

**Scenario for Summer Storm: Pickett's Charge, July 3, 1863**  
*(Scenario developed by Lee Trowbridge Oct 1, 2017, Rev 4)*

**Scenario Notes:** For years people have complained of the lack of July 2 and July 3 scenarios for *Summer Storm* (designed by Rick Barber and published by Clash of Arms Games). This is an unofficial, attempt at a July 3 scenario (second revision). Prepared with this Scenario is a Vassal Save-Game file for use with Gonzalo Santa Cruz's Summer Storm module, although use of Vassal is not necessary to use the Scenario. Details of the scenario follow.

- **Rules Version:** This scenario is written to the 1.52 **Summer Storm** rules. In addition, the setup and Army Status Sheets assume that the alternate Cavalry rules are in use, (whereby each Cavalry command level is treated as if it were one level higher, a Division Leader treated as a Corps Commander, a Brigade leader as a Division leader, etc.)

- **Scenario starts** at 1:00 PM on July 3, and ends after the 8:30 PM turn.

- **Victory Conditions:** In force is the usual attempt to cause the enemy Army Morale to exceed its Morale Index, of course. Beyond that... this scenario was devised for "the experience" as wargame philosophers say these days. So as other to scenario-specific Victory Conditions, ummm... I haven't really thought of that. Any suggestions?

- **Starting Army Morale (AM) Levels and Indices, respectively are:** 7 and 207 (USA) and 0 and 174 (CSA). AM Indices rise one per arriving combat unit or Div/Corps Ldr. The above Morale Indices include 1 point for each of Hunt, Tyler and Pendleton.

- **Army Status Sheet:** Army Morale, Division Morale and individual unit losses from earlier in the battle are marked on the accompanying Army Status Sheet PDF file. Black squares indicate permanent losses to units or Division Morale. Squares with a diagonal slash represent the current temporary C/Hit or Division Morale level. Units with a black square in the leftmost block were eliminated in nighttime reorganization. A red X on a combat unit indicates a variant unit not in play in the game. On a Division morale track, red X's are placed just above the current upper limit to each Morale level row in the event it is reduced because all possible division units are not on-map. Leaders removed on prior days were replaced per Summer Storm rules. Leaders removed as casualties are marked with a black square on the Army Morale Sheet, leaders promoted to fill vacancies are marked with a diagonal slashed box.

- **Initial Unit deployment** is listed in the accompanying Army Status Sheet and also placed in the Vassal scenario file. These initial deployments, however, are to be adjusted slightly prior to play. The owing player can reposition each *combat piece and leader up to 2 hexes* from the listed hex, but cannot be placed adjacent to an enemy unit. Union deployment adjustments take place before Confederate adjustments.

If the optional rule for **Supply Wagons** is used, Wagon markers are placed *up to 4 hexes* from any combat or leader piece in that wagon's division. If not used, remove them.

The Union has a number of breastwork markers available; these may be placed freely in any location where they could legally have been built, and must be initially occupied by a Union combat unit. **Six** of the breastwork markers may be placed in nominally illegal hexes (representing works built with the assistance of Wagons, even if the Wagon rules are not to be used.)

• **Orders:** The US VIC (Wright, Howe, Newton) are under Reserve Orders. The USA may place three and the CSA two additional divisions under Reserve Orders. No other on-map units have prior turn orders (beyond “Rally” markers, discussed below).

• **Stored CPs, etc:** each side has a number of initial CPs which, however will be reduced by pre-game events.

**CSA:** R. E. Lee - 2ACP;

Stored CCPs: Longstreet-6, Ewell-3; Hill-6; Stuart-3 (DCP)

***If using the Optional Massed Bombardment Rule:***

BCP: 24@13:00, 12@14:00

PPP for Longstreet: 2@13:00, 2@14:00, 6@15:00, 3@16:00

PPP for A.P.Hill: 2@13:00, 2@14:00, 4@15:00, 2@16:00

***If not using the massed Bombardment rule:***

Stored CCPs: Longstreet-15, Ewell-3; Hill-9; Stuart-3 (DCP)

PPP for Longstreet: 4@13:00, 4@14:00, 8@15:00, 3@16:00

PPP for A.P.Hill: 4@13:00, 4@14:00, 6@15:00, 2@16:00

**USA:** Meade - 8 ACP

Stored CCPs: IC-6, IIC-15, IIIC-11, VC-11, VIC-6, XIC-5, XIIC-2, Arty Res-3

Stored ‘DCPs’: 2<sup>nd</sup> Cav-10, 3<sup>rd</sup> Cav-8.

