



Looking towards the Union III Corps salient. *Playtest and photo by R Mark Davies*

SCENARIO

SICKLES' SALIENT

Battle of Gettysburg July 2, 1863

THE SCENARIO

This scenario recreates Longstreet's afternoon attack on the 2nd day Battle of Gettysburg. The scenario can be played by two or three Union and Confederate players. The game uses the 200-Scale and takes 4-5 hours to play.

TERRAIN

A 5-ft. deep by 5-ft. wide playing area is needed in 15mm. Terrain should be laid out as shown in the scenario map at right. Terrain effects for the scenario are as follows:

Elevations. Three ridges extend along a north to south axis

across the battlefield. Seminary Ridge is a single-level elevation that runs parallel along the western table edge. Cemetery Ridge is a single-level elevation that run parallel along the eastern table edge and peters out just north of the Weikart House. The ridge line rises again to two prominent hills, Little Round Top, a second-level elevation, and Big Round Top with a third level. The main Union defensive line runs parallel with the Emmitsburg Road across an unnamed, single-elevation ridge that extends through the center of the table. This ridge is the controversial "higher ground" to which Maj. Gen. Daniel Sickles advanced his III Corps to form a salient in the Union line. In addition to these three ridges, Spangler's Farm sits on a short, low ridge between Seminary Ridge and the Emmitsburg Road, and another low hill lies between West Plum Run and Seminary Ridge.

Seminary Ridge and the ridge extension with the two Round Tops are marked by a crest line. Elevations with a crest line have a continuous slope from the base of the elevation to the crest line marking the top. Line of sight is blocked between stands separated by the crest line and over 2" apart. A crest line does not block line of sight between stands located within 2" of each other, and a stand positioned on the crest line can see and be seen from any direction.

The top of Little Round Top is commanding ground. Only one battery may unlimber on Little Round Top and only on the crest line at point Z. The battery may fire at targets on the far side of



a lower elevation. The battery may perform plunging fire over troops less than 2" in front. It cannot depress its gun barrels enough to engage targets down the steep slope of Little Round Top, therefore guns on the crest may only target an enemy unit on the slope if it is charging the guns. Guns unlimbered on the steep slopes of both Round Tops cannot fire. In charge combat, a defending unit receives a +1 modifier for favorable ground against an attacker charging up the slope, or a +2 for strong position if defending unit is on the 2nd or 3rd level of the Round Tops.

All other elevations do not have crest lines. Only the first 3" along the edge of these elevations is considered a slope. The top surface above the slope is treated as level ground. Units located on the top have a clear line of sight. An elevation without a crest line only blocks line of sight when it lies between two units on lower ground, or if one unit is located on lower ground behind the elevation and the other unit is located on a different elevation. Units located on the 3" slope are considered to be on low ground when determining their line of sight. A defending unit in charge combat receives a

+1 modifier for favorable ground only if the attacker charged up the 3" slope.

The Peach Orchard lies on a low knoll. The knoll does not have a crest line and only blocks line of sight when it lies between two units on lower ground. The knoll has a gentle slope that does not provide favorable ground.

Woods and Orchards. There are several areas covered by woods and orchards. All woods and orchards are rated broken ground for movement. Line of sight is reduced to 2" through woods. Firing stands suffer a -1 modifier for partial cover when firing through woods. In charge combat, a defending unit in woods receives a +1 modifier for favorable ground. An orchard does not affect line of sight or combat.

Streams and Marshes. All streams and areas of marsh along East Plum Run are rated broken ground to cross and do not block line of sight. In charge combat the defending unit receives a +1 modifier for favorable ground if the attacker charged across a stream or through marsh.

Stone Walls. There is numerous low stone walls. A stone wall is rated broken ground to cross and does not block line of sight. In a maneuver check, a brigade aligned behind a stone wall receives a +1 modifier for linear cover. In fire combat, the firing stands suffer a -1 modifier for partial cover when firing at a target aligned behind a low stone wall. In charge combat, a unit defending behind the wall receives a +1 modifier for favorable ground. The modifier increases to a +2 for strong position when defending behind a stone wall against an attacker charging up a slope.

