

# GETTYSBURG: THE FIRST DAY

(July 1, 1863)

THE AMERICAN CIVIL WAR: VOLUME 12

## SCENARIO BOOK



REVOLUTION

G A M E S



## 16.0 Scenarios

There are four scenarios offered in Gettysburg: The First Day, two that use a small map and two that use the full map. In all scenarios, the Union side sets up first. Scenario Special Rules overrides any Standard or Exclusive rules.

### 16.1 “Give ‘em Hell, boys!”

This short scenario portrays the afternoon attempted defense of McPherson’s Ridge by Union forces, including Meredith’s famous Iron Brigade. Howard was now in charge of the Federals, while Doubleday led I Corps. Doubleday repeatedly implored Howard for reinforcements, but none were forthcoming as an additional part of the battle (Rodes’ and Early’s attacks) began to rage north of Gettysburg.

Heth’s Division moved forward once again against McPherson’s Ridge after Archer and Davis had been driven back earlier in the day. Several regiments from Daniel’s Brigade (Rodes’ Division) provided support. What followed would be some of the fiercest fighting of the entire engagement; the bloody clash between the Confederate 26 NC and the Union 24 MI was epic in its own right. However, the Confederates had a noted Artillery advantage so the Union eventually ended up in a tenuous position, having little choice other than to concede ground.

**Scenario Length:** The scenario starts at **2:30 PM** and concludes after completion of the **3:30 PM** Turn (3 Turns).

**IMPORTANT:** The Confederates automatically have the Initiative on the first Turn, 2:30 PM; see Special Rule 5.

**MAP:** Use map 16.1.

## UNION SETUP

**\*Meredith’s Brigade / Wadsworth’s Division (5 units):** 19 IN Hex 2311, 24 MI (Shaken) Hex 2509, 2 WI Hex (Disrupted) 2310, 6 WI (Disrupted) Hex 2516, 7 WI (Shaken) Hex 2410 *\*Play Note: Remember that Meredith’s Brigade can’t be Wrecked (12.9).*

**Stone’s Brigade / Doubleday’s Division (4 units):** 143 PA (Shaken) Hex 2613, 149 PA (Shaken) Hex 2612, 150 PA (Shaken) and G. Reynolds’ (2 SP section) Battery, Hex 2511

**Rowley’s Brigade / Doubleday’s Division (5 units):** 80 NY Hex 1913, 121 PA Hex 1712, 142 PA Hex 2113, 151 PA + Barricade\* Hex 2116, G. Reynolds’ (4 SP section) Battery Hex 2014 *\*Play Note: You choose the barricade’s facing; see 2.10 and Event Description chart.*

**Wainwright’s I Corps Artillery (3 units):** Cooper’s Battery Hex 2316, Stevens’ Battery Hex 2416, Stewart’s Battery Hex 2515

**Gamble’s Cavalry Brigade / Wadsworth’s Division (2 units):** 8 IL a Hex 1509, 8 IL b Hex 1508 *Play Note: see the special abilities of Buford’s dismounted cavalry; on the back of the exclusive rules.*

**Union HQ marker:** Hex 2313

### Union Reinforcements:

**3 PM:** Fix Bayonets!, remove Rally!

## CONFEDERATE SETUP

**Brockenbrough’s Brigade / Heth’s Division (4 units):** 22 VA bn Hex 2506, 40 VA Hex 2406, 47 VA Hex 2607, 55 VA Hex 2706

**Pettigrew’s Brigade / Heth’s Division (5 units):** 11 NC Hex 2105, 26 NC a Hex 2305, 26 NC b Hex 2206, 47 NC Hex 2005, 52 NC Hex 1905

**Daniel’s Brigade / Rodes’ Division (3 units):** 2 NC bn Hex 3313, 32 NC Hex 3311, 45 NC Hex 3312

**\*Archer’s Brigade / Heth’s Division (4 units):** 13 AL (Depleted) Hex 1605, 1 TN PA (Depleted) and 7 TN (Depleted) Hex 1805, 14 TN (Depleted) Hex 1705

**\*Davis’s Brigade / Heth’s Division (3 units):** 2 MS (Depleted) Hex 3107, 42 MS (Depleted) Hex 3208, 55 NC (Depleted) Hex 3007

*\*See Special Rule 5, along with the Important paragraph under Victory Determination for Archer’s and Davis’ Brigades. Historically, Heth felt that Archer’s and Davis’ Brigades (who were extending the Confederate flanks) were in no condition to actively participate in the afternoon assault since they had been so badly mauled in the morning.*

**McIntosh’s Artillery Battalion (3 Units):** Hurts’ Battery and Rice’s Battery Hex 2806, Wallace’s Battery Hex 2905

**Pegram’s Artillery Battalion (4 units):** Brander’s Battery Hex 3210, Marye’s Battery Hex 3106, McGraw’s Battery and Zimmerman’s Battery, Hex 3006

### Confederate Reinforcements:

**3:00 PM:** Lee (CIC), Maurin’s Battery Hex 3400, Rally!, remove Rebel Yell!

### Activation and Event Chits in Draw Cup



**IMPORTANT:** The Union and Confederate players each get to select 1 Key chit each Turn. Further, the Confederates get 2 random chits per Turn while the Union gets 1 random chit per Turn.

*Historical Note: Heth was wounded during the fight, further exacerbating Rebel command.*

### Union Available Event Chits



### Confederate Available Event Chits



Reminder: Skirmishers and Sharpshooters convert any "D" result to a Morale Hit.

### Special Scenario Rules:

**1)** The three Regiments of Daniel's Brigade are attached to Heth's Division during this scenario (see #5 below). The Brigade can be Fully Activated normally (i.e., Heth passing his activation roll), or via a Fog-of-War result (see #8 below). Daniel may NOT receive an extra Activation from Lee (see #6 below).

**2)** Gamble's two dismounted 8 IL Cavalry units are attached to Wadsworth and count as their own separate Brigade for activation purposes. They cannot be Wrecked in this scenario, but do count for double VP (2x) if Depleted or Eliminated (see Victory Conditions).

**3)** During the opening Artillery Phase (Turn 1, 2:30 PM), Confederate Batteries may Fire but NOT Move.

**4)** Wainwright's three 1st Corps Batteries (Cooper, Stevens, Stewart) were posted to the rear so they may NOT move, only Fire (or Rally), for the duration of the scenario. *Play Note: G. Reynolds Battery's two sections are not restricted.*

*Historical Note: Wadsworth had requested Batteries to move forward and counter-battery Rebel artillery on Herr Ridge, but Wainwright stubbornly refused to do so and instead posted his guns to the rear.*

**5)** Confederate Initiative for the first Turn (2:30 PM) of this scenario, modified as follows:

- When drawn, Heth does not have to make an activation roll for either Brockenbrough's or Pettigrew's Brigades; he automatically succeeds with a Full Activation for the chosen Brigade. However, Heth must still normally roll for Activation of Archer's, Davis', and Daniel's Brigades (per SSR #1 above). Starting at 3 PM (Turn 2), Confederate command operates normally. *For example, Heth is the first drawn chit of the game. The Confederate player may either automatically Fully Activate Brockenbrough's Brigade or Pettigrew's Brigade, OR may instead roll to activate one of Heth's other assigned Brigades (Archer, Davis, or Daniel).*
- The Confederates do not get a Sharpshooters chit in their hand to begin play as they do in other scenarios, but they do go first during the opening Artillery Phase on Turn 1 (2:30 PM).

*Play Note: Recall that none of Heth's Brigades (including attached*

*Daniel here) can use March Column in the game; they still may be given a Maneuver Order.*

**6)** Lee (arrives 3 PM) is the CIC for the Confederates. Lee may NOT grant an extra Activation to Daniel's Brigade. The Union does not have a CIC.

**7)** The Union Retreat direction is towards the East or South map edge. The Confederate Retreat direction is towards the West or North map edges.

**8)** Fog of War table: See Player Aid.

### Victory Determination:

**Automatic Instant Victory:** If at any time a Confederate Infantry unit occupies the Lutheran Seminary (hex 2116), the scenario immediately ends in a Confederate Victory.

Otherwise, at the conclusion of the scenario, the side that controls (last to occupy or move through with an Infantry unit, not dismounted cavalry) the following hexes will earn VP's as follows (all VP hexes begin play in Union control, except 3105 Herr Tavern which begins in Confederate control).

- Herr Tavern, 3105 (2 VP)
- McPherson House, 2612 (3 VP)
- Crossroads, 2316 (2 VP)
- Schultz Crossroads, 1916 (2 VP)
- Union HQ, 2313 (1 VP)

Also, each side gets 1 VP for each enemy Infantry or Artillery unit eliminated or on the Broken Track at the end of the game, and ½ VP for each Depleted unit still on the map. Exception: Both units of Gamble's 8 IL Cavalry count double (2x) for losses, that is 1 VP for Depleted and 2 VP for Eliminated. A Union Cavalry unit is only Depleted (Battleworn) if flipped to its weaker side.

**IMPORTANT:** Do NOT count regimental losses for Archer's and Davis's Brigades. *Play Note: All units in those two Brigades start the scenario Depleted from the morning's fight. Even if any Regiment of Archer or Davis Rebuilds and then is Depleted (or Eliminated) again, they still do not count for VP loss purposes.*

In addition, if a friendly Brigade is Wrecked (12.9) their opponent gets an additional 1 VP per Wrecked Brigade. Gamble's two IL units cannot be Wrecked. Daniel's Brigade can Wreck.