PPP: Each US Infantry Corps: 2PPP in each of the 13:00 and 14:00 turns;

VC and VIC: 2 PPP in the 15:00 turns

• **Pregame CP Adjustments:**

1. The CSA must initially place 16 and USA must place 24 “Rally/Ammo resupply” markers on their respective units prior to the beginning of the scenario. These represent “Rally” or “Ammo Resupply” orders issued in earlier turns.
2. For any Rally markers placed on infantry or cavalry units, deduct 1 CCP per separate *brigade* which has one or more units so marked from the owning Corps’ stored CCPs, or alternatively from the Army ACP, BCP or future PPP allocated to any of his Corps.
3. Rally and resupply markers for the USA **XIIC** and CSA **Johnson’s** division are considered to have been placed during the (pre-game) 12 noon turn; all others are considered to have been placed in the 10:00 am turn.
4. Once placed, resolve the pre-game Rally or Resupply recovery attempts using the unit Morale Check table for any applicable turn (10am, 11am, and 12noon), reducing C/Hits as they occur and making any Division Morale adjustments caused by “unflipping” units.
5. Rally/resupply markers may remain on units that still have temporary C/Hits.

- **Attachments:** The following attachments are in force at the beginning of the scenario

CSA: **O'Neill, Daniel (3/II)** and **Smith (1/II)** are attached to **Johnson (2/II)**  
**Jones-a/IIC** is attached to **Stuart's Div**  
**Jenkins** is attached to **Stuart's Div**.

USA: **Shaler/3/VI** attached to **Geary/2/XII**;  
**Neill/2/VI** attached to **Williams/1/XII**  
**Custer/1/3 Cav Div** attached to **Gregg/2 Cav Div**  
**Carroll/IIC** is attached to **1/IC**

*The attachments to Johnson may exceed game rule allowances, but seemed to be the de facto historical situation. If that troubles you, treat some or all as detached / independent, which is the alternative.*

- **Special Leader considerations:**

1. **Hancock** is presumed no longer be serving as Wing Commander, but to have been returned to command the IIC.
2. **Alexander** can be deployed on or adjacent to any CSA IC arty, or to Longstreet;
3. **Pendleton** can be deployed on or adjacent to any CSA Arty unit.
4. **Warren** is not deployed, but is available per the special rule for his deployment.

- The *Summer Storm* Standard Order of Appearance applies from the starting turn on. Units possibly entering in the first turns of the game are placed in the Vassal file near their entry hex for convenience. All arrivals must pass their standard Arrival Rolls. One brigade, Robertson's CSA Cavalry Bde (Robertson-a,-b & Beckham-c), per the OOA *could* have arrived in the prior turn, but is assumed to have failed its arrival roll.

**Scenario Discussion** -- For years people have complained of the lack of July 2 and July 3 scenarios for *Summer Storm*. This is an (unofficial) attempt to remedy that gap. Despite the "Rev 4" label on the files, this is barely "Rev 1." It has been playtested only once and that solo (resulting in the current revision). If you see problems or errors, by all means correct them and post the result.

The scenario is not heavily researched, relying mainly on other Gettysburg games, in particular *3 Days of Gettysburg* from GMT and *Thunder at the Crossroads* from MMP for unit positions and prior losses at the time of the opening of the artillery barrage beginning 1 p.m., July 3rd. Like the similar scenarios in those two games, this scenario does not cover the whole third day of battle but begins at the time of the start of the massive barrage that preceded Pickett's Charge.

To estimate starting division and army morale and unit losses, a rough backstory was created for each Division, beginning with the starting conditions from the Second Day

Scenario. With a nod to history (but no major research), each major unit's story contained actions and events for July 2 and July 3 a.m., translated into turns spent under appropriate orders, turns in combat, and other losses and events. These actions and events were translated into temporary and permanent C/Hits and (mostly) detrimental Division and Army Morale adjustments per the standard **Summer Storm** (1.52 version) rules, followed by partial recovery of temporary losses during the night by R&R and Rally orders and via ammo resupply. After estimating losses, adjustments were made for night-time reorganization, eliminating several units from both the USA and CSA.