Rocky Ground. Rocky ground that is unwooded is rated broken ground for movement and does not block line of sight. Rocky ground does not provide combat modifiers. Units and leaders moving through rocky ground on the 2nd level of Little Round Top, or the 2nd and 3rd levels of Big Round Top, must move at the rough-ground rate.

Breastworks. Vincent's Brigade arrived on Little Round Top shortly before the Confederates launched their attack. The troops had barely enough time to erect hasty breastworks by piling up rocks and logs between the rock outcroppings below the crest. In a maneuver check a brigade aligned behind the breastworks receives a +1 linear cover modifier. In fire combat the firing stands suffer a -1 modifier for partial cover when firing at a target behind the breastworks. In charge combat a defending unit behind breastworks receive a +2 for a strong position.

The Devil's Den. Where the two branches of Plum Run merge is a rocky area terrain feature called the Devil's Den. This extremely rugged feature is impassable to batteries and leaders. A brigade move at the rough ground rate and must halt after entering the rocky feature. Only one unit at a time may occupy the Devil's

Den. The unit may exit the feature at the rough-ground rate. In fire combat, the firing stands suffer a -1 modifier for partial cover if any part of the target occupies Devil's Den. In charge combat, a defender receives a +1 for favorable ground if any part of the unit occupies the rocky feature.

Roads. All roads are in good condition. Brigades in march column, limbered batteries, and leaders may move at the prorated road-movement rate.

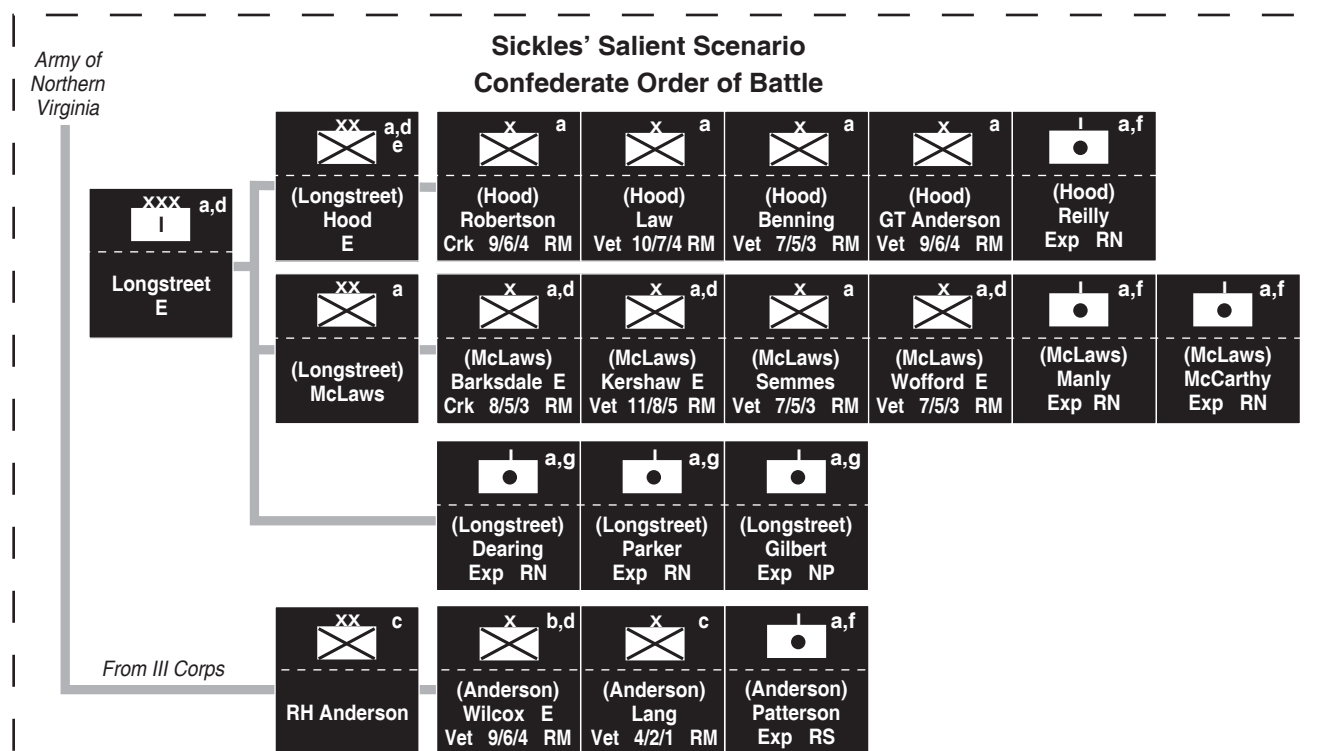
Buildings. Buildings are rated broken ground for movement. They have no effect on combat or line of sight.

