

MICRO FORCE® 10MM: THE GAME - AMERICAN CIVIL WAR Scenario 11.3

ASSAULT ON THE IRON BRIGADE Gettysburg, Pennsylvania - July 1st, 1863

On the morning of July 1st, 1863 Maj. W. J. Pegram's (CSA) guns were engaged in an unequal duel with the 4 guns of 2nd Lt. John H Calef's (USA) battery. Outnumbered more than two to one Calef's gunners kept up "steady and well aimed" salvoes. After nearly an hour of trading shot and shells with the Union gunners, Maj. Gen. Henry Heth (CSA) felt confident that the road to Gettysburg and McPhersons Ridge was his for the taking and he ordered Brig. Gen. Joseph Davis' (CSA) and Brig. Gen. James Archer's (CSA) brigades forward.

Union skirmishers deployed in the Willoughby Run slowed the advance of Archer's Brigade in front of Brig. Gen. Solomon Meridith's (USA) "Iron Brigade". Heth became impatient with the delay and rode forward to order Archer to continue the advance, fearful that his chance to knock the Union brigades on their heels would slip away.

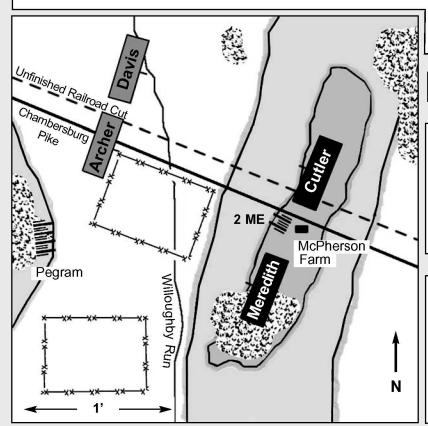
Meanwhile, Davis' brigade had made good progress against Brig. Gen. Lysander Cutler's (USA) brigade having routing a portion of the brigade opening up the Union right flank in the process. Seeing the danger of being flanked, quick thinking Union Officers ordered a counter attack. A desperate and heated struggle on the railroad cut decided the issue and Davis' soldiers were forced back.

After the verbal lambasting from his division commander Archer aligned his command and resumed the advance. As his men began to close and exchange fire with Meredith's "Iron Brigade," the "Iron Brigade" executed a vicious and spirited counter attack that quickly routed Archer's brigade. Archer himself, was captured by a private from the 2nd Wisconsin.

While being led to the rear, Archer came across his old West Point classmate Maj. Gen. Abner Doubleday (USA), who remarked how glad he was to see his old friend. Archer only sneered and said, "Well, I'm not glad to see you by a damned sight, Doubleday."

The "Iron Brigade" would continue to fight with distinction at Gettysburg, suffering 1,153 casualties out of 1,829 men by the battle's end. For now they would hold McPhersons' ridge, but later in the day Heth would

order another attack on the ridge, and the "Iron Brigade" would be forced to withdraw east to Seminary ridge.



GAME LENGTH: 16 TURNS

VICTORY CONDITIONS:

The side that drives the enemy from the field of battle first wins the scenario. When a side has 60% of their stands broken or casualties that side is considered to have been driven from the field. Any other result is considered an inconclusive draw.

OPTIONAL RULE:

Maj. Gen. John F. Reynolds (USA) 1st Corps Commander was deploying his troops south of McPherson's farm when he was hit and killed by a Rebel bullet. If mutually agreed, the Union Player may optionally add one Level 2 officer to their deployment representing Reynolds.

UNION PLAYER

Scenario 11.3 Assault on the Iron Brigade

USA Morning Report

Commander	Level	Radius	Modifier	Cohesion
Brig. Gen. Wadsworth (Div. Cmdr)	0	8"	0	14
Brig. Gen. Meredith (1st Brig.)	3	14"	-3	17
Brig. Gen. Cutler (2nd Brig.)	2	12"	-2	16

