

GETTYSBURG

July 1-3, 1863

6mm "Altar of Freedom" Scenario



"It has all been my fault."

--General Robert E Lee, CSA



BACKGROUND

In the aftermath of Chancellorsville, General Hooker and President Lincoln find themselves at an impasse. When Hooker impetuously offers to resign his post, Lincoln accepts. He offers command to Reynolds—who refuses—and instead takes Reynolds' suggestion by promoting George Gordon Meade. Meade suddenly finds himself in charge of the Army of the Potomac less than a week before what will be the greatest battle in American history. Defeat now could spell disaster.

As Meade is learning of his promotion, Lee's 75,000 rebels are already raiding Pennsylvania. The army is widely spread out across the region and lacking in cavalry reconnaissance with JEB Stuart's absence. Lee is startled to receive word from a spy that Meade, his new adversary, is marching north faster than expected.

Lee urgently calls for his dispersed corps commanders to unite near an accessible road nexus—a town called Gettysburg. Two of his three subordinates, Richard Ewell and AP Hill, will soon be fighting their first battle as newly minted corps commanders.

When July 1st, 1863 dawns, elements of AP Hill's corps stumble into Gettysburg and find Yankee cavalry, backed by infantry. This is Reynolds and the Union I Corps. Observing good defensive ground, Reynolds commits Meade's army to battle at this place.

GAME LENGTH

This is a 3 day scenario—the official *AoF* speed play variant is recommended. The first day lasts 10 turns, from 10a to 7p. Days two and three are each 12 turns, from 8a to 7p. Use the normal nighttime procedure between each day of battle. Play until one army is broken or the Confederates control the "DC" road exit to Washington. Players use a D12 Turn Clock.

TABLETOP

The scenario requires a 8'x6' tabletop, set up according to the map below. All woods and streams are considered rough going. The town of Gettysburg offers a +1 cover bonus, but does not count as rough ground for movement. Other farmsteads have no terrain effect.

DEPLOYMENT

The Union player deploys first, with Reynolds & Buford on the table. The Confederate player deploys second, with Heth's division only.

SCENARIO NOTES

This scenario does not include most of the cavalry for each army, aside from Buford's division. For the first turn of the game the Confederates have one division with no generals to bid Priority Points. Roll a d6 and assign Heth this many points for Turn 1. Average brigade strength was 1,500 men with artillery brigades representing 12-24 guns.

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FEDERAL BRIEFING

John Reynolds has met Lee's vanguard at Gettysburg and chosen to fight. This commits Meade's army to battle at an unexpected time and place. Our objective is to hold the road to Washington and stop Lee's advance!

Federal army Break Point is 16.

REINFORCEMENT SCHEDULE

Day 1, 10a: HOWARD (all divs.) from b

Day 1, 5p: SLOCUM (all divs.) from c

Day 1, 7p: MEADE, Art. Res., HANCOCK & SYKES (all divs.) from b, SICKLES (all divs.) from a

Day 2, 3p: SEDGEWICK (all divs.) from b

CONFEDERATE BRIEFING

The Army of Northern Virginia is not concentrated for battle and lacking cavalry intelligence, but a general engagement is erupting at a Pennsylvania crossroads. The Federal army must now be met and destroyed!

Confederate army Break Point is 15.