Friendly Table Edge. Broken Union units must retreat toward the east table edge. Broken Confederate units must retreat toward the west table edge. If a broken unit at the table edge fails to reform in the following Maneuver Phase, its remaining stands are removed from play and count toward heavy casualties.

ORDER OF BATTLE

The following number of stands is needed:

STAND	UNION	CONFEDERATE
Infantry	124	71
Infantry command	21	10
Artillery (gun with limber)	12	7
Corps leader	2	1
Division leader	6	3
Exceptional brigade commander	2	4
Total	167	96



Photocopy and cut out labels

Union Forces. Total stands represent a force of 31,400 men and 96 guns. Reinforcements enter without a maneuver check and move at the double-quick rate.

- 1) The following units and leaders may move at the start of the scenario:

III Corps leader Sickles

Division leader Birney with 3 infantry brigades (Graham,

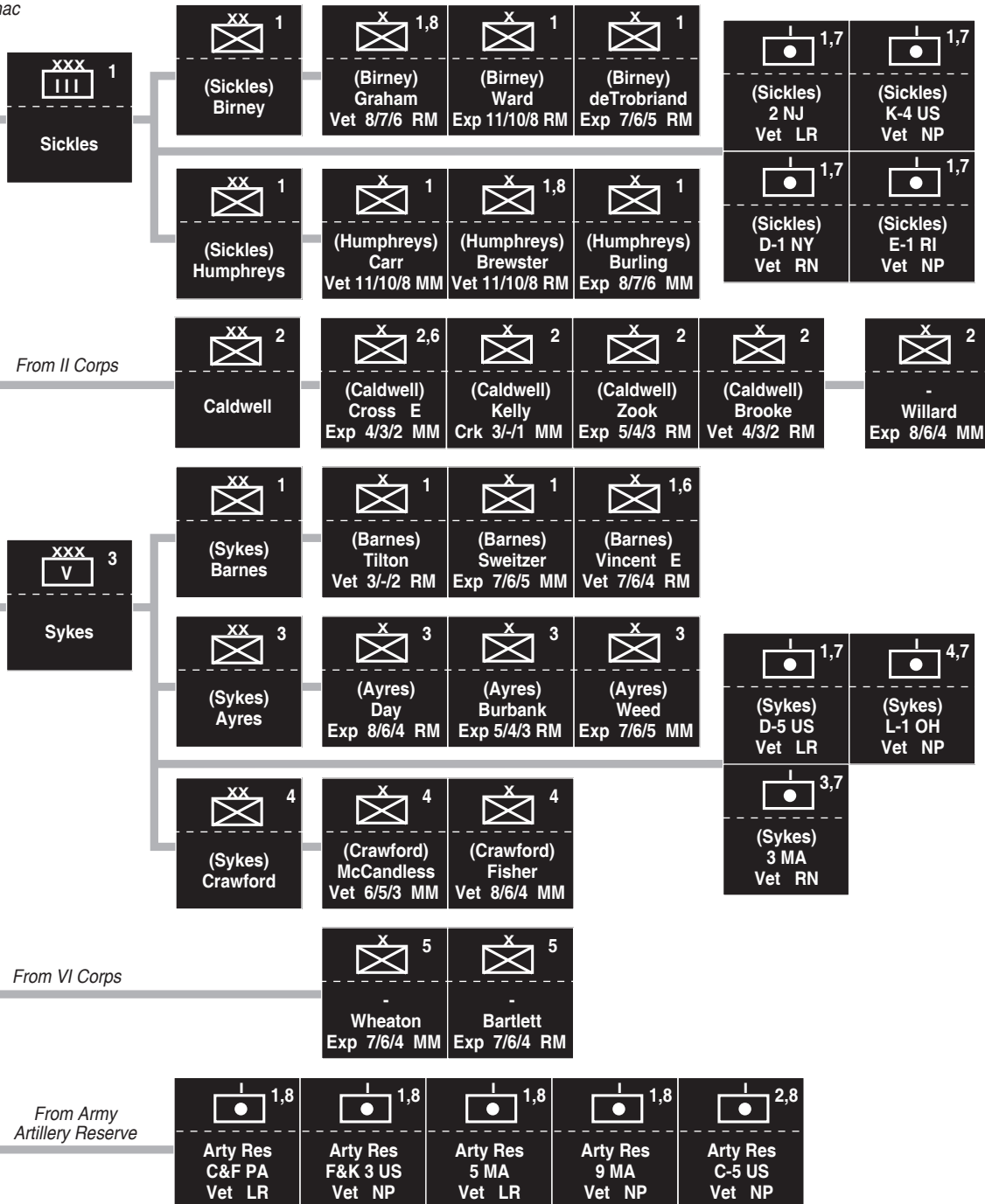
Ward, and deTrobriand) deployed in line, 1 III Corps battery (E-1 RI) and 1 Army Artillery Reserve battery (C&F PA) are unlimbered and attached to Graham.

Division leader Humphreys with 3 infantry brigades (Carr in line, and Brewster and Burling in supported line), 1 III Corps battery (K-4 US) and 1 Army Artillery Reserve battery (F&K 3 US) are unlimbered and attached to Carr.

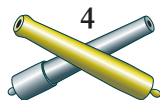
Division leader Barnes with 3 infantry brigades (Tilton,

Sickles' Salient Scenario Union Order of Battle

Army of
the Potomac



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Sweitzer, and Vincent) in line

