

Meade Moves North

Here is the full scenario, published in the same format that appears in all of the Great Campaigns rule booklets. Be sure and pull up the separate pages with the setups (one page per side).

NOTES: As late as June 28, 1863, both the Union and the Confederate armies had little idea of their enemy's whereabouts. This scenario portrays the five most critical days in the campaign, when the armies probed blindly for each other and then clashed-accidentally-at Gettysburg.

MAP: Use both maps

GAME LENGTH: 4 turns; June 30 to July 3, 1863

SETUPS:

Union Set-Up

Unit/Leader	Size	Cmd	Type	Manpower	Hex
7 NY	Regt	-	Inf	1 ¹	5734S
6 NY	Regt	-	Inf	1 ¹	5734S
Huey	Brig	-	Cav	2	4114S
McIntosh	Brig	-	Cav	2	3915S
Gregg	Brig	-	Cav	2	3918S
Sedgwick	Corps	-	VI	Ldr	3918S
Wright	Div	VI	Inf	9	3918S
Howe	Div	VI	Inf	8	3918S
Newton	Div	VI	Inf	10	3918S
Stannard	Brig	I	Inf	4	2421S
Sickles	Corps	III	Ldr	-	3611S
Birney	Div	III	Inf	11	3611S
Humphreys	Div	III	Inf	10	3611S
Reynolds	Corps	I	Ldr	-	2709S
Wadsworth	Div	I	Inf	8	2709S
Robinson	Div	I	Inf	6	2709S
Doubleday	Div	I	Inf	5	2709S
Howard	Corps	XI	Ldr	-	2712S
Barlow	Div	XI	Inf	5	2712S
Steinwehr	Div	XI	Inf	5	2712S
Schurz	Div	XI	Inf	6	2712S
Meade	Army	AP	Ldr	-	3314S
Slocum	Corps	XII	Ldr	-	3314S

Williams	Div	XII	Inf	7	3314S
Geary	Div	XII	Inf	8	3314S
Art Res-1	Brig	-	Art	2	3314S
Art Res-2	Brig	-	Art	2	3314S
Art Res-3	Brig	-	Art	2	3314S
Merritt	Brig	-	Cav	3	2314S
Gamble	Brig	-	Cav	3	2504S
Devin	Brig	-	Cav	2	2504S
Farnsworth	Brig	-	Cav	3	4006S
Custer	Brig	-	Cav	3	4006S
Hancock	Corps	II	Ldr	-	3915S
Caldwell	Div	II	Inf	7	3915S
Gibbon	Div	II	Inf	7	3915S
Hays	Div	III	Inf	8	3915S
Sykes	Corps	V	Ldr	-	3221S
Barnes	Div	V	Inf	7	3221S
Ayres	Div	V	Inf	8	3221S
Crawford	Div	V	Inf	6	3221S
Lockwood	Brig	XII	Inf	4	2616S
Knipe	Brig	-	Inf	2	4609N
Ewen	Brig	-	Inf	4	4809N
Brisbane	Brig	-	Inf	5	4809N
Yates	Brig	-	Inf	6 ¹	4603N
J. Smith	Brig	-	Inf	5 ¹	4909N

¹6 NY, 7 NY, Yates, and J. Smith all begin the game under Fort markers.

Confederate Set-Up

Unit/Leader	Size	Cmd	Type	Manpower	Hex
Stuart	Corps	Cav	Ldr	-	4411S
F.Lee	Brig	Cav	Cav	3	4411S
Hampton	Brig	Cav	Cav	3	4411S
Chambliss	Brig	Cav	Cav	2	4411S
Jones	Brig	Cav	Cav	3	0116S
Robertson	Brig	Cav	Cav	2	0116S

