

Confederate Standard Order of Arrival

<i>Time</i>	<i>Hex</i>	<i>Orders</i>	<i>Units</i>
July 1st			
9:00am	A	1	Heth, A-H-3, D-H-3, 3b(5)
9:30	A	2	P-H-3, B-H-3, 3b(5)
11:00 (9:30)	A	1	AP Hill, 3 Corps HQ
Noon (10:30)	A	3	Pender, P-3 (all), 3b(5), 3 Corps Supply
1:00pm (11:30)	C	4	Ewell, 2 Corps HQ, Rodes, R-2 (all), 2b(5)
2:00 (12:30pm)	E	5	Early, E-2, 2b(5)
2:30 (1:00)	E	6	Jn-Cav
3:00 (1:00)	A	3	Lee, A NVa HQ, 3b(5)
4:00 (2:30)	A	3	Anderson, A-3 (all), 3b(5), A NVa Supply
6:00 (4:30)	A	3	Johnson, J-2 (all), 2b(5), 2 Corps Supply
7:00 (5:30)	A	3	2x 2b(5)
9:00 (7:30)	A	7	Longstreet, 1 Corps HQ, McLaws, M-1 (all), 1b(5), 1b(2)
July 2nd			
Midnight (9:00pm)	A	7	Hood, H-1 (less L-H-1), 1b(5), 1 Corps Supply
8:00am (6:30)	A	3	2x 1b(5)
11:30 (10:00)	F	8	Stuart, H-Cav, C-Cav, F-Cav, 2x Cb(5)
Noon (10:30am)	A	2	L-H-1
5:00pm (3:30)	A	8	Pickett, P-1 (all), 1b(5)
July 3rd			
Noon (10:30am)	A	8	I-Cav

Order Explanations:

- o 1. 3 Corps is to attack along the Chambersburg Pike in order to capture Gettysburg. Corps boundaries are eight hexes north and south of the Pike (inclusive).
- o 2. Move to join the division.
- o 3. Move to the corps HQ.
- o 4. Attack south to capture Gettysburg. Units may also attack to clear Oak and Seminary Ridges north of the Chambersburg Pike if currently occupied by the enemy.
- o 5. E-2 has a divisional goal to attack and capture the town of Gettysburg.
- o 6. Jn-Cav is attached to 2 Corps and has a divisional goal to block the York Pike from Union advances coming from the east.
- o 7. Move to the vicinity of Herr Tavern. Once there, units must go into line or unlimber off the road and enter camp for the night.
- o 8. Move to the Army HQ and await orders.

Union Standard Order of Arrival

<i>Time</i>	<i>Hex</i>	<i>Orders</i>	<i>Units</i>
July 1st			
8:30am	L	1	Robinson, 2-1 (all), 1b(4)
9:30 (8:30)	L	2	Barlow, 1-11 (all)
10:00 (8:30)	K	2	Howard, 11 Corps HQ, Schurz, 3-11 (all), 11b(5)
11:00 (10:00)	N	1	Doubleday, 1-3-1, 2-3-1
11:00 (9:30)	K	3	Steinwher, 2-11 (all), 11 Corps Supply, 11b(3)
2:30pm (12:30pm)	L	1	3-3-1, 1 Corps Supply
4:00 (11:30am)	I	4	12 Corps (less Ind-12)
4:30 (3:00)	L	5	Sickles, 3 Corps HQ, Birney, 1-3 (less 3-1-3), 3b(5)
7:00 (5:30)	K	6	2 Corps (all)
8:00 (6:30)	L	1	Humphreys, 2-3 (less 3-2-3), 3b(5)
July 2nd			
3:00am (1:00am)	K	NA	Meade, A Pot HQ, A Pot Supply
	K	7	Pleasanton, Cav HQ, Cav Supply
7:00 (5:00)	H	8	Sykes, 5 Corps HQ, Barnes, 1-5 (all), 5b(5)
	K	9	3x Rb(5)
7:30 (6:00)	I	1	Ayres, 2-5 (all), 5 Corps Supply, 5b(3)
8:00 (6:30)	I	1	Ind-12
8:30 (7:00)	K	9	4x Rb(5)
9:00 (7:30)	L	1	3-1-3, 3-2-3, 3 Corps Supply
11:00 (9:30)	I	10	Gregg, 3-2-Cv
Noon (10:00am)	I	10	1-2-Cv, Cb(5)
	I	1	Crawford, 1-Pa-5, 3-Pa-5
2:00 (12:30pm)	I	11	Kilpatrick, 3-Cv (all), Cb(5)
4:30 (3:00)	I	5	6 Corps (all)
July 3rd			
2:00pm (12:30pm)	L	1	R-1-Cv, Cb(3)

