







AMERICAN CIVIL WAR – HEX SCENARIO

Battle Of Gettysburg Day 2 – 2 July 1863



Standard Map Symbols

	River/stream		Impassible mountains
	Hillside		Woods on a hilltop
	Hill top		Woods on the flat
	Rough Ground [fields, orchards etc]		Towns
	Impassible cliff edges		Defensive Works
	Swamp		Major River
	Reinforcement Arrival Point		Bridge
Note: Only full hexes can be entered by stands			

AMERICAN CIVIL WAR – HEX SCENARIO

Battle Of Gettysburg – July 1863

Union Units	Corps	Elan	Traits						Move	
			Army of the Potomac Units 29 Morale 10							
Meade			Overall Commander							
Sickles	3C		3rd Corps							
Infantry x 5	3C	6	Sk						2-1	
Hancock	2C		2nd Corps							
Infantry x 5	2C	6	Sk						2-1	
Doubleday	1C		1st Corps							
Infantry x 5	1C	6	Sk						2-1	
Howard	11C		11th Corps							
Infantry x 5	11C	6	Sk						2-1	
Slocum	12C		12th Corps							
Infantry x 4	12C	6	Sk						2-1	
Sykes	5C		5th Corps							
Infantry x 5	5C	6	Sk						2-1	
			Army Artillery							
Massed Battery 1				6	5	5	4	3	3	2-1
Massed Battery 2				6	5	5	4	3	3	2-1
Massed Battery 3				6	5	5	4	3	3	2-1

Confederate Units	Corps	Elan	Traits						Move	
			Army of Northern Virginia Units 27 Morale 14							
Lee [Staffwork, Legend]			Overall Commander							
Hill	3C		III Corps							
Infantry x 9	1C	6	Sk						2-1	
Corps Artillery 3				5	4	4	3	3	2	2-1
Ewell	2C		II Corps							
Infantry x 10	2C	6	Sk						2-1	
Corps Artillery 3				5	4	4	3	3	2	2-1
Longstreet	1C		I Corps							
Infantry x 8	1C	6	Sk						2-1	
Corps Artillery 3				5	4	4	3	3	2	2-1

AMERICAN CIVIL WAR – HEX SCENARIO

CS	1	3	5	7	9
US	2	4	6	8	10
CS	11	13	15	17	19
US	12	14	16	18	20
CS	21	23	25	27	29
US	22	24	26	28	30

Background

After defeating the Union forces at Chancellorsville Confederate General Lee embarked on an invasion of the North. Union commander Hooker manoeuvred inconclusively until he was replaced by General Meade. The two armies met 3 days later.

- Scenario Notes

The battle lasted 3 days with both sides building up their armies as reinforcements arrived over the first 2 days. The Union army had adopted a defensive posture putting the onus on Lee, the invader, to defeat them. By the third day the Union army outnumbered Lee and had settled into a strong defensive position, making a Confederate victory almost impossible. This scenario covers the fighting of the second day, Lee's last best chance to win before the odds turned too heavily against him.

Organisation

The Union have six corps for activation. The Confederates three.
Units of the Union artillery can be activated as part of any corps activation.

Terrain

Standard hill rules for combat and firing apply.

Scenario Rules

Lee Excellent Staffwork. Lee can activate 1 corps per turn for a cost of only 2 MO

Lee Legend. The Confederate army morale is one half, not one third of starting strength.

Confederate infantry units that have taken no more than 1 loss can use the Rebel Yell [equivalent to Blucher shock] when attacking.

Any Confederate troops driven off of the board on the two sides behind their starting positions can return the following turn in the status phase anywhere within 4 hexes in either direction of where they left. They arrive like normal reinforcements but are not in reserve status.

Victory Conditions

The Confederates must either break the Union army or be occupying 3 Objective Points at the end of the day to win. If neither side breaks within the time limit the Union win if they are still holding 3 Objective Points. Any other result is a draw.