



# CONFEDERATE EVENT DESCRIPTIONS



Veterans

## Veterans

Play now or at the start of any **Chit Draw Phase** this turn. Play when any Confederate Infantry unit is affected by any white (Skeedaddle) die roll on the Cohesion Test table by you or your opponent. Re-roll the white die; the new result must be accepted.

## Scenario 16.4 Fog of War Table (FOW)

When the Fog of War chit is drawn, roll 2D6 and add them together. If a roll cannot occur, treat the result as No Event.

- 2 Special Event** – Roll 1D6 on the Special Event Table (*see table below*).
- 3 Barricades** – The Union player may now place a barricade marker; If a barricade can't be legally placed, ignore this event.
- 4 Wayward Moves (Mutual)** – The Confederate player selects a Union Infantry (including dismounted Cavalry) unit and shifts it 1 hex in any direction. May not move the chosen unit out of the designated play area nor via an illegal path (e.g., across a RR Cut or causing an overstack). This move may trigger Opportunity Fire. The Union player then does the same for one Confederate Infantry unit.
- 5 Low Ammo (Mutual)** – The Union player may place a Low Ammo marker on any Engaged Confederate Infantry unit that already does not have one. The Confederate player then does the same for any Engaged Union Infantry unit (including dismounted Cavalry). If no enemy Infantry is Engaged, then that player does not place a marker.
- 6 Union Artillery Command Conflict** – 2:30pm or earlier turn; after 2:30pm no effect. The Confederate player selects up to two non-Engaged, non-Cavalry, Union Artillery units (i.e., two Batteries who are 3+ hexes away from the enemy) and places them on the Turn Track 90 minutes (3 Turns) ahead. They will appear as reinforcements at that time via hex 1023. Calef's two Horse Artillery sections cannot be chosen by this event. *Historical Note: The cooperation between Union Army and Artillery commands on the first day of Gettysburg was less than ideal.*
- 7 Possible Leader Casualty** – Roll two dice and read the roll as a number from 11 to 66 (with red being the tens digit and white being the ones digit). Then consult the General Casualty Table on the Player Aid for the result.
- 8 Fatigue (Mutual)** – First the Union player, then the Confederate player, may place a Shaken marker on any enemy Infantry unit that does not already have a MH. *Historical Note: The day's heat/humidity, constant artillery shelling, and pesky skirmishers/sharpshooters took a toll on both sides.*
- 9 Confederate Inept Leadership** – The Union player may select either Confederate Iverson's Brigade or O'Neal's Brigade (from Rodes' Division) and flip its Activation Marker from Available to "Activated"; the Brigade does nothing. If both Brigades have already activated this turn, or if they are not yet in play, then ignore this event.
- 10 Lack of Confidence** – The Confederate player assigns a MH to any Infantry unit of the Union XI Corps. If a Disrupted Regiment is selected, the extra MH will cause it to make an immediate Break Test. No Event if XI Corps is not yet in play.
- 11 Color Honors (Mutual)** – Each side, Union First, now chooses one of their Infantry Regiments and removes a Morale Hit.
- 12 Special Event** – Roll 1D6 on the Special Event Table (*see table below*).

## Special Events Table

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| <b>1</b> | <b>The Commander is Down!</b> - The Confederate player selects a Union Brigade whose Brigade Marker is showing Available and flips it to its "Activated" side.  |
| <b>2</b> | <b>Howard refuses to be relieved</b> - Hancock's <b>4:30 PM</b> arrival is canceled; he will not appear. If Hancock has already arrived, treat this as No Event. Howard remains the Union CIC until the end of the game. <i>Historical Note: Howard was deeply offended being relieved by a junior officer, but he was professional and thus soldiered on despite the perceived affront.</i>  |
| <b>3</b> | <b>Schimmelfennig Hides</b> – If Schimmelfennig's Brigade is in play, replace his Divisional Leader (Schurz) counter with its Replacement (if his Replacement Leader is already in play, then no change). If Schimmelfennig is not yet in play, or if the event has already occurred (it may only happen once), then No Event. <i>Historical Note: General Schimmelfennig was forced to hide in Gettysburg for several days to avoid being captured by Rebels who controlled the Town.</i>  |
| <b>4</b> | <b>Back in the fight!</b> – Roll a Die: <b>1-3</b> Confederate, <b>4-6</b> Union. That player may select one of their Wrecked Brigades; it no longer is Wrecked and cannot Wreck again during the remainder of the game. It also does not generate an extra VP for being Wrecked. Starting immediately, the formerly Wrecked Brigade can Activate normally when its Leader passes their activation roll. <i>Play Note: The Wrecked Brigade must still have at least 1 unit on the map to invoke this roll. If the leader for the selected Brigade is not in the cup, place the leader in the cup.</i> |
| <b>5</b> | <b>Ammo from the dead</b> – Each side, Union first then Confederates, may remove a Low Ammo marker from one of their Regiments.   |
| <b>6</b> | <b>The Commander is Down!</b> - The Union player selects a Confederate Brigade whose Brigade Marker is showing Available and flips it to its "Activated" side.  |