SCENARIO
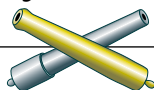# PICKETT'S CHARGE
July 3, 1863

The Scenario

The scenario recreates the Confederate attack upon the Union center on Cemetery Ridge. It can be played by four to six Union and six to nine Confederate players, takes about six-hours to play, and requires a 8-ft. wide by 7.5-ft. deep gaming area when using 15mm figures. The scenario begins with eight rounds of artillery bombardment (see special scenario rule).

Terrain

Terrain should be laid out as shown in the scenario map. Terrain effects for the scenario are as follows:

Elevations. The battlefield is divided by gently rolling ridges of one to three elevations, separated by shallow swales. The Union defensive line runs along Cemetery Ridge that starts at the northeast corner and continues south to the southeast corner of the table.

The ridges have no crest line that block line of sight. An elevation only blocks line of sight when it lies between two units, including units located on an equal or higher elevation. Guns located on an equal or higher elevation may perform plunging fire at a target concealed behind a ridge (see special scenario rule).

The slopes are gentile, so only the first 4" of each successive level is considered a slope. A defending unit in charge combat receives a +1 modifier for favorable ground only if the attacker charged up a slope.

Swale. Stevens Run passed through a north-to-south swale west of the Emmitsburg Road, and Plum Run passes through a north to south swale east of the road. There is also a swale near the Codori Farm, just west of the road that is divided into a north swale and south swale.

The swales are deep enough to block the line of sight of a firing stand located over 12" from a target located in the swale, and a firing stand located in the swale cannot fire at a target over 12" outside of the swale. Guns located outside of the swale may perform plunging fire at a target concealed in a swale (see special scenario rule).

Woods. All woods are rated broken ground for movement. Line of sight through woods is reduced to 4". In fire combat the firing stands suffer a -1 modifier for partial cover when firing through woods, or a -2 f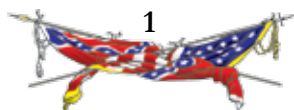or full cover if the target is in extended line. Guns located on an equal or higher elevation may perform plunging fire at a target concealed in woods (see special scenario rule). In charge combat a unit defending in woods receives a +1 modifier for favorable ground.

Orchards. Orchards are a minor wooded terrain feature that do not block line of sight. They are rated broken ground for movement. Firing stands suffer a -2 modifier only when firing at a target in extended line located in an orchard. Orchards do not provide a cover modifier for units in other formations, and have no defensive modifier in charge combat.

Rocky Ground. The area of rocky ground is rated broken ground for movement. Rocky ground does not block line of sight. In fire combat the firing stands suffer a -2 for full cover only when firing at a target in extended line and located in the rocky ground. Rocky ground does not provide a defensive modifier in charge combat.

Cornfields and Wheatfields. Cornfields and wheatfields are open ground and have no effect on movement, line of sight, or combat.

Fences and Stone Walls. Fences and stone walls are rated broken ground to cross. A wood fence line is automatically dismantled after a unit passes through it. Once dismantled, a fence does not affect movement. The stoutly built fence along the Emmitsburg Road and stone walls cannot be dismantled.
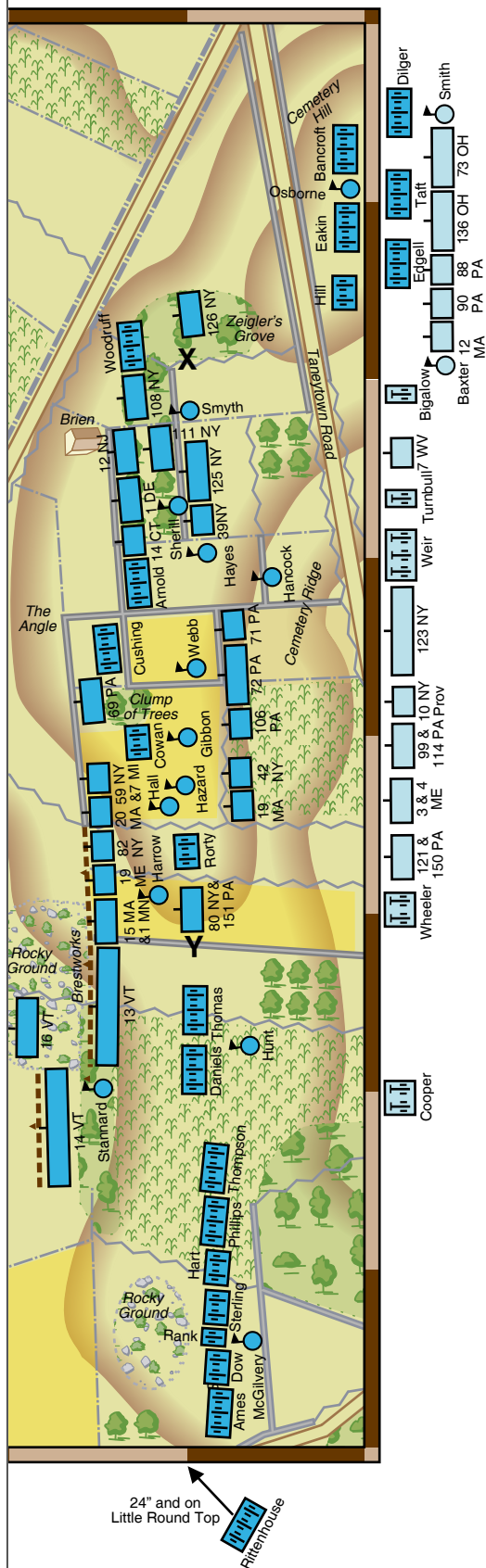
300-yards
12" / 15mm

McGraw
Brander
Pegram

22 VA
40 VA
55 VA
Brockenbrough
47 VA
42 MS
Zimmerman
Maye
Johnson
Ross
Wingfield
Graham
Lane

33 NC
Lane
18 NC
11 MS
2 MS
Davis
55 NC
7 NC

Trimble
28 NC
37 NC
Pettigrew
11 NC
47 NC
Wyatt
HS
LH
LR
LH
Poague

1, 16, &
88 NC
26 NC
Marshall
52 NC

32 &
34 NC
Lowrance
7 TN
1 TN
3 & Fry
13 AL
14 TN
Ward
HS
LH

Brooke
LH
HS

Richardson
LH

Longstreet
Point of
Woods
Cantron Woolfolk
LH
LR

Spangler's
Woods

Bliss Barn
(Destroyed)

Stevens Run Swale

8 OH

Codori North Swale

Emmitsburg Road

Codori

38 VA

57 VA
Garnett
56 VA
28 VA
19 VA
Swale
Blount
Caskie
Macon
Dearing

Armistead
53 VA
18 VA
2 FL
8 FL
5 FL
Lang
Stribling

9 VA
8 VA
3 VA
Pickett
Rogers

14 VA
Spangler
7 VA
Alexander
Richardson
LH
HS
Norcum
LH
HS
Eschleman
Miller
Taylor
Klingle
Gilbert Parker

9 AL
14 AL
11 AL
Kemper
11 VA
10 AL
Huger
Moody

Wilcox
8 AL
24 VA
Sherfy
Jordan

Codori South Swale

Stout Fence

Stout Fence

SK / 16 VT

Plum Run Swale

Fraser
LH
LR
Manley
Cabell
McCarthy

2

Fences and walls do not block line of sight. In a maneuver check, a unit in line or extended line aligned behind a fence or stone wall receives a +1 modifier. Firing stands suffer a -1 modifier for partial cover when firing at a target in line aligned behind a stone wall, or a -2 if the target is in extended line aligned behind a fence or stone wall. In charge combat, a defending unit in line or extended line aligned behind a wall receives a +1 for favorable ground. Fences do not provide a defensive modifier in charge combat.

