

Line of Battle Series:

Rebel Order of Arrival

©2013. Multi-Man Publishing, Inc. All Rights Reserved.

Page	Order of Arrival
1	Main Version (also used for Map A/B Version)
6	1st Day Version (2-map Mini Campaign)
11	Confederate 2nd/3rd Day Version

Confederate Reinforcement Schedule

Main (all 4 maps) or Map A & B (only) Play

1 July 1863

Time	Area	Orders	Units
8:30 a.m.	A	2	Brander-a, Brander-b, McGraw Batteries (Pegram Bn)
	A	1	Heth, Arch/Heth Bde (less 5 Ala Bn and 13 Ala)
8:45 a.m.	A	1	Dav/Heth Bde (less 55 NC-b and 11 Miss)
	A	2	Johnston-a, Johnston-b (Pegram Bn)
9:00 a.m.	A	3	Pet/Heth Bde
9:15 a.m.	A	3	Brock/Heth Bde
9:30 a.m.	A	4	Pender, McGw/Pndr Bde (minus 1 SC Rifles)
9:45 a.m.	A	4	Sci/Pndr Bde
10:00 a.m.	A	4	Lane/Pndr Bde
10:15 a.m.	A	4	Thm/Pndr Bde
10:30 a.m.	A	5	McIntosh Arty Bn
Noon	A	7	A.P. Hill, 3 Corps HQ, R. Walker (3 Corps Arty)
	A	16	Garnett Arty Bn, Poague Arty Bn
12:15 p.m.	-	-	<i>Recon in Force ends.</i>
12:45 p.m.	B	8	Rodes (3-rated), Ivsn/Rodes Bde
1:00 p.m.	B	9	On/Rodes Bde
	A	7	Lee, ANVa HQ
			<i>Lee arrives with a "Not so Sure" Awareness (unless 2.2h makes him "On Fire).</i>
			<i>Orders to Hill issued before 4:00 p.m. cannot give any instructions to Anderson's Division.</i>
			<i>Lee cannot issue orders from 9:00 p.m. on July 1st until released at 8:00 a.m. on July 2nd</i>

1:15 p.m. C 10 Dol/Rodes, SS/Rodes Skirmisher Bn
 C 11 Reese Battery (Carter)
 B 13 Ewell, Trimble, 2 Corps HQ
 B 9 Dan/Rodes Bde
 B 11 Carter Arty Bn (less Reese, Smith, Cunningham, Watson Batteries)

1:45 p.m. D 12 Jones Arty Bn (Minus Carrington and Graham Batteries)

2:15 p.m. D 14 Early (3-rated), Grdn/Early Bde, Hays/Early Bde, 17 Va Cav (2 Corps)

2:30 p.m. D 14 Hoke/Early Bde

3:00 p.m. B 2 Ram/Rodes Bde

3:30 p.m. A 17 R.H. Anderson, Wcx/And Bde, Perry/And Bde

4:00 p.m. A 17 Repl (Wrt/And), Wrt/And Bde, Pos/And Bde

- - *Early flips to 1-3, and Rodes to 0-0 for the rest of the battle. (But see 1.0a)*

D 2 Carrington Battery (Jones)

4:15 p.m. A 17 Mah/And Bde

4:30 p.m. A 15 Longstreet (doesn't matter which side)

Longstreet cannot be issued orders or make any Command Rolls for any reason. He's here just because he came to visit Lee historically.

