



10	9	1	5	3	4							9	-	3	3		10	-	3	3

Gettysburg, Pennsylvania (Pickett's Charge, 3rd day of battle)
July 1-3, 1863
 (Scenario: Richard Borg)

Historical Overview

Lee planned to launch the main assault against the Union center. Longstreet had misgivings and cautioned Lee, but spent the morning readying his brigades for the attack. An artillery bombardment prior to the attack failed to inflict significant casualties or knock out the Union artillery. When Longstreet ordered the attack, the Confederates had to advance over nearly three-quarters of a mile of open ground, and as soon as the advance left cover it came under Union artillery fire.

One of Pickett's divisional commanders, Lewis A. Armistead, with hat on the tip of his sword, led from the front and was one of the few soldiers that managed to reach the Union lines. Almost half of the Confederate troops engaged in the attack failed to return. The Confederate loss at Gettysburg marked a turning point in the war.

The stage is set, the battle lines are drawn, and you are in command.
 The rest is history.

Staffing Notes

Union: George G. Meade
 5 Command cards

Confederate: Robert E. Lee
 5 Command cards
 Move First

Victory Conditions:
 7 VP

Special Rules:

- Remove the Construct Fieldworks command card from the deck.
- Because of heavy fighting on day two, Pettigrew's infantry units (on the left flank) each start the battle with only 3 pieces.
- At the start of the Confederate turn, if a Confederate infantry unit occupies any fence hex, it counts as one Confederate victory flag. Place the flag token on the Confederate victory stand. As long as the Confederate unit occupies the hex, it counts toward Confederate victory. If the unit moves off or is eliminated, remove the flag token from the victory stand.

