

BATTLE OF GETTYSBURG

PICKETT'S CHARGE

JULY 3rd, 1863

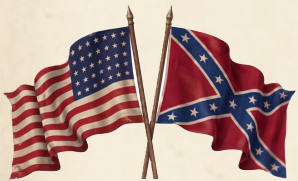
OVERVIEW

The hot afternoon sun of July 3, 1863, hung heavy over the Pennsylvania countryside as the thunder of 150 Confederate guns suddenly fell silent. For two hours, the largest artillery duel in the history of the Americas had shaken the earth, intended to soften the center of the Union line on Cemetery Ridge. As the acrid sulfur smoke cleared, a massive wall of gray and butternut emerged from the woods at Seminary Ridge.

Nearly 12,000 men from the divisions of Pickett, Pettigrew, and Trimble stepped off in parade-ground alignment, beginning a mile-long march across open ground that would decide the fate of the Army of Northern Virginia. On the ridge ahead, the soldiers of the Union Second Corps waited behind low stone walls and rail fences, watching the steady, rhythmic approach of the Confederate ranks. Despite the devastating fire of Federal canisters and shells tearing gaps in their lines, the Confederates closed the distance, shifting their momentum toward a small copse of trees that served as the focal point for the advance.

This is the moment of the "High Water Mark"—a desperate, bloody collision of bayonets and musketry where the courage of the individual soldier meets the cold reality of industrial warfare. As the commanding officer, the tactical choices you make will determine if the Union line holds or if Lee's gamble finally breaks the Union spine.

Given the scale of the units involved, I've chosen to focus on the advance of Pickett's division. Trimble's division is considered to be just off table, advancing along with Pickett's division. The table can certainly be expanded in width if players decide to represent both divisions.



THIS HALLOWED GROUND



UNION ORDER OF BATTLE

Union forces consist of elements of both 1st and 2nd Corps.

1 ST CORPS, 3 RD DIV, 3 RD BDE	TYPE	WEAPONS	WORN/BROKEN	MORALE	SPECIAL RULES
13th Vermont	Infantry	Rifled Muskets	12/24	4D6	
14th Vermont	Infantry	Rifled Muskets	12/24	4D6	
16th Vermont	Infantry	Rifled Muskets	12/24	4D6	
Artillery Battery	Artillery	Field Guns	6/12	4D6	Attach

2 ND CORPS, 2 ND DIV, 1 ST BDE	TYPE	WEAPONS	WORN/BROKEN	MORALE	SPECIAL RULES
19th Maine	Infantry	Rifled Muskets	12/24	4D6	
15th Massachusetts	Infantry	Rifled Muskets	12/24	4D6	
1st Minnesota	Infantry	Rifled Muskets	12/24	4D6	
82nd New York	Infantry	Rifled Muskets	12/24	4D6	
2 x Artillery Battery	Artillery	Field Guns	6/12	4D6	Attach

2 ND CORPS, 2 ND DIV, 2 ND BDE	TYPE	WEAPONS	WORN/BROKEN	MORALE	SPECIAL RULES
69th Pennsylvania	Infantry	Rifled Muskets	12/24	4D6	
71st Pennsylvania	Infantry	Rifled Muskets	12/24	4D6	
72nd Pennsylvania	Infantry	Rifled Muskets	12/24	4D6	
106th Pennsylvania	Infantry	Rifled Muskets	12/24	4D6	
Artillery Battery	Artillery	Field Guns	6/12	4D6	Attach



