

LEAFY MOUNTAIN

The Battle of Gettysburg



LAST FULL MEASURE

The Battle of Gettysburg

Scenario 1: July 1 – The Battle of Gettysburg.

A. Time:

The game starts on the July 1st, 7 am turn and plays through till one player wins, or the end of the 8 pm turn of July 3rd. The Union player moves first.

B. Victory Conditions

1. At the end of the 8 pm turn of each day, a victory check is made. Both players check their VP totals.
2. If one player has a 2 to 1 or greater ratio of VPs than his opponent, with a minimum total of 30 VPs, he wins immediately. If neither side can win, play continues. If, by the last daylight turn of July 3rd, neither side has a 2 to 1 ratio, the player with the most VPs wins.
3. Each player gains a certain number of Victory Points (VP) for accomplishing the following objectives. Players should keep a running total in the spaces provided on the map.

US CS Objective

1	1	each eliminated enemy infantry or artillery strength point.
2	2	each eliminated enemy cavalry or sharpshooter (USSS) strength point.
?	?	Reorganization value of each eliminated enemy corps or army commander.
-	20	Baltimore Pike entrance hex (4346).
20	-	Cashtown Pike entrance hex (0300).
-	5	Taneytown Road entrance hex (5122).
10	-	Hagerstown Road entrance hex (2300).



4. To get VPs for objective hexes, the player must occupy, or have been the last to occupy the objective hex with an infantry regiment. The regiment does not have to be organized to qualify.

C. Special Rules

1. There are no special rules; all standard rules are in effect.

D. Reinforcements enter according to the OOA.

E. Confederate Deployment

No Confederate units start on the map.

F. Union Deployment

1222 Devin (Cav/1)

1316 Gamble (Cav/1) *Buford*



Scenario 2: July 1 – The Final Push.

A. Time

Scenario starts in the Confederate half of the July 1, 2 pm turn and plays through the 7 pm turn. The Confederate moves first.

B. Victory Conditions

1. For the Confederate player to win, he must
 - a. Occupy Cemetery Hill with one non-shattered brigade by the end of the 7 pm turn.
 - b. Have more non-shattered brigades on the battlefield than the Union player.
2. For the Union player to win, he must prevent both conditions necessary for a Confederate victory.
3. Any other outcome is a draw.

C. Special Rules

1. Reynolds is dead, use his replacement commander instead.

D. Reinforcements enter according to the OOA.

E. Normal reorganization and recovery rules apply.

F. Deployment

1. Regiments may only be placed in one of the hexes named for its brigade, observing stacking limits and brigade integrity rules.
2. Shattered units are marked by their brigade commander placed with its shattered side up.
3. Breastworks are placed on all of a brigade's units; one per hex.
4. Artillery may begin limbered or unlimbered.
5. Notes:
 - a. *: artillery unit
 - b. *Italic*: division/corps commanders
 - c. S: shattered
 - d. B: Breastwork marker
 - e. X#: Minus # SPs.
 - f. (corps)

G. Confederate Deployment

1810.....	Archer (III/H) X6S
1010,1111	Davis (III/H) X12S
1110,1211	Brockenbrough (III/H)
1310,1410,1510,1611	Pettigrew (III/H) <i>Heth</i>
0811	Garnett* (III/H)
1408,1409,1508.....	Perrin (III/P) <i>Pender</i>
1509,1610,1709.....	Lane (III/P)
0809,0908	Thomas (III/P)
1209,1308	Scales (III/P)
1510.....	Poague* (III/P)
1010.....	McIntosh* (III)
0910.....	Pegram* (III) <i>Hill</i>
0614,0714,0814.....	Daniel (II/R)
0715,0716	Iverson (II/R)
0617,0618,0717.....	O'Neal (II/R) <i>Rodes</i>
0515,0516	Ramseur (II/R) <i>Ewell</i>
0220,0319	Doles (II/R)
0617	Carter* (II/R)