*Play Note: Remember, Meredith's Iron Brigade (1/1/1) also cannot be Wrecked (12.9).*

*Play Note: Since both Archer's and Davis' have all their units Depleted to begin play, any Regiment sent to the Broken Track will Wreck the Brigade (unless another on-map Regiment was able to Rebuild first) and thus grant the Union 1 VP (per Wrecked Brigade).*

At the end of play, subtract Union VP from Confederate VP; if the result is greater than 2 VP, the Confederates win. If less than 2 VP, then the Union wins. If exactly 2 VP, the result is a Draw.



## 16.2 Reynolds to the Rescue

This scenario opens the main Battle of Gettysburg, with Confederate forces attempting to drive through dismounted Union Cavalry and their subsequent reinforcements (including the vaunted Iron Brigade). Rebel 3rd Corps General A. P. Hill had been ordered by Lee not to start a general engagement, but with conflicting intelligence (some Rebel scouts still had the Army of the Potomac encamped at Middleburg, some 16 miles distant) Hill sent his troops into town anyway as a reconnaissance-in-force. Newly appointed Division Commander Henry Heth claimed he thought that the Union Cavalry was just enemy militia, therefore a valid target. The Rebels heavily deployed sharpshooters (skirmishers), but the Union troopers were nimble and could not be pinned. Meeting unexpectedly strong Federal resistance, Archer himself was captured (the first General in Lee's Army ever to be taken prisoner). Reinforcing Union Infantry then pushed back the advancing Rebels, ending the morning's action leading up to a temporary noontime lull. Both sides will have the opportunity to attack and defend here.

**Scenario Length:** This scenario begins at 9 AM and concludes at the end of the 11:30 PM Turn (6 Turns).

**IMPORTANT:** The Confederates have the Initiative on Turns 1 and 2 (9 AM and 9:30 AM); see 15.0.

**MAP:** Use the full size map.

### UNION SETUP

**Devin's Cavalry Brigade / Buford's Division (4 units):** 6 NY Hex 2716, 9 NY Hex 2917, 17 PA a Hex 3218, 17 PA b Hex 3117 *Design Note: The 3 WV with just 59 men (1 SP) is not included in this game.*

**Gamble's Cavalry Brigade / Buford's Division (9 units):** 8 IL a Hex 2315, 8 IL b Hex 2215, 12 IL a Hex 2416, 12 IL b Hex 2516, 3 IN Hex 2616, 8 NY a Hex 2014, 8 NY b Hex 1913, Calef's Battery section 1 (4 SP) Hex 2415, Calef's Battery section 2 (2 SP) Hex 2014

**IMPORTANT:** Refer to Victory Determination for a special condition attached to Buford.

**Union HQ marker:** Hex 2219

*Play Note: It's important to recall the rules for Buford's dismounted Cavalry, which are on the back of the exclusive rule booklet for easy reference.*

### Union Reinforcements:

**9:00 AM: Cutler's Brigade / Wadsworth's Division (5 units, not including 7 IN):** 84 NY, 76 NY, 95 NY, 147 NY, 56 PA Hex 1019

**9:30 AM:** Reynolds (temporary CIC; see 7.3b2), **Meredith's (Iron) Brigade / Wadsworth's Division (6 units):** 19 IN, 24 MI, 2 WI, 6 WI, 7 WI, Hall's Battery Hex 1019

**10 AM:** John Burns, remove Forced March (if not removed already).

**10:30 AM:** Remove Reynolds after his chit is drawn; he may roll for an activation before being removed.

**I Corps Artillery (3 units):** G. Reynolds' Battery (6 SP), Stevens' Battery, and Stewart's Battery Hex 1019

**11 AM: Doubleday, Rowley's Brigade / Doubleday's Division (5 units):** 80 NY, 121 PA, 142 PA, 151 PA, Cooper's Battery Hex 1003, Fix Bayonets!

### CONFEDERATE SETUP

**\*Archer's Brigade / Heth's Division (5 units):** 5 AL bn Hex 2607, 13 AL Hex 2303, 1 TN PA Hex 2504, 7 TN Hex 2906, 14 TN Hex 2705

**\*Davis's Brigade / Heth's Division (3 units):** 2 MS Hex 3208, 42 MS Hex 3107, 55 NC Hex 3307 *Play Note: Remember that all four of Heth's Brigades cannot use March Column; see 8.4.*

*Historical Note: the 11th MS regiment missed out on the first day's action because it had been detailed to guard the Division's baggage train.*

*Historical Note: Joseph R. Davis was a political appointee to the rank of Brigadier General; he was the nephew of Jefferson Davis, President of the Confederacy.*

**Pegram's Artillery Reserve\* (4 units):** Brander's VA Battery Hex 2904, Marye's Battery Hex 3006, McGraw's VA Battery Hex 3005, Zimmerman's Battery Hex 3106

\*See Confederate Initiative, 15.0

### Confederate Reinforcements:

**9:30 AM:** Crenshaw's Battery\* Hex 3400; \*See Confederate Initiative, 15.0.

**10 AM: \*Pettigrew's Brigade / Heth's Division (5 units):** 11 NC, 26 NC a, 26 NC b, 47 NC, 55 NC Hex 3400, Forced March

\* See Special Rule 3

*Play Note: Recall that units from Heth's Division (Archer, Davis, Pettigrew, and Brockenbrough's Brigades) may not use March Column (8.4)*

**Brockenbrough's Brigade / Heth's Division (4 units):** 22 VA bn, 40 VA, 47 VA, 55 VA Hex 3400 *Historical Note: Brockenbrough's Brigade had a poor reputation amongst the Army of Northern Virginia. Its regiments were populated with former artillerymen.*

**IMPORTANT:** Confederate Initiative ends.

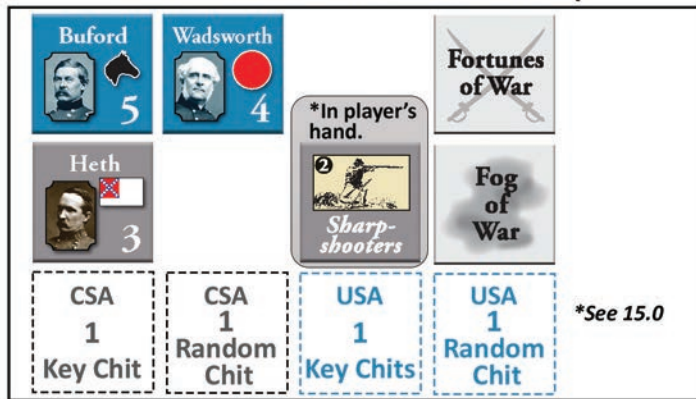
*Historical Note: Heth has been severely criticized for holding Pettigrew and Brockenbrough back from supporting Archer and Davis, however in view of his orders not to start a general engagement, plus the belief he was only facing militia, it is easier to understand why he did this.*

**10:30 AM: McIntosh's Artillery Battalion (4 units):** Hurt's AL Battery, Johnson's VA Battery, Rice's VA Battery, Wallace's VA Battery, Hex 3400

**11 AM:** Command Confusion, remove Forced March (if not

removed already)

### Activation and Event Chits in Draw Cup



### Union Available Event Chits



### Confederate Available Event Chits



Reminder: Skirmishers and Sharpshooters convert any "D" result to a Morale Hit.

**IMPORTANT:** The Union and Confederate players each get to select 1 Key chit each Turn. Further, each side randomly draws 1 chit per Turn. In addition, the Confederate player gets a "Free" Sharpshooters chit in his hand for Confederate Initiative on Turns 1 and 2 (9 AM and 9:30 AM); see 15.0.

*Historical Note: The Confederates sent out a large number of Sharpshooters as skirmishers to open the conflict.*

### Special Scenario Rules:

**1)** Confederate Initiative is in effect on Turns 1 and 2 (9 AM and 9:30 AM); see 15.0.

**2)** Neither side begins the game with a CIC. Reynolds arrives at 9:30 AM, see 7.3b2. *Play Note: It's possible that all Union Brigades have already been activated when he is drawn. In that case, ignore him for the Turn.*

**3) IMPORTANT:** For the duration of the scenario, it takes 2 consecutive successful activation rolls by Heth to Fully Activate Pettigrew's Brigade (arrives at 10 AM). Upon Heth's 1st successful roll, the Confederate player may then announce that they are attempting to activate Pettigrew. If the 2nd roll by Heth fails, this will result in a Limited Activation for Pettigrew per the standard rules. A marker "Pettigrew 2x" is placed on the CSA Brigade Activation Display as a reminder of this rule. There is no amendment to Brockenbrough's Brigade activating.

*Historical Note: Heth was very reluctant to send in another*

*brigade to support Archer and Davis since he had orders not to start an "action" with the Federals, something of course the Union commanders on the field did not know. It would have been a risk for Heth to call Pettigrew forward earlier against his orders; likewise, the Confederate player will need to risk a second die roll to do so.*

*Design Note: Playtesting showed that Brockenbrough's Brigade was often the target of a Failed Activation via Heth, so no additional requirement was necessary for that formation.*

**4)** The Union Retreat direction is towards the East or South map edges. The Confederate Retreat direction is towards the West or North map edges.

