

**Sickle's Folly, The Peach Orchard  
Gettysburg, July 2, 1863**



<b>Union Forces</b>	<b>Heavy Casualties # 94</b>	Infantry Bases	Artillery Bases & Type	Rating	Fresh/ Worn/ Spent
XXX Sickles					
XX Humphrey's					
	x Graham	57th PA	6	Veteran	6 4 2
		63rd PA	7		7 5 3
		68th PA	8		8 5 3
		105th PA	7		7 5 3
		114th PA	7		7 5 3
		141st PA	6		6 4 2
		41 total			
	x Brewster (Gallant)	70th NY	8	Veteran	8 5 3
		71st NY	6		6 4 2
		72nd NY	8		8 5 3
		73rd NY	9		9 6 4
		74th NY	7		7 5 3
		120th NY	10		10 7 4
		48 total			
	x Carr	1st MA	8	Veteran	8 5 3
		11th MA	8		8 5 3
		16th MA	7		7 5 3
		12th NH	6		6 4 2
		11th NJ	8		8 5 3
		26th PA	10		10 7 4
		47 total			
III Corps Artillery (McGilvary or Sickles commands).					
		2nd NJ (Clark) (7)		3 LR	Veteran
		E 1RI (Bucklyn) (4)		3 HS	
		K 4US (Seeley) (3)		3 HS	
		(#)=Deployment Location			

V Corps (Elements)

X Tilton	18/22nd MA	8	Veteran	8 5 3
	1 MI/ 118PA	10		10 7 4
X Sweitzer	9th MA	11	Veteran	11 8 5
	32nd MA	7		7 5 3
	4th MI	9		9 6 4
	62nd PA	12		12 8 5
		57 total		

Reserve Artillery

x McGilvary

5th MA (Phillips) (8)	3 LR	Veteran
9th MA (Bigelow) (9)	3 HS	
15th NY (Hart) (6)	2 HS	
CF PA (Thompson) (2)	3 LR	
Attached 3 US (Turnbull) (1)	3 HS	
Attached 1 NY (Ames) (5)	3 HS	

(#)=Deployment Location

Attached to Artillery Reserve Commander

2/7 US Inf	8	Veteran	8 5 3
3rd US Inf	8	Veteran	8 5 3

Army	Total	209	26
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**CSA Forces Heavy Casualties # 92**

XXX Longstreet (Gallant)

XX McLaws

x Kershaw	2nd SC	11	Crack	11 8 5
(Gallant)	3rd SC	11		11 8 5
	7th SC	11		11 8 5
	8th SC	8		8 5 3
	15th SC	12		12 8 5
	3rd SC Bn	6		6 4 2
		59 total		

x Semmes	10th GA	8	Veteran	8 5 3
	50th GA	8		8 5 3
	51st GA	8		8 5 3
	53rd GA	11		11 8 5
		35 total		

x Barksdale	13th Miss	13	Crack	13 9 6
(Gallant)	17th Miss	12		12 8 5
	18th Miss	7		7 5 3
	21st Miss	11		11 8 5
		43 total		

x Wofford	16th GA	8	Veteran	8 5 3
	18th GA	8		8 5 3
	24th GA	8		8 5 3
	Cobbs L.	6		6 4 2
	Phillips L	7		7 5 3
	3rd Bn GA SS	7		7 5 3
		44 total		

III Corps (Elements)

X Wilcox	8th Ala	12	Veteran	12 8 5
	9th Ala	8		8 5 3
	10th Ala	8		8 5 3
	11th Ala	8		8 5 3
	14th Ala	8		8 5 3
		44 total		

Cabell's Artillery Bn.