A 18 Lane Arty Bn

6:00 p.m. - - **Remove** Grdn/Early Bde, Tanner Battery (Jones Bn), 17 Va Cav (2 Corps), (they can recover losses off map)

- - **Activate at Entry Area A:**
 3 Corps Supply (Shell: 40, Canister: 20)

6:30 p.m. A 19 Johnson, Strt/Jhnsn Bde, Jns/Jhnsn Bde

7:00 p.m. A 19 Nchls/Jhnsn Bde, Stnwl/Johnson Bde

7:15 p.m. A 20 J.T. Brown (2 Corps Arty), Andrw Arty Bn

- - **Activate at Entry Area A:**
 2 Corps Supply (Shell: 37, Canister: 19)

7:30 p.m. - - **Remove:** Longstreet, 2 Va (Stnwl/Jhnsn) (2 Va can recover strength off map)

2 July 1863

Time	Area	Orders	Units
3:30 a.m.	A	15	Longstreet, 1 Corps HQ <i>Lee cannot issue orders until 8:00 a.m.</i> <i>Use the side of Longstreet appropriate to any order he is given as per 3.1b.</i>
5:00 a.m.	A	21	Hood, Bn/Hood Bde, Tex/Hood Bde
5:30 a.m.	A	21	And/Hood Bde
6:30 a.m.	A	22	McLaws, Ker/McL Bde
6:45 a.m.	A	22	Sem/McL Bde, Bark/McL Bde
7:00 a.m.	A	22	Wof/McL Bde
-	-	-	Replace: Repl (Wrt/And) with Wright (Wrt/And)
7:30 a.m.	A	23	Graham Battery (Jones), Griffin Battery (2 Corps), Smith, Cunningham, Watson Batteries (Carter), Nelson Arty Bn
8:00 a.m.	A	24	Alexander (1 Corps Arty), Alexdr Arty Bn, Cabell Arty Bn, Henry Arty Bn (minus Bachman Battery), Wshngtn Arty Bn
-	-	-	<i>Lee can begin to issue orders.</i>
-	-	-	<i>Confederate Player selects the turn his Looking for Glory application.</i>
8:30 a.m.	A	25	Black, 1 SC (-)-a, 1 SC (-)-b, Hart Battery (Black Det)
9:00 a.m.	-	-	Activate at Entry Area A and M: 1 Corps Supply (Shell: 41, Canister 21) Army Reserve Supply (Shell: 20, Canister: 10)
11:45 a.m.	A	2	Law/Hood Bde, Bachman Battery (Henry)
4:30 p.m.	E	2	Grdn/Early Bde
<i>Dice Roll</i>	A	30	<i>Pickett, Kem/Pkt Bde</i>
4:45 p.m.	A	30	<i>Gar/Pkt Bde (same roll result as at 4:30 p.m.)</i>
5:00 p.m.	A	26	Dearing (Dearing Bn) (leader only)
-	-	-	Remove: Green Battery (Jones)
5:15 p.m.	A	30	<i>Arm/Pkt Bde (same roll result as at 4:30 p.m.)</i>
7:00 p.m.	A	27	Dearing Arty Bn (less Dearing himself)
	A	2	11 Miss (Dav/Heth), 1 SC Rifles (McGwn/Pndr)
8:00 p.m.	-	-	<i>Dearing must return to his battalion.</i>
10:00 p.m.	E	28	Stuart (Cav)
12 midnight			<i>Lee cannot issue orders at midnight.</i>

3 July 1863

Time	Area	Orders	Units
2:00 a.m.	-	-	Return: 2 Va (Stnwl/Jhnsn) (place in a hex with any other regiment of its brigade)
4:00 a.m.	E	29	Smth/Early Bde (minus 31 Va)
7:45 a.m.	A	30	Pickett, Kem/Pkt Bde
8:00 a.m.	A	30	Gar/Pkt Bde
8:15 a.m.	A	30	Arm/Pkt Bde
10:00 a.m.	E	2	31 Va (Smth/Early)