CONFEDERATE ORDER OF BATTLE

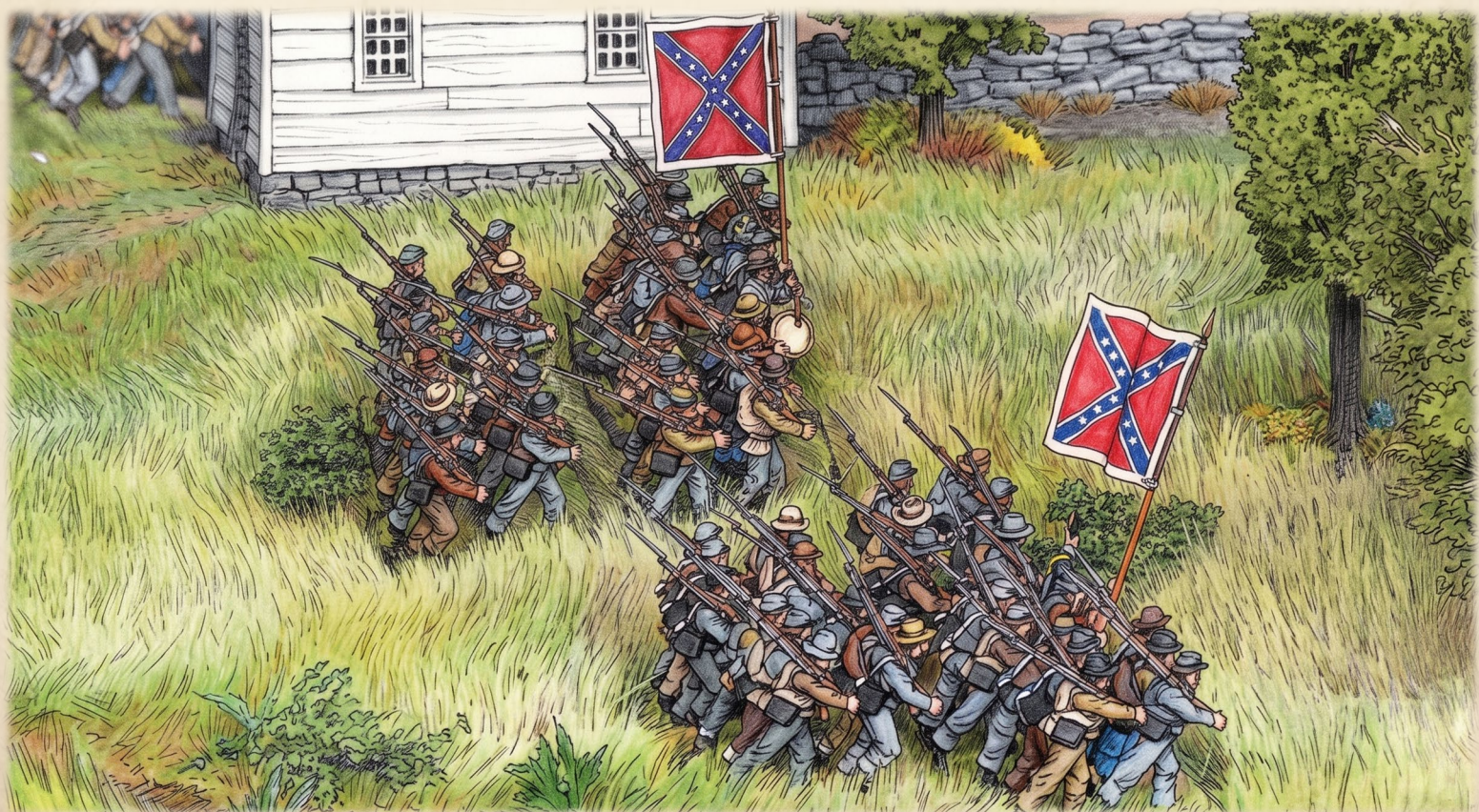
Confederate forces consist of the brigades from Pickett's division of the 1st Corps.

GARNETT'S BRIGADE	TYPE	WEAPONS	WORN/BROKEN	MORALE	SPECIAL RULES
8 th Virginia	Infantry	Rifled Muskets	12/24	4D6	Rebel Yell
18 th Virginia	Infantry	Rifled Muskets	12/24	4D6	Rebel Yell
19 th Virginia	Infantry	Rifled Muskets	12/24	4D6	Rebel Yell
28 th Virginia	Infantry	Rifled Muskets	12/24	4D6	Rebel Yell
56 th Virginia	Infantry	Rifled Muskets	12/24	4D6	Rebel Yell

KEMPER'S BRIGADE	TYPE	WEAPONS	WORN/BROKEN	MORALE	SPECIAL RULES
1 st Virginia	Infantry	Rifled Muskets	12/24	4D6	Rebel Yell
3 rd Virginia	Infantry	Rifled Muskets	12/24	4D6	Rebel Yell
7 th Virginia	Infantry	Rifled Muskets	12/24	4D6	Rebel Yell
11 th Virginia	Infantry	Rifled Muskets	12/24	4D6	Rebel Yell
24 th Virginia	Infantry	Rifled Muskets	12/24	4D6	Rebel Yell

ARMISTEAD'S BRIGADE	TYPE	WEAPONS	WORN/BROKEN	MORALE	SPECIAL RULES
9 th Virginia	Infantry	Rifled Muskets	12/24	4D6	Rebel Yell
14 th Virginia	Infantry	Rifled Muskets	12/24	4D6	Rebel Yell
38 th Virginia	Infantry	Rifled Muskets	12/24	4D6	Rebel Yell
53 rd Virginia	Infantry	Rifled Muskets	12/24	4D6	Rebel Yell
53 rd Virginia	Infantry	Rifled Muskets	12/24	4D6	Rebel Yell
57 th Virginia	Infantry	Rifled Muskets	12/24	4D6	Rebel Yell

PICKETT'S DIV, ARTILLERY	TYPE	WEAPONS	WORN/BROKEN	MORALE	SPECIAL RULES
4 x Artillery Battery	Artillery	Field Guns	6/12	4D6	Attach



SPECIAL RULES

Union Second Line: The 5 Union infantry units that form the secondary line (in front of the Taneytown road) are not permitted to engage forward of their deployment positions until one or more Confederate units engage one or more of the first line Union infantry or artillery units in melee. Once a melee has been fought, second line units can move and engage freely during their next activation.

Rebel Yell: Charging Confederate infantry units gain a +1 modifier on charge home tests (per page 20 of the rulebook).

Forward Men! This rule only applies to Armistead (the brigade commander model). Once per game, before declaring charges, Armistead can declare "forward men!" Place an appropriate marker (such as Armistead himself with his sword through his hat) by the brigade commander. Any infantry unit from Armistead's brigade that declares a charge gains a +1 to the charge home test (stacks with Rebel Yell) and any Charge! result on the charge home test is instead considered a Determined Charge!

Extreme Artillery Range: Artillery may shoot beyond their normal maximum range (e.g. 60" for regular artillery). Any shooting done at this range is considered "extreme range" and requires a D6 result of 6 in order to hit (normal modifiers apply - dice are halved per the normal rules for shooting).

For Virginia: The normal rules for broken brigades do not apply to the Confederate brigades. Instead, a Confederate infantry brigade is only broken when all units in the brigade are either broken or shaken. This represents the amazing determination shown by Pickett's division in the assault.