REINFORCEMENT SCHEDULE

Day 1, 10a: HILL & Pender's Div. from X

Day 1, 11a: LEE from x

Day 1, 12p: EWELL & Rodes' Div. from y

Day 1, 2p: Early's Div. from z

Day 1, 5p: Anderson & Johnson's Div. from x

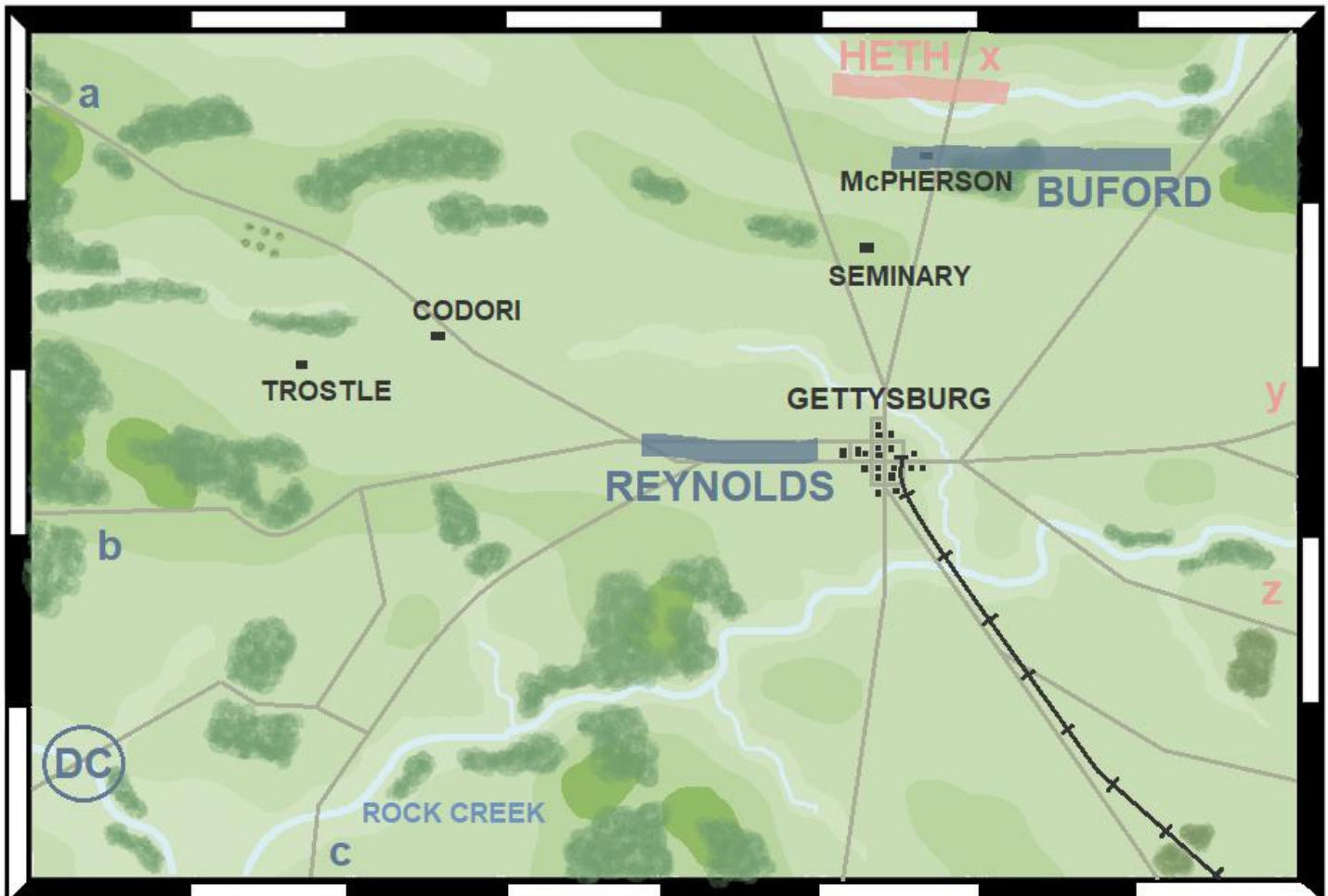
Day 1, 6p: LONGSTEET w/ Art. Res. from x