2 unlimbered III Corps batteries (D-1 NY and 2 NJ) and 2 unlimbered Army Artillery Reserve batteries (5 MA and 9 MA)

1 limbered V Corps battery (D-5 US) ascending Little Round Top

- 2) The following starting units and leaders have movement restrictions (See special scenario rule):

Division leader Caldwell with 4 infantry brigades (Cross, Kelly, Brooke, and Zooke) in supported line, from II Corps

Willard's brigade in supported line, from II Corps

1 unlimbered Army Artillery Reserve battery (C-5 US) near Codori Farm

- 3) Enter on turn 5 between **B-C**: V Corps leader Sykes, Division leader Ayres and 3 infantry brigades (Burbank, Day, and Weed) in any formation, and 1 limbered V Corps battery (3 MA).
- 4) Enter on turn 7 between **B-C**: Division leader Crawford and 2 infantry brigades (McCandless and Fisher) in any formation, and 1 limbered V Corps battery (L-1 OH).
- 5) Enter on turn 8 between **B-C**: 2 infantry brigades (Wheaton and Bartlett) in any formation, from VI Corps.
- 6) Cross and Vincent are rated exceptional.
- 7) Corps batteries may only be positioned within the command radius of their respective corps leader or any division leader within the corps, or by attaching to any brigade within that corps.
- 7) Army Artillery Reserve batteries may be positioned within the command radius of any corps or division leader, or by attaching to any brigade.
- 8) The 114th Pennsylvania in Graham's Brigade and the 73rd New York in Brewster's Brigade are wearing a Zouave uniform.