H. Union Deployment

1115.....	Wainwright* (I) <i>I corps replacement</i>
1017,1116	Cutler (I/1) X8B
1213,1313	Meredith (I/1) X8B <i>Wadsworth</i>
1019,1118,1218.....	Paul (I/2) B <i>Robinson</i>
0917,0918	Baxter (I/2) B
1413,1513	Rowley (I/3) B
1113,1114,1214.....	Stone (I/3) B <i>Doubleday</i>
0621,0721	Ames (XI/1)
0623,0723	VonGilsa (XI/1) <i>Barlow</i>
2121,2221	Coster (XI/2) <i>vonSteinwehr Howard</i>
2022,2023	Smith (XI/2) Osborn* (XI) B
0719,0720,0819.....	Schimmelfennig (XI/3)
0922,0923	Kryzanowski (XI/3) <i>Shurz</i>
1226,1325	Devin (Cav/1) X2
1712,1812,1911.....	Gamble (Cav/1) X2 <i>Buford</i>

I. On Eliminated Units Card

AotP Recoverable units:

Meredith (I/1)	9 SP
Cutler (I/1)	8 SP
Gamble (Cav/1)	2 SP
Devin (Cav/1)	2 SP

ANV Recoverable units:

Archer (III/H)	6 SP
Davis (III/H)	12 SP



Scenario 3: July 2 – Longstreet’s First Assault.

A. Time

Scenario starts in the Confederate half of the July 2, 4pm turn and plays through the 8 pm. The Confederate moves first.

B. Victory Conditions

1. For the Confederate player to win, he must
 - a. Occupy 3621 and 3720 at the end of the 8 pm turn, OR
 - b. Penetrate two non-shattered and organized brigades east of the Taneytown Road and north of hex row **37xx**. They must remain there at the end of the 8 pm turn.
2. For the Union player to win, he must prevent both conditions necessary for a Confederate victory.

C. Special Rules

1. Longstreet is the Confederate army commander for this scenario.
2. All of Longstreet’s brigades must be engaged in combat before those of R.H.Anderson (III corps) may be used.
Place a ‘2’ marker on Anderson as a reminder.
3. Caldwell’s division (II corps) can only be moved if those of Ayres and Barnes divisions (V corps) have engaged in combat OR if two of Humphreys (III corps) brigades become disorganized or shattered.
Place a ‘3’ marker on Caldwell as a reminder.
4. Newton’s (VI corps) division can only be moved if
 - a. Confederate troops occupy Little Round Top (KK26) OR
 - b. Confederate troops penetrate east of the Taneytown Road.
Place a ‘4’ marker on Newton as a reminder.

D. There are no reinforcements, ignore the OOA.

E. Normal reorganization and recovery rules apply.

F. Deployment

1. It is easiest to set up brigade commanders and artillery units first, and then place regiments. Regiments must be placed according to stacking limits and brigade integrity rules; that is with or within 2 hexes of the brigade commander AND adjacent to, or stacked with, another regiment of the same brigade.
2. Artillery may begin limbered or unlimbered.
3. Notes
 - a. *: artillery unit
 - b. *Italic*: division/corps commanders
 - c. (corps)



G. Confederate Deployment

4013.....	Benning (I/H)
4014.....	Law (I/H)
4114.....	Henry* (I/H)
3813.....	Robertson (I/H) <i>Hood</i>
3712.....	Anderson (I/H)
3310.....	Eshleman* (I)
3412.....	Semmes (I/M)
3112.....	Wofford (I/M)
3513.....	Cabell* (I/M)
3512.....	Kershaw (I/M) <i>McLaws Longstreet (I)</i>
3113.....	Alexander* (I), Barksdale (I/M)
2813.....	Wilcox (III/A)
2713.....	Lang (III/A)
2514.....	Wright (III/A) <i>Anderson</i>
2315.....	Mahone (III/A)
2116.....	Posey (III/A)