**5)** The area of play in this scenario is restricted as follows:

EAST: Newville-Carlisle Road (Baltimore Pike), hex 4023 to hex 1023

SOUTH: Map edge

WEST: Map edge

NORTH: Map edge

All borders are inclusive. A unit that moves, retreats, or Panics outside this boundary of play goes into the Broken 1 box.

**6)** Fog of War table: See Player Aid.

### Victory Determination:

**Confederate Instant Automatic Victory:** If at any point in the game a Confederate non-Artillery unit occupies the Union HQ hex (2219), the scenario immediately ends in a Confederate Victory.

**Union Instant Automatic Victory:** If at any point in the game a Union non-Artillery/non-dismounted Cavalry unit occupies Herr Tavern (3105), the scenario immediately ends in a Union Victory.

*Historical Note: After their initial attack success, the Confederates were pushed back and held the ground near Herr Ridge to protect their vital lines-of-communications (LOC) and to facilitate Brigade consolidation with their reinforcements. A strong Union presence threatening these LOC's may have had a deleterious effect on subsequent Confederate plans.*

Otherwise, at the conclusion of the scenario, the side that controls (last to occupy or move through with an Infantry unit; including dismounted cavalry, unless otherwise noted) the following hexes will earn Victory Points (VP's) as follows (all VP locations begin play in Union control):

- Forney's Farm, 3416 (1 VP)
- McPherson's Farm, 2612 (1 VP)
- Thompson's Farm Crossroads, 2316 (2 VP)
- Schulz's Farm Crossroads, 1916 (1 VP)
- Herbst's Farm, 1810 (1 VP)
- Leeper Farm, 2908 (2 VP)
- Railroad Cut (between), 2713 (1 VP)



**Confederate Player only Conditional Victory Points:**

+2 VP if no Union dismounted Cavalry unit occupies hex 3524 at the end of the scenario.

+1 VP if one Union dismounted Cavalry unit occupies hex 3524 at the end of the scenario.

0 VP if two Union dismounted Cavalry units occupy hex 3524 at the end of the scenario.

*Design Note: Elements of Buford's command deploy as flank guards against approaching Confederate reinforcements marching from the North. Note that the units' status (Depleted, Morale Hits, etc.) doesn't matter, just the number of units.*

Each side gets 1 VP for each two-step enemy unit Eliminated or on the Broken Track at the end of the game (a one step Fragile unit is worth ½ a VP), and ½ a VP for each Depleted unit still on the map, at the end of play. **IMPORTANT:** All Union units from Buford's Cavalry Division (including his Horse Artillery) are worth double (2x) VP; that is 1 VP if Depleted (or a one-step unit Eliminated) and 2 VP's if a two-step unit is Eliminated.

*Play Note: Recall that all of Buford's units, including his Horse Artillery, may not Rebuild (the units are Fragile as a reminder) in this game (8.5) so they go straight to the Eliminated Box, and not the Broken Track. A Union Cavalry unit is only Depleted (Battleworn) if flipped to its weaker side.*

*Design Note: With two more days of hard fighting to go (outside the scope of this game), losses will be critical to success. Preserving your army while controlling objectives will better the historical odds on Day 2 and Day 3 at Gettysburg.*

In addition, if a friendly Brigade is Wrecked (12.9) (Meredith's Union Iron Brigade cannot be Wrecked) their opponent gets an additional 1 VP per Wrecked Brigade. Buford's Brigades are worth 1 VP if Wrecked, not 2 VP.

At the end of play, subtract Confederate VP from Union VP. If the result is greater than 2 VP the Union player wins. If the result is less than 2 VP, the Confederate player wins. If exactly 2 VP, the result is a Draw.

## 16.3 Barlow's Folly

This scenario focuses on the afternoon action north of Gettysburg. The main Rebel force (as led by Early) is making a sweeping attack against unsure Union formations. Howard's XI Corps will be put to the extreme test defending the Carlisle and Harrisburg Roads (von Steinwehr's Division was initially absent, having been placed in reserve at Cemetery Hill). Unfortunately for Howard, who had a solid cadre of capable officers underneath him, General Francis Barlow earned most of the blame for defeat because of his tactical blunder of deploying too far forward thus leaving his left flank exposed. The Confederate assault was led by Doles' and Gordon's Brigades, ultimately causing the formations of the XI Corps (after suffering heavy casualties) to ignominiously retreat for the second time in two months (Chancellorsville). Howard's desperate hope of reinforcements from Slocum's XII Corps never materialized. This portion of the battlefield was a crucial part of the overall engagement on July 1st.

*Historical Note: Barlow was seriously wounded while courageously attempting to rally his troops. Not expecting to live, he fell into Confederate hands but was quickly exchanged due to the severity of his wounds. He would survive the war.*

**Scenario Length:** This scenario starts at 2:30 PM and concludes upon completion of the 4:30 PM Turn (5 Turns).

**Map:** Use map 16.3.

## UNION SETUP

**von Gilsa's Brigade / Barlow's Division (3 units):** 54 NY (Disrupted) Hex 3329, 68 NY Hex 3428, 153 PA Hex 3527

*Historical Note: 41 NY was absent because it had been posted to guard duty in Maryland.*

**Ames' Brigade / Barlow's Division (4 units):** 17 CT Hex 3228, 25 OH Hex 3428, 75 OH Hex 3227, 107 OH Hex 3427

**Schimmelfennig's Brigade / Schurz's Division (5 units):** 82 IL Hex 3122, 45 NY Hex 3220 157 NY Hex 3021, 61 OH Hex 3321, 74 PA Hex 3323

**Krzyzanowski's Brigade / Schurz's Division (4 units, not 58 NY):** 119 NY Hex 2824, 82 OH Hex 2823, 75 PA Hex 2823, 26 WI Hex 2825

**XI Corps Artillery (3 units):** Dilger's Battery Hex 2726, Wheeler's Battery Hex 3023, Wilkeson's Battery Hex 3327

*Historical Note: Wilkeson's Battery had initially been split into two sections until its smaller 2-Gun section was brought forward to reform the Battery. We have already consolidated the unit.*

**Union HQ marker:** Hexes 3126 and 2727

## Union Reinforcements:

**3 PM:** Remove Rally!

**3:30 PM:** 58 NY (Krzyzanowski's Brigade), Hex 2023 (see 10.11a)

**4 PM: Von Steinwehr, Coster's Brigade / Von Steinwehr's Division (5 units):** 134 NY, 154 NY, 27 PA, 73 PA, and Heckman's Battery, Hex 2023

*Historical Note: Coster's Brigade had rested for an hour in reserve before finally being sent into the chaos.*

## CONFEDERATE SETUP

**Doles' Brigade / Rodes' Division (4 units):** 4 GA Hex 4025, 12 GA Hex 4023, 21 GA Hex 4026, 44 GA Hex 4024

**Gordon's Brigade / Early's Division (6 units):** 13 GA Hex 4032, 26 GA Hex 3933, 31 GA Hex 4031, 38 GA Hex 4033, 60 GA Hex 4030, 61 GA Hex 4032

**Jones' Artillery Battalion (3 units):** Garber's Battery, Tanner's Battery, Green's Battery Hex 4033

*Play Note: Units may overstack in a Reinforcement hex.*

**1 MD Cavalry (Early):** Hex 4040

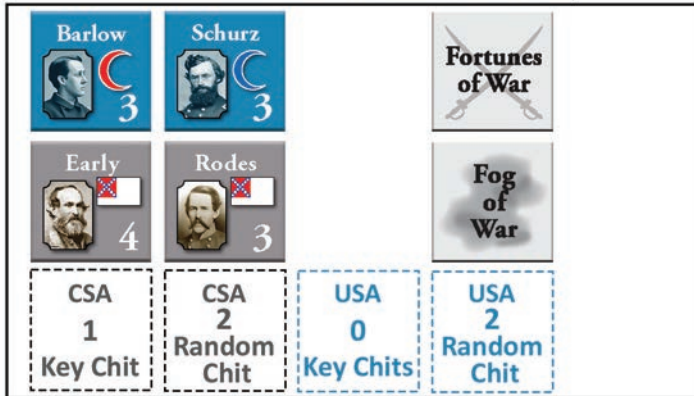
## Confederate Reinforcements:

**3 PM: Hays' Brigade / Early's Division (5 units):** 5 LA, 6 LA, 7 LA, 8 LA, 9 LA, Hex 4033

**Avery's Brigade / Early's Division (3 units):** 6 NC, 21 NC, 57 NC, Hex 4033

**4 PM:** Carrington's Battery (Jones' Artillery) Hex 4033, Rebel Yell!, remove Sharpshooters

### Activation and Event Chits in Draw Cup



**IMPORTANT:** Only the Confederates get a Key chit selection each Turn; the Union side does not get a Key chit selection in this scenario. Both sides draw two Random chits per Turn.

### Union Available Event Chits



### Confederate Available Event Chits



Reminder: Skirmishers and Sharpshooters convert any "D" result to a Morale Hit.

## Special Scenario Rules:

**1) 1 MD Cav is assigned to Early.** The single Cavalry unit functions as its own Brigade. It moves using Artillery terrain costs and has a Movement Allowance of 10 for any Order (except Regroup, then 0). They cannot Dismount. It can give Support to any Confederate Artillery unit (only), but it cannot receive Support from any unit. 1 MD Cav cannot Wreck, but it does count normally for VP if the unit is Eliminated or Depleted.

