

## Black Powder Scenario: Gettysburg, 1863 Southern Flank, Day Two

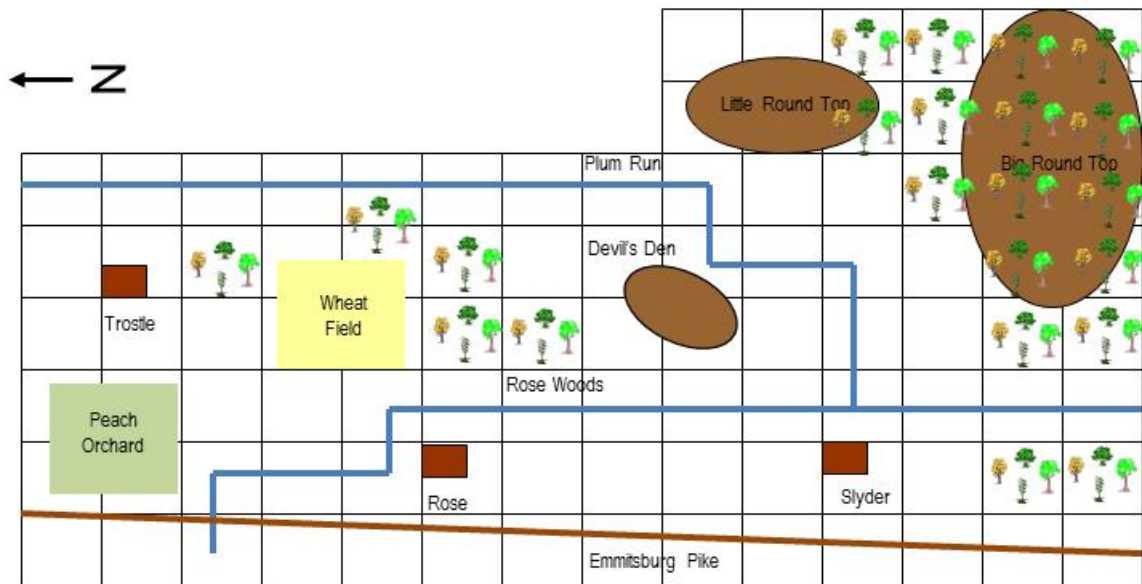
Arguably the pivotal campaign of the American Civil War, Lee's invasion of the north during 1863 culminated with the battle of Gettysburg. Arguably the best chance for a Southern victory was during the assault on the Union left flank, during the afternoon of the second day of the battle.

An overly aggressive Union General Sickles had advanced to occupy the peach orchard and wheat field area, but left the army's left flank dangling in air. A breakthrough, and decisive CSA victory, was only prevented by a heroic stand on Little Round Top.

This scenario commences with the start of the Confederate assault in the late afternoon.

Map:

### Black Powder Mega-Game Gettysburg – Southern Flank, Day Two



Order of Battle – Union:  
CiC – Daniel Sickles [7]

Birney's Division [8]

1 <sup>st</sup> Division / Graham's Brigade [9]								
Unit	Size	Armament	HTH	Shoot	Range	Morale	Stamina	Special Rules
PA Infantry	24 / std	Rifled musket	6	3	24"	4+	3	
PA Infantry	24 / std	Rifled musket	6	3	24"	4+	3	
PA Infantry	24 / std	Rifled musket	6	3	24"	4+	3	
Battery		SB Artillery	1	3/2/1	48"	4+	2	

1 <sup>st</sup> Division / Ward's Brigade [9]								
Unit	Size	Armament	HTH	Shoot	Range	Morale	Stamina	Special Rules
ME Infantry	24 / std	Rifled musket	6	3	24"	4+	3	
NY Infantry	24 / std	Rifled musket	6	3	24"	4+	3	
PA Infantry	24 / std	Rifled musket	6	3	24"	4+	3	
Berdan's Sharpshooters	24 / std	Breech Loading Rifle	6	3	30"	4+	3	Skirmishers, sharpshooters
Battery		SB Artillery	1	3/2/1	48"	4+	2	

