

CEDAR MOUNTAIN

An update to the scenario from *Stonewall Jackson's Way* to improve competitiveness

Designed by [Kenneth Lee](#)

Through repeated playing of Stonewall Jackson's Way Scenario 1 at WBC tournaments, the GCACW community has found that the scenario is difficult to balance for tournament play. If the standard tournament practice of bidding for sides is used, the bid often becomes high enough that the Union player can simply flee north and win the scenario. A simple adjustment to the Victory Point table is all it takes to remedy the situation.

Here is the suggested change:

1. Remove the first two entries in the Victory Point Table (+8 for Confederate occupation of Culpeper and +1 to +5 for Confederate units near Culpeper)
2. Replace these two entries with the following:
 - +3 if the Confederate player controls Culpeper (S1418) at the end of the game
 - +1 for each hex adjacent to Culpeper that the Confederate player controls at the end of the game (*Note that "control" is determined as described for Scenario 6, Special Rule 4, on page 28 of the SJW rulebook.*)

The new victory conditions are much tougher on the Confederate player, reducing the size of the bids needed to balance play. These lower bids eliminate the "Union flees north" strategy. We still strongly recommend that the players bid for sides to completely balance the scenario.

JACKSON'S MARCH

An update to the scenario from *Stonewall Jackson's Way* to improve competitiveness

Designed by [Ed Beach](#)

Through repeated playing of Stonewall Jackson's Way Scenario 4 at WBC tournaments, the GCACW community has found that the scenario can usually be won by the Confederates if Jackson's men retreat south over Cedar Run after burning the requisite railroad stations. The addition of one additional phrase to the final victory condition makes the scenario much more competitive. Please change the final victory condition to read as follows:

- -3 For each Confederate infantry division ending the game in a hex within Fairfax County **OR** in a hex in Prince William County that is south of the line formed by Cedar Run and the Occoquan River.

Even with this change the Confederate player still has a slight edge. We recommend a bid of 2 victory points to play the Confederates in this scenario in tournament play (i.e. the Union player should receive 2 bonus VP at the start of play).

HARPER'S FERRY/CRAMPTON GAP

An update to the scenario from *Here Comes The Rebels* to improve competitiveness

designed by [Kenneth Lee](#)

Most players who have tried the original Scenario 2 of *Here Come the Rebels* - "Harper's Ferry / Crampton's Gap" have come away disappointed. This stems mainly from the fact the scenario is almost impossible for the Union to win. Theoretically, the game sets up the classic tactical situation of a besieged force attempting to hold out until reinforcements arrive. Unfortunately, the scenario suffers both from the fact that the besieged force has no hope of holding out for more than a single day and the fact that the relieving force has almost no hope of reaching the garrison.

Despite its original flaws, I always held out hope that the Harper's Ferry scenario could be salvaged both because of the interesting tactical situation it presents and because its short length offer it as a possible alternative for tournament play. Much to my satisfaction, with but a few changes to the rules, I found that the game could be turned into a well balanced struggle in which the Union has a real chance of saving the Ferry from capture or, at the very least, saving the garrison and preventing the ANV from getting to Sharpsburg.

The changes to the rules are as follows:

1. Place a permanent Union fort in Harper's Ferry (see advanced game HCR rules for rules of use).
2. Allow all Union units to move on Turn 1.
3. Begin all Confederate Units at a fatigue level of 2 and allow them to move on Turn 1.

Although these rules will most likely produce an historically altered result, it is not hard to imagine a situation where the above rule changes would have been justified. Specifically, the Union certainly could have spent more time preparing the Ferry from attack thus justifying the permanent fort. Add to this more vigorous marching on the part of Franklin and a delay in issuing orders to Jackson and you have all the factors necessary to justify the above changes.

As far as victory points are concerned, I believe that the Confederate still has an advantage. Accordingly I would shift the VP levels 5 points in favor of the Union or, in the alternative, leave them where they are and let the players bid for sides.