**2) Confederate Initiative:** The Rebels have modified Initiative on Turn 1 (2:30 PM) only:

- Only the Confederates get an Artillery Phase on Turn 1 (2:30 PM); the Union side does NOT get an Artillery Phase on Turn 1.
- Doles' Brigade (Rodes) and Gordon's Brigade (Early)

automatically get a Full Activation on Turn 1 (2:30 PM) whenever their Leader's chit is drawn; do not roll for Rodes or Early on Turn 1. *Play Note:* These automatic activations may only be cancelled by Fortunes-of-War. Early will be rolling just for his Cavalry (1 MD) on Turn 1. Doles and Gordon activate normally starting on Turn 2 (3 PM).

- The Confederates do not get a Sharpshooters chit in their hand to begin play as they do in other scenarios.

**3) Krzyzanowski's Brigade** has its Activation marker placed on its "Activated" side on Turn 1 (2:30 PM); the Brigade cannot Activate until Turn 2 (3 PM). *Play Note:* See 10.11a for the arrival of 58 NY at 3:30 PM.

**4) There is no CIC for either side.**

**5) The Union Retreat direction priority overrides all other priorities and MUST be directly towards a Gettysburg Town Square hex 2024/2025 via the most direct route, even if one (or more) Opportunity Fire situations are created, whenever possible. If a Retreat hex is equidistant from the Town Square hex with another Retreat hex, then the Union player may choose the path.**

**6) If any non-Wrecked Union unit Retreats or Panics from or into a Town hex, it Panics (12.9.1). A Wrecked Union unit automatically is Eliminated and removed from play (it does count as Eliminated for VP purposes) if it Panics into or from a Gettysburg Town hex. Once a Union unit Panics in a Town hex, it can Retreat towards the South map edge area of play.**

*Play Note:* Units in a Wrecked Brigade moving (see 12.9.1) in the End Phase are NOT required to move towards Gettysburg because such Wrecked units are moving and not Retreating.

The Confederate Retreat direction is towards the North map edge.

**7) Union units are prevented from entering the top (North) three rows on the map, specifically 38xx, 39xx, and 40xx. If entering one of these rows for any reason, the Union unit immediately gets placed into Broken Box 1.**

Confederate Infantry units may NOT cross (move, advance, Panic or Retreat) the Rock Creek South of hexrow 29XX, inclusive; if forced to do so, the unit goes to Broken Box 1.

*Play Note:* Artillery (and Rebel 1 MD Cav) thus cannot cross Rock Creek except at the intact Bridge 3329/3430; see the Terrain Effects Chart.

Any unit that moves or retreats outside the boundary of play goes into Broken 1 box.

**8) Fog of War table:** See Player Aid.

## Victory Determination:

**Confederate Instant Automatic Victory:** If at any time a Confederate Infantry unit occupies a Gettysburg Square Town hex (either 2024 or 2025), the Union XI Corps is routed and the scenario immediately ends in a Confederate Victory.

Otherwise, at the conclusion of the scenario, the side that controls (last to occupy or move through with an Infantry unit, unless otherwise noted) the following hexes will earn Victory



Points (VP's) as follows (all VP hexes begin play in Union control):

- The Brickyard, hex 2426 (2 VP)
- Pennsylvania College, hex 2423 (2 VP)
- Blocher's Knoll, hex 3327 (1 VP)
- Trail/Road, hex 3020 (1 VP)
- Union HQ, hex 3126 (1 VP)
- Union HQ, hex 2727 (1 VP)

Also, each side gets 1 VP for each enemy two-step unit Eliminated or on the Broken Track at the end of the game. A ½ a VP is scored for each Depleted enemy unit still on the map at the end of play.

In addition, if a friendly Brigade is Wrecked (12.9) their opponent gets an additional 1 VP per Wrecked Brigade.

At the end of play, subtract Union VP from Confederate VP; if the result is greater than 6 VP, the Confederates win. If less than 6 VP then the Union wins. If exactly 6 VP, the result is a Draw.

## 16.4 Gettysburg: The First Day

This large scenario covers the entire first day of the famous battle, with the main fight occurring in the afternoon. For those who want to recreate just the opening Rebel attack without having to play the complete first day, see scenario 16.2.

The Confederate Corps system had been reorganized by General Robert E. Lee after Thomas "Stonewall" Jackson was fatally wounded at the Battle of Chancellorsville two months prior. It was the debut of two newly appointed Corps Commanders, A. P. Hill and Richard Ewell, two men who struggled with a variety of issues on the first day (including performing in the shadow of "Stonewall" Jackson). Meanwhile, Union Army Commander George Meade would not arrive until later in the night on the opening day, with overall temporary command being handled by several of his subordinates. The Union Army did not collapse, leading to its eventual monumental triumph two days later.

Taken in isolation, the Rebels won an historical Minor Victory on July 1, 1863 despite several perceived missed opportunities that would cost them dearly over the course of the entire engagement. The greatest battle on North American soil is about to begin.

**Scenario Length:** This scenario starts on the 9 AM Turn and concludes upon completion of the 5:30 PM Turn (18 Turns).

**Map:** The entire map is in play, EXCEPTION: See Special Rule 7.

### UNION SETUP

**Devin's Cavalry Brigade / Buford's Division (4 units):** 6 NY Hex 2716, 9 NY Hex 2917, 17 PA a Hex 3218, 17 PA b Hex 3117

*Design Note: 3 WV Cavalry, with just 2 companies (59 men), is not included in this game.*

**Gamble's Cavalry Brigade / Buford's Division (9 units):** 8 IL a Hex 2315, 8 IL b Hex 2215, 12 IL a Hex 2416, 12 IL b Hex 2516, 3 IN Hex 2616, 8 NY a Hex 2014, 8 NY b Hex 1913, Calef's Battery section 1 (4 SP) Hex 2415, Calef's Battery section 2 (2 SP) Hex 2014

## Union Reinforcements:

**9:00 AM: Cutler's Brigade / Wadsworth's Division (5 units, not including 7 IN):** 84 NY, 76 NY, 95 NY, 147 NY, 56 PA Hex 1019

**9:30 AM:** Reynolds (temporary CIC; see 7.3b2), **Meredith's (Iron) Brigade / Wadsworth's Division (6 units):** 19 IN, 24 MI, 2 WI, 6 WI, 7 WI, Hall's Battery Hex 1019

**10 AM:** John Burns, remove Forced March

**10:30 AM:** Remove Reynolds after his chit is drawn; he may roll for an activation before being removed.

**I Corps Artillery (3 units):** G. Reynolds' Battery (6 SP), Stevens' Battery, and Stewart's Battery Hex 1019

**11 AM: Doubleday, Rowley's Brigade / Doubleday's Division (5 units):** 80 NY, 121 PA, 142 PA, 151 PA, Cooper's Battery Hex 1003, Fix Bayonets!

**11:30 AM: Stone's Brigade / Doubleday's Division (3 units):** 143 PA, 149 PA, 150 PA Hex 1019

**Robinson, Baxter's Brigade / Robinson's Division (5 units):** 12 MA, 83 NY, 97 NY, 88 PA, 90 PA Hex 1019

**12 PM: Lull\*, Paul's Brigade / Robinson's Division (6 units):** 16 ME, 13 MA, 94 NY, 104 NY, 11 PA, 107 PA Hex 1019, Command Confusion, False Intel, remove Fix Bayonets!, **IMPORTANT:** Add "Buford's Withdraws" chit to the cup (see Scenario Special rule 6).

*\*Put the chit on the Turn Track as a reminder; see Special Rule 4.*

*Historical Note: 11 PA is attached to Paul's Brigade from Baxter's Brigade and is colored-striped to reflect that. When Brigadier General Paul was grievously shot and blinded, General Robinson transferred 11 PA to the Brigade so that its Colonel (Richard Coulter) could take command.*

**12:30 PM: Lull, Schurz, Schimmelfennig's Brigade / Schurz's Division (5 units):** 82 IL, 45 NY, 157 NY, 61 OH, 74 PA Hex 1023

**Krzyzanowski's Brigade / Schurz's Division (5 units, not including 58 NY):** 119 NY, 82 OH, 75 PA, 26 WI, Dilger's Battery Hex 1023

**1 PM: Barlow, Forced March, von Gilsa's Brigade / Barlow's Division (3 units):** 54 NY, 68, NY, 153 PA Hex 1023

**Ames' Brigade / Barlow's Division (5 units):** 17 CT, 25 OH, 75 OH, 107 OH, Wilkeson's Battery Hex 1023

**1:30 PM:** Wheeler's Battery Hex 1023

**2 PM:** Howard (temporary CIC), von Steinwehr, Retire by Prolong, Forced March, remove False Intel, **Coster's Brigade / von Steinwehr's Division (4 units):** 134 NY, 154 NY, 27 PA, 73 PA Hex 1023

**O. Smith's Brigade / von Steinwehr's Division (4 units):** 33 MA, 136 NY, 55 OH, 73 OH Hex 1023

**IMPORTANT:** add a second Union Random event chit draw on



each Turn.

\*\*\*Start rolling for Slocum's XII Corps arrival, optional rule (see Special Rule 9).

