



Columbia has released its third card set for the ACW and is selling full packs. While the basic scenarios in **Gettysburg** are better than **Bull Run** or **Shiloh** (especially the historical battle) they are still constrained by the grid size, lack of a historical terrain and unit setup. Well never fear, I couldn't resist starting to work on these scenarios the day Steve brought over the cards. Actually working on such a famous battle is easy and in this case I borrowed heavily from the best Gettysburg game on the market, **Thunder at the Crossroads** by *The Gamers*.

Sort all the cards according to card number and separate the terrain, specials and troops. Decide which day you are going to start on and whether you are playing a one day scenario (4 hours to complete) or the campaign (12 hours).

MAP SETUP

The scenarios use a 4 row by 7 column grid (see diagram on page 4). Take out all the terrain and set it up as shown. Each army has three reserves (as shown in the diagram) a forward left and right (leading to 4 columns as shown) and a rear reserve. The first day is shown on the map.

SPECIAL RULES

All the rules of Dixie (we recommend our unified rules in CWJ #42) are used unchanged unless specified below.

1. All three scenarios can end after one day or can be played to the end of the first day. Reinforcements to starting forces are drawn from the Reinforcement Table.
2. The Confederates start the first day with the ability to advance only into columns A-B and cannot advance into column C until they control B3. To move in column D the Confederates must control C3: for column E they must control D3, for column F and G they must control E3. The restrictions do not hold if the Union recaptures the position. On later day starts the Confederates hold more of the field and may move where eligible (i.e. on the second day they hold C3 and may move on column D).
3. Units moving from an unengaged position to an unengaged position may move diagonally to the rear.
4. Enfilade fire is as in the rules and is F2 only on your enemies back row or when you fire diagonally or directly backwards.
5. Each day lasts until the Union runs out of reinforcements (and is 18 turns for the third day). When the day ends, the normal disengagement takes place followed by the night reinforcements and reorganization. In addition, both sides make three moves (no engaging or firing) in order and then the next day starts normally. Force Marches are not

allowed at night. Night reorganization: collect all the units and leaders that were routed that day and roll a 1d6 for each. On a roll of 5 or 6, the unit joins the night reinforcements. Cards that fail are gone for good. Do not roll at the end of day 3.

- Note: you can deploy reinforcements even into an engaged Headquarters Special card.

AUTO VICTORY

The Union wins immediately if after the first day, they control both A4 and B4 (Seminary Ridge). The Confederate wins immediately if he controls all of E1, F1 and G1; or C1 and D1.

CAMPAIGN VICTORY

If neither has achieved an auto victory by the end of the third day, victory is determined as below. Each side receives the Battle Point worth of all enemies killed plus Battle Points for all the terrain they hold (3x the value of the card). The Union also gets a bonus of 100 points.

If one side has a 50+ edge, they win a Marginal Victory. A Substantive Victory is an edge of 150+, while a Strategic Victory is an edge of 250+.

1ST DAY SCENARIO

Confederates (Move First)

- Initial: 198-204 (start in left reserve) plus 7 specials (*14 cards*)
- 1st Reserve: 196-197, 205-210, 173-176, 189-195 plus 2 specials – shuffle (*21 cards*).
- 2nd Reserve: 183-188, 151, 152, 211-217 plus 2 specials – shuffle and put under 1st Reserve (*17 cards*).

Union

- Remove Breastworks Special Card.
- Initial: 29-31 and 48-50 (start in the right reserve); 98-101 in both Seminary Ridge positions plus 5 specials (*15 cards*).
- 1st Reserve: 24-28, 32-35, 46-47, 51-56 plus 3 specials - shuffle (*20 cards*)
- 2nd Reserve: 36-41, 85-94 plus 0 specials - shuffle and put under 1st reserve (*16 cards*).

One Day Victory

The Confederates must occupy 9 terrain cards to win or 8 to tie. Any other result is a Union win.

DAY 2 SETUP

Confederates (Move First)

- The Rebels own: A2-A4, B2-B4 and C3, C4. The Union holds all others.*
- Initial: 151, 152, 173-176, 183-217 (start in left reserve) plus 11 specials (*52 cards*)
- Rear Reserve: 177-182, 153-167 plus 5 specials (*26 cards*)
- Reserve: 218-223 (*6 cards*)

Union (Setup First) with Breastworks

- Initial: 24-41, 46-56 and 85-94 plus 8 specials (*51 cards*)
- Rear Reserve: 42-45, 8-22, 1, 23, 57, 95 plus 2 specials plus breastworks (*27 cards*)
- Reserve: 2-7, 58-70, 96-97, 102-107 plus 9 specials (*36 cards*).

ONE DAY VICTORY

The Confederates must occupy 18 terrain cards to win or 17 to tie. Any other result is a Union win.

DAY 3 SETUP

Confederates (Move First)

- *The Rebels own: A1-A4, B1-B4, C2-C4, D3-D4, E3-E4, F3-F4 and G3-G4. The Union holds all others.*
- Initial: 151-167, 173-223 (start in left reserve) plus 16 specials (84 cards).
- Rear Reserve: 168-172 plus 5 specials (10 cards)
- Reserve: none.

Union (Setup First) with Breatworks

- Initial: 1-70 and 85-107 plus 19 specials (104 cards)
- Rear Reserve: 71-84 plus 5 specials (18 cards)
- Reserve: none (count 18 turns for the day).

ONE DAY VICTORY

Use campaign victory.

REINFORCEMENT TABLE: DAY 2

Confederates: 2 Per Turn

- Night: 177-182, 153-167 plus 5 specials (26 cards)
- Reserve: 218-223 (6 cards)

Union: 2 Per Turn

- Night: 42-45, 8-22, 1, 23, 57, 95 plus 2 specials plus breastworks (27 cards)
- Reserve: 2-7, 58-70, 96-97, 102-107 plus 9 specials (36 cards)

REINFORCEMENT TABLE: DAY 3

Confederates

- Night: 168-172 plus 5 specials (10 cards)
- Reserve: none

UNION

- Night: 71-84 plus 5 specials (18 cards)
- Reserve: none (count 18 turns for the day)

DESIGN NOTES

There are lots of ways to do a historical scenario but I have chosen to use all the terrain and every card. First and foremost I wanted the famous defensive terrain of the battlefield to function as it did historically. The fish hook is the natural fall back line and the Confederate movement restrictions simulates their inability to move to the right until the second day. Inevitably with a game this abstract some compromises were made.