Breastwork. Harrow's and Stannard's brigades are behind makeshift breastworks. A breastwork is rated broken ground to cross and does not block line of sight. In a maneuver check, a unit in line or extended line aligned behind the breastwork receives a +1 modifier. Firing stands suffer a -1 modifier for partial cover when firing at a target in line aligned behind the breastwork, or a -2 if the target is in extended line. In charge combat, a defending unit aligned behind the breastwork receives a +1 for favorable ground.

Roads. All roads are in good condition. Units in march column, limbered guns, and leaders may move at the road movement rate.

Streams. All streams is rated broken ground to cross. In charge combat a defending unit receives a +1 modifier for favorable ground if the attacker charged across the stream.

Buildings. All buildings are rated broken ground for movement and do not block line of sight.. In fire combat the firing stands suffer a -1 modifier for partial cover when firing through a building, or a -2 for full cover when firing at a target in extended line. Buildings do not provide a defensive modifier in charge combat.

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.
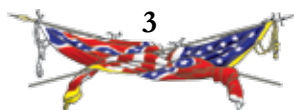
Order of Battle
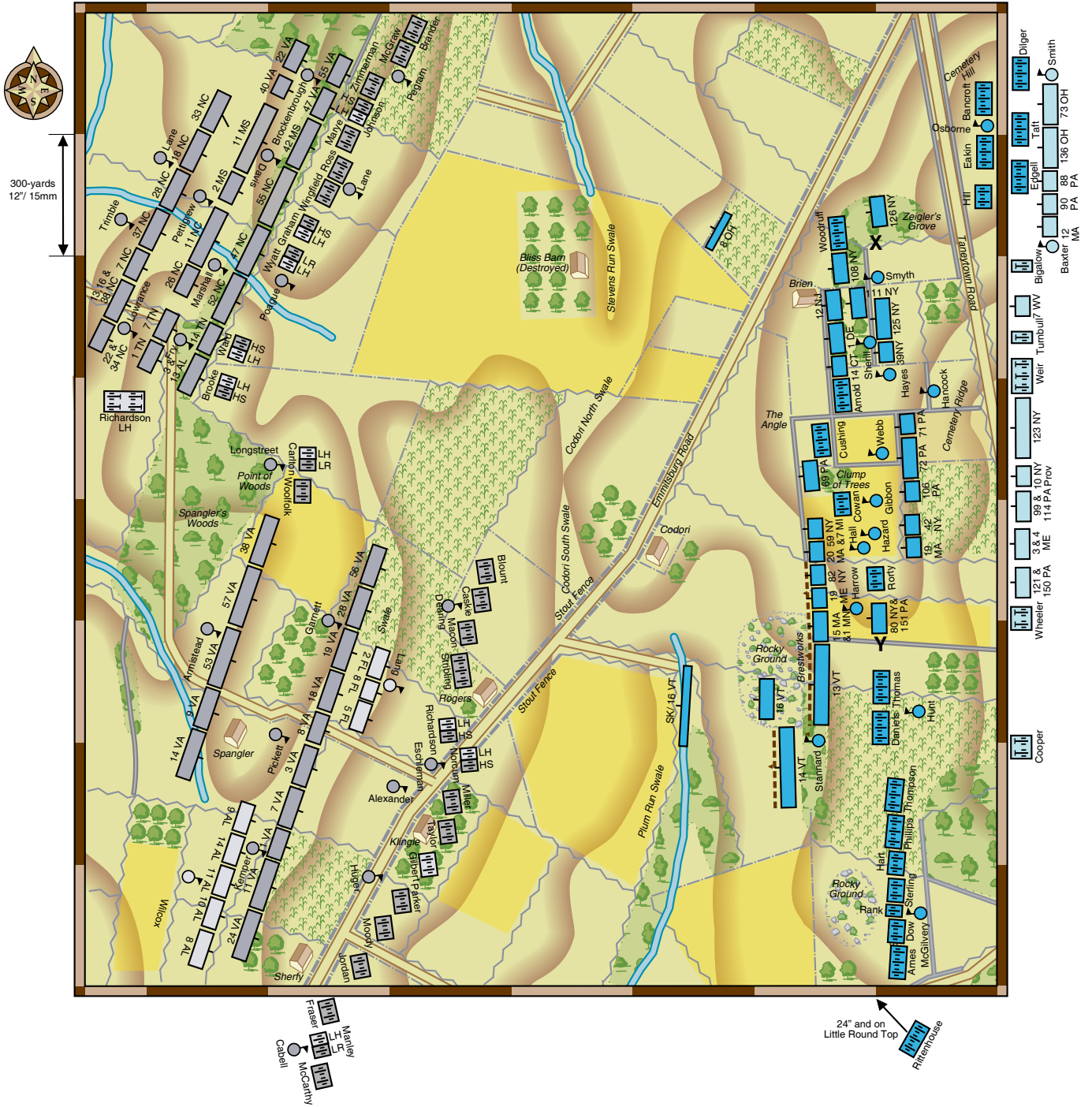
The following number of stands is needed:

STAND	UNION	CONFEDERATE
Infantry	180	291
Infantry command	35	45
Artillery (gun with limber)	50	57
Artillery (off-table gun)	12	6
Corps and division leader	2	4
Brigade leader	8	11
Artillery leader	4	8
Total	291	422

Union Forces. Total stands represent a force of 11,160 men (8,600 infantry) and 128 guns.

1) Starting units and leaders: corps leader Hancock; division leader Gibbon, brigade leader Harrow with 3 regiments, brigade leader Hall with 4 regiments, and brigade leader

Pickett's Charge Scenario Map

300-yards
12"/ 15mm

Bliss Barn
(Destroyed)

Stevens Run Swale

Cemetery Hill

Zeigler's Grove

The Angle

Clump of Trees

Cemetery Ridge

Codori North Swale

Codori South Swale

Emmitsburg Road

Stout Fence

Rocky Ground

Breastworks

Plum Run Swale

Spangler's Woods

Point of Woods

Richardson LH

Longstreet

Cameron Woolfolk

Spangler

Sherfy

Klingle

Codori

Rogers

Taneytown Road

24" and on Little Round Top

4

Pickett's Charge Scenario
Union Order of Battle Part 1

XXX 1
-
II Corps
Hancock
Gallant

XX 1
(Hancock)
2 Div/ IIC
Gibbon
Able

X 1
(Gibbon)
1 Bde/ 2D/ IIC
Harrow
Able

1 (Harrow) 19 ME — Vet 4/3/2 RM
1 (Harrow) 15 MA & 1 MN — Vet 6/5/3 RM
1 (Harrow) 82 NY — Vet 4/3/2 SM

X 1
(Gibbon)
2 Bde/ 1D/ IIC
Webb
Able

1 (Webb) 69 PA — Vet 6/5/3 IR
1 (Webb) 71 PA — Vet 4/3/2 RM
1 (Webb) 72 PA — Vet 8/6/4 IR
1 (Webb) 106 PA — Vet 4/3/2 SM

X 1
(Gibbon)
3 Bde/ 2D/ IIC
Hall
Able

1 (Hall) 19 MA — Vet 4/3/2 RM
1 (Harrow) 20 MA — Vet 4/3/2 RM
1 (Harrow) 59 NY & 7 MI — Vet 4/3/2 RM
1 (Harrow) 42 NY — Vet 4/3/2 RM

