



MICRO FORCE® 10MM: THE GAME - AMERICAN CIVIL WAR Scenario 11.5

THE "SLAUGHTER PEN"

Gettysburg, Pennsylvania - July 2nd, 1863

The 3rd Arkansas and the 1st Texas from the "Texas Brigade" of Hood's division had been under fire from the 4th New York Lt. Artillery for what seemed to be all afternoon and had had enough. Ignoring orders from the brigade commander Brig. Gen. J. B. Robertson (CSA) to pull back with the rest of their brigade, they set off to silence the Union guns.

Meanwhile, just to the south of the "Devil's Den," Brig. Gen. E. McIver Law (CSA) was beginning his assault on the Round Tops. The Georgians of Brig. Gen. Henry L. "Old Rock" Benning (CSA) were to follow Law's Brigade and break the flank of the Union III Corps. By mistake he guided his brigade on the 3 Arkansas and the 1st Texas, bringing him into the fight.

With great élan, the 1st Texas advanced across the "Slaughter Pen" straight into the guns of the 4th New York. The 124th New York fixed bayonets and held their

fire until the 1st Texas was within 50 feet. Then, a massive volley of canister from the 4th NY and minie balls from the 124th NY tore into the Texans, thinning their ranks considerably, and halting them in their tracks. The fight for the "Slaughter Pen" was on.

The 1st Texas would soon be driven back but later, bolstered by the 15th Georgia from Benning's Brigade, they would again charge across the "Slaughter Pen". It had become a matter of honor and pride to drive off the Union soldiers and seize the guns of the 4th NY. On their second attempt, Benning's Georgians and what remained of the 1st Texas would succeed in seizing the guns.

So fierce was the fighting in the triangular field that afternoon that the Commander of the 20th Georgia would later count 87 new holes - 38 by minie balls - in his battle flag. The aptly named "Slaughter Pen" was literally covered with Confederate dead and dying. The guns of the 4th NY had been silenced, but at a very high price.

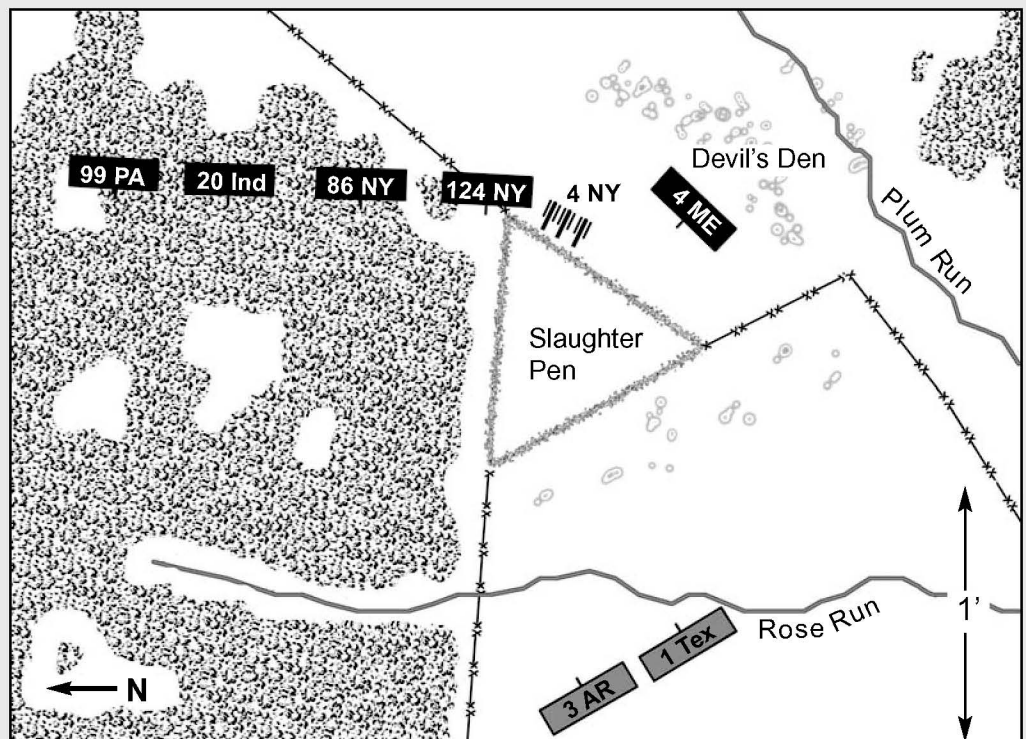
GAME LENGTH:

18 TURNS

SPECIAL RULE: So determined were the Confederate soldiers that any Confederate unit with 1 or more stands in contact with the rock wall of the "Slaughter Pen" or within the pen gains a +1 to all cohesion rolls. They no longer have this benefit if they leave the pen or have no stands in contact with the wall.

VICTORY CONDITIONS:

The winner is the side who ultimately controls the guns of the 4th New York. The Confederate Player wins if he has an unbroken unit adjacent to the guns and the Union crews have been killed or driven off. The Union Player wins if he avoids this condition.



CONFEDERATE PLAYER

Scenario 11.5 The "Slaughter Pen"

CSA Morning Report

Commander	Level	Radius	Modifier	Cohesion
Brig. Gen. Henry L. "Old Rock" Benning	2	12"	-2	16

ID	Unit	Weapon - AVs	Special Notes	Stands	Unit Cohesion										1st Volley					
	2nd Georgia	RM - 1.5 / 1 / 0.5	Benning's Brigade	4	14	12	10	8	6	5										
	15th Georgia	RM - "	"	5	14	12	11	10	8	6	5	3								
	17th Georgia	RM - "	"	5	14	12	11	10	8	6	5	3								
	20th Georgia	RM - "	"	5	14	12	11	10	8	6	5	3								
	1st Texas	RM - 1.5 / 1 / 0.5	Independent Cmmd.	4	15	13	11	9	7	6	4									
	3rd Arkansas	RM - "	"	5	14	12	11	10	8	6	5	3								

Special Rules: So determined were the Rebel soldiers that any Confederate unit with 1 or more stands in contact with the rock wall of the "Slaughter Pen" or within the "Slaughter Pen" gain a +1 to all cohesion rolls. They no longer have this benefit if they leave the pen or have no stands in contact with the rock wall.

Deployment & Arrivals:

1. The Confederates deploy as on the map.
2. Benning's Brigade enters anywhere on the southern most 2/3rds of the west edge of the map in any formation the Confederate player chooses on turn 4.