**2:30 PM:** Heckman's Battery, Wiedrich's Battery Hex 1023, Remove Command Confusion

*Historical Note: These two Batteries had arrived earlier, but initially were placed in reserve at Cemetery Hill.*

**3 PM:** Forced March, Remove Rally!

**3:30 PM:** 58 NY (Krzyzanowski's Brigade) Hex 1023 (see 10.11a)

*Historical Note: Most of 58 NY had been left behind at Emmitsburg to investigate reports of Confederate Cavalry in the area, hence their late arrival.*

**4 PM:** Barricades; **IMPORTANT:** Begin CIC Reinforcement Coordination VP option (7.3b4).

**4:30 PM:** Hancock (temporary CIC), remove Howard, 7 IN (Cutler's Brigade) Hex 1023 (see 10.11a)

## CONFEDERATE SETUP

**Archer's Brigade / Heth's Division (5 units):** 5 AL btIn Hex 2607, 13 AL Hex 2303, 1 TN PA Hex 2504, 7 TN Hex 2906, 14 TN Hex 2705

**Davis's Brigade / Heth's Division (3 units):** 2 MS Hex 3208, 42 MS Hex 3107, 55 NC Hex 3307

*Historical Note: the 11th MS missed out on the first day's action because it had been detailed to guard the Division's baggage train.*

*Historical Note: Joseph R. Davis was a political appointee to the rank of Brigadier General; he was the nephew of Jefferson Davis, President of the Confederacy.*

**Pegram's Artillery Reserve (4 units):** Brander's VA Battery Hex 2904, Marye's Battery Hex 3006, McGraw's VA Battery Hex 3005, Zimmerman's Battery Hex 3106

## Confederate Reinforcements:

**9: 30 AM:** Crenshaw's Battery Hex 3400; see Confederate Initiative 15.0.

**10 AM: Pettigrew's Brigade / Heth's Division (5 units):** 11 NC, 26 NC a, 26 NC b, 47 NC, 52 NC Hex 3400, Forced March

**Brockenbrough's Brigade / Heth's Division (4 units):** 22 VA bn, 40 VA, 47 VA, 55 VA Hex 3400

*Historical Note: Brockenbrough's Brigade had a poor reputation amongst the Army of Northern Virginia. Its regiments were populated with former artillerymen.*

**IMPORTANT:** Confederate Initiative ends.

*Historical Note: Heth has been severely criticized for holding Pettigrew and Brockenbrough back from supporting Archer and Davis, however in view of his orders not to start a general engagement, plus the belief he was only facing militia, it is easier*

*to understand why he did this.*

**10:30 AM: McIntosh's Artillery Battalion (4 units):** Hurt's AL Battery, Johnson's VA Battery, Rice's VA Battery, Wallace's VA Battery Hex 3400

**11 AM:** Command Confusion, remove Forced March (if not already removed)

**11:30 AM: Pender, Lane's Brigade / Pender's Division (5 units):** 7 NC, 18 NC, 28 NC, 33 NC, and 37 NC Hex 3400, False Intel

**Perrin's Brigade / Pender's Division (4 units):** 1 SC PA, 12 SC, 13 SC, and 14 SC Hex 3400 *Historical Note: 1 SC Rifles (a different Regiment than 1 SC PA) had been left behind at Cashtown for wagon guard duty, so they are not present in this game.*

**Scale's Brigade / Pender's Division (5 units):** 13 NC, 16 NC, 22 NC, 34 NC, and 38 NC Hex 3400

**Thomas' Brigade / Pender's Division (4 units):** 14 GA, 35 GA, 45 GA, and 49 GA Hex 3400

*Historical Note: The highly regarded Pender was not his usual self as caution replaced aggressiveness, plus Heth inexplicably refused his support, so his Division advanced slowly on Day 1. Historically, Thomas' Brigade was left behind in reserve to support the artillery. Pender would be seriously wounded on July 2 and he died two weeks later.*

**12 PM: Lull\*, T. Carter's Artillery Battalion (2 units):** W. Carter's Battery, Fry's Battery Hex 4012, Pettigrew's (Heth's Division) 2x Full Activation mandate ends (see Special Rule 3). \*Put the chit on the Turn Track as a reminder; see Special Rule 4.

**12:30 PM: Lull\***

**1 PM:** Forced March

**1:30 PM: Rodes, Iverson's Brigade / Rodes' Division (4 units):** 5 NC, 12 NC, 20 NC, 23 NC Hex 4012

**O'Neal's Brigade / Rodes' Division (5 units):** 3 AL, 5 AL, 6 AL, 12 AL, 26 AL Hex 4012

**2 PM:** Inspired Leadership, Rebel Yell!, remove one Sharpshooter.

**IMPORTANT:** add a second Confederate Random event chit draw on each Turn.

**Daniel's Brigade / Rodes' Division (5 units):** 2 NC btn, 32 NC, 43 NC, 45 NC, 53 NC Hex 4012

**Doles' Brigade / Rodes' Division (4 units):** 4 GA, 12 GA, 21 GA, 44 GA Hex 4023

**T. Carter's Artillery Battalion (2 units):** Page's Battery, Reese's Battery Hex 4012

**2:30 PM:** Lee (CIC), Early, Forced March, **Gordon's Brigade / Early's Division (6 units):** 13 GA, 26 GA, 31 GA, 38 GA, 60 GA, 61 GA Hex 4033

**Jones' Artillery Battalion (3 units):** Garber's Battery, Tanner's Battery, Green's Battery Hex 4033

1 MD Cavalry (Early) Hex 4040

**3 PM:** Forced March, Veterans

**Ramseur's Brigade / Rodes' Division (4 units):** 2 NC, 4 NC, 14 NC, 30 NC Hex 4012

**Hays' Brigade / Early's Division (5 units):** 5 LA, 6 LA, 7 LA, 8 LA, 9 LA Hex 4033

**Avery's Brigade / Early's Division (3 units):** 6 NC, 21 NC, 57 NC, Hex 4033

*Historical Note: William "Extra Billy" Smith's Brigade, from Early's Division, was initially held back in reserve. When later ordered to move up against XI Corps, Smith (the oldest General in the army) twice refused because he felt that an unknown Union force would move against his left flank. Hence W. Smith's Brigade is not included in this game. Smith resigned his command a week after the Battle of Gettysburg.*

Maurin's Battery Hex 3400

*Historical Note: The remainder of Garnett's Artillery was held in reserve on Day 1 and so are not included here.*

\*\*\*Start rolling for R. Anderson's Division arrival, optional rule (see Special Rule 10).

**4 PM:** Carrington's Battery (Jones' Artillery) Hex 4033, **IMPORTANT:** Begin CIC Reinforcement Coordination VP option (7.3b4).

**5 PM:** Remove Rally!

#### Activation and Event Chits in Draw Cup



**IMPORTANT:** The Union and Confederate players each get to select 1 Key chit each Turn. Further, each side randomly draws 1 chit per Turn. In addition, the Confederate player gets a "Free" Sharpshooters chit in his hand on Turns 1 and 2 (9 AM and 9:30 AM); see 15.0. *Historical Note: The Confederates sent out a large number of Sharpshooters as skirmishers to open the conflict.*

Starting at 2 PM as the battle escalates, each side will get an extra

random chit (thus 2 per Turn) draw for the rest of the game.

#### Union Available Event Chits



#### Confederate Available Event Chits



*Reminder: Skirmishers and Sharpshooters convert any "D" result to a Morale Hit.*

#### Special Scenario Rules:

**1) Confederate Initiative** is in effect on Turns 1 and 2 (9 AM and 9:30 AM); see 15.0.

*Play Note: Please pay particular attention to Heth's four Brigades; they may not use March Column during the entirety of the game (8.4). They may be assigned a Maneuver Order.*

**2) Neither side** begins the game with a CIC. When Reynolds (arrives 9:30 AM) is removed at 10:30 AM (see 7.3b2), the Union player does not replace him and will be without a CIC until Howard appears at 2 PM. *Play Note: It is important to remember that Reynolds cannot give an extra Activation to a Union Brigade; see 7.3b2. Rebel CIC Lee arrives at 2:30 PM.*

**3) IMPORTANT:** Until the 12 PM Turn, it takes 2 consecutive successful activation rolls by Heth to Fully Activate Pettigrew's Brigade (arrives at 10 AM). Upon Heth's 1st successful roll, the Confederate player may then announce that they are attempting to activate Pettigrew. If the 2nd roll by Heth fails, this results in a Limited Activation for Pettigrew per the standard rules. A marker "Pettigrew 2x" is placed on the CSA Brigade Activation Display as a reminder of this rule. Starting with the 12 PM Turn, Pettigrew's Brigade can activate normally (but see special rule 4 below).

*Historical Note: Heth was very reluctant to send in another brigade to support Archer and Davis since he had orders not to start an "action" with the Federals, something of course the Union commanders on the field did not know. It would have been a risk for Heth to call Pettigrew forward earlier against orders; likewise, the Confederate player will need to risk a second die roll to do so.*

*Design Note: Playtesting showed that Brockenbrough's Brigade was often the target of a Failed Activation for Heth, so no additional requirement was necessary for that formation.*

**4) IMPORTANT: Lull** – For the two Noon-time Turns (12 PM and 12:30 PM) only, a Leader DOES NOT go back into the draw cup after being drawn. Thus, each Leader will only be able to possibly activate just ONE of their subordinate Brigades; roll normally for the Leader and then choose one of their Brigades for either a Full or Limited Activation based on that roll (all of the Leader's other Brigades do nothing). If a Leader is cancelled by the Fortunes-of-War chit, then they will not be able to activate any of their



Brigades that Turn. Artillery units are unaffected by this rule.