*Sharpshooters - re-roll one missed shot*

1 <sup>st</sup> Division / De Trobriand's Brigade [8]								
Unit	Size	Armament	HTH	Shoot	Range	Morale	Stamina	Special Rules
MI Infantry	24 / std	Rifled musket	6	3	24"	4+	3	
NY Infantry	24 / std	Rifled musket	6	3	24"	4+	3	
PA Infantry	24 / std	Rifled musket	6	3	24"	4+	3	
Battery		SB Artillery	1	3/2/1	48"	4+	2	

Humphreys' Division [9]

2nd Division / Carr's Brigade [9]								
Unit	Size	Armament	HTH	Shoot	Range	Morale	Stamina	Special Rules
MA Infantry	24 / std	Rifled musket	6	3	24"	4+	3	
MA Infantry	24 / std	Rifled musket	6	3	24"	4+	3	
NH Infantry	24 / std	Rifled musket	6	3	24"	4+	3	
NJ Infantry	24 / std	Rifled musket	6	3	24"	4+	3	
Battery		SB Artillery	1	3/2/1	48"	4+	2	

2nd Division / Brewster's Excelsior Brigade [8]								
Unit	Size	Armament	HTH	Shoot	Range	Morale	Stamina	Special Rules
NY Infantry	24 / std	Rifled musket	6	3	24"	4+	3	Valiant
NY Infantry	24 / std	Rifled musket	6	3	24"	4+	3	Valiant
NY Infantry	24 / std	Rifled musket	6	3	24"	4+	3	Valiant
Battery		SB Artillery	1	3/2/1	48"	4+	2	

*Valiant - one free break test re-roll*

2nd Division / Burling's New Jersey Brigade [8]								
Unit	Size	Armament	HTH	Shoot	Range	Morale	Stamina	Special Rules
NJ Infantry	24 / std	Rifled musket	6	3	24"	4+	3	
NJ Infantry	24 / std	Rifled musket	6	3	24"	4+	3	
NH Infantry	24 / std	Rifled musket	6	3	24"	4+	3	
Battery		SB Artillery	1	3/2/1	48"	4+	2	

Barnes' Division, Attached from V Corps [8]

*Reserves (see reserves below)*

1st Division / Vincent's Brigade [9]								
Unit	Size	Armament	HTH	Shoot	Range	Morale	Stamina	Special Rules
ME Infantry	24 / std	Rifled musket	6	3	24"	4+	3	Tough fighters
MI Infantry	24 / std	Rifled musket	6	3	24"	4+	3	
PA Infantry	24 / std	Rifled musket	6	3	24"	4+	3	
Battery		SB Artillery	1	3/2/1	48"	4+	2	

*Tough Fighters - re-roll one combat hit*

1st Division / Sweitzer's Brigade [8]								
Unit	Size	Armament	HTH	Shoot	Range	Morale	Stamina	Special Rules
MA Infantry	24 / std	Rifled musket	6	3	24"	4+	3	
MI Infantry	24 / std	Rifled musket	6	3	24"	4+	3	
PA Infantry	24 / std	Rifled musket	6	3	24"	4+	3	
Battery		SB Artillery	1	3/2/1	48"	4+	2	

Army of the Potomac Artillery Reserve / Warren [9]								
Unit	Size	Armament	HTH	Shoot	Range	Morale	Stamina	Special Rules
Battery		SB Artillery	1	3/2/1	48"	4+	2	
Battery		SB Artillery	1	3/2/1	48"	4+	2	
Battery		SB Artillery	1	3/2/1	48"	4+	2	

Order of Battle – Confederate:  
CiC – Longstreet [9]

Hood's Division [10]

Hood's Division - Law's Brigade [9]								
Unit	Size	Armament	HTH	Shoot	Range	Morale	Stamina	Special Rules
AL Infantry	24 / std	Rifled musket	6	3	18"	4+	3	Rebel Yell
AL Infantry	24 / std	Rifled musket	6	3	18"	4+	3	Rebel Yell
AL Infantry	24 / std	Rifled musket	6	3	18"	4+	3	Rebel Yell
AL Infantry	24 / std	Rifled musket	6	3	18"	4+	3	Rebel Yell
Battery		SB Artillery	1	3/2/1	48"	4+	2	