XX 1
(Hancock)
3 Div/ IIC
Hays
Able

X 1
(Hays)
2 Bde/ 3D/ IIC
Smyth
Poor

1 (Smyth) 14 CT — Vet 4/3/2 BL
1 (Smyth) 1 DE — Vet 5/3/2 IR
1 (Smyth) 12 NJ — Trn 6/5/3 SM
1 (Smyth) 108 NY — Vet 5/3/2 RM

X 1
(Hays)
3 Bde/ 1D/ IC
Sherill
Able

1 (Sherill) 39 NY — Trn 4/-/3 IR
1 (Sherill) 111 NY — Trn 6/5/3 RM
1 (Sherill) 125 NY — Trn 7/6/4 RM
1 (Sherill) 126 NY — Trn 5/3/2 RM

From 1st Bde

1
-
8 OH
Vet 4/3/2 RM

From 1st Bde
3rd Div/ I Corps

1
-
80 NY &
151 PA
Vet 6/5/3 RM

X 1
(Hancock)
Arty Bde/ IIC
Hazzard
Able

1 (Hazzard) L Sec/ B 1 NY — Rorty — Vet LR
1 (Hazzard) R Sec/ B 1 NY — Rorty — Vet LR
1 (Hazzard) L Sec/ A 1 RI — Arnold — Vet LR
1 (Hazzard) C Sec/ A 1 RI — Arnold — Vet LR
1 (Hazzard) R Sec/ A 1 RI — Arnold — Vet LR

1 (Hazzard) L Sec/ B 1 RI — Cowan — Vet HS
1 (Hazzard) R Sec/ B 1 RI — Cowan — Vet HS
1 (Hazzard) L Sec/ I 1 US — Woodruff — Vet HS
1 (Hazzard) C Sec/ I 1 US — Woodruff — Vet HS
1 (Hazzard) R Sec/ I 1 US — Woodruff — Vet HS

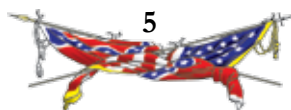**1** (Hazzard) L Sec/ A 4 US — Cushing — Vet LR
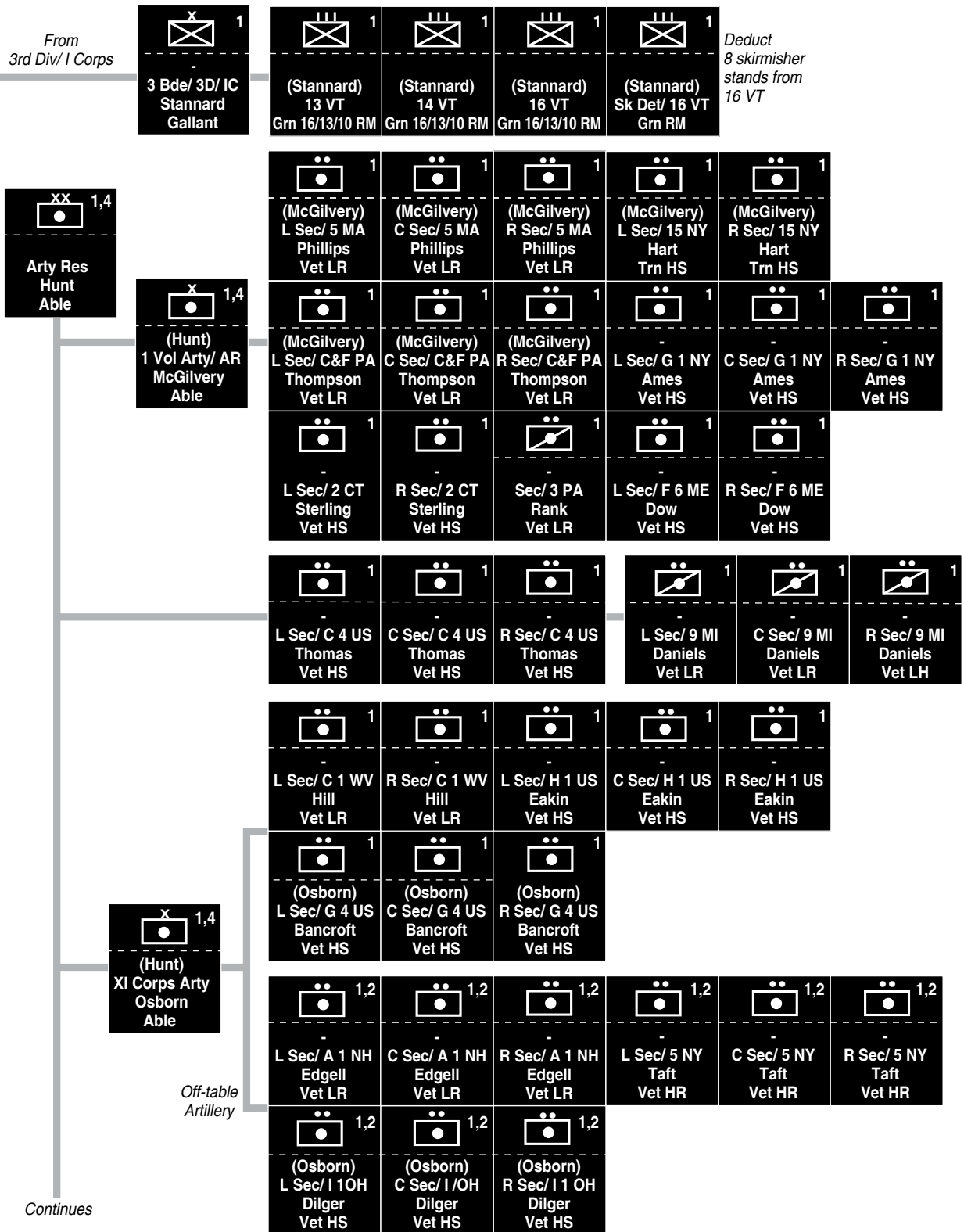**1** (Hazzard) C Sec/ A 4 US — Cushing — Vet LR
1 (Hazzard) R Sec/ A 4 US — Cushing — Vet LR
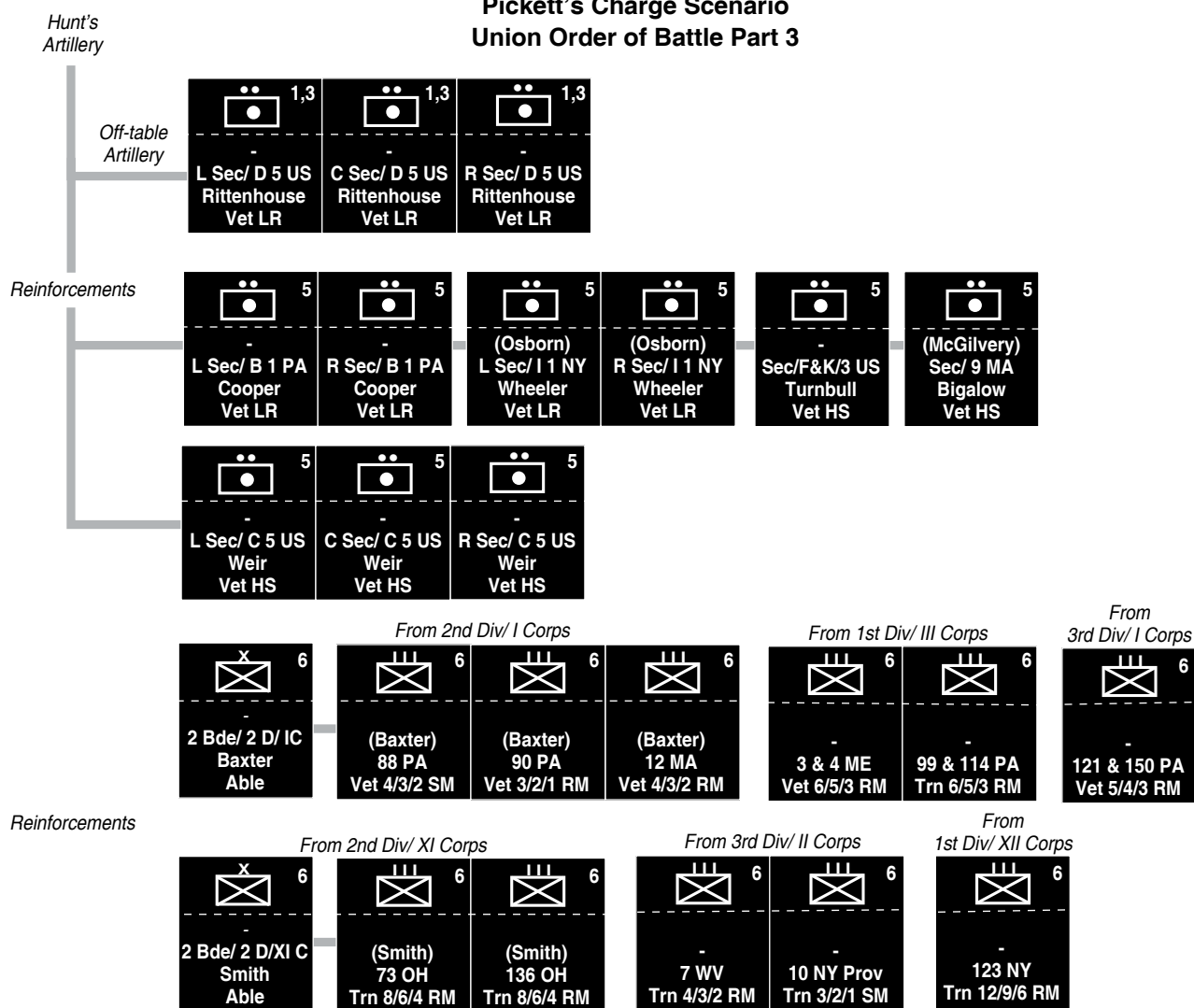
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5

