

LITTLE ROUND TOP: Flank Attack at Gettysburg, 2 July 1863

MUSKET & SABER QUICK PLAY SCENARIO RULES

12.0 INTRODUCTION

12.1 Historical Background

George Meade's Union Army of the Potomac had taken up a strong position southeast of Gettysburg after being drubbed north and west of town on 1 July by Robert E. Lee's Confederate Army of Northern Virginia.

The southwestern anchor to the Union position was to have been the dwindling end of Cemetery Ridge and the rugged slopes of Little Round Top. The end of the line was spotted by Confederate scouts, and Lee planned to send James Longstreet's First Corps on a long march to hit the flank and roll up the Union line.

While Longstreet marched, the Union commander on that portion of the field, Dan Sickles of the Union 3rd Corps, thought his position vulnerable to Confederate artillery on high ground a mile to the west. At noon he led his corps forward to occupy it. The move stretched his line but put the corps astride the planned Confederate axis of attack. Longstreet was forced to alter his planned route to swing farther east than originally planned—his command too was stretched over a longer front.

The Confederates struck at 4:00 p.m., just as Meade had ordered Sickles withdraw to his original position. There was nothing for it now but to fight, Sickles battling for time while Meade hurried reinforcements to him. If he lost the race, the Union flank would be turned and the army all-but trapped.

12.2 Scenario

One player controls the Confederates and attempts to drive back or destroy the Union forces. The other player controls the Union forces and attempts to prevent it.

12.3 Standard Rules

All standard rules apply. Rule 15.0 lists one new rule for this scenario. Game scale is:

Turn: 45 minutes

Hex: 176 yards

13.0 SET UP

13.1 Unit Colors

Confederate Forces: gray

Union Forces: dark blue

13.2 Game Length & First Player

The game consists of five turns. Place the Turn marker in the 1545 box of the Turn Record Track. The Confederate player is the first player.

13.3 Confederate Set Up (first)

13.3A On Map

- **Formation Hd** (10 counters): unstacked on any hex in the line 0117–1112 inclusive.

13.3B Reinforcements

- **Formation Mc—Kershaw** (2 counters): 1630/E (0117)
- **Formation Mc—Semmes** (2 counters): 1630/E (0117)

13.3C Optional Reinforcements

- **Formation Mc—Wofford** (2 counters): 1715/E (0117). Confederates –1VP if committed.

13.4 Union Set Up

13.4A On Map

- **Formation 1/3:**
 - 2-Lft** in 0808
 - 2-Rt** in 0609
 - 3-Lft** in 0410
 - 3-Rt** in 0211
- **Formation I:** US-SS anywhere N of 09xx and on or E of the above Union units.

13.4B Reinforcements

- **Formation 1/5 & one artillery** (6 counters): 1545/B (0102)
- **Formation 1/2** (4 counters): 1630/ C (0105).
- **Formation 2/5 & one artillery** (3 counters): 1715/A (0501).

14.0 VICTORY CONDITIONS

14.1 Victory

The Confederate player wins a victory at the end of the game by gaining at least 5 VP out of the 9 VP available. Otherwise, the Union player wins.

- **2VP** for occupying Little Round Top (hex 0805)
- **1VP each** for occupying Wheatfield and Devil's Den hexes (0308 and 0808—2 VP possible).
- **1VP each** for occupying entry hexes (A, B, C, D, and E—5 VP possible).

15.0 ADDITIONAL RULES

15.1 No step loss recovery

Neither player may recover any lost steps. Units may recover from disruption and ineffectiveness per 11.3.

16.0 NOTES

16.1 Designer's Notes

One of three games covering a critical part of a larger battle, this was the cleanest of the three to design, as this portion of the field was physically separate from other points of action. The one important design decision was to cut the Peach Orchard (off the map from hex 0117) to keep the map and counter count within game format, while presenting the big brigades in counter-pairs. It was really an easy decision as the fight there drifted northeast, away from the main action portrayed here.