Day 2, 9a: McLaws' Div. from x

Day 2, 11a: Hood's Div. from x


Day 2, 3p: Pickett's Div. from x

MAP



FEDERAL ORDER OF BATTLE

The Army of the Potomac



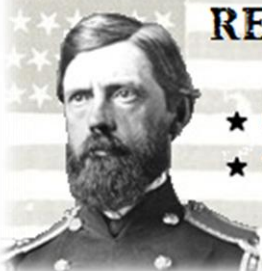
**Maj. Gen. George
MEADE**

- ★ Cautious
- ★ Unflappable

5

| Buford's Division | | Army Reserve [unattached] | |
|-------------------|----|------------------------------|----|
| Gamble (cav.) | +0 | Ransom (art.) | +0 |
| Devin (cav.) | -1 | McGilvery (art.) | +0 |
| Merritt (cav.) | -1 | Taft (art.) | +0 |
| | | Huntington (art.) | +0 |
| | | Fitzhugh (art.) | +0 |

I CORPS



**Maj. Gen. John B.
REYNOLDS**

- ★ Finest Hour
- ★ Trusted Lieutenant

9

| Wadsworth's Division | | Robinson's Division | | Doubleday's Division | |
|----------------------|----|---------------------|----|----------------------|----|
| Meredith | +1 | Paul | +1 | Rowley | +0 |
| Cutler | +2 | Baxter | -1 | Stone | -1 |
| | | | | Stannard | +2 |
| | | | | [unattached] | |
| | | | | Wainwright (art.) | +0 |

II CORPS




**Maj. Gen. Winfield S.
HANCOCK**

- ★ Energetic
- ★ Leads from the Front

8

| Caldwell's Division | | Gibbon's Division | | Hays' Division | |
|---------------------|----|-------------------|----|----------------|----|
| Cross | -1 | Harrow | +0 | Carroll | -1 |
| Kelly | -3 | Webb | -1 | Smyth | -1 |
| Zook | -1 | Hall | -2 | Willard | +0 |
| Brooke | -2 | | | [unattached] | |
| | | | | Hazard (art.) | +0 |

III CORPS



**Maj. Gen. Dan
SICKLES**

- ★ Insubordinate
- ★ Reckless Attacker
- ★ Leads from the Front

7


| Birney's Division | | Humphreys' Division | | [unattached] | |
|-------------------|----|---------------------|----|-----------------|----|
| Graham | +0 | Carr | +1 | Randolph (art.) | +0 |
| Ward | +2 | Brewster | +1 | | |
| de Trobriand | +0 | Burling | +0 | | |

FEDERAL ORDER OF BATTLE

The Army of the Potomac

[continued...]

V CORPS




Maj. Gen. George SYKES

- ★ Hesitant
- ★ Disciplinarian

?

| Barnes' Division | | Ayres' Division | | Crawford's Division | |
|------------------|----|-----------------|----|---------------------|----|
| Tilton | -3 | Day | +0 | McCandless | -1 |
| Sweitzer | +0 | Burbank | -2 | Fisher | +0 |
| Vincent | -1 | Weed | +0 | [unattached] | |
| | | | | Martin (art.) | +0 |

VI CORPS



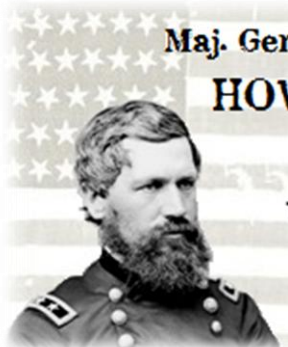
Maj. Gen. John SEDGWICK

- ★ Revered

7

| Wright's Division | | Howe's Division | | Newton's Division | |
|-------------------|----|-----------------|----|-------------------|----|
| Torbert | -1 | Grant | +1 | Shaler | +1 |
| Bartlett | -1 | Neill | +1 | Eustis | +0 |
| Russell | +0 | | | Nevin | +0 |
| | | | | [unattached] | |
| | | | | Tompkins (art.) | +0 |

XI CORPS



Maj. Gen. Oliver O. HOWARD

- ★ Inept

6

| Barlow's Division | | Steinwehr's Division | | Schurz's Division | |
|-------------------|----|----------------------|----|-------------------|----|
| von Gilsa | -1 | Coster | -1 | Schimmelfennig | +0 |
| Ames | -1 | Smith | +0 | Kryzanowski | -1 |
| | | | | [unattached] | |
| | | | | Osborne (art.) | +0 |

FEDERAL ORDER OF BATTLE

The Army of the Potomac

[continued...]