*Play Note: Use the included Lull chit on the Turn Track as a reminder.*

*Play Note: During the Lull (see 16.4), Wrecked Brigades still get their activity (14.0) during the End Phase since such activity is not an Order.*

**5) The “Reinforcement Coordination” (7.3b4) option starts at 4:00 PM.**

**6) Buford's Division Withdrawal**

#### Buford's Division Withdrawal

The Union player begins rolling for Buford's Withdrawal starting at **12 PM** (when the chit is added to the cup per the Union Reinforcement schedule). When drawn, but not if cancelled by Fortunes-of-War (in that case, no roll is made at 12 PM or 12:30 PM), roll one die and if the result falls into the range given below, Buford's entire command (Devin's and Gamble's Brigades and Calef's two Artillery sections) is removed from the map, regardless of where they are located and regardless of their status (yes, even if surrounded), except for 8 IL a and b from Gamble's Brigade (they remain in place where they are when the removals occur). Remember to take Buford's Leader chit out of play, too. Gamble's two dismounted 8 IL Cavalry units are attached to Wadsworth and count as their own separate Brigade for activation purposes. They cannot be Wrecked in this scenario, but do count for double VP (2x) if Depleted or Eliminated (see Victory Conditions).

**12 PM:** Die roll of **1 or 2** (remove Buford); if not, place Buford's Withdrawal chit in the cup next Turn.

**12:30 PM:** Die roll of **1-4** (remove Buford); if not, place Buford's Withdrawal chit in the cup next Turn.

**1 PM:** no roll - automatic when the chit is drawn (remove Buford, even if the chit is cancelled by Fortunes-of-War and if so do not draw another chit to be cancelled).

*NOTE: Take note of the total losses that Devin's and Gamble's Brigades, and Calef's two Artillery sections, have suffered at their time of removal; those losses will count as VP's (double) during the Victory Determination Phase (see below) when the scenario ends.*

*Design Note: We are aware that Devin went north (16.2) to delay approaching Confederates and that Gamble provided some field support in the south later in the afternoon (16.1). Union Command knew that Buford's troopers would mainly be in the front line only until relieved, and it was never planned for the Cavalry Division to fight the whole day.*

**7) Union units are prevented from entering the top (North) three rows on the map, specifically 38xx, 39xx, and 40xx. If entering one of these rows for any reason, the Union unit immediately gets placed into Broken Box 1.**

**8) The Union Retreat direction is towards the East or South map edge. The Confederate Retreat direction is towards the West or North map edges.**

Any unit that exits the map for any reason gets placed into Broken Box 1.

**IMPORTANT EXCEPTION:** All units may retreat or voluntarily exit off the SOUTHERN map edge without VP penalty, but they then cannot re-enter play. If Battleworn, that Depletion does count towards VP calculations (see Victory Determination below).

**9) XII Corps Variable Entry** (optional Reinforcements rule that increases complexity and play time): *Historical Note – General Slocum arrived at Two Taverns (located off the S/E map edge) around Noon on July 1st, then proceeded to sit there for several hours before resuming his march. Slocum has been criticized for this inaction. His Corps did extend the Union flank, plus Slocum also established a secondary defensive line around Powers Hill (off the south edge of the map and not in-play, so not applicable to this game). This variant allows for a variable arrival of XII Corps, or perhaps not at all.*

*NOTE: XII Corps does not appear in the historical Order of Battle; while they arrived late and were present, they had no real effect on Day One. This is an historical variant.*

Starting with the 2 PM Turn, and every hour thereafter (until 5 PM), roll 2d6 and add them together then consult the following table:

<b>2 PM</b>	'2 - 3'	Arrives	8.3%
<b>3 PM</b>	'2 - 5'	Arrives	27.7%
<b>4 PM</b>	'2 - 7'	Arrives	58.3%

**5 PM** Stop rolling; XII Corps does not arrive (unless via a successful 4:30 PM Confederate roll for R. H. Anderson's Division, see below)

**ARRIVAL:** Williams, McDougall's Brigade / Williams' Division (6 units), 5 CT, 20 CT, 3 MD, 123 NY, 145 NY, 46 PA, Hex 1641

Ruger's Brigade / Williams' Division (5 units), 27 IN, 2 MA, 13 NJ, 107 NY, 3 WI Hex 1641

Geary, Candy's Brigade / Geary's Division (6 units), 5 OH, 7 OH, 29 OH, 66 OH, 28 PA, 147 PA Hex 1641

Greene's Brigade / Geary's Division (5 units), 60 NY, 78 NY, 102 NY, 137 NY, 149 NY Hex 1641

*Historical Note: Kane's (Cobham's) Brigade of XII Corps had been posted off map at Powers Hill, so it is not included in this variant.*

If using this optional rule, you must also use the optional rule for R. H. Anderson's Variable Entry (see special rule 10 below). If Slocum's XII Corps arrives, either via his own roll at the indicated time or 1 Turn after Confederate R. H. Anderson's Division, Slocum brings on his XII Corps in hex 1641, but with no extra Artillery.

*Play Note: When these reinforcements enter play, remember to put their leaders into the draw cup for the remainder of the game, and also start using their Brigade Activation markers.*

*NOTE: If both sides make their arrival die rolls at the same time, then both formations arrive immediately.*

**10) R.H. Anderson's Division Variable Entry** (optional Reinforcements rule that increases complexity and play time): *Historical Note: R. H. Anderson's Division utilized a "leisurely" march to Gettysburg, stopping at Herr Ridge. Wanting to move forward to participate in the day's fight, Anderson rode out to confirm with Lee that his fresh Division was to remain in place and not move*

forward; Lee replied to him that was indeed correct. Having only very limited intelligence (Stuart's Cavalry was missing), Lee was concerned about Union troop movements and thus held R. H. Anderson back in reserve.

*NOTE: R. H. Anderson's Division does not appear in the historical Order of Battle; while they arrived late and were present, they had no real effect on Day One. This is an historical variant.*

Starting at the 3 PM Turn, and every half-hour thereafter (until 5 PM), roll 2d6 and add them together then consult the following table:

<b>3 PM</b>	'2 - 3'	Arrives	8.3%
<b>3:30 PM</b>	'2 - 4'	Arrives	16.6%
<b>4 PM</b>	'2 - 5'	Arrives	27.7%
<b>4:30 PM</b>	'2 - 6'	Arrives	40.6%

**5 PM** Stop rolling; R. Anderson's Division does not arrive.

**ARRIVAL:** R. H. Anderson, Lang's Brigade / R. H. Anderson's Division (3 units), 2 FL, 5 FL, 8 FL Hex 3400

Mahone's Brigade / R. H. Anderson's Division (5 units), 6 VA, 12 VA, 16 VA, 41 VA, 61 VA Hex 3400

Posey's Brigade / R. H. Anderson's Division (4 units), 12 MS, 16 MS, 19 MS, 48 MS Hex 3400

Wilcox's Brigade / R. H. Anderson's Division (5 units), 8 AL, 9 AL, 10 AL, 11 AL, 14 AL Hex 3400

Wright's Brigade / R. H. Anderson's Division (4 units), 2 GA bn, 3 GA, 22 GA, 48 GA Hex 3400

If using this optional rule, you must also use the optional rule for XII Corps Variable Entry (see special rule 9 above). Upon arrival, either via his own arrival roll at the indicated time or 1 Turn after Union XII appears, R. H. Anderson and his Division arrives in Hex 3400, but with no extra Artillery.

*Play Note: When these reinforcements enter play, remember to put their leader into the draw cup for the remainder of the game, and also start using their Brigade Activation markers.*

As mentioned above, if Slocum's XII Corps arrives then R. H. Anderson's Division arrives 1 Turn later. Likewise, If R. H. Anderson's Division arrives then Slocum's XII Corps arrives 1 Turn later. If both sides make their arrival die rolls at the same time, then both formations arrive immediately.

**11) Fog of War:** See CSA Event Chart.

*Play Note: remember to use all of the exclusive rules when playing this scenario, including CSA and USA cavalry rules, artillery barrage, barricades, etc.*

## Victory Determination:

### Confederate Automatic Victory:

If the Confederates control 14 VP worth of the A through O geographic objectives (listed below) at the end of any Turn prior to the 5pm Turn, they win an immediate Confederate Automatic

Victory. The final check for this condition occurs at 4:30 PM, during the End Phase. *Design Note: The theory here is that the Union army has basically been defeated across the field and subsequently falls into chaos, being unable to secure the key positions for what would be the following two days of battle.*

**Union End Turn Victory Points:** If at the end of each Turn, a Union (non-Artillery, non-Cavalry) unit occupies Herr Tavern (3105) the Union player receives 2VP. *Design Note: The Confederates would have acted differently on the following two days if a Union formation got behind their troops and interdicted their lines-of-supply and communications*

**Noon Victory Condition:** Whichever player controls hex 2612 at the end of the 12:00pm Turn gains 2 VP.

VP's will be calculated to determine the winner.

