6	12	4	1	1	10								2	5	2	-		2	8	-	1

DS01 Gettysburg (McPherson's Ridge) - July 1, 1863

(Scenario Dennis Snow)

Historical Overview

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

Staffing Notes

Union: John Buford
5 Command cards

Confederate: Henry Heth
5 Command cards
You move first

Victory Conditions:
6 VP

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 of 3/2/1.

The Union artillery unit is horse artillery. Horse artillery may move 2 hexes or 1 hex and battle. Horse artillery battles at 4/3/2/1.

Each infantry unit, either Union or Confederate, that occupies a hill hex on Oak Ridge or McPherson's Ridge, counts as a flag towards victory (Therefore the CS starts with 1VP).

Remove the Construct Field-Works command card from the deck before play.