*Rebel Yell - as ferocious charge: re-roll combat misses when charging*

Hood's Division - Robertson's Brigade [9]								
Unit	Size	Armament	HTH	Shoot	Range	Morale	Stamina	Special Rules
TX Infantry	24 / std	Rifled musket	6	3	18"	4+	3	Rebel Yell, Valiant
TX Infantry	24 / std	Rifled musket	6	3	18"	4+	3	Rebel Yell, Valiant
TX Infantry	24 / std	Rifled musket	6	3	18"	4+	3	Rebel Yell, Valiant
AR Infantry	24 / std	Rifled musket	6	3	18"	4+	3	Rebel Yell
Battery		SB Artillery	1	3/2/1	48"	4+	2	

*Rebel Yell - as ferocious charge: re-roll combat misses when charging*  
*Valiant - one free break test re-roll*

Hood's Division - G. Anderson's Brigade [8]								
Unit	Size	Armament	HTH	Shoot	Range	Morale	Stamina	Special Rules
GA Infantry	24 / std	Rifled musket	6	3	18"	4+	3	Rebel Yell
GA Infantry	24 / std	Rifled musket	6	3	18"	4+	3	Rebel Yell
GA Infantry	24 / std	Rifled musket	6	3	18"	4+	3	Rebel Yell
GA Infantry	24 / std	Rifled musket	6	3	18"	4+	3	Rebel Yell
Battery		SB Artillery	1	3/2/1	48"	4+	2	

*Rebel Yell - as ferocious charge: re-roll combat misses when charging*

Hood's Division - Benning's Brigade [8]								
Unit	Size	Armament	HTH	Shoot	Range	Morale	Stamina	Special Rules
GA Infantry	24 / std	Rifled musket	6	3	18"	4+	3	Rebel Yell
GA Infantry	24 / std	Rifled musket	6	3	18"	4+	3	Rebel Yell
GA Infantry	24 / std	Rifled musket	6	3	18"	4+	3	Rebel Yell
Battery		SB Artillery	1	3/2/1	48"	4+	2	

*Rebel Yell - as ferocious charge: re-roll combat misses when charging*

McLaw's Division [8]

McLaw's Division - Kershaw's Brigade [9]								
Unit	Size	Armament	HTH	Shoot	Range	Morale	Stamina	Special Rules
SC Infantry	24 / std	Rifled musket	6	3	18"	4+	3	Rebel Yell
SC Infantry	24 / std	Rifled musket	6	3	18"	4+	3	Rebel Yell
SC Infantry	24 / std	Rifled musket	6	3	18"	4+	3	Rebel Yell
SC Infantry	24 / std	Rifled musket	6	3	18"	4+	3	Rebel Yell
Battery		SB Artillery	1	3/2/1	48"	4+	2	

*Rebel Yell - as ferocious charge: re-roll combat misses when charging*

McLaw's Division - Barksdale's Brigade [9]								
Unit	Size	Armament	HTH	Shoot	Range	Morale	Stamina	Special Rules
MS Infantry	24 / std	Rifled musket	6	3	18"	4+	3	Rebel Yell
MS Infantry	24 / std	Rifled musket	6	3	18"	4+	3	Rebel Yell
MS Infantry	24 / std	Rifled musket	6	3	18"	4+	3	Rebel Yell
Battery		SB Artillery	1	3/2/1	48"	4+	2	

*Rebel Yell - as ferocious charge: re-roll combat misses when charging*

McLaw's Division - Semmes's Brigade [9]								
Unit	Size	Armament	HTH	Shoot	Range	Morale	Stamina	Special Rules
GA Infantry	24 / std	Rifled musket	6	3	18"	4+	3	Rebel Yell
GA Infantry	24 / std	Rifled musket	6	3	18"	4+	3	Rebel Yell
GA Infantry	24 / std	Rifled musket	6	3	18"	4+	3	Rebel Yell
Battery		SB Artillery	1	3/2/1	48"	4+	2	

