

# HISTORICAL SCENARIOS

## McPherson's Ridge and The Iron Brigade

BY CHARLES BAHL AND THE QUAKE COAST GAME CLUB

### McPherson's Ridge

*This scenario is basically a short version of the Iron Brigade Scenario — it does not include Buford's cavalry engagement, but it does include the late-morning infantry battle on McPherson's Ridge. The scenario begins at the point where Cutler's Brigade and the Iron Brigade have just taken up the approximate positions previously held by Buford's cavalry. Since it is only five game turns long, with only two brigades per side, it makes a good beginner scenario.*

### Maps

Only Map A is used.  
(If more maneuvering/retreating space is needed to the east of McPherson's ridge, either player can demand that Map B be added at any time.)

### Game Length and Playing Time

This scenario starts with the July 1, 1040 turn and ends at the conclusion of the July 1, 1200 turn (which was when a two-hour lull fell over the battle as large

numbers of Union troops from the south and Confederate troops from the north started streaming onto the field.) It should take 2-3 hours to play.

### Balance

This scenario is fairly evenly balanced. The Confederates are stronger north of the Pike and the Union is stronger south of it. The Confederate player should concentrate on turning the right flank of Cutler's Brigade beyond the railroad cut in order to force the Federal line off the ridge. The Union player should try to get around the end of the Archer's Brigade line, attempt to roll it up, and precipitate a general Southern withdrawal.

### First Turn Initiative

The CSA Player automatically has the initiative for the 1040 turn.

### Initial Deployment

The Confederate player deploys all of his forces first.

Players may face their units in any direction they wish. Units capable

of doing so may deploy in extended line. Previous losses are indicated by PL-#; see explanation in the Scenario Book under 15.4.5 *Previous Losses/Replacement Leaders*.

### Reinforcements

There are no reinforcements in this scenario. (*Note:* Reinforcements were, indeed, arriving on the battlefield during the late morning at Gettysburg, but since they took no part in the battle for McPherson's Ridge, they have been left out of this scenario for the sake of simplicity. The same holds true for Buford's Cavalry, which although present on the flanks of the First Corps, did not participate in the McPherson Ridge defense once the infantry had taken its place.)

### Victory

The CSA player wins if he controls (occupies or the last to occupy) both A3204 and A2803. Otherwise, the Union wins.

## McPherson's Ridge

### Initial Deployment

Confederate Deployment		Union Deployment	
Unit(s)	Hex(es)	Unit(s)	Hex(es)
Davis's Brigade (minus 11 Miss Reg) (PL-2)	*2006, 2106, 2207, 2307, 2408, 2508, 2609, 2709	B/2 ME Battery	2905
Archer's Brigade (PL-1)	*2810, 2809, 2909, 3010, 3110, 3211, 3311, 3412	2/1/1 (minus 7th IN Reg)	*2503, 2604, 2704, 2804, 2805, 2905, 3006, 3106
PeeDee, Crenshaw, Fredericksburg, Purcell, Letcher Batteries	*2008, 2108, 2109, 2210, 2310, 2411, 2511, 2612, 2712, 2813	1/1/1	*3703, 3803, 3904, 4005, 4105, 4206, 4306
Heth's Supply Wagon	2513	1/1 Supply Wagon	3103
Hill	2316		
<ul style="list-style-type: none"> <li>• Davis with any unit of 4/He/III (Davis's Brigade)</li> <li>• Archer with any unit of 3/He/III (Archer's Brigade)</li> <li>• Heth with any unit of 3/He/III or 4/He/III</li> <li>• Pegram with any Confederate artillery unit</li> </ul>		<ul style="list-style-type: none"> <li>• Meredith with any unit of 1/1/1</li> <li>• Cutler with any unit of 2/1/1</li> <li>• Wdsworth with any unit of 1/1/1 or 2/1/1</li> <li>• Reynolds with any unit of 1/1/1</li> </ul>	
* = Not every hex need be occupied.		* = Not every hex need be occupied.	

# The Three Days of Gettysburg

## Iron Brigade

This scenario covers both the early morning clash between Buford's cavalry and Heth's Division and the sharp, late-morning fight on McPherson's Hill and Ridge that began with the arrival of the Union's Iron Brigade and other units of Reynold's I Corps. It ends just as Ewell's Corps begins to arrive from the north to force the Federals off the ridges to the west of Gettysburg.

## Maps

All three maps are used.

## Game Length and Playing Time

This scenario starts with the July 1, 0740 turn and ends at the conclusion of the July 1, 1200 turn (which was when a two-hour lull fell over the battle as large numbers of Union troops from the south and Confederate troops from the north started streaming onto the field.) It should take 4-5 hours to play.

## Balance

The Confederate player is favored here. In the actual battle, Heth did not use Pettigrew's and Brockenbrough's brigades until midafternoon. Since the Confederate player in this scenario is under no such constraint, he should be able to use his superior numbers to capture McPherson's Hill. Alternatively, to give the edge to the Union, players can choose before the start of the game to permit units of Pettigrew's and

## The Three Days of Gettysburg

The Great Battles of the American Civil War  
Published: 1995

Game Design: Richard Berg  
Game Developer: Gene Billingsley  
Art Director: Rodger B. MacGowan



Contents: 1680 Color Counters; Three 22x34 inch Maps; Rulebook and Scenario Book; One 10-sided die; Charts & Tables; 3-inch wide Bookcase Box  
Time Scale: 20 minutes per game turn  
Map Scale: 125 yards per hex  
Unit Scale: 50 men per strength point  
Players: 1-6

Brockenbrough's brigades to occupy hexes only on or to the west of Herr's Ridge (the line of hexes stretching between A1005 and A6834).

## First Turn Initiative

The CSA Player automatically has the initiative for the 0740 turn.

## Initial Deployment

Players may face their units in any direction they wish.

## Union Deployment

Use the deployment given in the Scenario Book for the 15.2 The First Day: July 1 scenario.

## Confederate Deployment

No CSA Units start on the map.

## Reinforcements

Use the Master Reinforcement and Arrival Schedule for both Confederates and Federals, July 1, 0740-1200 with the following changes:

### Army of Northern Virginia:

Use only the reinforcements listed from the 0740 through the 1000 game turns. (Even though the game lasts through the 1200 turn, reinforcements after 1000 are ignored for the purposes of this scenario.)

### Army of the Potomac:

For the purposes of this scenario, all the units listed for the July 1, 0820 game turn (Doubleday, 1/3/I, 2/3/I, B/1 PA battery, and 3/I supply wagon) arrive at 0900 at Staging Area 13. No die roll is used to determine the arrival of these units. In addition, reinforcements listed to arrive after the 0940 game turn are ignored.

## Victory

The CSA player wins if he controls (occupies or the last to occupy) both A3204 and A2803. Otherwise, the Union wins.



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