Confederate Order Explanations

- 1) Move to N20.19 and deploy on the Herr Ridge Road. See the restrictions of 2.1b. Once deployed, execute 2.1c Recon in Force.
- 2) These units are to rejoin their formations.
- 3) Deploy from N24.13 through N18.16. Once in line in that position, the two brigades can advance no further than 4 hexes east of the Herr Ridge Road and until Heth gets new orders. *Optional:* Turn them loose with the rest of the division.
- 4) Deploy into line along Knoxlyn/Wisler's Ridge on both sides of the Pike. Then orders #6
- 5) Move to N16.13.
- 6) Move (units capable of being in Line) in Line to follow Heth's attack. The division cannot move **into** any hex of the Herr Ridge Road until issued new orders.
- 7) Move to N20.19.
- 8) Rodes to N11.34. Rodes is free to attack (w/o Fluke Rolls or attack recovery) to clear Oak Hill itself should there be Federal troops there.
- 9) Deploy in line inside divisional Command Radius.
- 10) Deploy between Rock Creek and Oak Ridge. Move no further south than Blocher's Run including the branch that runs through N20.41 to the D. Heagy Farm (N21.39) until Rodes obtains new orders. At that point, the brigade and the sharpshooters are considered to be part of Early's Division and stay that way until Early's attack ends. At which time they must move to rejoin Rodes.

- 11) Carter HQ to N12.34. Reese Battery to N5.39.
- 12) Move to N9.60.
- 13) Move the HQ to N11.34.
- 14) Attack along the Harrisburg Road to capture Gettysburg. (Attack). 17 Va Cav (2 Corps) can trace Command Radius to any leader in Early's Division, including H. P. Jones and his HQ until it is removed from play.
- 15) Confer with Lee. 1st Corps HQ to move to the ANVa HQ hex.
- 16) Move to N14.09.
- 17) Move to N18.16 and deploy west of the Herr's Ridge Road down to N27.14.
- 18) Move to N13.07.
- 19) Move to N35.62.
- 20) Move to N31.61.
- 21) Move to N31.31.
- 22) Move to N29.32.
- 23) Nelson's Arty Bn is to go to the current location of Carter's Arty Bn. Griffin's Battery can go to any 2 Corps leader (player's choice). The remaining batteries must rejoin their battalions.
- 24) Alexander is to report to General Lee. Alexdr and Wshngtn Arty Bns are to move to N16.13. Henry Arty Bn is to move to Hood's Division and Cabell Arty Bn is to move to McLaws' Division.
- 25) Move to the army HQ.
- 26) Dearing can act as an artillery leader for any 1st Corps artillery until 8:00 p.m., when he must rejoin his own battalion.
- 27) Move to any hex to the rear of 1 Corps.
- 28) Go to Lee. Get dressed down. Each Confederate player is allowed to give the Gay Cavalier a slab of his mind. Then remove Stuart from play.
- 29) Smith's Brigade can enter and be assigned to either Early's or Johnson's Division as the player desires. Tanner must return to Jones' Battalion. Optional: Allow the 31 Va to arrive with the rest of the brigade.
- 30) Make **one attempt** by Longstreet to obtain initiative. If he is successful, Pickett's Division arrives in the afternoon of July 2nd and moves to the 1st Corps HQ. If Longstreet fails, the division arrives on the morning of July 3rd instead and moves to N58.25.

Confederate Reinforcement Schedule

1st Day Map (only) Play (use this for the 2-map mini campaign)