Then at the conclusion of the scenario, the side that controls (last to occupy or move through with an Infantry unit (which includes dismounted Union Cavalry, unless otherwise noted) the following hexes will earn Victory Points (VP's) as follows (all VP hexes begin play in Union control, except for Herr Tavern 3105 which begins in Confederate control and McPherson's Farm 2612 which begins uncontrolled):

- A. Gettysburg Square hexes 2024 and 2025 (must control both hexes), 2 VP
- B. Crossroads hex 1324, 2 VP
- C. Crossroads hex 2316, 1 VP
- D. McPherson Farm hex 2612, 1 VP
- E. Pennsylvania College hex 2423, 1 VP
- F. The Brickyard hex 2426, 1 VP
- G. Hagerstown Road/Trail hex 1610, 1 VP
- H. Scheaffer Farm hex 2634, 1 VP
- I. Almshouse hex 2927, 1 VP
- J. Mummasburg Road/Oak Ridge 3218, 1 VP
- K. McMillan Farm hex 1316, 1 VP
- L. Schultz Farm hex 1916, 1 VP
- M. Blocher's Knoll hex 3327, 1 VP
- N. Hanover Road Bridge hex 2032, 1 VP
- O. Cemetery Hill Hex 1025, 3 VP

*Historical Note: The Baltimore Pike was a main artery for Union communications and supplies on Day 1; hence the importance of Cemetery Hill protecting it.*

The CSA player gets 1 VP for each enemy two-step unit Eliminated or on the Broken Track at the end of the game. A one step Fragile unit eliminated is worth ½ a VP. A ½ VP is scored for each Depleted enemy unit still on the map, at the end of play. **IMPORTANT:** All Union units from Buford's Cavalry Division (including his Horse Artillery) are worth double (2x) VP; that is 1 VP if Depleted (or a one-step unit Eliminated) and 2 VP's if a two-step unit is



Eliminated.

The USA player gets 2 VP for each enemy two-step unit Eliminated or on the Broken Track at the end of the game. A one step Fragile unit eliminated is worth 1 VP. 1 VP is scored for each Depleted enemy unit still on the map, at the end of play.

In addition, if a friendly Brigade is Wrecked (12.9) their opponent gets an additional 1 VP per Wrecked Brigade. Meredith's Iron Brigade (1/1/1) cannot be Wrecked, nor can 1 MD Cavalry. Buford's Brigades are worth 1 VP if Wrecked, not 2 VP.

Subtract Union VP from Confederate VP and if the result is more than 7, then the Confederates win. If less than 7 then the Union wins. If exactly 7, the result is a Draw.

#### Confederate Player Notes (16.4)

How to handle Archer's and Davis' initial assault will be your first concern. Historically Davis' Brigade was successful with its first push when it should have been blunted. Eventually both Rebel Brigades suffered greatly at the hands of a Union counterattack, but the opportunity here to grab VP hexes and also inflict losses (double VP's) on the enemy's dismounted troopers is strong. However, Heth is not a good Leader once Confederate Initiative ends (10 AM), so be careful – it's difficult to keep his somewhat fragile Division moving and there was good reason why the Rebels fell back to Herr Ridge after their morning rebuff.

Don't be fooled by the seemingly low strength of the Union dismounted units; they get a -2L column shift when inactive (Buford's dismounted Cavalry could not only fire prone, they also were quite adept at taking cover even in a gradual undulation or slight concealment in a "clear" terrain hex) and fired upon by small-arms (not Artillery). They also get a +1R column shift whenever firing (B). Not to mention their special ability being able to withdraw from Close Combat without any consequence. Use your Artillery and also Sharpshooter event chits against Gamble and Devin whenever possible; even though Sharpshooters don't create casualties, it's a free shot that can reap rewards.

Depending on the timeliness of reinforcements, a brief pull-back or attack pause may be necessary to recover and consolidate (there will be a mandatory lull at Noon-time). If your forces get wrecked in the morning, it's going to be more difficult to later penetrate strong Union lines in the afternoon. Don't just rush in sporadically and then get trapped too far forward; be circumspect and do your best to keep your regiments supported.

The Union's Iron Brigade is going to most likely be the major early problem for you. Pour as much firepower on them as you can to increase the chance of hits. A good way of handling a strong defensive position is to breakthrough on one or both of its flanks; the enemy will need to fall back or remain in place for a potentially deadly fight (e.g., the stand of the 147th NY).

You have strong reinforcements arriving in the afternoon, which can be sufficient to smash Union defenders north of the town. But don't assume that the Federals can be swept away so easily. Your leadership is not top-notch which will require a combination of successful activation rolls, CIC extra Activations, and wise use of event chits to keep things going. Historically the Union collapse did happen rather quickly (several hours); don't expect that here,

but you will have more time if needed as daylight remains and the game doesn't end until 5:30 PM (but the Union can dig-in with barricades and cause you even more problems).

Using your Artillery superiority can be key. Use Barrages (6.5f) especially when a single Battery has a very low (or no) chance for a hit at distance. Keep Artillery on higher ground in order to have a LOS advantage; a long or extreme range Barrage shot is better than no shot at all. Use your guns to maintain pressure on the Union lines whenever practical.

Your mission on day one is to keep your Army's losses (Confederate losses count twice as much) to a minimum while controlling as much of the best terrain that you can for the following two days of combat (this is abstractly represented by hex VP awards, along with the Reinforcement Coordination rule). Do that, and you can meet history with a day one victory.

#### Union Player Notes (16.4)

The first decision you must make is whether to move your dismounted regiments forward or to hold your starting positions and await reinforcements. If you move forward, you should be able to further impede Heth but then you'll also be closer to Pegram's Rebel Batteries posted at Herr Ridge. If you hold your troopers' initial rear position, you'll be at more distance from Pegram but will also be conceding the valuable middle ground to the Rebels. In any event, try your utmost to preserve your dismounted Cavalry units; they are worth double VP's when taking losses (remember, they cannot Rebuild thus all losses are permanent). It usually doesn't pay off to have the troopers engage in protracted firefights with the Rebs, despite the advantages of their breechloading carbines.

If you can initially prevent Rebel Artillery from gaining the high ground at McPherson's Ridge, all the better. Watch out for the Steep Slope along the eastern side of Oak Ridge because any Regiment will deplete if Retreating (this includes your dismounted Cavalry Withdrawing before Close Combat) across that terrain feature.

The troopers initially have a lot of territory to cover. As regular Federal Infantry moves up, it usually is best to shift the dismounted Regiments to safer rear areas or to a flank, as was done historically. You can possibly lose the game on points if Buford's Brigades are shattered, so don't let that happen! Buford will withdraw in the early afternoon, but that doesn't give license to misuse his troops.

You won't need to adopt a purely defensive attitude initially against Heth – once your Infantry deploys, and before the full weight of Confederate Infantry can be delivered, consider a counterattack on the Rebels and hit them hard. Remember that Buford's boys normally cannot initiate Close Combat (they can't be given an Attack Order, but can utilize a Fix Bayonets chit), but they can fill defensive positions thus freeing up your other Infantry for assaults. While the Iron Brigade can't Wreck, there's a distinct possibility that they'll take notable losses while bearing the brunt of the morning's fight; that's OK, time and positioning are more important at the early stages of the opening day and hopefully you can Rebuild those Regiments later.

Once Rodes' and Early's formations start to arrive from the north,

Buford and I Corps' flanks will be put into dire Jeopardy. Avoid over-defending inside Gettysburg; via special rule, any Union units will immediately Panic when a Town hex is involved in any Retreat. You'll be hard-pressed in the afternoon once the Rebels outnumber you and the big fight begins. Plus your event chits will be inconsistent at best (this is by design). Watch XI Corps especially closely, its Brigades can be brittle and the entire formation will not be easy to manage. With lower Cohesion Ratings, it is vital to keep the Brigades of XI Corps together in order to Support each other.

You do have a lot of strength to deploy, but there are many VP objectives on the map. You must maneuver Brigades to guard the northern approaches before Rodes and Early come into play. If the Rebels drive south, that will stretch your lines. Do your best to position units without sacrificing them because losses can add up surprisingly quickly. Post your artillery batteries with infantry support so that they have full Cohesion when attacked. If the Confederates slow down to Regroup, try to Rally and Rebuild; you will need every strength point that you can muster before the day is done.

This is important - be prudent and give ground when necessary. Other than fumbling away a prior to 5 PM check Automatic Victory to the Confederates, one way to lose the game is to have too many of your Brigades Wrecked fighting over inconsequential terrain. In a head-to-head matchup with the Rebels, you likely will not prevail so plan your fall backs carefully. Do not allow your Army to be shattered because regardless of territorial objectives, you will probably lose.

If you can threaten Herr Tavern for the 2VP per turn, that should cause any Rebel player to pause. A smart Confederate player will keep some strength back to protect the tavern (and their Lines-of-Communications). Since your CIC command situation is generally not good, double moves will be few so don't count on them.

Preserve your formations as much as possible while still holding the good ground (for the two days of battle that will follow). Turtling to protect Cemetery Hill won't work because of the prior to 5 PM Confederate Automatic Victory condition. Seriously consider positioning a reserve formation at Cemetery Hill (as was done historically), just in case. Do this, and you can possibly reverse history on the first day at Gettysburg.