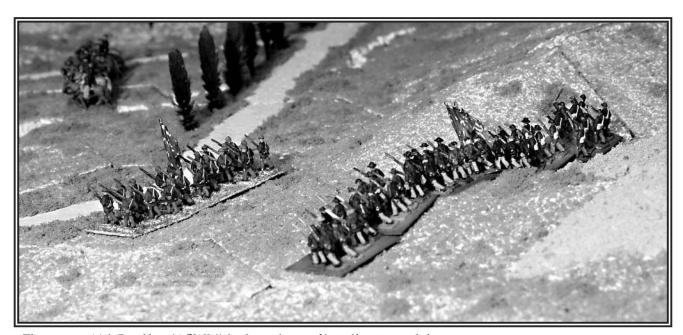
ID	Unit	Weapons - AVs	Special Notes	Stands	Unit Cohesion											1st Volley			
	2nd Wisconsin	RM - 1.5 / 1 / 0.5	1st Brig.	4	15	13	1.	1 9	7	6	4	2							
	7th Wisconsin	RM - "	"	5	15	13	12	2 1:	1 9	8	6	3	1						
	19th Indiana	RM - "	n .	4	15	13	1	1 9	7	6	4	2							
	24th Michigan	RM - "	"	7	16	15	14	113	3 12	2 11	10	9	7	6	5	4	3	2	
	6th Wisconsin	RM - "	"	5		ı					6	3	1						
	147th New York	RM - 1.5 / 1 / 0.5	2nd Brig.	5	14	13	12	2 1:	1 9	8	6	3	1						
	76th New York	RM - "	11	5	15	13	12	2 1	1 9	8	6	3	1						
	56th Pennsylvania	RM - "	"	4	15	13	1.	1 9	7	6	4	2							
	84th New York	RM - "	"	4	15	13	1	1 9	7	6	4	2							
	95th New York	RM - "	II.	3	15	10	8	3											
	2nd Maine Artillery	3" Guns - 2 / 1 / 0.5 / 0.5		3	15	13	1.	1 10) 7	5									

Optional Rule:

Maj. Gen. John F. Reynolds (USA) 1st Corps Commander was deploying his troops south of McPherson's farm when he was hit and killed by a Confederate bullet. Optionally, if mutually agreed, the Union player may add one Level 2 officer to their deployment representing Reynolds.

Deployment:

- 1. The Union player may optionally deploy one stand of the 2nd Maine Artillery with Meredith's brigade.
- 2. Union brigades deploy as shown on the map in any formation.
- 3. Wadsworth may deploy with either brigade.



The veteran 14th Brooklyn (ACW26) leads a column of battalions toward the enemy.

CONFEDERATE PLAYER

Scenario 11.3 Assault on the Iron Brigade

CSA Morning Report

Commander	Level	Radius	Modifier	Cohesion
Maj. Gen. Henry Heth	0	8"	0	14
Brig. Gen. Joseph Davis	1	10"	-1	15
Brig. Gen. James Archer	2	12"	-2	16
Maj. W. J. Pegram	2	12"	-2	16

ID	Unit	Weapons - AVs	Special Notes	Stands	Unit Cohesion										1st Volley				
	42nd Mississippi	RM - 1.5 / 1 / 0.5	Davis' Brig.	8	15	14	13	12	11	10	9	8	7	6	5	4	3	П	
	2nd Mississippi	RM - "	"	7	15	14	13	12	11	10	9	8	7	6	5	4	3		
	55th North Carolina	RM - "	11	9	15	14	13	12	11	10	9	8	7	6	5	4	3		
	1st Tennessee	RM - 1.5 / 1 / 0.5	Archer's Brig.	4	14	12	10	8	7	5	3								
	7th Tennessee	RM - "	11	3	13	10	8	6	3										
	14th Tennessee	RM - "	"	3	13	10	8	6	3										
	5th Alabama Batt.	RM - "	"	2	13	9	5												
	13th Alabama	RM - "	"	4	14	12	8	7	5	3									
	Pee Dee SC	3"Rifle - 2 / 1 / 0.5 / 0.5	Pegram's Batt.	2	15	12	10	7										П	
	Fredericksburg, VA	12 Nap - 3 / 1.5 / 1 /0.5 3" Rifle - 2/ 1 / 0.5 / 0.5	<i>II</i>	2	15	12	10	7											
	Richmond, Crenshaw	12 Nap - 3 / 1.5 / 1 / 0.5 12 How - 2 / 1 / 0.5 / 0.5	И	2	15	12	10	7											
	Richmond, Letcher	12 Nap - 3 / 1.5 / 1 / 0.5 10lb Prt - 2 / 1 / 0.5 / 0.5	11	2	15	12	10	7											
	Richmond, Purcell	12 Nap - 3 / 1.5 / 1 / 0.5	11	2	15	12	10	7											

Deployment:

- Confederate brigades deploy as shown on the map in any formation.
 The division commander Heth may deploy with either brigade.