Pickett's Charge Scenario
Union Order of Battle Part 2

From 3rd Div/ I Corps

3 Bde/ 3D/ IC Stannard Gallant — 1

(Stannard) 13 VT Grn 16/13/10 RM — 1
(Stannard) 14 VT Grn 16/13/10 RM — 1
(Stannard) 16 VT Grn 16/13/10 RM — 1
(Stannard) Sk Det/ 16 VT Grn RM — 1

Deduct 8 skirmisher stands from 16 VT

Arty Res Hunt Able — 1,4

(McGilvery) L Sec/ 5 MA Phillips Vet LR — 1
(McGilvery) C Sec/ 5 MA Phillips Vet LR — 1
(McGilvery) R Sec/ 5 MA Phillips Vet LR — 1
(McGilvery) L Sec/ 15 NY Hart Trn HS — 1
(McGilvery) R Sec/ 15 NY Hart Trn HS — 1

(Hunt) 1 Vol Arty/ AR McGilvery Able — 1,4

(McGilvery) L Sec/ C&F PA Thompson Vet LR — 1
(McGilvery) C Sec/ C&F PA Thompson Vet LR — 1
(McGilvery) R Sec/ C&F PA Thompson Vet LR — 1
L Sec/ G 1 NY Ames Vet HS — 1
C Sec/ G 1 NY Ames Vet HS — 1
R Sec/ G 1 NY Ames Vet HS — 1

L Sec/ 2 CT Sterling Vet HS — 1
R Sec/ 2 CT Sterling Vet HS — 1
Sec/ 3 PA Rank Vet LR — 1
L Sec/ F 6 ME Dow Vet HS — 1
R Sec/ F 6 ME Dow Vet HS — 1

L Sec/ C 4 US Thomas Vet HS — 1
C Sec/ C 4 US Thomas Vet HS — 1
R Sec/ C 4 US Thomas Vet HS — 1
L Sec/ 9 MI Daniels Vet LR — 1
C Sec/ 9 MI Daniels Vet LR — 1
R Sec/ 9 MI Daniels Vet LH — 1

L Sec/ C 1 WV Hill Vet LR — 1
R Sec/ C 1 WV Hill Vet LR — 1
L Sec/ H 1 US Eakin Vet HS — 1
C Sec/ H 1 US Eakin Vet HS — 1
R Sec/ H 1 US Eakin Vet HS — 1

(Osborn) L Sec/ G 4 US Bancroft Vet HS — 1
(Osborn) C Sec/ G 4 US Bancroft Vet HS — 1
(Osborn) R Sec/ G 4 US Bancroft Vet HS — 1

(Hunt) XI Corps Arty Osborn Able — 1,4

Off-table Artillery

(Osborn) L Sec/ A 1 NH Edgell Vet LR — 1,2
(Osborn) C Sec/ A 1 NH Edgell Vet LR — 1,2
(Osborn) R Sec/ A 1 NH Edgell Vet LR — 1,2
L Sec/ 5 NY Taft Vet HR — 1,2
C Sec/ 5 NY Taft Vet HR — 1,2
R Sec/ 5 NY Taft Vet HR — 1,2

(Osborn) L Sec/ I 1OH Dilger Vet HS — 1,2
(Osborn) C Sec/ I /OH Dilger Vet HS — 1,2
(Osborn) R Sec/ I 1 OH Dilger Vet HS — 1,2

Continues

Photocopy and cut out labels

6

Hunt's Artillery

Off-table Artillery

1,3	1,3	1,3
- L Sec/ D 5 US Rittenhouse Vet LR	- C Sec/ D 5 US Rittenhouse Vet LR	- R Sec/ D 5 US Rittenhouse Vet LR

Reinforcements

5	5	5	5	5	5
- L Sec/ B 1 PA Cooper Vet LR	- R Sec/ B 1 PA Cooper Vet LR	(Osborn) L Sec/ I 1 NY Wheeler Vet LR	(Osborn) R Sec/ I 1 NY Wheeler Vet LR	- Sec/F&K/3 US Turnbull Vet HS	(McGilvery) Sec/ 9 MA Bigalow Vet HS

5	5	5
- L Sec/ C 5 US Weir Vet HS	- C Sec/ C 5 US Weir Vet HS	- R Sec/ C 5 US Weir Vet HS

From 2nd Div/ I Corps · *From 1st Div/ III Corps* · *From 3rd Div/ I Corps*

6	6	6	6	6	6	6
- 2 Bde/ 2 D/ IC Baxter Able	(Baxter) 88 PA Vet 4/3/2 SM	(Baxter) 90 PA Vet 3/2/1 RM	(Baxter) 12 MA Vet 4/3/2 RM	- 3 & 4 ME Vet 6/5/3 RM	- 99 & 114 PA Trn 6/5/3 RM	- 121 & 150 PA Vet 5/4/3 RM

Reinforcements

From 2nd Div/ XI Corps · *From 3rd Div/ II Corps* · *From 1st Div/ XII Corps*

6	6	6	6	6	6
- 2 Bde/ 2 D/XI C Smith Able	(Smith) 73 OH Trn 8/6/4 RM	(Smith) 136 OH Trn 8/6/4 RM	- 7 WV Trn 4/3/2 RM	- 10 NY Prov Trn 3/2/1 SM	- 123 NY Trn 12/9/6 RM

Photocopy and cut out labels

Webb with 4 regiments; division leader Hays, brigade leader Smyth with 4 regiments, and brigade leader Sherill with 4 regiments; brigade leader Stannard with 3 regiments and 1 skirmisher detachment from the 16th Vermont; 8th Ohio, and combined 80th New York and 151st Pennsylvania; artillery brigade leader Hazzard with 5 batteries; army artillery leader Hunt; artillery brigade leader McGilvery with 6 batteries and 1 gun section; artillery brigade leader Osbourne with 6 batteries; and Rittenhouse's, Thomas' and Daniel's batteries. All troops and guns have deployment restrictions (see special scenario rule).

