

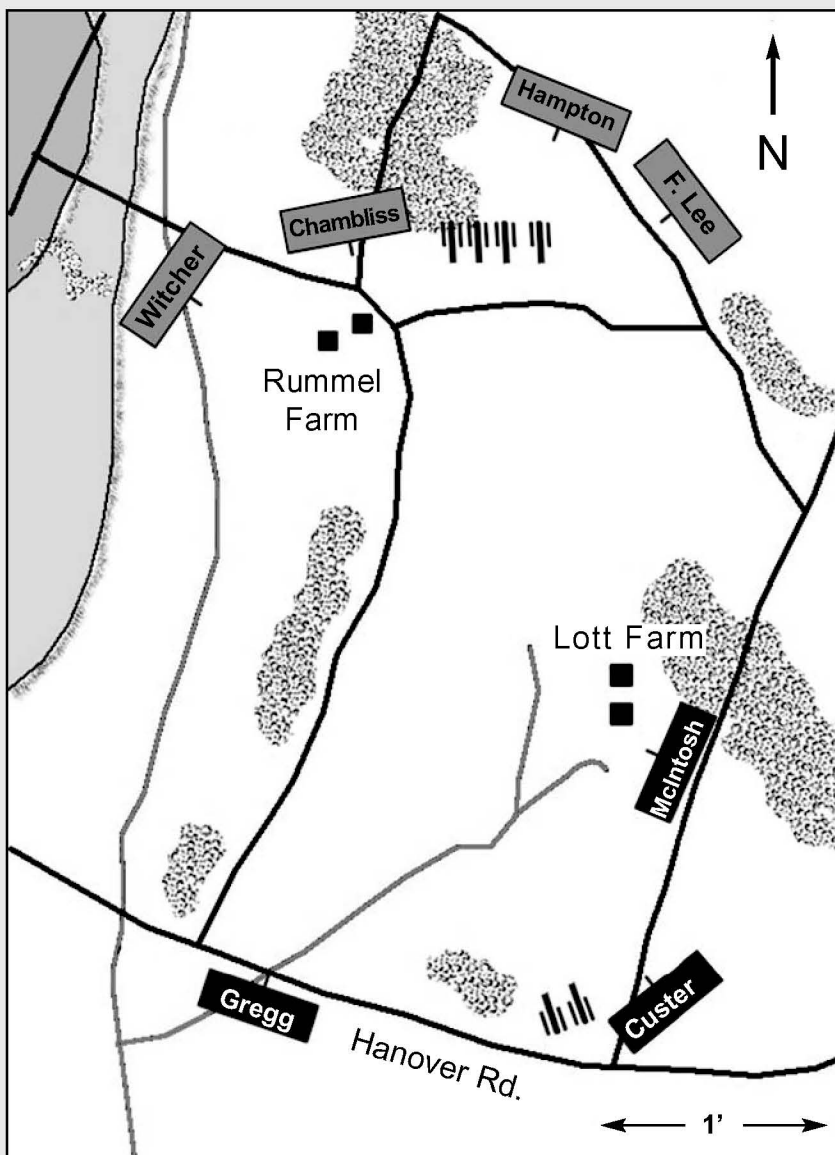


MICRO FORCE® 10MM: THE GAME - AMERICAN CIVIL WAR

Scenario 11.6

THE BATTLE OF RUMMEL FARM, EAST CAVALRY FIELD Gettysburg, PA - July 3 1863

Mid-morning on July 3rd, 1863 Major General J.E.B. Stuart (CSA) led his men onto Cress Ridge, east of Gettysburg, hoping to "effect a surprise on the enemy's rear". From his vantage point on the ridge he could see Union Cavalry moving about in the fields around Jacob Lott's farm. Not knowing the size of the Union forces below him he sent a detachment of his troopers to scout John Rummel's Farm below the ridge. He had a pair of cannons fire random shots at the Union cavalry near the Hanover Road and Low Dutch Road intersection to gauge their reactions. The Union soldiers he fired upon were the "Wolverine Brigade" of Brigadier General George A. Custer (USA) who - understanding the importance of holding the Hanover Road that led to Gettysburg - immediately returned fire with their own cannons. Over the hot July afternoon the farms of Rummel and Lott would bear witness to a series of charges and counter charges with flashing sabers that were hampered by the fences that crisscrossed the battlefield. Both sides would claim victory that day but the action was inconclusive.



GAME LENGTH: 18 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.

