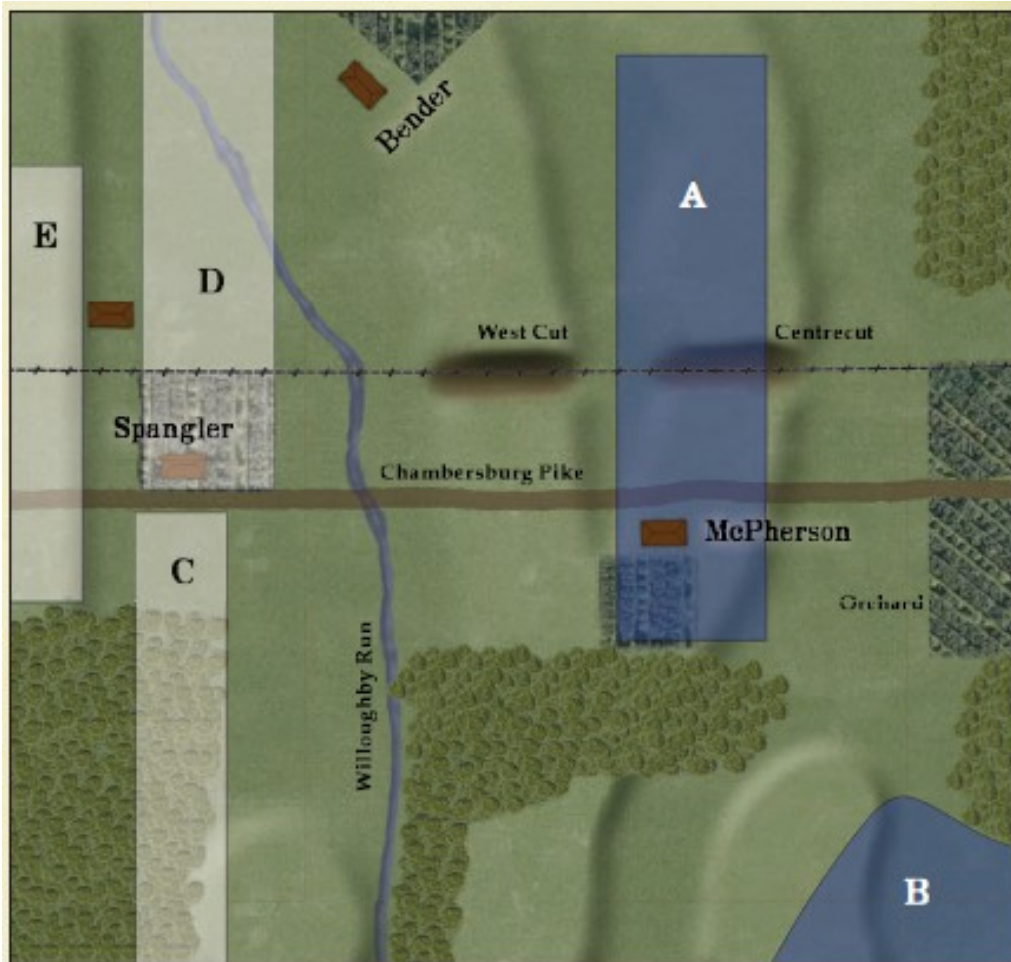


Gettysburg , day 1



TERRAIN

The table represents the key features on the western outskirts of Gettysburg and includes the key features of the Herr and McPherson Ridges and Willoughby Run. The tree element of the table is confined to orchards and light woods as indicated and these attract the attendant optional rules outlined in the optional rules section.

The railroad is simply an unfinished track with no rails laid, but the railroad cuts are very important. Any unit in the cuts cannot shoot out of these deep and steep sided gullies. Also, any unit engaged in hand-to-hand combat with more than half the strength in a cut, and their assailants above them and fighting across the cut, are deemed to be destroyed. Any unit with less than half their number in the cut suffer will lose 2 hand-to-hand dice. Troops in the cuts cannot be supported in melee, but troops within 6" still count as supporting for break test purposes. Troops in the cuts can only be shot at at close range due to the cover provided.

DEPLOYMENT

The Confederate brigades of Archer and David should be deployed just to the east of Herr Ridge in the areas shown on the map facing the Union brigades of I Corps. Archer deploys in area C, Davis in area D. The Confederate artillery batteries operated in the

long range support role initially and failed to lend any real close support to Heth's infantry and so they begin the game unlimbered and ready to fire in area E on Herr Ridge. The batteries are organised into their own battalion.

The 2nd Brigade of I Corps' 1st Division deploys in area A. The Iron Brigade, just arriving, deploys in area B – hopefully in march columns in order to be rushed into action as quickly as possible. General Reynolds begin the game with Meredith. No other general of division was present during this battle.

Victory

- La partie dure 8 tours et est remportée par le camp possédant le plus de pts de victoire : se rendre maître de Mac Pherson Ridge rapporte 3 points. Pour cela il faut avoir plus de régiments non shaken dans la zone de Mac Pherson Bridge (colline) à la fin du 8eme tour. une regiment en déroute rapporte 2 points, un rgt shaken 1 point.
- Special :
 - Brigade d'Archer a un sniper
 - Les canons peuvent tirer sur toute la table à longue portée (avec ligne de vue) – limite de Mac Pherson Ridge pour le sudiste.
 - On ne joue pas la règle de la brigade broken : il faut que toute les régiments de la brigade soient broken pour que la brigade quitte la table
 - Les bois sont légers et considéré comme terrain difficile (½ mov) comme passage des rivières. La visibilité dans les bois est de 12'