### Designer Notes

*"Buford didn't dress for respect, he earned it. He didn't try to get his name in the newspapers, instead he led with deeds that caused his men to follow his guidon with confidence and the full expectation of success." ---Eric J. Wittenberg*

As a teenager back in 1976, the marathon exuberance of playing SPI's classic Terrible Swift Sword has never faded from my memory (we eventually only finished the first day, coincidentally). The history depicted by that game was rather poor, but we sure had fun. While a plethora of other Gettysburg games have been released over the succeeding decades, I still had an unrelenting desire to craft my own vision of the first day, which is the most interesting part of the entire battle to me. Hermann Luttmann's brilliant Blind Swords' system has provided that golden opportunity, and for that I am grateful.

After the resounding success of prior Blind Swords' titles from Revolution Games, including Longstreet Attacks (2018) and Shiloh: The First Day (2024), requests kept coming in for the first day of Gettysburg. Longstreet had covered some of the second day of fighting at Gettysburg, while Shiloh proved that a large battle could be faithfully modeled within the Blind Swords' system. Richard Handewich from Revolution Games also repeatedly prodded me to consider the first day as my next project, so the seeds of the design were firmly planted in my mind.

Researching such a famous battle posed an interesting issue: there was so much information available that at times it was somewhat overwhelming to sift through. Battle details always cause a game designer to pause because certain specific items can (and will) vary and contradict, depending on the sources. As I always do, if sources do disagree then I will then opt to use the data points that result in a better (i.e., more fun) game.

One issue that could vex a researcher was the fact that some regiments and batteries were referred to by their official names by one source, while other sources called these units by their officer's last name or even a formation nickname. But then a commanding officer would become a casualty and another officer would take over, which another source would use for the regiment, and so on. Then that replacement officer would become a casualty... well, you get the idea.

The Order-of-Battle in Gettysburg: The First Day will be a bit different than what you may be used to seeing in other Gettysburg games. If a unit or battery was present but didn't participate in the fighting (e.g., held back in reserve), then it likely is not included or is delayed here. I've included abundant historical and design notes to help explain some of these situations.

The pace and flow of any battle is very important to me. For example, in 16.2 and 16.4, there is an unusual rule requiring Pettigrew's Brigade to have two consecutive successful rolls from Heth in order to fully activate; otherwise, playtesting showed Pettigrew often dominated in the morning, which definitely was not the historical case. However no special rule for Brockenbrough's Brigade (Heth's worst formation) was necessary because it was often the target of a limited activations during playtesting due to a failed roll by Heth.

Players tend to blitz all their reinforcements into the front lines, which of course wasn't historical. At times, formations would arrive on the battlefield and for a variety of reasons they would do nothing. The designer's dilemma is to find an appropriate compromise that more accurately reflects the actual pace of the battle without too much scripting. The same applies to Leaders, not only as to when they merely showed up on the field but when meaningful decisions started to be made.

The concept of a lull is different here than in my prior Blind Swords' game covering South Mountain (A Greater Victory, 2022) where we used an event chit in the cup. Here, leaders don't go back in the cup after their initial draw during the lull. This worked well in playtesting as both sides had to be prepared for anything – or nothing – happening during the lull.

You will notice that we've injected some historical chrome (via special rules, fog-of-war, etc.) into the scenarios, but several items



are not in the full game (16.4). That's because for the scenarios, the focus is on a particular set of known historical parameters. In the full game, anything can happen so players will be creating their own histories.

Mentions of Confederate skirmishers were ubiquitous during research, so their sharpshooters have been incorporated into this game via extra - and more potent - chits. To avoid excessive casualties via lucky rolls for Skirmishers and Sharpshooters, the new modification changing a "Depleted" hit result to a Morale Hit (MH) for these event chits has gone into effect. This system change feels right to me.

In the full First Day scenario (16.4), each side has one large formation (R. H. Anderson's Division for the Rebels and Slocum's XII Corps for the Union) with variable entry times (a dual optional rule for the two formations that must be used together or not at all). This can place each player into a realistic position of not knowing a precise arrival time for not only one of their formations, but one of the enemy's as well. But with this optional rule there is a risk that your formation won't arrive at all. Be forewarned that the play time of the scenario will be significantly increased if these optional large formations arrive early.

We've instituted temporary Union CIC's in this game. The CIC can play an important role in any Blinds Swords' session, and the same can be true here. Late in the afternoon of scenario 16.4, players will have the option to forgo an extra Activation on a successful CIC roll and choose to take a VP instead. This accounts for coordination of late arriving reinforcements that didn't get into the first day's fight but were carefully positioned for the next day's action. Some formations ended up so exhausted on the first day (and were thus not really suited for a late extra Activation anyway), so I hope you enjoy the decision-tree that this new rule provides.

It's worth repeating that a leader's rating in Blind Swords' is not necessarily based on their competence (or lack of), but instead on the level of activity of the Brigades under their command. Further, look at the totality of the situation: How many Brigades does the Leader have? Is there a weaker Brigade that can be selected for a Failed Activation? Was there an historical transfer of command due to an Officer casualty? How chaotic were the battlefield miscommunications? Were Brigades initially assigned to reserve status or other duties? Is the Inspired Leadership chit available? Were their subordinate Brigade commanders especially poor (or exceptional)? Is there a CIC on the field? There are many considerations that go into Leader ratings, so please understand why we have chosen to individually rate them as we have.

Union General Oliver Howard was informed of John Reynolds' death around 11:30 AM, so why doesn't he appear in the game as a temporary CIC until 2 PM? Well, there was the noontime lull on the battlefield (so we really don't want extra Activations occurring) plus Howard decided to ride back to Cemetery Hill in order to establish his HQ. Howard had his hands full with other matters; he did not meet with Doubleday until 2 PM, so that accounts for his afternoon appearance in the game.

The unusual (for the time) tactic that Buford used in dismounting his troopers to fight has required some special rules for their handling. Regiments in Buford's Division have had their roster

strength reduced 25% for being dismounted (and they cannot mount in this game, this has been abstracted out with their Withdrawal before Close Combat rule plus reports stated that many horses were lost during combat, so the troopers sometimes had to walk) due to frequent research references to horse-holders.

There was a plethora of fences on the Gettysburg battlefield; our first prototype map had all of these fences, making it very cumbersome and unattractive to the eye! It turns out that most of the fences were made from Virginia worm (split rails) which could be quickly and easily knocked down by the troops. While some other games in the Blind Swords' have 20-minute Turns, we are at 30-minutes here. So all things considered, the abundant, tedious and ugly fence lines were abstracted out of the game without any worry. The ubiquitous fences also account for why barricades can be built by the Union in any hex.

Notice that the Southern map boundary has both Cemetery Hill and Culp's Hill at its edge. Cemetery Hill was the key Union position and Culp's Hill really wasn't a factor on Day One. We emphasize Cemetery Hill by it being the most valuable VP hex in the game, while Culp's Hill has no VP level attached. If Cemetery Hill falls, it's presumed the Union would then fall back (off map) until night and the second day of Gettysburg would thus have played out quite differently. Historically the Confederates did not attack either Cemetery Hill nor Culp's Hill on Day One, a source of much debate today

The Union XI Corps endured horrific casualties on the first day, yet they still barely managed to delay the advancing Confederates so that major Federal reinforcements could arrive overnight. After their rout at Chancellorsville, XI Corps would be an easy target for subsequent criticism. It appears that XI Corps Commander Oliver Howard was the one who recognized that Cemetery Hill was the key defensive position, eventually anchoring the Union line. Good call.

Originally, General Lee had his eyes on Harrisburg to concentrate his Army of Northern Virginia, but circumstances changed his mind and Gettysburg became the new destination. No one could have anticipated that the most important battle of the American Civil War was about to occur. Often overshadowed by the momentous second and third days of fighting, the first day at Gettysburg offered plenty of tension and decision-making challenges which could have led to a much different result.

I am extremely thankful to all the talented individuals who assisted me with this project; it wouldn't have become a reality without them.

Long ago I walked the Gettysburg battlefield for 3 full days; it was a deeply moving spiritual experience. In designing this game, I drew upon some of those experiences.

*Steve Carey*

## Special Events Table

1	<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.
2	<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>
3	<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>
4	<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>
5	<b>Ammo from the dead</b> – Each side, Union first then Confederates, may remove a Low Ammo marker from one of their Regiments.
6	<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.

## Credits

*Game Research and Design:* Steve Carey

*Game Map:* Edmund Hudson

*Game Counters:* Charlie Kibler

*Box art:* Mark Mahaffey

*Game Development:* Roger Miller

*Exclusive Rules Editing:* Steven Campbell and Julie Dawn Feind

*Rules and Charts Layout:* Richard Handewith

*"Blind Swords" System Designer:* Hermann Luttmann

*Playtesters:* Stephen Campbell, Tim Charlesworth, Trow Davis, Richard Geith, Richard Handewith, Christina Kahrl, Bryan Master, Roger Miller, Michael Resch, Nick Rusch, Rob Schroeder, Hugh Wright Erickson

**Revolution Games**

5930 S Land Park Dr. #22325

Sacramento, CA 95822

Website: [www.revolutiongames.us](http://www.revolutiongames.us)

Email: [sales@revolutiongames.us](mailto:sales@revolutiongames.us)