

No Militia!

A scenario for Longstreet.

Gettysburg, 1 July 1863.

This morning Confederate troops advanced on Gettysburg from the North West expecting to meet no more than local militia. They were surprised to discover Buford's Federal Cavalry in their path, ready to contest every inch of ground. Buford conducted a stubborn fighting withdrawal, buying time for Reynolds' First Corps to reach the field. As Reynolds' leading division deployed on McPherson's Ridge, Buford's exhausted Command withdrew to regroup. The next round of today's fight would be a more even match.

The Game

This scenario was designed for four players, each commanding a brigade. As we only had two sets of Longstreet cards, we adopted the house rules below, the most important being that only three cards are removed from the deck at each reshuffle. We found this allowed us to fight the encounter to a conclusion with just enough cards to spare.

Alternatively this makes a big but manageable two player game.

Sources:

Gettysburg, by Stephen W Sears

The Civil War, volume 2, by Sheldon Foote

Unit Organizations of the American Civil War, by Richard J Zimmermann

The Civil War Trust website has excellent maps and a fascinating Gettysburg battlefield App. <http://www.civilwar.org>

Map:

The table is 72 by 48BW. We use 1" base widths which equate to a 6' by 4' table.

There is a railway cutting where the unfinished railway crosses McPherson's Ridge. Units may fire over it without penalty. Bases in the cutting count as being in cover versus all fire except point blank fire. They may not fire out as the cutting is too deep. Movement across the cutting counts as difficult.

If your model terrain allows you to place large pieces of high ground, the pale contours represent the rising ground coming eastwards from Willoughby Run. If you have smaller hills, ignore the pale contours and just show the darker contours. There are no ridge lines: the hilltops are rounded.

Longstreet unit scales are between 60 and 80 men per base. I used an average of 70 for overall force strengths and massaged a few unit sizes to fit the total per side.

Both sides use the 1863 deck. The Confederates take the first turn.

Confederate Forces

HETH'S DIVISION (Maj. Gen. Henry Heth)

The players represent Davis and Archer.

The Confederate forces begin on the table in any formation, up to 12 BW in from the West board edge, with Davis on the left and Archer on the right.

Place one objective on The Chambursburg Pike, just East of McPherson's ridge.

The Confederates take the first turn. The player controlling Archer also controls Pegram but may detach batteries to Davis.

The two commanders may agree a plan before play begins. They may communicate in their own turn during the game but must pay one card from their deck each to do so. Both may play interrupt cards but one card only applies to one enemy command.

Every time the deck is reshuffled, remove the top 3 cards and discard without looking at them.

Shatter point: 34

Third Brigade (Brig. Gen. JAMES J. ARCHER)

13th Alabama (Col. B. D. Fry) 6 Seasoned Veterans

5th Alabama Battalion (Maj. A. S. Van de Graaff) 4 Eager Veterans

1st Tennessee (Provisional Army) (Maj. Felix G. Buchanan) 4 Eager Veterans

7th Tennessee (Lieut. Col. S. G. Shepard) 4 Eager Veterans

14th Tennessee (Capt. B. L. Phillips) 4 Eager Veterans

Fourth Brigade (Brig. Gen. JOSEPH R. DAVIS)

2d Mississippi (Col. J. M. Stone) 8 seasoned veterans

11th Mississippi (Col. F. M. Green) 8 seasoned veterans

42d Mississippi (Col. H. R. Miller) 10 eager recruits

55th North Carolina (Col. J. K. Connally) 10 eager recruits

Pegram's artillery battalion (Major William Pegram)

Crenshaw (Virginia) Battery: (Cpt William G. Crenshaw) 1 Rifle, 1 Napoleon

Fredericksburg (Virginia) Artillery: (Cpt Edward A. Marye) 1 Rifle, 1 Napoleon

Letcher (Virginia) Artillery: (Cpt Thomas A. Brander) 1 Rifle, 1 Napoleon

Pee Dee (South Carolina) Artillery: (Lt William E. Zimmerman) 1 Rifle, 1 Napoleon

Purcell (Virginia) Artillery: (Cpt Joseph McGraw) 2 Napoleons

Union Forces

FIRST DIVISION, FIRST CORPS (Brig. Gen. James S. Wadsworth)

The players represent Cutler and Meredith.

Cutler may deploy anywhere on Macpherson's Ridge or Oak Hill in any formation. Meredith deploys his regiments in column, up to 8BW in from the Eastern board edge, anywhere south of the Chambersburg Pike. (Note that Buford's cavalry, who have been holding the line until First Corps arrived, are moving back through your position to regroup. But they are not available to you so are not represented on the table.) The Confederates take the first turn. There is a Confederate objective behind your line, on the Chambersburg Pike.

The two commanders may not agree a plan before play begins as they have been thrown into the line straight from the march. During play they may communicate in their own turn but must pay one card from their deck each to do so. Both may play interrupt cards but one card only applies to one enemy command.

Every time the deck is reshuffled, remove the top 3 cards and discard without looking at them.

Shatter point: 34

First Brigade (Brig. Gen. Solomon Meredith)

19th Indiana (Col. Samuel J. Williams) 6 seasoned veterans

24th Michigan (Col. Henry A. Morrow) 8 eager veterans

2nd Wisconsin (Col. Lucius Fairchild) 4 eager veterans

6th Wisconsin (Lieut. Col. Rufus R. Dawes) 6 eager veterans

7th Wisconsin (Col. William W. Robinson) 6 eager veterans

Second Brigade (Brig. Gen. Lysander Cutler)

7th Indiana (Col. Ira G. Grover) 8 seasoned veterans

76th New York (Maj. Andrew J. Grover) 6 seasoned veterans

84th New York (14th Militia) (Col. Edward B. Fowler) 6 eager veterans

95th New York (Col. George H. Biddle) 4 eager veterans

147th New York (Lieut. Col. Francis C. Miller) 6 seasoned veterans

2nd Maine Battery (Capt James Hall) 3 Rifles