1 July 1863

Time	Area	Orders	Units
8:30 a.m.	N16.13	4	Marye-b, Zimmerman Batteries (Pegram Bn)
8:45 a.m.	N16.13	2	Heth, Arch/Heth Bde (less 5 Ala Bn and 13 Ala), Brander-a, Brander-b, McGraw Batteries (Pegram Bn)
9:00 a.m.	N16.13	2	Dav/Heth Bde (less 55 NC-b and 11 Miss)
	N16.13	4	Johnston-a, Johnston-b (Pegram Bn)
9:15 a.m.	N16.13	5	Pet/Heth Bde
9:30 a.m.	N16.13	5	Brock/Heth Bde
10:45 a.m.	N16.13	7	McIntosh Arty Bn
11:45 a.m.	N11.14 to N21.14	8	Pender, Pndr/3 Division (minus 1 SC Rifles (McGw/Pndr))
Noon	N16.13	9	A.P. Hill, 3 Corps HQ, R. Walker (3 Corps Arty)
12:15 p.m.	-	-	<i>Recon in Force ends.</i>
1:00 p.m.	N11.32	10	Rodes (3-rated), Ivsn/Rodes Bde
1:15 p.m.	N11.32	15	Ewell, Trimble, 2 Corps HQ
	N11.32	11	On/Rodes Bde
	N16.13	9	Lee, ANVa HQ
			<i>Lee arrives with a "Not so Sure" Awareness (unless 2.2h makes him "On Fire").</i>
			<i>Orders to Hill issued before 4:00 p.m. cannot give any instructions to Anderson's Division.</i>
			<i>Lee cannot issue orders from 9:00 p.m. on July 1st until released at 8:00 a.m. on July 2nd</i>
1:30 p.m.	N11.32	11	Dan/Rodes Bde
	N11.32	13	Carter Arty Bn (less Reese, Smith, Cunningham, Watson Batteries)
	N11.43	12	Dol/Rodes, SS/Rodes Skirmisher Bn
2:30 p.m.	N11.54	16	Early (3-rated), Grdn/Early Bde, Hays/Early Bde, 17 Va Cav (2 Corps)
2:45 p.m.	N11.54	16	Hoke/Early Bde
3:15 p.m.	N11.32	4	Ram/Rodes Bde
3:45 p.m.	N16.13	18	R.H. Anderson, Wcx/And Bde, Perry/And Bde
4:00 p.m.	-	-	<i>Early flips to 1-3 and Rodes to 0-0 for the rest of the battle. (But see 1.0a)</i>
4:15 p.m.	N16.13	18	Repl (Wrt/And), Wrt/And Bde, Pos/And Bde
	N11.54	1	Carrington Battery (Jones)

4:30 p.m.	N16.13	17	Longstreet (doesn't matter which side) <i>Longstreet cannot be issued orders or make any Command Rolls for any reason.</i>
	N16.13	18	Mah/And Bde

6:00 p.m. - - **Remove** Grdn/Early Bde, Tanner Battery (Jones Bn), 17 Va Cav (2 Corps), (they can recover losses off map)

- - **Activate at N16.13** (8 MPs expended at map edge):
3 Corps Supply (Shell: 40, Canister:20)

6:45 p.m.	N16.13	20	Johnson, Strt/Jhnsn Bde, Jns/Jhnsn Bde
-----------	--------	----	--

7:15 p.m. N16.13 20 Nchls/Jhnsn Bde, Stnwl/Johnson Bde

- - **Activate at N16.13** (8 MPs expended at map edge):
2 Corps Supply (Shell: 37, Canister: 19)

7:30 p.m.	N16.13	21	J.T. Brown (2 Corps Arty), Andrw Arty Bn
	-	-	Remove: Longstreet, 2 Va (Stnwl/Jhnsn) (2 Va can recover strength off map)

2 July 1863

Time Area Orders Units

3:30 a.m.	N16.13	17	Longstreet, 1 Corps HQ <i>Lee cannot issue orders until 8:00 a.m.</i> <i>Use the side of Longstreet appropriate to any order he is given as per 3.1b.</i>
-----------	--------	----	---

5:15 a.m. N16.13 22 Hood, Bn/Hood Bde, Tex/Hood Bde

5:45 a.m.	N16.13	22	And/Hood Bde
-----------	--------	----	--------------

6:45 a.m. N16.13 23 McLaws, Ker/McL Bde

7:00 a.m.	N16.13	23	Sem/McL Bde, Bark/McL Bde
	-	-	Replace: Repl (Wrt/And) with Wright (Wrt/And)

7:15 a.m. N16.13 23 Wof/McL Bde

7:45 a.m.	N16.13	24	Graham Battery (Jones), Griffin Battery (2 Corps), Smith, Cunningham, Watson Batteries (Carter), Nelson Arty Bn
-----------	--------	----	---

