

7.5 Flying Dutchmen

This short scenario allows the player a chance to try to damage 11th Corps on the Gettysburg plain north of the town proper. It is more difficult than you might think given popular lore and the limited losses Doles and Early took doing it. Because of the need to do this so rapidly and with low losses makes for an interesting puzzle.

General Information

Maps Needed: 1st Day Map or Map B

Map Area: N9.62 to N33.50 to N28.37 to N9.37, inclusive (limits tailored to 1st Day Map, extend as needed for Map B)

First Turn: 2:30 p.m. July 1st

Last Turn: 4:00 p.m. July 1st

Total Game Length: 7 Turns

First Player: Confederate

Special Rules:

1) Reese/Carter (N5.39), Page/Carter (N13.36) and Fry/Carter (N13.35) Batteries are out of the play area. They cannot be posted elsewhere but can fire for the scenario. When using the 1st Day map, Reese starts counting range at N9.41 with 3 hexes already expended.

Federal Information

Set Up:

N14.52: 17 Conn-a (2/1/11)

N15.49: Ames, 25 Ohio (2/1/11)

N16.50: 54 NY (1/1/11)

N16.49: v.Gilsa, 153 Penn (1/1/11)

N16.48: 107 Ohio (2/1/11)

N16.46: 68 NY (1/1/11)

N17.49: Wilkeson Battery (11 Corps)

N18.48: Barlow

N19.49: 17 Conn-b (2/1/11)

N19.48: 75 Ohio-1 (2/1/11)

N17.43: 74 Penn (1/3/11)

N17.41: 61 Ohio-1 (1/3/11)

N18.39: 45 NY (1/3/11)

N19.44: Wheeler Battery (11 Corps)

N20.44: Schimmelfng (1/3/11, commands 3/11), 82 Ill (1/3/11)

N20.43: Dilger Battery (11 Corps)

N21.41: 157 NY (1/3/11)

N26.44: 58 NY-1, 26 Wis (2/3/11)

N26.43: Krynwski, 75 Penn, 119 NY (2/3/11)

N26.42: 82 Ohio (2/3/11)

N30.42: Schurz (3/11, commands 11 Corps), 11 Corps HQ

Artillery Ammunition: None

Orders: None

Reinforcements: None

Confederate Information

Set Up:

N11.60: Tanner Battery (Jones Bn)

N10.60: 26 Ga (Grdn/Early)

N10.59: Garber Battery (Jones Bn)

N9.60: Jones Bn HQ

N10.57: Early, H.P. Jones (Jones Bn), Gregg Battery (Jones Bn)

N11.56: 17 Va (Jenkins)

N11.47: 12 Ga (Dol/Rodes)

N11.46: Doles, 4 Ga (Dol/Rodes)

N11.45: 44 Ga (Dol/Rodes)

N11.44: 21 Ga (Dol/Rodes)

N11.41: Rodes Div-c (SS/Rodes)

N11.40: Rodes Div-b (SS/Rodes)

N11.39: Blackford, Rodes Div-a (SS/Rodes)

N12.38: Rodes Div-d (SS/Rodes)

N12.37: Rodes Div-e (SS/Rodes)

Artillery Ammunition: None

Orders:

- 1) Early/2 is to attack along the Harrisburg Road to exit the map with at least 45 infantry SPs of Hays/Early and Gordon/Early (not Hoke/Early) via N31.47, N31.46, N31.45 and/or N30.44 and there must be no Union units w/i 3 N17.49. These hexes apply for either map configuration.
- 2) Doles/Rodes and SS/Rodes are free to assist Early/2 in any desired way, provided they remain west of Rock Creek. Rodes' units do not count for the exiting SPs.

Reinforcements:

If using the 1st Day Map:

2:30 p.m. from N9.52 through N9.54: Grdn/Early (less 26 Ga) *Line* (start with 3 MPs expended on first turn).

2:30 p.m. from N9.56 through N9.58: Hays/Early *Line* (start 2 MPs expended on the first turn).

2:30 p.m. at N9.57: Hoke/Early *Column* (enter in Road Column with the head having expended 4 MPs so far)

If using Map B:

As per the Main Confederate OOA, Entry Area D only

Victory Conditions

Confederate player wins if he fulfills his objectives.