Confederate Forces. Total stands represent a force of 17,800 men and 56 guns. Reinforcements enter without a maneuver check and move at the double-quick rate.

- a) The following units and leaders may move at the start of the scenario:

I Corps leader Longstreet with 2 unlimbered I Corps batteries (Parker and Gilbert), 2 unlimbered batteries (Manly and McCarthy from McLaw's Division, and 1 unlimbered battery (Patterson) from Anderson's Division

Division leader Hood with 4 infantry brigades (Law, Benning, Robertson, and Anderson) in line, and 1 unlimbered divisional battery (Reilly)

Division leader McLaws with 4 infantry brigades (Barksdale and Kershaw, followed by Wofford and Semmes) in line, and 1 limbered I Corps battery (Dearing)

- b) Activate on turn 2: Wilcox's Brigade from Anderson's Division.

- c) Enter on turn 2 at **A**: Division leader Anderson with Lang's brigade in line. Unit enters at an approximate 30-degree angle to the table edge.

- d) Longstreet, Hood, Barksdale, Wofford, Kershaw, and Wilcox are rated exceptional.

- e) Hood's fate must be decided by a fallen leader check on turn 1 (see special scenario rule).

- f) Divisional batteries may only be positioned within the command radius of their respective division leader or higher corps leader, or by attaching to any brigade within that division.

- g) Corps batteries may only be positioned within the command radius of their respective corps leader or any division leader within the corps, or by attaching to any brigade within that corps.

Game Length

The scenario is played in 11 turns, starting with the Confederate player turn at 3:00 PM, and ends after the Union player turn at 8:00 PM. The first two turns (3:00-3:30 PM) are a special preliminary bombardment (see special scenario rule). Starting on turn 10, visibility is reduced by twilight (7:30-8:00 PM).

VICTORY CONDITIONS

One side must acquire more victory points than its opponent to claim victory. Victory points are awarded by inflicting heavy casualties and greater losses on the enemy, and occupying the key positions, as follows:

Heavy Casualties. The Union threshold for heavy casualties is determined separately for 2 corps commands. The Confederate player is awarded one victory point for each Union command that reaches its threshold after losing troop and battery stands as follows:

Sickles' III Corps	21 (25%) stands
Sykes' V Corps	17 (25%) stands

Losses in Caldwell's Division and Willard's Brigade count toward III Corps heavy casualties. Losses in Wheaton's and Bartlett's Brigades count toward V Corps heavy casualties. Artillery Reserve battery losses only count toward greater losses.

The Union player is awarded two victory point for inflicting heavy casualties after the Confederate forces lose 31 (35%) stands.

After each higher command reaches its threshold for heavy casualties, all brigades in the command receive a -1 modifier in subsequent maneuver checks.

Greater Losses. An army is at greater losses when its total troop and gun stands lost exceed the total stands lost by the enemy army. The modifier for heavy casualties increases to a -2 for each higher command in the army that is currently at greater losses. The side that inflicts greater losses on the enemy at the end of the game is awarded an additional victory point.

Key Position. There are four key positions. The first is the western face of the Sickles' Salient defense line running parallel to the Emmitsburg Road between points **W-X**. The second key position is the center of the Wheatfield at **Y**, and the third is the top of Little Round Top at **Z**. The Confederate player achieves one victory point for each key position controlled at the end of the game.

The Confederates gain control of **W-X** after no Union units occupy the defense line between the two points. **Y** is controlled by the side that last passed through the center of the Wheatfield, and **Z** is controlled if at least one Confederate brigade occupies the crest line on the 2nd elevation of Little Round Top. All three key positions are under Union control at the start of the scenario.