8:00 a.m. - - *Lee can begin to issue orders.*

- - *Confederate Player selects the turn his **Looking for Glory** application.*

8:15 a.m.	N16.13	25	Alexander (1 Corps Arty), Cabell Arty Bn, Henry Arty Bn (minus Bachman Battery)
-----------	--------	----	---

8:45 a.m. N16.13 26 Black, 1 SC (-)-a, 1 SC (-)-b, Hart Battery (Black Det), Lane Arty Bn, Poague Arty Bn, Garnett Arty Bn

9:00 a.m.	-	-	Activate at N16.13 and N44.14 (8 MPs expended at map edge): For the mini-Campaign also S9.23 (20 MPs expended at map edge): 1 Corps Supply (Shell: 41, Canister 21) Army Reserve Supply (Shell: 20, Canister: 10)
-----------	---	---	--

11:00 a.m. N16.13 27 Alexdr Arty Bn

12:00 noon	N16.13	4	Law/Hood Bde, Bachman Battery (Henry)
4:30 p.m.	N21.68	4	Grdn/Early Bde
4:45 p.m.	N16.13	33	<i>Pickett, Kem/Pkt Bde</i>
5:00 p.m.	N16.13	33	<i>Gar/Pkt Bde (same roll result as at 4:30 p.m.)</i>
	N16.13	28	Dearing (Dearing Bn) (leader only)
5:30 p.m.	N16.13	33	<i>Arm/Pkt Bde (same roll result as at 4:30 p.m.)</i>
7:15 p.m.	N16.13	29	Dearing Arty Bn (less Dearing himself)
7:30 p.m.	N16.13	4	11 Miss (Dav/Heth), 1 SC Rifles (McGwn/Pndr)
8:00 p.m.	-	-	<i>Dearing must return to his battalion.</i>
10:00 p.m.	N16.13	31	Stuart (Cav)
11:00 p.m.	N16.13	3	Wshngtn Arty Bn
12 midnight			<i>Lee can issue orders at midnight.</i>

3 July 1863

Time	Area	Orders	Units
2:00 a.m.	-	-	Return: 2 Va (Stnwl/Jhnsn) (place in a hex with any other regiment of its brigade)
4:00 a.m.	N21.68	32	Smth/Early Bde, Tanner Battery (Jones)
8:00 a.m.	N16.13	33	Pickett, Kem/Pkt Bde
8:15 a.m.	N16.13	33	Gar/Pkt Bde
8:30 a.m.	N16.13	33	Arm/Pkt Bde

Confederate Order Explanations

- 1) Move to any location the player determines within the Command Radius of Early.
- 2) Move to N20.19 and deploy on the Herr Ridge Road. See the restrictions of 2.1b. Once deployed, execute 2.1c Recon in Force.
- 3) Report to Alexander or Longstreet for posting.
- 4) These units are to rejoin their formations.
- 5) Deploy from N24.13 through N18.16. Once in line in that position, the two brigades can advance no further than 4 hexes east of the Herr Ridge Road and until Heth gets new orders. *Optional*: Turn them loose with the rest of the division.
- 6) Deploy into line along Knoxlyn/Wisler's Ridge on both sides of the Pike. Then orders #8
- 7) Move to N16.13.
- 8) Move (units capable of being in Line) in Line to follow Heth's attack. The division cannot move **into** any hex of the Herr Ridge Road until issued new orders.
- 9) Move to N20.19.
- 10) Rodes to N11.34. Rodes is free to attack (w/o Fluke Rolls or attack recovery) to clear Oak Hill itself should there be Federal troops there.
- 11) Deploy in line inside divisional Command Radius.
- 12) Deploy between Rock Creek and Oak Ridge. Move no further south than Blocher's Run including the branch that runs through N20.41 to the D. Heagy Farm (N21.39) until Rodes obtains new orders. At that point, the brigade and the sharpshooters are considered to be part of Early's Division and stay that way until Early's attack ends. At which time they must move to rejoin Rodes.
- 13) Carter HQ to N12.34. Reese Battery to N5.39.
- 14) Move to N9.60.
- 15) Move the HQ to N11.34.
- 16) Attack along the Harrisburg Road to capture Gettysburg. (Attack). 17 Va Cav (2 Corps) can trace Command Radius to any leader in Early's Division, including H. P. Jones and his HQ until it is removed from play.
- 17) Confer with Lee. 1st Corps HQ to move to the ANVa HQ hex.
- 18) Move to N18.16 and deploy west of the Herr's Ridge Road down to N27.14
- 19) Move to N13.07.
- 20) Move to N35.62.
- 21) Move to N31.61.
- 22) Move to N31.31.
- 23) Move to N29.32.
- 24) Nelson's Arty Bn is to go to the current location of Carter's Arty Bn. Griffin's Battery can go to any 2 Corps leader (player's choice). The remaining batteries must rejoin their battalions.