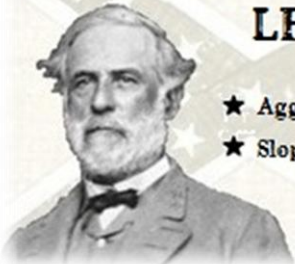
XII CORPS



| Williams' Division | | Geary's Division | | [unattached] |
|--------------------|----|------------------|----|----------------------|
| McDougall | +1 | Candy | +1 | Muhlenberg (art.) +0 |
| Cosgrove | +0 | Kane | -3 | |
| | | Green | +0 | |

CONFEDERATE ORDER OF BATTLE

The Army of Northern Virginia



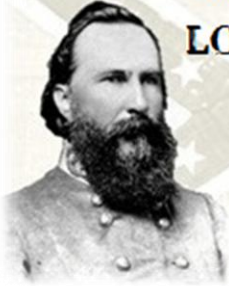
**Gen. Robert E.
LEE**

- ★ Aggressive
- ★ Sloppy Staff Work

3

| Reserve Artillery [unattached] | |
|-----------------------------------|----|
| Walton (art.) | +0 |
| Brown (art.) | +0 |
| Walker (art.) | +0 |

I CORPS



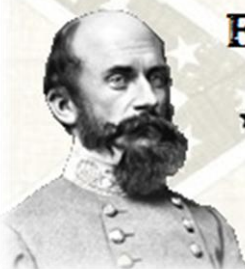
**Lt. Gen. James
LONGSTREET**

- ★ Tardy
- ★ Unflappable

11

| McLaws' Division | | Pickett's Division | | Hood's Division | |
|------------------|----|--------------------|----|-----------------|----|
| Barksdale | +0 | Armistead | +2 | Benning | +0 |
| Kershaw | +2 | Kemper | +1 | Anderson | +1 |
| Semmes | -1 | Garnett | +0 | Law | +2 |
| Wofford | +0 | | | Robertson | +1 |
| | | Dearing (art.) | +0 | | |
| Cabell (art.) | +0 | | | Henry (art.) | +0 |

II CORPS




**Lt. Gen. Richard
EWELL**

- ★ Disciplinarian

10

| Early's Division | | Johnson's Division | | Rodes' Division | |
|------------------|----|--------------------|----|-----------------|----|
| Hays | -1 | Walker | -1 | Iverson | +0 |
| Gordon | +0 | Steuart | +2 | Ramseur | -2 |
| Avery | -1 | Williams | +1 | Doles | -1 |
| Smith | -2 | Jones | +0 | Daniel | +2 |
| | | | | O'Neal | +1 |
| Jones (art.) | +0 | Latimer (art.) | +0 | | |
| | | | | Carter (art.) | +0 |

III CORPS



**Lt. Gen. Ambrose P.
HILL**

- ★ Inept
- ★ Unreliable
- ★ Reckless Attacker

8

| Anderson's Division | | Heth's Division | | Pender's Division | |
|---------------------|----|-----------------|----|-------------------|----|
| Wilcox | +1 | Pettigrew | +3 | Perrin | +1 |
| Lang | -2 | Brockenbrough | -2 | Lane | +1 |
| Posey | -1 | Archer | -1 | Thomas | -1 |
| Wright | +0 | Davis | +2 | Scales | +0 |
| Mahone | +0 | | | | |
| | | Garnett (art.) | +0 | Poague (art.) | +0 |
| Lane (art.) | +0 | | | | |