2) Edgell's, Taft's and Dilger's batteries are located on Cemetery Hill, immediately off the east table edge as shown on the map (see special scenario rule).

3) Rittenhouse's battery is located on Little Round Top, 24" off the south table edge as shown on the map (see special scenario rule).

4) Artillery leaders may only command and attach to artillery units (see optional rule for Massed Artillery Fire on page 7 of Volume 1 Scenario Book). Other Union leaders only may give provisional command to artillery units and cannot coordinate massed artillery fire.

5) Enter at the location shown, on turn 9: Cooper's, Wheeler's and Weir's limbered batteries and 1 limbered gun section each from Turnbull's and Bigalow's batteries.

6) Enter at the location and formation shown, on the turn after a Confederate unit crosses the Emmitsburg Road, north of the Codori Farm: brigade leader Baxter with 3 regiments in line, brigade leader Smith with 2 regiments in line, combined 3rd and 4th Maine, combined 99th and 114th Pennsylvania, combined 121st and 150th Pennsylvania, 7th West Virginia, 123rd New York, 10th New York Provisional, all in line.

Confederate Forces. Total Confederate stands represent a force of 15,960 men (13,440 infantry) and 126 guns.

a) Starting units and leaders: corps leader Longstreet; division leader Pickett; brigade leader Garnett with 5 regiments, bri-

gade leader Kemper with 5 regiments, and brigade leader Armistead with 5 regiments; division leader Pettigrew; brigade leader Fry with 4 regiments, brigade leader Davis with 4 regiments, brigade leader Marshall with 4 regiments, and brigade leader Brockenbrough with 4 regiments; division leader Trimble; brigade leader Lane with 5 regiments, and brigade leader Lowrence with 2 regiments; corps artillery leader Alexander, artillery battalion leader Pegram with 5 batteries, artillery battalion leader Lane with 2 batteries. artillery battalion leader Pogue with 4 batteries, and artillery battalion leader Cabell with 4 batteries, artillery battalion leader Huger with 6 batteries, artillery battalion leader Dearing with 4 batteries, and artillery battalion leader Eschelman with 3 batteries, All guns have deployment restrictions (see special scenario rule).
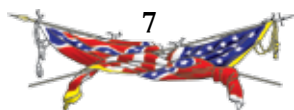
b) Fraser's, Manley's and McCarthy's batteries are located on high ground, immediately off the south table edge (see special scenario rule).

c) Artillery leaders may only command and attach to artillery units (see optional rule for Massed Artillery Fire on page 7 of Volume 1 Scenario Book). Other Union leaders only may give provisional command to artillery units and cannot coordinate massed artillery fire.

d) Activate on the turn after a Confederate unit crosses the Emmitsburg Road, north of the Codori Farm: brigade leader Wilcox with 5 regiments, brigade leader Lang with 3 regiments, and artillery battalion leader Richardson with 4 light howitzer sections.

e) Longstreet cannot move from his location at the Point of Woods.

Game Length

The game is 17 turns long. The game is divided into two phases. Turns 1-8 (1:00 PM to 2:45 PM) are the Bombardment Phase. Each turn in the bombardment consists of two rounds of fire combat, starting with a round of Confederate artillery fire, followed by a round of Union artillery fire (see special scenario rule). Turns 9-17 are the Assault Phase, played as normal game turns, starting with the Confederate player turn at 3:00 PM, and ends after the Union player turn at 5:00 PM.

Victory Conditions

One side must achieve more victory conditions than its opponent to claim victory. Victory conditions are achieved by inflicting heavy casualties and greater losses on the opponent, and occupying the key position, as follows:

Heavy Casualties. The threshold for heavy casualties is determined separately for each higher command. The Union force is divided into two division-size and one brigade-size higher commands. The Confederate player achieves one victory condition for each Union higher command that suffers heavy casualties as follows: after Hays' Division loses 18 (30%) troop and gun stands, after Gibbon's Division loses 18 (30%) stands, and after Stannard's Brigade loses 15 (25%) troop and gun stands.

Hays' command consists of the units in Smyth's and Sherill's brigades, the 8th Ohio, and Arnold's and Woodruff's batteries. The threshold for Hays increases to 30 stands lost after reinforcements arrive consisting of: units in Smith's and Baxter's brigades, 7th West Virginia, Weir's battery, and 1 gun section each from Bigelow's and Turnbull's batteries.

Gibbon' command consists of the units in Webb's, Hall's and Harrow's brigades, the combined 80th New York and 151st Pennsylvania, and Cushing's, Cowan's and Rorty's batteries. The threshold for Gibbon increases to 28 stands lost after reinforcements arrive consisting of: the combined 3rd and 4th Maine, combined 99th and 114th Pennsylvania, combined 121st and 150th Pennsylvania, 123rd New York, 10th New York Provisional, and Wheeler's battery.

Losses in Osbourne's and McGilvery's artillery commands, Rittenhouse's off-table battery, and Cooper's Battery reinforcement, do not count toward heavy casualties.

The Confederate force is divided into four division-size higher commands. The Union player achieves one victory condition for each Confederate higher command that suffers heavy casualties as follows: after Pickett's Division loses 45 (35%) troop stands, after Pettigrew's Division loses 24 (20%) stands, after Trimble's Division loses 10 (20%) stands, and the "Support" command loses 14 troop and gun stands.
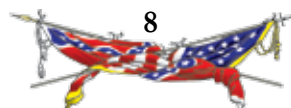
Pickett's command consists of the units in Kemper's, Garnett's and Armistead's brigades. Pettigrew's command consists of the units in Fry's, Marshall's, Davis' and Brockenbrough's brigades. Trimble's command consists of units in Lane's and Lowrence's brigades. The Support command consists of Wilcox's and Lang's brigades from Anderson's Division, and Richardson's light howitzer battalion. Confederate artillery loses, with the exception of Richard's howitzers, do not count toward heavy casualties.