- 25) Alexander is to report to General Lee. Henry Arty Bn is to move to Hood's Division and Cabell Arty Bn is to move to McLaws' Division.
- 26) Move to the army HQ. Lane Arty Bn is now assigned to Anderson's Division for the remainder of the battle. Poague Arty Bn move to N43.29. Garnett Arty Bn move to N35.30.
- 27) Report to 1 Corps HQ.
- 28) Dearing can act as an artillery leader for any 1st Corps artillery until 8:00 p.m., when he must rejoin his own battalion.
- 29) Move to any hex to the rear of 1 Corps.
- 30) Move to N8.46.
- 31) Go to Lee. Get dressed down. Each Confederate player is allowed to give the Gay Cavalier a slab of his mind. Then remove Stuart from play.
- 32) Smith's Brigade can enter and be assigned to either Early's or Johnson's Division as the player desires. Tanner must return to Jones' Battalion.
- 33) Make **one attempt** by Longstreet to obtain initiative. If he is successful, Pickett's Division arrives in the afternoon of July 2nd and moves to the 1st Corps HQ. If Longstreet fails, the division arrives on the morning of July 3rd instead and moves to N58.25.

The Gamers
Quality Wargames Since 1988



Confederate Reinforcement Schedule

2nd and 3rd Day Map (only) Play For the 2-map Mini-Campaign, use the 1st Day Map Reinforcement Schedule instead.

Already Active at N28.30 (20 MPs expended at map edge):

2 Corps Supply (Shell: 37, Canister: 19)
3 Corps Supply (Shell: 40, Canister: 20)

2 July 1863

Time Area Orders Units

8:00 a.m. - - *Lee can begin to issue orders.*

- - *Confederate Player selects the turn his **Looking for Glory** application.*

8:30 a.m. N28.30 7 Alexander (1 Corps Arty), Cabell Arty Bn, Henry Arty Bn (minus Bachman Battery)

8:45 a.m. N28.30 8 Black, 1 SC (-)-a, 1 SC (-)-b, Hart Battery (Black Det)

9:00 a.m. - - **Activate at N28.30 and S9.23** (both have 20 MPs expended at map edge), **N39.27** (15 MPs expended at map edge):
1 Corps Supply (Shell: 41, Canister: 21)
Army Reserve Supply (Shell: 20, Canister: 10)

9:30 a.m. N51.25 6 R.H. Anderson (And/3), Wcx/And Bde

Any turn on or after 9:30 a.m., when Johnson's Division has orders, move following those orders and enter the map as required:
Stnwl/Jhnsn (less 2 Va), Strt/Jhnsn, Nchls/Jhnsn

9:45 a.m. N51.25 6 Perry/And Bde

10:00 a.m. N51.25 6 Wrt/And Bde, Lane Arty Bn

N31.56 1 Andrw Arty Bn

- - *Historical Option: **Remove** Longstreet, Alexander, 1 Corps HQ, Hood/1 Div, McL/1 (minus Law/McL Bde), Cabell Arty Bn, Henry Arty Bn (minus Bachman Battery)*

