



16	8	4	1	8	4	1						1	1	4	2		1	-	6	1

MW01 Gettysburg (East Cavalry Field) - July 3, 1863
 (Scenario Michael Ward)

Historical Overview

This inconclusive battle was fought three miles east of Gettysburg, on the third day of the major battle. JEB Stuart's dash for glory around the Union's right flank was thwarted by Gregg. Repeated cavalry charges and counter charges (most notably by Custer) resulted in no real gains by either side by day's end.

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

Staffing Notes

Union: David Gregg
 5 Command cards

Confederate: J.E.B. Stuart
 5 Command cards
 Move first

Victory Conditions:
 6 VP

Special Rules:

All artillery units are Horse Artillery. They may move up to 1 hex and battle or move 2 hexes and not battle. They have a range of 4 hexes and get battle dice of 4, 3, 2, 1.

There are four black&white marked objective hexes. One is the Runnel Farm, and the other three represent crossroads. Both players apply objective hexes to the victory criteria. Any Confederate or Union unit that occupies any of these hex counts as one victory flag. As long as a unit remains on one of these hex, it continues to count toward the victory total. If the unit moves off the hex or is eliminated, it no longer counts. So each side can earn 4 VP with these marked hexes.

The Union player rolls one die at the end of each turn for reinforcements. If the cavalry symbol is rolled, one Union Cavalry unit is placed in the upper right blue marked hex. Once this occurs, the Union player gets no further reinforcements for the game.