X Cabell

Pulaski (Fraser) (9) 2 LR Veteran

1Richmond (McCarthy) (10) 1LR 1HS

A, 1 NC (Manley) (3) \*12" 1LR 1HS

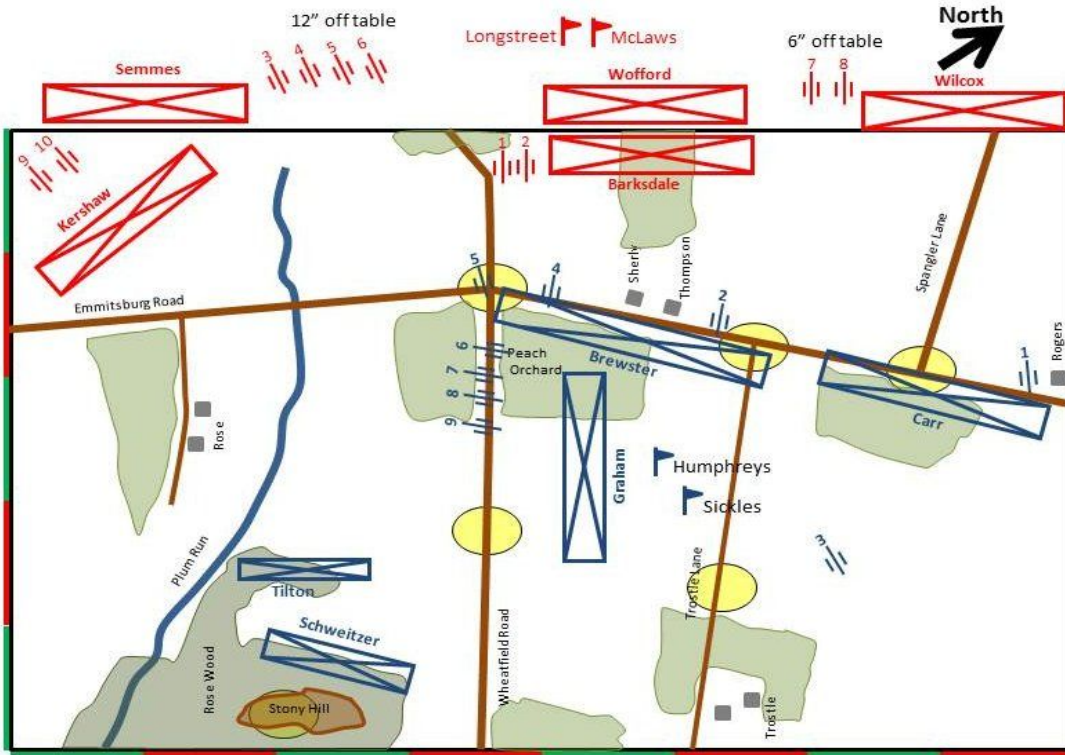
Troop County GA (Carlton)(4) \*1LR 1HS

(\* denotes off board and # is distance)

(#)=Deployment Location

Alexander's Artillery Bn.		Veteran
X Porter Alexander (Gallant)		
Richmond (Parker) (5) *12"	2 LR	
Bath VA (Taylor) (6) *12"	2 HS	
Madison LA (Moody) (1)	2 HS	
Brooks SC (Gilbert) (7) *6"	2 LH	
Ashland VA (Woolfolk) (8) *6"	2 LR	
Bedford VA (Jordan) (2)	2 LR	
(* denotes off board and # is distance)		
(#)=Deployment Location		
Totals	225	20

Main Sources      Gettysburg, The Second Day, Pfanz  
 Regimental Strengths and Losses at Gettysburg, Martin & Busey  
 Gettysburg Companion, Adkins



-  Victory Location
-  Stream-Broken
-  Light Woods/Peach Orchard - Broken
-  Heavy Woods- Rough
-  Hill
-  Road

The Map is 8' x 5'

All roads and the Peach Orchard are lined by rail fence.

## Deployment

On board units start in the area indicated by the map, at the player's discretion. The Union player sets up first. Artillery units (identified by a deployment number) must set up where indicated.

The Union Artillery Reserve commander (McGilvary) sets up within command radius of one of his artillery units (they are scattered along the line). The two infantry regiments attached to the artillery reserve start within command radius of this commander.

Confederate artillery commanders may deploy within command radius of any on-board artillery unit they control or enter the board with any off-board artillery unit they control which moves onto the board.

Confederate Entry and movement restrictions

On turn 1 only Kershaw's Brigade may move.

On turn 2 Barksdale's Brigade may move.

On turn 3, all of the Confederate units may move. Off board infantry subtract 6" from a well-handled move.

## Scenario Rules

1. Confederates move first each turn.
2. The Game lasts 12 turns.
3. All Infantry are armed with Rifle/Musket.
4. CSA artillery which is designated as starting off-board may fire. Calculate the distance and line of fire from the closest point on the map to the indicated position of the battery, then add the off-board distance to determine the final range. Alternatively, off-board artillery can limber and move onto the board, appearing at the board edge after subtracting the off-board distance from their move. Players will need to keep track of off-board artillery which is moving onto the board until they appear. Artillery units which start on-board or move on-board may not subsequently move off-board. Off-board artillery may also be targeted by Union batteries - calculate the range to the closest point on the map and add the off-board distance.
5. Units which run low on ammo may resupply by starting the turn outside of close range from an enemy unit.
6. The Union is restricted to Tardy movement on the first turn.

Victory is determined at the end of the game by casualties and control of geographic objectives.

### Geographic Objectives

There are 6 geographic objectives which are controlled by being the last to move through or occupy the objective and having no enemy units within 6" of the objective when victory is determined. At the beginning of the game the Union is considered to control all of the objectives.

The objectives along the Emmitsburg Pike are worth 2 VP each for the Union and 1 VP each for the Confederate.

The objectives behind the Union front line (don't forget the Stony Hill) are worth 2VP each for the Confederate and 1VP each for the Union

Thus up to 9VP can be obtained by holding all objectives.

### Casualties

Inflicting "Heavy Casualties" on the enemy scores 1VP in addition to the normal Heavy Casualties effect on the Maneuver roll

Each Brigade which suffers 1/2 or more of its strength yields 1 VP to the enemy. Count the 2 small Union V Corps Brigade as a single brigade for this calculation.

Each complete multiple of 4 artillery bases destroyed yields 1VP to the enemy. Damaged bases count as 1/2 of a destroyed base, Thus up to 9VP can be obtained by holding all objectives.

The side with the most VP wins the scenario, if tied, the side that lost the most Leader stands is the loser.