After a higher command reaches its threshold for heavy casualties, all units in that command receive a -1 modifier in subsequent maneuver checks.
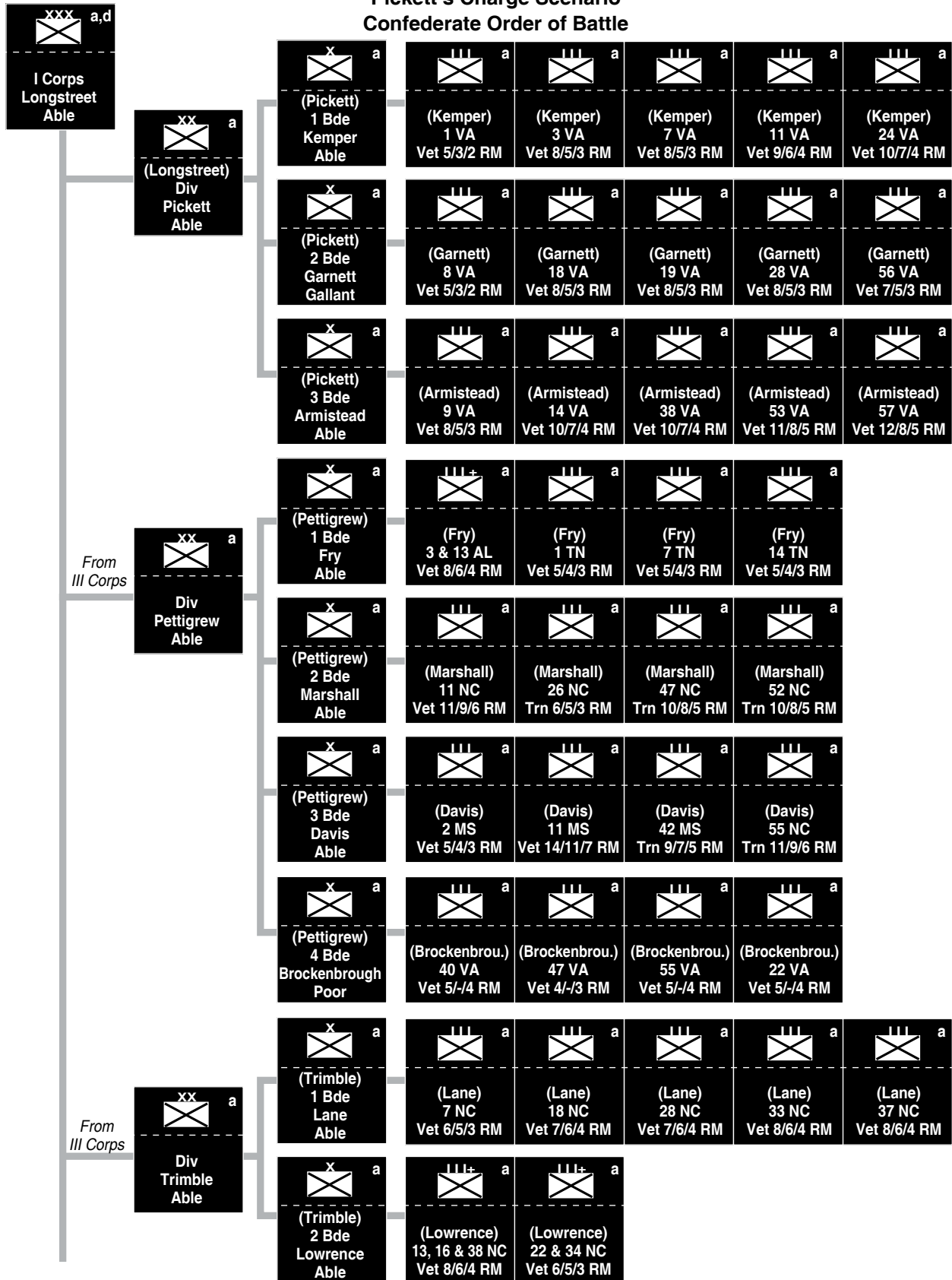
Greater Losses. An army is at greater losses when its total troop and gun stands lost exceed the total stands lost in the enemy army. The modifier for heavy casualties increases to a -2 for each higher command in the army that is currently at greater losses. The side that inflicts greater losses on the enemy at the end of the game achieves an additional victory condition. All losses, including any artillery stands lost, contribute toward greater losses.

Key Position. A line drawn between points **X-Y** is a key position. The key position is under Union control at the start of the scenario. The Confederate player achieves one victory condition if at least one friendly unit occupies or crosses **X-Y** at the end of the game. The Union player achieves one victory condition if no enemy units are on or behind **X-Y** at the end of the game.

In addition to these victory condition, each turn after one or more Confederate units are on or behind **X-Y**, all Union units

Pickett's Charge Scenario
Confederate Order of Battle

XXX a,d
I Corps Longstreet Able

XX a — **(Longstreet) Div Pickett Able**

X a — **(Pickett) 1 Bde Kemper Able**

a	a	a	a	a
(Kemper) 1 VA Vet 5/3/2 RM	(Kemper) 3 VA Vet 8/5/3 RM	(Kemper) 7 VA Vet 8/5/3 RM	(Kemper) 11 VA Vet 9/6/4 RM	(Kemper) 24 VA Vet 10/7/4 RM

X a — **(Pickett) 2 Bde Garnett Gallant**

a	a	a	a	a
(Garnett) 8 VA Vet 5/3/2 RM	(Garnett) 18 VA Vet 8/5/3 RM	(Garnett) 19 VA Vet 8/5/3 RM	(Garnett) 28 VA Vet 8/5/3 RM	(Garnett) 56 VA Vet 7/5/3 RM

X a — **(Pickett) 3 Bde Armistead Able**

a	a	a	a	a
(Armistead) 9 VA Vet 8/5/3 RM	(Armistead) 14 VA Vet 10/7/4 RM	(Armistead) 38 VA Vet 10/7/4 RM	(Armistead) 53 VA Vet 11/8/5 RM	(Armistead) 57 VA Vet 12/8/5 RM

From III Corps

XX a — **Div Pettigrew Able**

X a — **(Pettigrew) 1 Bde Fry Able**

a	a	a	a
(Fry) 3 & 13 AL Vet 8/6/4 RM	(Fry) 1 TN Vet 5/4/3 RM	(Fry) 7 TN Vet 5/4/3 RM	(Fry) 14 TN Vet 5/4/3 RM

X a — **(Pettigrew) 2 Bde Marshall Able**

a	a	a	a
(Marshall) 11 NC Vet 11/9/6 RM	(Marshall) 26 NC Trn 6/5/3 RM	(Marshall) 47 NC Trn 10/8/5 RM	(Marshall) 52 NC Trn 10/8/5 RM

X a — **(Pettigrew) 3 Bde Davis Able**

a	a	a	a
(Davis) 2 MS Vet 5/4/3 RM	(Davis) 11 MS Vet 14/11/7 RM	(Davis) 42 MS Trn 9/7/5 RM	(Davis) 55 NC Trn 11/9/6 RM

X a — **(Pettigrew) 4 Bde Brockenbrough Poor**

a	a	a	a
(Brockenbrou.) 40 VA Vet 5/-/4 RM	(Brockenbrou.) 47 VA Vet 4/-/3 RM	(Brockenbrou.) 55 VA Vet 5/-/4 RM	(Brockenbrou.) 22 VA Vet 5/-/4 RM

From III Corps

XX a — **Div Trimble Able**

X a — **(Trimble) 1 Bde Lane Able**

a	a	a	a	a
(Lane) 7 NC Vet 6/5/3 RM	(Lane) 18 NC Vet 7/6/4 RM	(Lane) 28 NC Vet 7/6/4 RM	(Lane) 33 NC Vet 8/6/4 RM	(Lane) 37 NC Vet 8/6/4 RM