*Rebel Yell - as ferocious charge: re-roll combat misses when charging*

McLaw's Division - Wofford's Brigade [8]								
Unit	Size	Armament	HTH	Shoot	Range	Morale	Stamina	Special Rules
GA Infantry	24 / std	Rifled musket	6	3	18"	4+	3	Rebel Yell
GA Infantry	24 / std	Rifled musket	6	3	18"	4+	3	Rebel Yell
GA Sharpshooters	24 / std	Rifled musket	6	3	18"	4+	3	Rebel Yell, Sharpshooters
Battery		SB Artillery	1	3/2/1	48"	4+	2	

*Rebel Yell - as ferocious charge: re-roll combat misses when charging*

Corps Artillery - Alexander [8]								
Unit	Size	Armament	HTH	Shoot	Range	Morale	Stamina	Special Rules
Battery		SB Artillery	1	3/2/1	48"	4+	2	
Battery		SB Artillery	1	3/2/1	48"	4+	2	
Battery		SB Artillery	1	3/2/1	48"	4+	2	
Battery		SB Artillery	1	3/2/1	48"	4+	2	

## Terrain Notes:

Rough Ground – skirmishing infantry or cavalry move normally, other infantry and cavalry move at 1/2 speed through them, and artillery cannot enter them.

Light Woods - are treated as normal woods in Black Powder: infantry in skirmish can move through them at 1/2 speed, and must reform on exiting unless they are skirmish capable. Cavalry and Artillery movement is prohibited. The maximum visibility in light woods is 12", and firing through woods counts the target as obscured.

Dense Woods - infantry in skirmish can move through them at 1/3 speed, and must reform on exiting unless they are skirmish capable. Cavalry and Artillery prohibited. The maximum visibility in dense woods is 6", and firing through woods counts the target as obscured.

Fences - fences are obstacles, then cost 6" of movement for infantry to cross. Artillery may not cross fences except at gaps or gates. Any unit adjacent to a fence line may expend one move to remove it (remove as much of the fence line as desired along the unit's frontage with it).

Houses - The farm houses on the battlefield were neither stoutly constructed, nor clustered in a way to provide especially defensible positions. Units may not enter buildings, but they block line of sight based on the model's eye view as normal.

## Specific Features:

Little Round Top – the open slopes are rough ground, the woods on it are light woods.

Big Round Top - is dense woods.

Devil's Den - very rough ground (units may only enter in skirmish, and move at 1/3 speed). Targets in the Devil's Den receive a +1 to their morale saves due to the hard cover present.

Peach Orchard - treated as rough ground as opposed to woods due to the orderly rows, does not restrict maximum visibility through it but any fire into or through it treats the target as obscured.

## Deployment:

Union – The forces of the Union 3rd Corps start the game deployed on the table. They may deploy anywhere more than 12" from the western table edge and west of Plum Run.

Confederate - Confederate forces enter the table on turn one, from the western table edge, or from the southern table edge west of Big Round Top.

## Reinforcements:

The Union receives reinforcements from the V Corps and the Army of the Potomac Artillery Reserve as follows:

- Turn 2 - Vincent's Brigade
- Turn 3 - Sweitzer's Brigade
- Turn 4 - Artillery Reserve

Union Reinforcements enter the table from the northern edge of the table adjacent to Little Round Top.

## Winning the Game:

The Confederate goal on the second day of Gettysburg was to turn the southern flank of the Union position, while the Union fought a primarily defensive action.

The game will last until either army is broken, or seven full turns before the remaining daylight is gone. At that point the victor is determined.

There are four important objectives on the table - the Peach Orchard, the Wheat Field, Devil's Den and Little Round Top.

Either force will win a decisive victory if they hold all four objectives at the end of the game, or if they break the opposing army. The victors will receive fame and accolades in their capital, and have swung the momentum of the war in their side's favor.

The Confederates win a tactical victory if they fail to achieve a decisive victory, but their army is not broken and they control Little Round Top at the end of the game. They have turned the Union position, but failed to strike a killing blow to the Army of the Potomac.

The Union forces win a tactical victory if they fail to achieve a decisive victory, but their army is not broken and they control Little Round Top and any one other objective at the end of the game. They have turned back the Confederate assault, but the Rebs will be back.

Any other result is a draw.