N39.26 16 Garnett Arty Bn

10:30 a.m. N51.25 6 Pos/And Bde, Mah/And

3:30 p.m. S10.22 9 *Historical Option: Longstreet, Alexander, 1 Corps HQ, Hood/1 Div, McL/1 (incl. Law), Cabell Arty Bn, Henry Arty Bn (incl. Bachman), Alexdr Arty Bn*

4:45 p.m. N34.54 5 Grdn/Early Bde

5:30 p.m. N39.27 14 *(Dice Roll) Pickett, Kem/Pkt Bde*
N28.30 10 Dearing (Dearing Bn) (**leader only**)

5:45 p.m. N39.27 14 *Gar/Pkt Bde (same roll result as at 5:30 p.m.)*

6:15 p.m. N39.27 14 *Arm/Pkt Bde (same roll result as at 5:30 p.m.)*

7:30 p.m. N28.30 11 Dearing Arty Bn (less Dearing himself)

7:45 p.m. N28.30 5 11 Miss (Dav/Heth), 1 SC Rifles (McGwn/Pndr)

8:00 p.m. - - *Dearing must return to his battalion.*

8:15 p.m. N51.25 2 Poague Arty Bn

10:30 p.m. N51.25 12 Stuart (Cav)

11:30 p.m. N39.27 3 Wshngtn Arty Bn

12 midnight *Lee cannot issue orders at midnight.*

3 July 1863

Time	Area	Orders	Units
2:00 a.m.	N31.56	5	J.T. Brown (2 Corps Arty), Nelson Arty Bn
	N28.31	5	Carter Arty Bn, Griffin Battery (2 Corps)
	-	-	Return: 2 Va (Stnwl/Jhnsn) (place in a hex with any other regiment of its brigade)
4:15 a.m.	N31.54	13	Smth/Early Bde (minus 31 Va)
9:15 a.m.	N51.25	14	Pickett, Kem/Pkt Bde
9:30 a.m.	N51.25	14	Gar/Pkt Bde
9:45 a.m.	N51.25	14	Arm/Pkt Bde
10:15 a.m.	N31.54	4	31 Va (Smth/Early
10:30 a.m.	N51.25	15	Pettigrew (commands Heth/3), Heth Division (Repl in command of Pet/Heth)

Confederate Order Explanations

- 1) Move to N41.59
- 2) Report to R.H. Anderson for posting.
- 3) Report for posting to Alexander or Longstreet.
- 4) These units are to rejoin their formations.
- 5) Nelson moves to N42.58. Carter moves to N30.33.
- 6) Move to N54.27 and deploy in the woods along Seminary Ridge north of N61.27 (inclusive).
- 7) Alexander is to report to General Lee. Henry Arty Bn is to move to Hood's Division and Cabell Arty Bn is to move to McLaws' Division.
- 8) Move to the army HQ.
- 9) Deploy anywhere from S3.25 to S36.25 west of xx.25 (inclusive). 1 Corps is to attack to the northeast with its left flank following the Emmitsburg Road in order to take Cemetery Ridge and Cemetery Hill.
- 10) Dearing can act as an artillery leader for any 1st Corps artillery until 8:00 p.m., when he must rejoin his own battalion.
- 11) Move to any hex to the rear of 1 Corps.
- 12) Go to Lee. Get dressed down. Each Confederate player is allowed to give the Gay Cavalier a slab of his mind. Then remove Stuart from play.
- 13) Smith's Brigade can enter and be assigned to either Early's or Johnson's Division as the player desires. Tanner must return to Jones' Battalion. Optional: Allow the 31 Va to arrive with the rest of the brigade.
- 14) Make **one attempt** by Longstreet to obtain initiative. If he is successful, Pickett's Division arrives in the afternoon of July 2nd and moves to the 1st Corps HQ. If Longstreet fails, the division arrives on the morning of July 3rd instead and moves to N58.25.
- 15) Deploy along Seminary Ridge north of Pickett's Division.
- 16) Garnett Arty Bn move to N35.30.