H. Union Deployment

3618.....	Ward (III/1)
3417.....	DeTrobriand (III/1) <i>Birney</i>
3115.....	Graham (III/1)
3215.....	Randolph* (III)
3216.....	Burling (III/2) <i>Sickles</i>
3016.....	Brewster (III/2) <i>Humphreys</i>
2817.....	Carr (III/2)
3215.....	1 USSS (III/1)
3916.....	2 USSS (III/1)
2923.....	Fitzhugh* (AR)
3024.....	McGilvery* (AR)
3120.....	Vincent (V/1)
3123.....	Sweitzer (V/1) <i>Barnes</i>
2924.....	Tilton (V/1) Ransom*(AR) <i>Sykes</i>
3027.....	Burbank (V/2)
3127.....	Day (V/2) <i>Ayres</i>
3028.....	Weed (V/2)
3128.....	McCandless (V/3)
2927.....	Fisher (V/3) <i>Crawford</i>
3524.....	Martin* (V)
2920.....	Cross (II/1)
3021.....	Kelly (II/1)
2921.....	Zook (II/1)
2720.....	Brooke (II/1) <i>Caldwell</i>
2620.....	Hazard* (II) Hall (II/2)
2421.....	Webb (II/2) <i>Gibbon Hancock</i>
2621.....	Harrow (II/2)
2521.....	Carroll (II/3)
2320.....	Smyth (II/3)
2221.....	Willard (II/3) <i>Hays</i>
3031.....	Wheaton (VI/3)
3032.....	Eustis (VI/3)
2930.....	Shaler (VI/3) <i>Newton</i>

Scenario 4: July 3 – Rummel Farm

A. Time

Scenario starts in the Confederate half of the July 3, 4pm turn and plays through the 8 pm turn. The Confederate side moves first.

B. Victory Conditions

1. For the Confederate player to win, he must
 - a. Reach any hex of the Baltimore Pike with an unshattered brigade of at least 3 regiments, OR
 - b. Have shattered all three Union brigades.
2. For the Union player to win, he must prevent both conditions necessary for a Confederate victory.