Once the Confederates are in control of two of the three key positions, the Union suffer a -1 modifier for loss of key position in subsequent maneuver checks. The modifier is reversed if all of the Confederate brigades are pushed off of two of the three key positions. The modifier always applies to the side that last lost two of the three key position.

The Confederate player is awarded a bonus victory point for occupying a fourth key position on Cemetery Ridge, with at least one brigade located on the high ground east of **U-V** at the end of the game. The Union do not receive a victory point for controlling **U-V**.

SPECIAL SCENARIO RULES

Preliminary Cannonade. Historically, the Union infantry and artillery in the salient endured an hour-long cannonade before the Confederate launched their assault. To represent this preliminary cannonade, only fire combat is resolved in the first two game turns, and only unlimbered artillery may fire. Each turn of the cannonade is divided into a round of Confederate artillery fire, followed by a round of Union artillery fire.

During the two turns of the cannonade, units do not perform maneuver checks, and they cannot move or rally from a disordered or silenced effect. Batteries may only pivot up to 45-degrees before firing in each round. Confederate batteries may fire at enemy brigade or battery targets within their line of sight, arc of fire, and weapon range. The cannonade is considered to have occurred before Hood's division advanced, so Union batteries do not have a clear line of sight to any enemy brigades, and may only target unlimbered enemy batteries within sight and range. A brigade must lose a stand from a Galling Fire effect if it was already disordered in the previous round of fire combat. Silenced batteries cannot fire.

Meade on the Defense. It was Meade's intension to be on the defense on July 2nd, for at least until his entire army had concentrated on the network of hills south of Gettysburg. To represent his defensive stance, All Union brigades, with the exception of units in Caldwell's Division, have restrictions on when they may charge. A brigade has the option to charge each turn only if it starts the turn in good order and rolls a Double Quick result in its maneuver check.

Lower unit ratings in the salient. General Sickles made a poor tactical decision when he deployed his defense line in an exposed position forming a salient. The effectiveness rating for troops in the Union III Corps and two brigades from Barnes' Division from the V Corps has been reduced to Unreliable for being placed in an untenable position. Vincent's Brigade in Barnes' Division, which holds a strong position on top of Little Round Top, is rated Reliable.

II Corps Movement Restrictions. The four brigades in Caldwell's Division do not require a successful Double Quick result to charge. However, Cadwell has temporary movement restrictions. The division can remain on Cemetery Ridge or move anywhere in the valley of East Plum Run, which is the low ground behind the center ridge that forms the Sickles' Salient defensive line, until the Union side loses one of the three key positions at **W-X**, **Y** or **Z**. The movement restrictions are lifted on the turn after one key position is lost.

Once Caldwell moves off of Cemetery Ridge, Willard's Brigade is considered to be holding the left flank of the rest of the II Corps located off the north table edge. Willard and the unlimbered Army Artillery Reserve battery to its front have movement restrictions. The brigade and battery must remain on the high ground of Cemetery Ridge, north of the Weikart House. If at least one stand of the brigade is within 12" of the north table edge, the brigade receives a +3 in its maneuver check for being within the command radius of both its division leader and exceptional corps leader located immediately off the table edge.

Hood's Fate. Historically, Confederate Division leader Hood was severely wounded by enemy artillery fire as his division advanced through the fields and orchards south of the Ross Farm. On the first turn, the Union player resolves a Fallen Leader Check to determine Hood's fate. On a 1-4 die result he survives and remains in the game as an exceptional rated leader. On a 7-10 result, he is killed or wounded, and removed. He is replaced two turns later by an average rated leader. On a 5 or 6 result, Hood is unhorsed for one turn and his movement is halved. He loses his command radius and exceptional leader rating in the next Maneuver Phase, but he may move and attach to a unit to apply his leader modifier.