Order Explanations:

- o 1. Move to join Corps HQ.
- o 2. Move to Gettysburg and await further orders.
- o 3. 2-11 has a divisional goal to defend Cemetery Hill in the area within 3 hexes of A28.07.
- o 4. Move to Culps and Cemetery Hills and defend them.
- o 5. Move to the Army HQ and await orders.
- o 6. Move to hex B29.16 and halt for the night. All units must move just off the road and go into line or unlimbered formations.
- o 7. Cav HQ must remain within 5 hexes of the army HQ.
- o 8. Move to Culp's Hill and defend. Move via the secondary road along Wolf's Hill to the Baltimore Pike and then to Culp's Hill. The corps HQ will post itself on Power's Hill.
- o 9. The Reserve Artillery is independent, but see rule 2.4.
- o 10. Move to the right flank of the army and defend.
- o 11. Move to the left flank of the army and defend.

Special “Jackson Lives!” Confederate Order of Arrival

<i>Time</i>	<i>Hex</i>	<i>Orders</i>	<i>Units</i>
July 1st			
9:00am	A	1	Ewell, Ewell’s Prov Div (all), 2x 3b(5)
11:00 (9:30)	A	1	AP Hill, Hill’s Light Div (all), 2b(5), 3b(5)
1:30pm (Noon)	B	2	Jackson, 2 Corps HQ, R-2, 2b(5)
2:00 (1:00pm)	C	3	E-2 (all), 2b(5)
2:30 (1:30)	C	4	Jn-Cav
3:00 (2:00)	A	5	Lee, A NVa HQ, 2b(5)
4:00 (3:00)	A	6	Longstreet, 1 Corps HQ, A-3 (all), 3b(5), A NVa Supply
6:00 (5:00)	A	5	J-2 (all), 2b(5), 2 Corps Supply
9:00 (7:30)	A	5	M-1 (all), 1b(5), 1b(2), 1 Corps Supply
July 2nd			
Midnight (10:00pm)	A	5	H-1 (less L-H-1), 1b(5)
8:00am (6:30)	A	5	2x 1b(5)
11:30 (10:00)	D	6	Stuart, H-Cav, C-Cav, F-Cav, 2x Cb(5)
Noon (11:00)	A	5	L-H-1, 3b(5)
5:00pm (3:30pm)	A	5	P-1 (all), 1b(5)
July 3rd			
Noon (10:30am)	A	8	I-Cav

Order Explanations:

- o 1. LD-2, EPD-2 each have divisional goals and are to attack along the Chambersburg Pike in order to capture Gettysburg. Boundaries are eight hexes north and south of the Pike (inclusive).
- o 2. Attack south to capture Gettysburg. Units may also attack to clear Oak and Seminary Ridges north of the Chambersburg Pike if currently occupied by the enemy.
- o 3. E-2 has a divisional goal to attack and capture the town of Gettysburg.
- o 4. Jn-Cav is attached to 2 Corps and has a divisional goal to block the York Pike from Union advances coming from the east.
- o 5. Move to join corps.
- o 6. Move to the Army HQ and await orders.

Current Strength Charts

Example: 2-1-1 starts out scenario 2 with a strength of 14(2). The first number is the maximum strength of the brigade (after all stragglers have been recovered, the second number is the number of stragglers currently lost. Mark off enough casualties (6, in this case) to show the current strength of 14. Then mark off another two as stragglers. In the end, the brigade starts the scenario with a strength of 12 and two recoverable stragglers.