The victory conditions took some massaging as it was critical to determine just what constituted a Confederate "victory" for game purposes. We finally settled on the historical requirement, that they should end in position to drive north along Cemetery Ridge (north of the 01xx hex column), but that controlling certain key points on the map would also yield benefits during further fighting.

16.2 Confederate Player Notes

You have an initial advantage in numbers and troop quality but will face considerable Union reinforcements. Make hay while the sun shines.

Your best bet is to follow the historical approach, sending one of Hood's brigades toward each of Little Round Top, Devil's Den, Houck's Ridge (the woods north of the Den), and the Wheatfield. Keep your artillery close to the center of the line and use it as needed for additional punch. This attack will stretch the Union line, making any breakdown of a single unit more costly. When McLaws joins the battle, you should have set him up for a concentrated knockout punch.

Taking all five entry hexes is possible but hedge your bets by grabbing the other victory hexes, even if it means a short diversion of the main drive.

16.3 Union Player Notes

You'll know how Sickles felt by the end of the first turn—a gray tide sweeping toward a thin line. You can't be strong everywhere, so adopt a strongpoint defense around the non-entry victory hexes and wait for reinforcements. You can afford to give ground in the center because it will be easiest to launch counterattacks there.

One of your most critical decisions will be where to deploy Caldwell's division (1/2). It will be tempting, and may be necessary, to spread it along the front, but if you can use it for a single blow against one section of the Confederate line you may crumple it, causing a fatal delay in the Rebel advance.

17.0 ORDERS OF BATTLE

17.1 Confederate

Hood's Division / First Corps

- Anderson's Brigade (1,875 infantrymen)
- Benning's Brigade (1,425 infantrymen)
- Law's Brigade (1,925 infantrymen)
- Robertson's Brigade (1,750 infantrymen)
- Henry's Artillery Battalion (19 cannon)

McLaws' Division / First Corps (part)

- Kershaw's Brigade (2,175 infantrymen)
- Semmes' Brigade (1,325 infantrymen)
- Wofford's Brigade (1,400 infantrymen)

17.2 Union

1st Division / 2nd Corps

- 1st Brigade (850 infantrymen)
- 2nd "Irish" Brigade (525 infantrymen)
- 3rd Brigade (975 infantrymen)
- 4th Brigade (850 infantrymen)

1st Division / 3rd Corps (part)

- 2nd Brigade (1,700 infantrymen)
- 3rd Brigade (1,400 infantrymen)
- US Sharpshooters (475 infantrymen)

1st Division / 5th Corps

- 1st Brigade (650 infantrymen)
- 2nd Brigade (1,400 infantrymen)
- 3rd Brigade (1,325 infantrymen)

2nd Division / 5th Corps

- 3rd Brigade (1,475 infantrymen)

Artillery (about 30 cannon drawn from a half-dozen batteries)

TERRAIN EFFECTS CHART (TEC)

Clear: 1 MP to enter. No effect on combat.

Light Woods: 1 MP to enter. Defender adds +1CF to defense total; if any attacker is attacking from a clear hex, defender adds an additional +1CF for each clear hex. Blocks artillery line of sight unless artillery is on a hill. Bombardment -1CF per artillery unit bombarding into hex.

Deep Woods or Devil's Den: Only infantry can enter; must stop upon entry. Defender adds +2CF to defense; if any attacker is attacking from a clear hex, defender adds an additional +1CF for each clear hex. Blocks artillery line of sight unless artillery is on a hill. Bombardment -2CF per artillery unit bombarding into hex.

Hill: 1 MP to enter. No effect on combat or ZOC. Blocks LOS unless bombarding unit and defending unit(s) are both on hill hexes. Light Woods on a hill blocks all LOS.

Road: ½ MP if starting, moving, and ending on a road. 1 MP if starting, moving, or ending in a non-road hex (see 4.4). Ignore other terrain in hexes entered and on hexsides crossed. No effect on combat (use other terrain in the hex).

Stream (Plum Run): Infantry & cavalry +1 MP to enter, artillery must stop after entering unless travelling on a road. If any attackers are attacking out of stream hexes, defender's CF is increased +1CF for each such hex.

Brook (in addition to any other terrain): Artillery must stop after entering.

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