X a — **(Trimble) 2 Bde Lowrence Able**

a	a
(Lowrence) 13, 16 & 38 NC Vet 8/6/4 RM	(Lowrence) 22 & 34 NC Vet 6/5/3 RM

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*I Corps
Continued*

*From
Anderson's
Division
III Corps*

x e	⊠ e	⊠ e	⊠ e	⊠ e	⊠ e
- 1 Bde Wilcox Able	(Wilcox) 8 AL Vet 8/6/4 RM	(Wilcox) 9 AL Vet 5/4/3 RM	(Wilcox) 10 AL Vet 5/4/3 RM	(Wilcox) 11 AL Vet 5/4/3 RM	(Wilcox) 14 AL Vet 5/4/3 RM

x e	⊠ e	⊠ e	⊠ e
- 2 Bde Lang Able	(Lang) 2 FL Vet 5/4/3 RM	(Lang) 5 FL Vet 5/4/3 RM	(Lang) 8 FL Vet 3/2/1 RM

xx a,c
-
CSA Arty
Alexander
Able

a,c
(Alexander)
Arty Bn
Pegram
Able

a	a	a	a	a	a
(Pegram) Purcell Btry L Sc/ McGraw Trn HS	(Pegram) Purcell Btry R Sc/ McGraw Trn HS	(Pegram) Letcher Btry L Sc/ Brander Trn HS	(Pegram) Letcher Btry R Sc/ Brander Trn LR	(Pegram) Fredericksburg L Sc/ Marye Trn HS	(Pegram) Fredericksburg R Sc/ Marye Trn LR
(Pegram) Pee Dee Btry L Sc/ Zimerman Trn LR	(Pegram) Pee Dee Btry R Sc/Zimerman Trn LR	(Pegram) Richmond Btry L Sc/Johnson Trn HS	(Pegram) Richmond Btry R Sc/Johnson Trn LH		

a,c
(Alexander)
11 GA Arty Bn
Lane
Able

a	a	a	a
(Lane) Co A/ 11 GA L Sc/ Ross Trn LR	(Lane) Co A/ 11 GA R Sc/ Ross Trn LR	(Lane) Co C/ 11 GA L Sc/ Wingfield Trn LR	(Lane) Co C/ 11 GA R Sc/ Wingfield Trn LR

a,c
(Alexander)
Arty Bn
Pogue
Able

a	a	a	a
(Pogue) Albemarle Btry L Sc/ Wyatt Trn LR	(Pogue) Albemarle Btry R Sc/ Wyatt Trn LH	(Pogue) Charlotte Btry L Sc/ Graham Trn HS	(Pogue) Charlotte Btry R Sc/ Graham Trn LH
(Pogue) Madison Btry L Sc/ Ward Trn HS	(Pogue) Madison Btry L Sc/ Ward Trn LH	(Pogue) Warrenton Btry L Sc/ Brooke Trn HS	(Pogue) Warrenton Btry R Sc/ Brooke Trn LH

a,c
-
Arty Bn
Cabell
Able

a	a
(Cabell) Troup Cty Btry L Sc/ Carlton Trn LR	(Cabell) Troup Cty Btry R Sc/ Carlton Trn LH

Off-table Artillery

a,b	a,b	a,b	a,b	a,b	a,b
(Cabell) Richmond Btry L Sc/ McCarthy Trn LR	(Cabell) Richmond Btry R Sc/ McCarthy Trn HS	(Cabell) Pulaski Btry L Sc/ Fraser Trn LR	(Cabell) Pulaski Btry R Sc/ Fraser Trn LR	(Cabell) Ellis Btry L Sc/ Manly Trn LR	(Cabell) Ellis Btry R Sc/ Manly Trn LH

Continued

— *Photocopy and cut out labels* —

CSA Artillery

(Alexander) Arty Bn Dearing Able — a,c

a	a	a	a	a
(Dearing) Fauquier Btry L Sc/ Stribling Trn HS	(Dearing) Fauquier Btry C Sc/ Stribling Trn HS	(Dearing) Fauquier Btry R Sc/ Stribling Trn LR	(Dearing) Fayette Btry L Sc/ Macon Trn HS	(Dearing) Fayette Btry R Sc/ Macon Trn LR
(Dearing) Hampden Btry L Sc/ Caskie Trn HS	(Dearing) Hampden Btry R Sc/ Caskie Trn LR	(Dearing) Lynchburg Btry L Sc/ Blount Trn HS	(Dearing) Lynchburg Btry R Sc/ Blount Trn HS	

(Alexander) Arty Bn Eschelman Able — a,c

a	a	a	a
(Eschelman) New Orleans L Sc/Richardson Trn HS	(Eschelman) New Orleans R Sc/Richardson Trn LH	(Eschelman) New Orleans L Sc/ Miller Trn HS	(Eschelman) New Orleans R Sc/ Miller Trn LH
(Eschelman) New Orleans L Sc/ Norcum Trn HS	(Eschelman) New Orleans R Sc/ Norcum Trn LH		

(Alexander) Arty Bn Huger Able — a,c

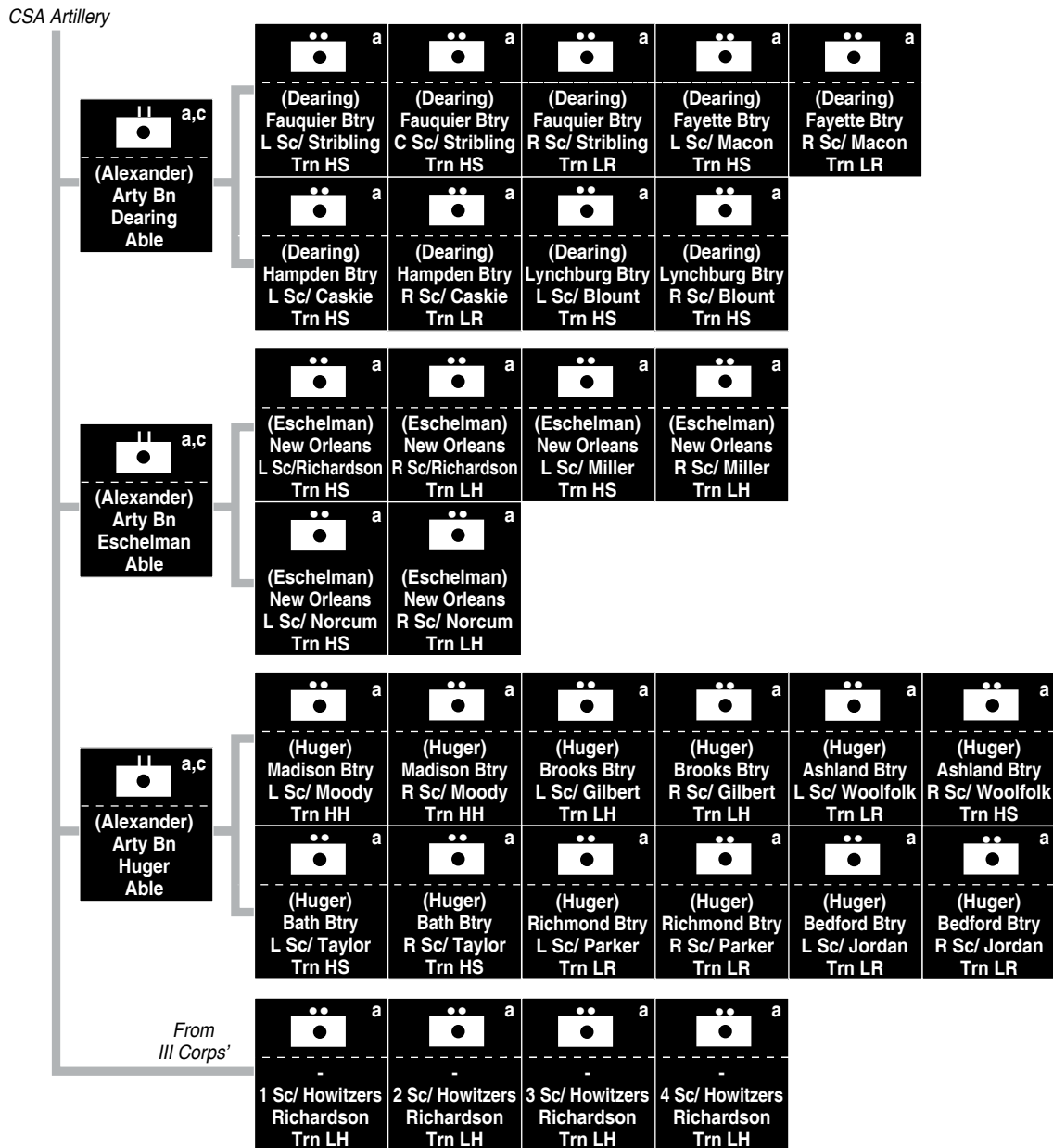| a	a	a	a	a	a
(Huger) Madison Btry L Sc/ Moody Trn HH	(Huger) Madison Btry R Sc/ Moody Trn HH	(Huger) Brooks Btry L Sc/ Gilbert Trn LH	(Huger) Brooks Btry R Sc/ Gilbert Trn LH	(Huger) Ashland Btry L Sc/ Woolfolk Trn LR	(Huger) Ashland Btry R Sc/ Woolfolk Trn HS
(Huger) Bath Btry L Sc/ Taylor Trn HS	(Huger) Bath Btry R Sc/ Taylor Trn HS	(Huger) Richmond Btry L Sc/ Parker Trn LR	(Huger) Richmond Btry R Sc/ Parker Trn LR	(Huger) Bedford Btry L Sc/ Jordan Trn LR	(Huger) Bedford Btry R Sc/ Jordan Trn LR