C. Special Rules

3. Stuart is the Confederate army commander for this scenario.
4. D.Gregg is the Union army commander for this scenario.

D. There are no reinforcements, ignore the OOA.

E. Normal reorganization and recovery rules apply.

F. Deployment

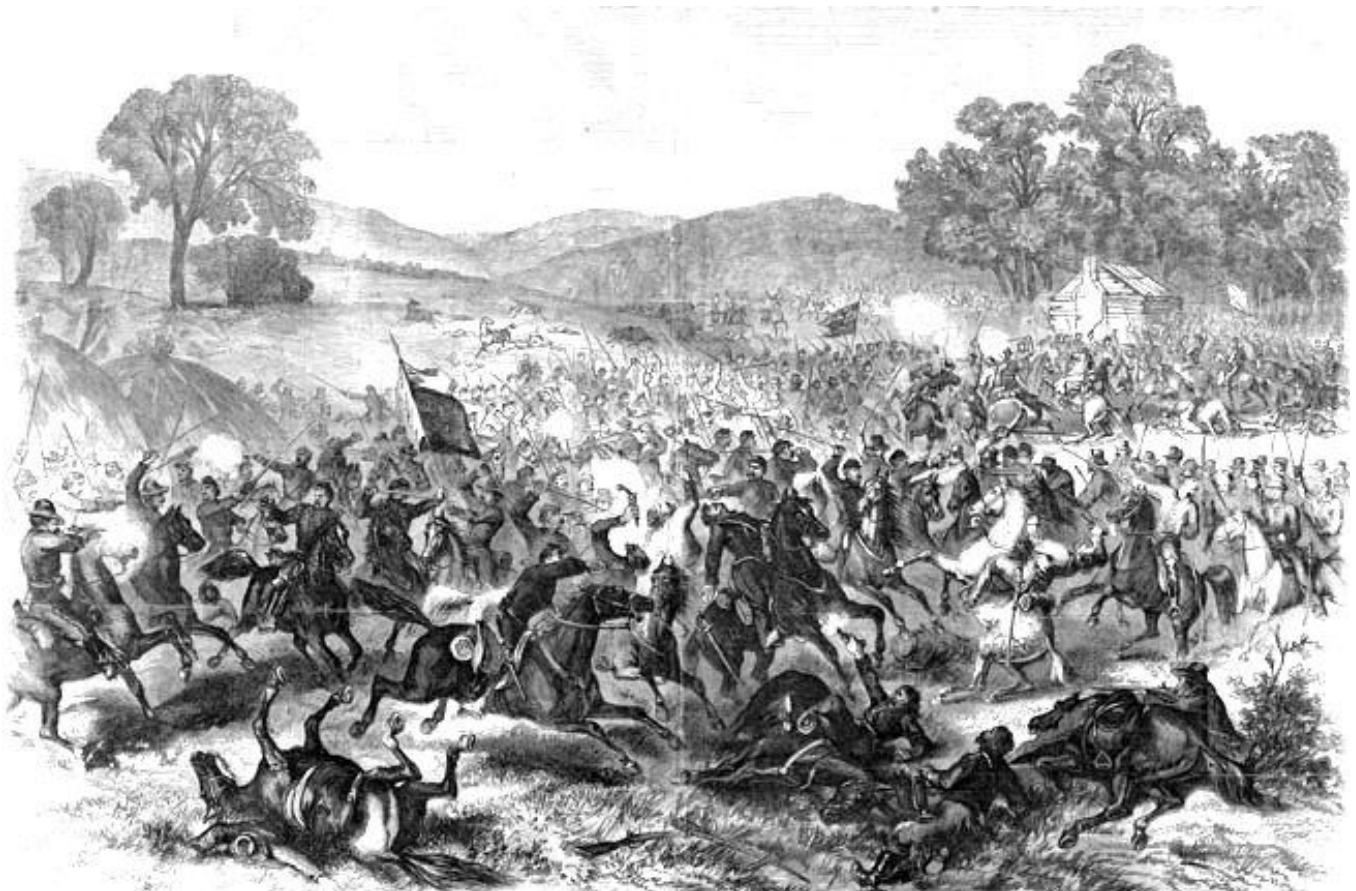
5. Each regiment is deployed where it began the action historically.
6. Artillery may begin limbered or unlimbered.
7. Notes
 - a. *: artillery unit
 - b. Italic: division/brigade commanders
 - c. All units are cavalry, horse artillery, and commanders.

G. Confederate Deployment

1047.....	2 VA, 3 VA, <i>F.Lee, Stuart</i>
1147.....	1 VA, 5 VA
1145.....	Beckham*
1046.....	1 SC
1045.....	1 NC, 2 SC
0945.....	Cobb's Lg, Jeff Davis Lg, <i>Hampton</i>
0944.....	Phillip's Lg
1144.....	2 NC, 13 VA, <i>Chambliss</i>
1143.....	9 VA, 10 VA
1242.....	14 VA, 16 VA, <i>Jenkins</i>
1142.....	17 VA, 34 VA

H. Union Deployment

1645.....	Purnell Legion (dismounted)
1748.....	1 NJ, <i>McIntosh</i>
1848.....	3 PA
1849.....	1 MD
2142.....	16 PA, <i>J.Gregg</i>
2143.....	4 PA
2243.....	1 ME
2244.....	10 NY
2144.....	7 MI
2145.....	5 MI
2246.....	1 MI, Tidball*, <i>Custer, D.Gregg</i>
2147.....	6 MI