Lee	Army	ANV	Ldr	-	0929N
Longstreet	Corps	I	Ldr	-	0929N
Hood	Div	I	Inf	12	0929N
McLaws	Div	I	Inf	15	0929N
Imboden	Brig	Cav	Cav	3	0929N
Pickett	Div	I	Inf	12	1128N
Hill	Corps	III	Ldr	-	1229N
Anderson	Div	III	Inf	15	1229N
Pender	Div	III	Inf	14	1330N
Heth	Div	III	Inf	17	1430N
Law	Brig	I	Inf	4	1432N
Ewell	Corps	II	Ldr	-	3411N
Rodes	Div	II	Inf	16	3411N
Johnson	Div	II	Inf	14	2217N
A. Jenkins	Brig	Cav	Cav	2	4311N
Early	Div	II	Inf	11	5826N
17 VA	Regt	Cav	Cav	1	5825N

SPECIAL RULES

- The Union player is subject to the following movement restriction:
 - 6 NY and 7 NY may not activate for the entire game.
 - All units of the Army of the Potomac, both infantry and cavalry, start at Fatigue Level 1. Union militia units start with no fatigue.
- The Confederate player is subject to the following movement restrictions:
 - The cavalry brigades of Hampton, F. Lee, and Chambliss may not enter or retreat into any hex in Frederick-West or Adams County until the start of Turn 4 unless either of the following two conditions is fulfilled: 1) All three cavalry brigades begin an Action Cycle stacked in the same hex as a Confederate infantry division and neither the cavalry brigades nor the infantry division performs any actions throughout that Action Cycle (although they may be attacked); 2) OR, all three cavalry brigades end an Action Cycle in any hexes within Cumberland County, and at least one of these three brigades is in or within two hexes of Carlisle (N3312), Mechanicsburg (N4311), New Cumberland (N5010), or Shippensburg (NI621). If either of these two conditions is fulfilled, Hampton, F. Lee, and Chambliss may enter Frederick-West or Adams County before Turn 4.
 - Law's infantry brigade, as well as Jones's and Robertson's cavalry brigades, may not perform any actions or entrench until Turn 2.
 - Pickett's division and Imboden's brigade may not perform any actions or entrench until Turn 3.
 - Confederate units may not move or retreat to any hex within five hexes of Frederick (S2326).
- 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.
- Neither player may use either Extended or Force march on Turn 1 (June 30).

VICTORY CONDITIONS

The Confederate player gains and loses Victory Points (VP) for the following occurrences:

VP	Reason
+15	If at the end of the game a Confederate infantry unit occupies Gettysburg (S3201) or any hex adjacent to Gettysburg, and no Union infantry units occupy Gettysburg or any hex adjacent to Gettysburg
+8	If at the end of the game a Confederate infantry unit occupies Gettysburg (S3201) and at least one Union infantry unit occupies any hex adjacent to Gettysburg
+4	If a Confederate infantry unit occupies Harrisburg (N4909) at the end of the game
+3	For each of the following towns occupied by Confederate infantry units at the end of the game: <ul style="list-style-type: none"> ▪ Littlestown (S4006) ▪ Taneytown (S3611) ▪ Westminster (S4516)
+1	For each of the following RR stations with Damage or Destroy markers at the end of the game: <ul style="list-style-type: none"> ▪ Ellicott Mills (S5734) ▪ Sykesville (S4828) ▪ Mt. Airy (S3828)
+1	For each point of Union Manpower Value lost in combat, retreat, or cavalry retreat (<i>not</i> in extended march, force march, or moving from one enemy ZOC to another)
-1	For each point of Confederate Manpower Value lost in combat, retreat, or cavalry retreat (<i>not</i> in extended march, force march, or moving from one enemy ZOC to another)
-2	If at the end of the game a Union infantry unit occupies Gettysburg and at least one Confederate infantry unit occupies any hex adjacent to Gettysburg
-3	If a Union infantry unit occupies Chambersburg (NO929) at the end of the game
-4	If at the end of the game a Union infantry unit occupies Gettysburg, or any hex adjacent to Gettysburg, and no Confederate infantry units occupy Gettysburg or any hex adjacent to Gettysburg

At the end of the game, the Confederate VP total is calculated and the players consult the chart below to determine the winner.

Winner	Confederate VP
Confederate Decisive Victory	28 or more
Confederate Substantive Victory	21 to 27
Confederate Marginal Victory	14 to 20
Union Marginal Victory	6 to 13
Union Substantive Victory	-2 to 5
Union Decisive Victory	-3 or less