From III Corps'

| a	a	a	a
- 1 Sc/ Howitzers Richardson Trn LH	- 2 Sc/ Howitzers Richardson Trn LH	- 3 Sc/ Howitzers Richardson Trn LH	- 4 Sc/ Howitzers Richardson Trn LH

Photocopy and cut out labels

suffer a -1 modifier in subsequent maneuver checks. After losing the key position, if all Confederate units are pushed out of the key position in a later turn, the modifier is reversed and all Confederate units suffer the -1 modifier in subsequent checks. The modifier always applies to the last side to lose the key positions.

Special Scenario Rules

Bombardment. The first eight game turns represent an artillery bombardment prior to the Confederate assault. During each turn of the bombardment, players may only resolve one round of Confederate artillery fire, followed by one round of Union artillery fire. Beginning on turn 9, players follow the normal sequence of play.

Only artillery may fire during the bombardment. Units do not perform maneuver checks, and they cannot move or rally from a disorder or silenced effect. Gun stands may only pivot before firing in each round. Confederate guns may fire at enemy troop or gun targets within their line of sight. Union guns do not have a clear line of sight to any enemy troops, and may target enemy guns within their line of sight, or use plunging fire on target concealed by a ridge and swale (see special scenario rule below). Troop targets must lose a stand from a Galling Fire effect if they were already disordered in a previous round of fire combat. Silenced guns cannot fire.
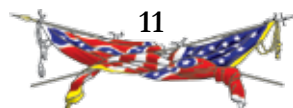
Several Confederate guns are short range light howitzers (LH) which cannot reach targets on Cemetery Ridge. The guns cannot fire and may only be used to absorb damage and mark as silenced when their battery is targeted by enemy fire.

Plunging Fire on Concealed Targets. Although the Confederate troops massed for assault were concealed by woods and ridges, they still suffered some losses from the Union counter-bombardment. Therefore, guns may perform plunging fire over ridges and into swales that block line of sight. Guns located over 12" and outside of a swale may perform plunging fire at a target concealed in a swale. Guns located on an equal or higher elevation may perform plunging fire at a target concealed behind a ridge or in woods. The guns suffer a -2 for firing at a target in full cover. The modifier only applies if half or more of the fire points are from plunging fire. Also, guns from different batteries cannot mass their fire at a target concealed in a swale, behind a ridge or in woods. Only the guns from one battery may fire at a concealed target.

The swale just west of the Codori farm only partially blocks line of sight. Union guns located north of the Codori farm have a clear line of sight into the North-Codori Swale. Guns located south of the farm have a clear line of sight into the South-Codori Swale. Guns with a clear line of sight into these swales do not suffer the -2 for target in full cover.

McGilvery's and Osbourne's guns remained silent during the bombardment to conserve ammunition, and did not attract attention from enemy artillery. Therefore, these guns may be fired upon during the bombardment only after they fired at least once.

Smoke. The intense bombardment and discharge from over 100 guns created a lot of smoke on the battlefield, which affected the gunners' ability to see a target. Smoke has the same affect as a target with a cover modifier. Artillery begins to lose visibility after turn 1. On turns 2 and 3, the firer suffers a -1 for target in partial cover (smoke). The modifier increases to a -2 for full cover on turns 4 and 5, and a -3 on turns 6 to 8, The modifier is not cumulative with any other modifiers, such as plunging fire, and targets behind other types of cover. Guns from different batteries may still mass their fire at a target obscured by smoke. The smoke modifier only applies during the bombardment turns 2 through 8.

Movement and Formation Restrictions. All Union and Confederate artillery that start the scenario unlimbered, must remain unlimbered during the scenario. They may hand haul, but cannot mover further than the top of the 4" slope on the ridge that they are located on. Union batteries that enter on a later turn may unlimber on Cemetery Ridge. The four Confederate light howitzer stands under Richardson may move and unlimber anywhere on the table after they are activated.

Troop units deployed in line at the start of the game cannot change formation. A unit that starts in extended line may only change into a line, and must remain in line afterwards. Broken units must form in line when rallying.

The objective of the Confederate attack was the Union defensive line centered on the Clump of Trees and between **X-Y**, therefore, they cannot charge Union units located in the areas northeast of point **X** and southeast of point **Y**. They may however, charge enemy units located west of these points.

Unit and Leader Activation. Some Confederate units and leaders deployed on the table at the start of the scenario cannot move until they are activated on the turn specified. The Confederate units in Wilcox's Brigade and Lang's Brigade, and the four light howitzer sections in Richardson's ad hoc artillery battalion are activated on the turn one or more Confederate units cross the Emmitsburg Road north of the Codori Farm.

Unactivated units are subject to maneuver checks, and can be fired upon if within weapon range and line of sight. An unactivated unit can retreat as a result of a maneuver check. It may rally and advance back into its starting position in a subsequent check. An unactivated unit may fire at targets within weapon range. Leaders may move but must remain within their command radius from at least one unactivated unit. A leader may attach to an unactivated unit. An unactivated unit may refuse a flank, pivot guns, and fire at targets within weapon range and line of sight, and it is immediately activated if an enemy unit moves within close range. Note, Wilcox's and Lang's brigades are not within enemy line of sight, but may fired upon with plunging fire.

Passage of Lines. Units in Garnett's and Armistead's brigades may pass through the unactivated units in Lang's Brigade freely and without a passage of line maneuver. We assume that Lang's units are deployed temporarily in Right by Companies to the Front, allowing wide gaps for another unit to pass through, with no more trouble than passing through an unlimbered battery? Lang's units automatically change formation back into line after being passed through.

Off-table Artillery. Several Union and Confederate batteries start the scenario unlimbered off the table edge. Rittenhouse's Union battery is located on Little Round Top, a four-level elevation, 24" off the south table edge. Edgell's, Taft's and Dilger's batteries are located immediately off the east table edge on Cemetery Hill, a three-level elevation. These batteries may fire between and over the three batteries located on the table immediately to their front. Fraser's, Manley's and McCarthy's Confederate batteries start at the locations shown off the south table edge. The guns are on a single-level elevation along the Emmitsburg Road, .

The batteries must remain off the table and are subject to an in-command maneuver check each turn in the assault phase. The only maneuvers permitted during the bombardment are: pivot and fire, or only pivot or fire. Guns may also rally on any turn following the bombardment.

Ammunition Supply. No units may replenish ammunition after suffering a low on ammunition effect. Guns which suffer a low on ammunition effect may only fire canister for the remainder of the game.