Leader losses and suitable replacements were made (Reynolds died on schedule; Hancock is assumed relieved of his Wing Commander responsibilities but then returned to IIC command (in play testing, his presence still in Wing Commander capacity gave the Union more Command flexibility than seemed historical). Sickles is gone, Trimble has been appointed to command Pender's division and Alexander is temporarily acting as an Army Artillery Commander; other leaders were removed per history and replaced per game rules.) Finally, from these events, Army Morale credits and debits were calculated, including a subjective number for USA defensible terrain losses and CSA artillery ammo depletions. All or nearly all AM points have, however, been neutralized by a Reserve orders on the part of some unengaged divisions on each side. Feel free to adjust these DM and AM levels if they feel too low or too high.

On map deployments directly translated from other games occasionally didn't make much sense in detail on the **Summer Storm** map, so I allow a little flexibility there. In particular, CSA infantry posted just SW of Gettysburg are placed so that they can be started in Long Lane or two hexes to the rear of that road, either location arguably (if you go to the trouble of plotting a vertical profile of the terrain) providing some cover from artillery on Cemetery Hill. In the corresponding **TatC** scenario, these units were initially in Long Lane which has special "sunken road" attributes which are absent here.

It is not clear how to handle the somewhat disorganized command structure of both sides for the bombardment and "Pickett's charge". By the time of the start of this scenario, there was considerable mixing of brigades and divisions on both sides. As far as the main attack was concerned, Longstreet was nominally in charge, but the majority of units participating were from other Corps, in particular AP Hill's. Hill was largely inactive during the action. Should those units be considered attached to Longstreet's Corps? Under command of their parent Corps? Considered "Independent" or "out of command"? There seems no satisfactory solution, but I will treat units designated for the "Charge" as belonging to their original Corps. Other Brigades deployed remote from their parent organization will be deemed "attached" to the major local formation.

The scenario opens at the time of the start of the Confederate bombardment. Most of the available Confederate command points from the ANV Commander and IC and IIC from dawn to noon July 3 were allocated to PPP and BCP for the bombardment and charge to follow, or for other preparation for the planned infantry assault. The CSA IIC and USA XIIC had used their CCPs in a dawn action on the Confederate left flank, an action that is over when the scenario opens. BCPs have been accumulated in a quantity allowing three

impulses of Massed Bombardment in the first and second scenario turns per the (Optional) Massed Bombardment rule. Tracking the command points in the artificial backstory, it appeared that it would be a stretch to generate enough for more impulses of bombardment without starving Longstreet and Hill's participants of the Command Points that will be needed for the planned attack. Since the Massed Bombardment is an optional rule, a second set of stored CCPs and PPPs is presented for use if that optional rule is not used.

The resources for this scenario consist of:

1. Scenario description (This file) (PDF).
2. A Vassal save-game file (VSAV).
3. The Army Status sheets (PDF).

**Vassal Save-Game Module:** A VSAV (Saved Game file) has been created for use with Gonzalo SantaCruz's *Summer Storm* game module ([www.vassalengine.org](http://www.vassalengine.org)). On-map units are placed as listed on the Army Status Sheet. Units scheduled to arrive on map on the first or second turn are placed near their entrance road for convenience, but must enter per standard Arrival rules. Later arrivals must be selected from the "Pieces" menu at the top of the module.

**Army Status Sheet PDF:** This was generated by Adobe Acrobat 7 but later edited with Adobe Reader DC. The base file is a modified version of the 1.50 Army Status Sheets available on Mitchell Land's *Summer Storm* website. A few errors and omissions have been rectified on the base sheet (missing units and missing reduced DM levels for certain divisions which at some point arrived without all subordinate units). Such changes are in Brown Font.

In the PDF file as originally formulated, the markers for temporary and permanent C/hits, Division and Army Morale, and starting locations are moveable and can be duplicated by "copy/ paste" operations, or can be deleted when no longer needed. Hopefully this function will work in other versions of Adobe Acrobat or other PDF readers. At worst the file is a log of the initial state of units at the start of the scenario, to be transcribed to a paper Status Sheet.

If you have any comments or corrections, please post on the Summer Storm Forum on ConSimWorld: <http://talk.consimworld.com/WebX/?14@@.ee6caaa/>

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