Union	Scenario					
Unit	1, 10	2	3-6	7	8	9
1-1-1	18	12	6	6	6	6
2-1-1	20	14(2)	11	10	10	10
1-2-1	15		5(2)	5	5	5
2-2-1	15		9	9	9	9
1-3-1	14		5(2)	5	5	5
2-3-1	13		4(2)	4	4	4
3-3-1	20					17
1-1-2	9			6	6	6
2-1-2	5			3	3	3
3-1-2	10			6	6	6
4-1-2	9			5	5	5
1-2-2	14			9	6	6
2-2-2	12			11	11	7
3-2-2	9			8	8	5
1-3-2	9			8	8	7
2-3-2	11					7
3-3-2	15			11	11	8
1-1-3	15			8(1)	8	8
2-1-3	22			14	14	14
3-1-3	14			9	9	9
1-2-3	17			9(2)	9	9
2-2-3	18			10(2)	10	10
3-2-3	14			9	9	9
1-1-5	7			6	6	6
2-1-5	14			10	10	10
3-1-5	13			9	9	9
1-2-5	15			11	11	11
2-2-5	10			6	6	6
3-2-5	15			13	13	13
1-Pa-5	12			11	11	11
3-Pa-5	16			15	15	15
1-1-6	13					
2-1-6	13					
3-1-6	15					
3-1-6	15					
2-2-6	18					
3-2-6	18					
1-3-6	17			16	16	16
2-3-6	16			15	15	15
3-3-6	14					

1-1-11	11		7	7	6	6
2-1-11	13		8	5	5	5
1-2-11	12		8(1)	6	6	6
2-2-11	17		16	15	14	14

Union, con'd		Scenario				
Unit	1, 10	2	3-6	7	8	9
1-3-11	17		10(4)	9	9	9
2-3-11	14		7(3)	7	7	7
1-1-12	18				17	17
3-1-12	16				13(2)	13
Ind-12	18				16(1)	16
1-2-12	18				17	17
2-2-12	7				6	6
3-2-12	14			12	11	11
1-1-Cv	16	15	15	15	15	15
2-1-Cv	12					
R-1-Cv	13				12	12
1-2-Cv	13					12
3-2-Cv	13					
1-3-Cv	19					18
2-3-Cv	20					17

Union Arty Losses		Scenario				
Unit	1, 10	2	3-6	7	8	9
1 Corps			2	3	3	3
2 Corps						4
3 Corps				4	4	4
5 Corps				1	1	1
6 Corpsnone...					
11 Corps			2	2	2	2
12 Corpsnone...					
Res Arty				5	5	5
Cav Corpsnone...					

Subtract above from available Gun Points in each given corps.

Confederate		Scenario				
Unit	1, 10	2	3-6	7	8	9
L-H-1	19			14	14	14
Tex-H-1	17			11	11	11
B-H-1	15			10	10	10
A-H-1	19			12	12	12

Confed., con'd **Scenario**

Unit	1, 10	2	3-6	7	8	9
K-M-1	22			15(2)	15	15
B-M-1	16			9	9	9
S-M-1	13			9	9	9
W-M-1	14			10	10	10
A-P-1	19					7
K-P-1	16					9
G-P-1	15					5
S-J-2	21			18(4)	13(7)	13
W-J-2	11			9(3)	7(4)	7
Swl-J-2	13				10	10
J-J-2	15			11(4)	11(6)	11
G-E-2	18		13	13	13	13
A-E-2	12		10	8	8	8
H-E-2	13			9	9	9
S-E-2	8				6	6
Da-R-2	22		13(1)	13	12	12
Do-R-2	13		11	11	11	11
I-R-2	14		5(4)	5(1)	5	5
O-R-2	17		12	12	10(2)	10
R-R-2	10		7	7	7	7
P-H-3	26		16(6)	16	16	11
D-H-3	23	17(5)	17(1)	17	17	11
B-H-3	10		9	9	9	8
A-H-3	12	9(2)	9	9	9	5
P-P-3	19		13	13	13	13
L-P-3	17		16	16	16	9
S-P-3	14		10	10	10	7
T-P-3	13			12	11	10
Wx-A-3	17			11(1)	11	9
M-A-3	15				14	14
L-A-3	7			5	5	3
P-A-3	13			12	12	12
Wt-A-3	14			7(1)	7	7
H-Cav	18					17
F-Cav	19					18
C-Cav	12					11
Jn-Cav	11					
I-Cav	20					

Confed. Arty Losses

Scenario

Unit	1, 10	2	3-6	7	8	9
1 Corps				1	1	3
2 Corps			1	2	2	3
3 Corps			2	2	2	3
Cavnone...					

Subtract above from available Gun Points in each given corps.