UNION PLAYER

Scenario 11.6 The Battle of Rummel Farm

USA Morning Report

Commander	Level	Radius	Modifier	Cohesion
Brig. Gen. David McM. Gregg	2	12"	-2	16
Col. John McIntosh, 1st Brig.	1	10"	-1	15
Col. J. Irvin Gregg, 3rd Brig.	1	10"	-1	15
Brig. Gen. George A. Custer, 2nd Brig., 3rd Div.	2	12"	-2	16

ID	Unit	Weapons - AVs	Special Notes	Stands	Unit Cohesion													1st Volley
	1st Maryland	Carbine - 1.5 / 1 / 0.5	1st Brig.	4	14	12	10	8	5	3								
	1st New Jersey	Carbine - "	"	4	14	12	10	8	5	3								
	3rd Pennsylvania	Carbine - "	"	4	14	12	10	8	5	3								
	1st Maine	Carbine - 1.5 / 1 / 0.5	3rd Brig.	4	14	12	10	8	5	3								
	10th New York	Carbine - "	"	4	14	12	10	8	5	3								
	4th Pennsylvania	Carbine - "	"	4	14	12	10	8	5	3								
	16th Pennsylvania	Carbine - "	"	4	14	12	10	8	5	3								
	1st Michigan	Carbine - 1.5 / 1 / 0.5	2nd Brig.	5	15	13	12	11	9	7	6	4						
	5th Michigan	Repeater - 1.5 / 1 / 0.5	"	6	15	12	13	11	10	9	7	6	5	4				
	6th Michigan	Repeater- 1.5 / 1 / 0.5	"	6	15	12	13	11	10	9	7	6	5	4				
	7th Michigan	Carbine - 1.5 / 1 / 0.5	"	5	15	13	12	11	9	7	6	4						
	M, 2nd US Artillery	3" Rifle - 2 / 1 / 0.5 / 0.5		3	14	12	10	9	6	4								
	E & G 1st US Artillery	12lb Nap - 3 / 1.5 / 1 / 0.5		2	14	11	9	6										

Deployment: All units may begin the scenario either mounted or dismounted at the player's discretion.

CONFEDERATE PLAYER

Scenario 11.6 The Battle of Rummel Farm

CSA Morning Report

Commander	Level	Radius	Modifier	Cohesion
Maj. Gen. J.E.B. Stuart	3	14"	-3	17
Lt. Col. Vincent A Witcher	0	8"	0	14
Col. John R. Chambliss	1	10"	-1	15
Brig. Gen. Wade Hampton	2	12"	-2	16
Brig. Gen. Fitzhugh Lee	2	12"	-2	16
Maj. R.F. Beckham (Artillery)	2	12"	-2	16

ID	Unit	Weapons - AVs	Special Notes	Stands	Unit Cohesion										1st Volley
	1st Virginia	SG - 2 / 1.5 / 1	Lee's Brigade	4	14	12	10	8	5	3					
	2nd Virginia	SG - "	"	4	14	12	10	8	5	3					
	3rd Virginia	SG - "	"	4	14	12	10	8	5	3					
	5th Virginia	SG - "	"	4	14	12	10	8	5	3					
	14th Virginia	SG - 2 / 1.5 / 1	Witcher's Brig.	4	14	12	10	8	5	3					
	16th Virginia	SG - "	"	4	14	12	10	8	5	3					
	17th Virginia	SG - "	"	4	14	12	10	8	5	3					
	34th Virginia	RM - 1.5 / 1 / 0.5	"	3	13	10	8	6	3						
	Charlottesville Horse Artillery	12lb How -3 / 1 / 0.5 / 0.5	"	1	15	10									
	2nd North Carolina	SG - 2 / 1.5 / 1	Chambliss' Brig.	4	14	12	10	8	5	3					
	9th Virginia	SG - "	"	4	14	12	10	8	5	3					
	10th Virginia	SG - "	"	4	14	12	10	8	5	3					
	13th Virginia	SG - "	"	4	14	12	10	8	5	3					
	1st North Carolina	RM - 1.5 / 1 / 0.5	Hampton's Brig.	4	14	12	10	8	5	3					
	1st South Carolina	RM - "	"	4	14	12	10	8	5	3					
	2nd South Carolina	RM - "	"	4	14	12	10	8	5	3					
	Cobb's Legion	RM - "	"	5	15	13	12	11	9	7	6	4			
	Jeff Davis' Legion	RM - "	"	5	15	13	12	11	9	7	6	4			
	Phillips' Legion	RM - "	"	4	15	13	11	9	7	6	4				
	1st Virginia Horse Artillery	3" Rifle -2 / 1 / 0.5 / 0.5	Beckham's Batt.	2	14	11	9	6							
	Washington SC Horse Artillery	12lb Blakely -2/ 1/ 0.5/ 0.5	"	2	X	11	9	6							
	2nd Maryland Light	10lb Parrott -2/ 1/ 0.5/ 0.5	"	2	15	12	10	7							
	2nd Virginia Horse Artillery	12lb Nap - 3 / 1.5 / 1 / 0.5 3" Rifle - 2 / 1 / 0.5 / 0.5	"	2	15	12	10	7							

Special Rules: After Stuart's long ride and the Pennsylvania cobblestone roads, the largely unshod Confederate horses suffered a significant number of lame horses. Stuart's men were also worn from the hard riding preceding the battle. These factors are represented by most of the Rebel units having a cohesion 1 point below their normal cohesion.

Deployment & Arrivals:

1. All units may begin the scenario either mounted or dismounted at the player's discretion.
2. The Washington South Carolina Horse Artillery begin the scenario with only three 12lb Blakely cannons, having lost one previous to the battle.