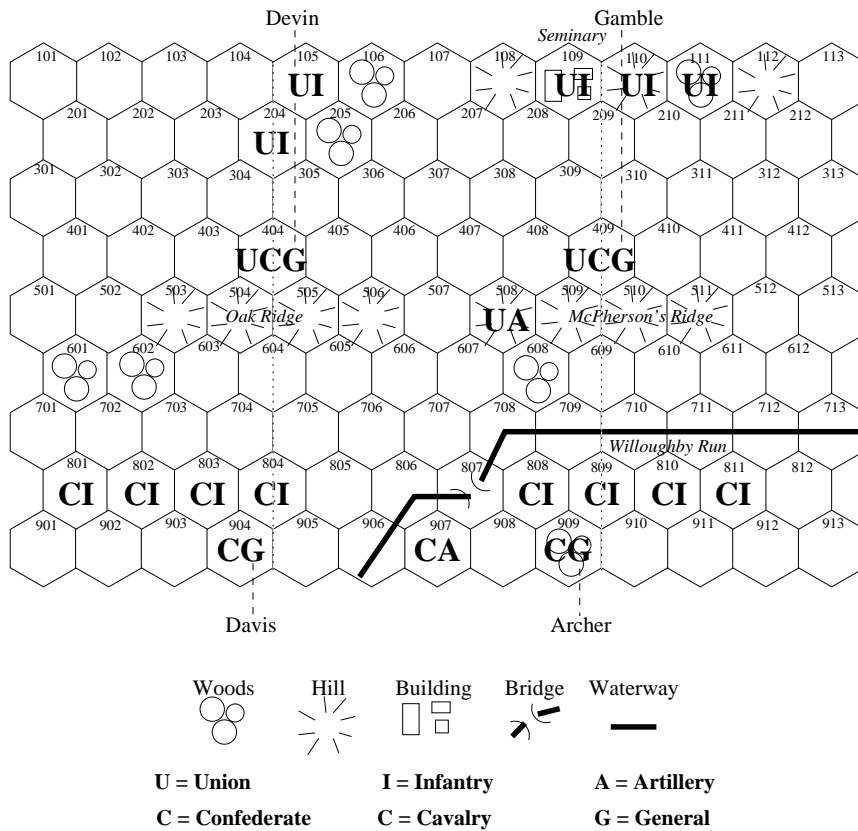


BATTLE CRY SCENARIO GETTYSBURG—MCPHERSON'S RIDGE, JULY 1, 1863



STAFFING NOTES

Union Player

John Buford

Take 5 command cards

Confederate Player

Henry Heth

Take 5 command cards

You move first

Special Rules

Dismounted Cavalry:

A Union cavalry unit that moves no more than 1 hex (and does not use a “Hit and Run” command card) has a range of 3 hexes and strength 3/2/1.

The Union artillery unit is horse artillery (see the Fredericksburg scenario.)

Each infantry unit, Union or Confederate, that occupies a hill hex in row 5xx counts as one flag towards victory.

Remove the “Construct Field Works” command card before play.

The first Confederate troops to enter the vicinity of Gettysburg were James Archer’s and Joseph Davis’ Brigades of Henry Heth’s Division. Around 8 A.M., Heth reached the crest of Herr Ridge and saw only minimal resistance to the approach to Gettysburg. Heth ordered Archer and Davis to march southeast and occupy Gettysburg, deploying Archer to the south and Davis to the north of the Chambersburg Pike.

Heth did not know that John Buford, commander of the Union First Cavalry Division, held the town with two brigades. Gamble’s and Devin’s Brigades were deployed just east of Willoughby Run, northwest of town, and were supported by John Calef’s horse artillery. Buford’s dismounted cavalry, armed with breech-loading carbines, managed to hold off the Confederate advance for over an hour. Eventually, Buford was forced to retreat just as Meredith’s “Iron Brigade” and Cutler’s Brigade arrived to relieve Buford’s Brigades and occupy McPherson’s Ridge.