McCLELLAN'S OPPORTUNITY

An update to the scenario from *Here Comes The Rebels!* to improve competitiveness

Here Come the Rebels! Scenario 3, McClellan's Opportunity, has proven over the 7 years since its release to be one of the tensest, most exciting scenarios in the entire Great Campaigns series. However after hundreds of games of it, it is now clear that there is a slight pro-Confederate bias. We'll be adding a few more changes to the scenario in the future to fully iron out these minor play balance problems. However for the WBC tournament in 2001, we are only making the following minor change:

Special Rule 1 should now read:

1. The Confederate player automatically wins the initiative die roll in the **first Action Phase** of Turn 1. Starting with the **second** Action Phase, initiative is determined normally.

(
In the published version the Confederate Player automatically has initiative in the first **two** Action Phases).

MEADE MOVES NORTH

NOTE: Below are the changes to the originally published version from *Roads to Gettysburg*. A complete scenario listing with changes incorporated is listed as a separate file.

MEADE MOVES NORTH - Modifications

An update to the scenario from *Roads to Gettysburg* to shorten play time and increase chance of a historical outcome

Designed by Steve Katz and Mike Arnold

Scenario Dates — June 30 to July 3

Special Rules

1. All Special Rules printed in the original "Meade Moves North" rules apply unless stated otherwise. Consider the scenario to be starting on Turn 2 only for purposes of interpreting Special Rules.

2. Neither side may use either Extended or Force march on June 30.
3. All units of the Army of the Potomac, both infantry and cavalry, start at Fatigue Level 1. Union Militia units start with no fatigue.
4. Gamble and Devin are not confined to pikes on June 30. *This a change from the previous version.*
5. J. Smith **MAY** activate during the game. *This is a change from both the original scenario and the previous version.*
6. Union militia can retreat or rout offboard, scoring no additional VP's for the Confederates. Union militia that retreat or rout off board are out of play for the rest game. *DESIGNER'S NOTE: This is a new rule that sharply reduces the attraction of the militias' VP, making an attack on Harrisburg less than a certain CSA victory.*

Army of Northern Virginia

Changes to the standard Confederate setup:

1. Johnson starts in 2217N (Sloughstown)
2. Stuart, Chambliss, F.Lee, Hampton all start in 4411S (Union Mills)

Army of the Potomac (All units on the southern map)

Gamble and Devin	2504 (Fairfield)
Meade, XII Corps, Artillery Reserves	3314 (Bruceville)
Merritt	2314 (Mechanicstown)
V Corps	3221 (Liberty)
Stannard	2421 (Hotel)
McIntosh, II Corps	3915 (Uniontown)
I Corps	2709 (Emmitsburg)
VI Corps, Gregg	3918 (New Windsor)
Lockwood	2616 (Creagerstown)
Huey	4114 (Frizzellburg)
XI Corps	2712
Custer and Farnsworth	4006 (Littlestown)
III Corps	3611 (Taneytown)

Designer Notes

During the 1995 running of the Roads to Gettysburg tournament, it became apparent to us that while the scenario Meade Moves North is historically accurate in its original start positions for Union and Confederate forces, the scenario as written prevents the Union player from recreating the incredible march the Army of the Potomac made from Frederick to Emmitsburg on June 29. Because the victory conditions as written do not appear to factor this in, a significant Confederate bias was reflected in last year's bidding for sides.

In an attempt to historically balance Meade Moves North, we decided to eliminate the June 29 turn entirely from the scenario. The scenario now begins just after the "Twenty Mile Dash", with the Union forces in their historical June 30 start positions. Confederate dispositions are essentially unchanged to reflect the ANV's inactivity on June 29. The exceptions are Johnson's division being at Sloughstown, and Stuart's cavalry being at Union Mills.

The other adjustment we sought was to more accurately simulate the lack of appreciation both sides had on June 30 for the urgency of the situation, exemplified by Heth's remaining near Cashtown all day, and the

Union I Corps' moving only a few miles from Emmittsburg to Moritz Tavern. The use by either side of Extended or Force march seemed uncharacteristic, and so is prohibited on the first turn, June 30.

The scenario is now shorter and more amenable to tournament play. We hope that you find it an exciting and accurate recreation of the Battle of Gettysburg.

[Steve Katz](#)

[Mike Arnold](#)

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