Unit Strengths

Army of the Potomac: Meade 5

I corps:	Reynolds 6	Wainwright art: 7			
1 st division:	Wadsworth 4	I/1/1: 18	I/1/2: 20		
2 nd division:	Robinson 4	I/2/1: 16	I/2/2: 15		
3 rd division:	Doubleday 3	I/3/1: 16	I/3/2: 14	I/3/3: 27	
II corps:	Hancock 5	Hazard art: 7			
1 st division:	Caldwell 3	II/1/1: 9	II/1/2: 6	II/1/3: 9	II/1/4: 8
2 nd division:	Gibbon 5	II/2/1: 13	II/2/2: 13	II/2/3: 10	
3 rd division:	Hays 4	II/3/1: 9	II/3/2: 11	II/3/3: 16	
III corps:	Sickles 4	Randolph art: 8			
1 st division:	Birney 4	III/1/1: 16	III/1/2: 17*	III/1/3: 14	*-not counting 5 sp's of USSS
2 nd division:	Humphreys 5	III/2/1: 18	III/2/2: 19	III/2/3: 15	
V corps:	Sykes 4	Martin art: 7			
1 st division:	Barnes 3	V/1/1: 5	V/1/2: 10	V/1/3: 15	
2 nd division:	Ayres 3	V/2/1: 16	V/2/2: 10	V/2/3: 15	
3 rd division:	Crawford 4	V/3/1: 12	V/3/3: 16		
VI corps:	Sedgwick 5	Tompkins art: 12			
1 st division:	Wright 4	VI/1/1: 14	VI/1/2: 13	VI/1/3: 15	
2 nd division:	Howe 4	VI/2/2: 18	VI/2/3: 18		
3 rd division:	Newton 5	VI/3/1: 19	VI/3/2: 17	VI/3/3: 15	
XI corps:	Howard 3	Osborn art: 7			
1 st division:	Barlow 3	XI/1/1: 11	XI/1/2: 14		
2 nd division:	vonSteinwehr 3	XI/2/1: 12	XI/2/2: 16		
3 rd division:	Shurz 3	XI/3/1: 17	XI/3/2: 14		
XII corps:	Slocum 3	Muhlenburg art: 5			
1 st division:	Williams 5	XII/1/1: 19	XII/1/2: 18	XII/1/3: 16	
2 nd division:	Geary 3	XII/2/1: 18	XII/2/2: 8	XII/2/3: 14	
Cavalry corps:	Pleasanton 4	Robertson art: 8	Tidball art: 6		
1 st division:	Buford 5	C/1/1: 18	C/1/2: 12	C/1/R: 18	
2 nd division:	D.Gregg 4	C/2/1: 16	C/2/2: 16	C/2/3: 14	(optional units)
3 rd division:	Kilpatrick 5	C/3/1: 19	C/3/2: 20		
Artillery Reserve	(Hunt)				
Ransom: 8	McGilvery: 6	Taft: 3	Huntington: 6	Fitzhugh: 7	

Army of Northern Virginia: Lee 6

I corps:	Longstreet 5	Alexander art: 6	Eshlemen art: 3		
McLaws division 4	Kershaw: 22	Semmes: 13	Barksdale: 16	Wofford: 15	Cabell art: 5
Pickett division 3	Garnett: 14	Kemper: 16	Armisted: 20	Dearing art: 5	
Hood division 6	Law: 20	Robertson: 17	Anderson: 18	Benning: 15	Henry art: 5
II corps:	Ewell 3	Dance art: 5	Nelson art: 3		
Early division 4	Hays: 13	Smith: 9	Avery: 12	Gordon: 18	Jones art: 4
Johnson division 5	Steuart: 23	Williams: 11	Walker: 13	Jones: 15	Latimer art: 4
Rodes division 3	Daniel: 22	Iverson: 14	Doles: 13	Ramseur: 10	O'Neal: 17
					Carter art: 4
III corps:	Hill 3	McIntosh art: 4	Pegram art: 5		
Heth division 4	Pettigrew: 26	Brockenbrough: 10	Archer: 12	Davis: 23	Garnett art: 4
Pender division 5	Perrin: 19	Lane: 19	Thomas: 12	Scales: 13	Poague art: 4
Anderson division 5	Wilcox: 17	Mahone: 17	Lang: 7	Wright: 14	Posey: 14
					Lane art: 4
Cavalry:	Stuart 6	Beckham art: 6			
Hampton: 17	F Lee: 19		Chambliss: 13	Jenkins: 12	Robertson: 12
Jones: 20	Imboden: 21		Staunton Battery: 2		(optional units)

10/3/2017