 ND BDE	TYPE	WEAPONS	WORN/BROKEN	MORALE	SPECIAL RULES
4 th Maine	Infantry	Rifled Muskets	12/24	4D6	
124 th New York	Infantry	Rifled Muskets	9/18	4D6	Small Unit
86 th New York	Infantry	Rifled Muskets	12/24	4D6	
20 th Indiana	Infantry	Rifled Muskets	12/24	4D6	
1 st US Sharpshooters	Infantry	Rifled Muskets	6/12	4D6	Skirmishers, Marksmen, Independent
2 nd US Sharpshooters	Infantry	Rifled Muskets	6/12	4D6	Skirmishers, Marksmen, Independent
Artillery Battery	Artillery	Field Guns	6/12	4D6	Attach

5 TH CORPS, 1 ST DIV, 3 RD BDE	TYPE	WEAPONS	WORN/BROKEN	MORALE	SPECIAL RULES
20 th Maine	Infantry	Rifled Muskets	12/24	4D6	Elite
83 rd Pennsylvania	Infantry	Rifled Muskets	12/24	4D6	
44 th New York	Infantry	Rifled Muskets	12/24	4D6	
16 th Michigan	Infantry	Rifled Muskets	12/24	4D6	
Artillery Battery	Artillery	Field Guns	6/12	4D6	Attach



CONFEDERATE ORDER OF BATTLE

Confederate forces consist of elements of Hood's division from 3rd Corps.

1 ST CORPS, 3 RD DIV, 1 ST BDE	TYPE	WEAPONS	WORN/BROKEN	MORALE	SPECIAL RULES
4 th Alabama	Infantry	Rifled Muskets	12/24	4D6	Rebel Yell
15 th Alabama	Infantry	Rifled Muskets	15/30	4D6	Rebel Yell, Large
44 th Alabama	Infantry	Rifled Muskets	12/24	4D6	Rebel Yell
47 th Alabama	Infantry	Rifled Muskets	12/24	4D6	Rebel Yell
48 th Alabama	Infantry	Rifled Muskets	12/24	4D6	Rebel Yell
Artillery Battery	Artillery	Field Guns	6/12	4D6	Attach

1 ST CORPS, 3 RD DIV, 2 ND BDE	TYPE	WEAPONS	WORN/BROKEN	MORALE	SPECIAL RULES
3 rd Arkansas	Infantry	Rifled Muskets	15/30	4D6	Rebel Yell, Large
1 st Texas	Infantry	Rifled Muskets	12/24	4D6	Rebel Yell
4 th Texas	Infantry	Rifled Muskets	12/24	4D6	Rebel Yell
5 th Texas	Infantry	Rifled Muskets	12/24	4D6	Rebel Yell

1 ST CORPS, 3 RD DIV, 4 TH BDE	TYPE	WEAPONS	WORN/BROKEN	MORALE	SPECIAL RULES
2 nd Georgia	Infantry	Rifled Muskets	12/24	4D6	Rebel Yell
15 th Georgia	Infantry	Rifled Muskets	12/24	4D6	Rebel Yell
17 th Georgia	Infantry	Rifled Muskets	12/24	4D6	Rebel Yell
20 th Georgia	Infantry	Rifled Muskets	12/24	4D6	Rebel Yell
Artillery Battery	Artillery	Field Guns	6/12	4D6	Attach



SCENARIO RULES

The game lasts 8 turns. The Confederates begin with the initiative. Use the standard Victory Point conditions in This Hallowed Ground, plus a 10VP bonus for whichever side has more Steady/Worn infantry units on Little Roundtop by the end of Turn 8.

DEVILS DEN: Devil's Den counts as a defended obstacle for any unit located within the terrain feature. Units with a Charge order attacking into Devil's Den (even if they start within the terrain feature) do not gain the +2d6 charge bonus.

VINCENT'S POSITION: Vincent's Brigade on Little Roundtop have a prepared position in front of their units. This should be represented as a low wall of built-up rocks (not a formal wall but more of a rubble pile). This does count as a defended obstacle and provides cover.

CHAMBERLAIN'S CHARGE: Starting Turn 6, the Union player rolls 1D6. On a 4+ the 20th Maine runs out of ammunition and can not longer shoot for the rest of the game. On Turn 7, their ammo runs out on a 3+. On Turn 8, it runs out on a 2+. Once the 20th Maine runs out of ammunition, they ignore morale tests triggered by defensive fire if they charge. Additionally, they add +1D6 for their Charge Home test if they are out of ammunition.

