

The original scenario setup files embedded in Allen Dickerson's 3DoG (Three Days of Gettysburg) Vassal module for the 2nd and 3rd Day scenarios had a number of errors – largely deployment omissions. On 9/11/16, revised versions of the two files were posted on the **Vassal.org** website. Rechecking those modules, a few residual errors were found. Closely checking the Battle Book scenario setup also revealed a few ambiguities and errors related to prior losses, combat effectiveness state and leader substitution. Absent official ruling from the game designers, the errors and issues do not in all cases have a single obvious resolution. Reasonable choices were made and incorporated into the scenario setups in the accompanying Vassal save-game (VSAV) files. This document summarizes the setup issues so that players can make their own choices should the desire.

Issues applying to both 2nd and 3rd day setup scenarios:

Pre-Scenario Losses. In the 3DoG Battle Book (which contains the scenario setup rules), for many Brigades a number is listed for prior loss (PL) which must be distributed among the units of the brigade. In a few cases a unit is called out as having taken a specific number of losses and in others a specific subordinate regiment is listed as having been eliminated. Other than the specific call-outs, the losses explicitly can be distributed as the player sees fit. The rules suggest (but not, as phrased, do not make mandatory) that the losses be distributed evenly. It *is* stated explicitly that distribution of losses can't eliminate any regiment except those specifically said to have been eliminated.

Literally read, it would appear in the 2nd day scenario that the strength point losses required to eliminate the two regiments specified as eliminated should be part of the listed losses for their parent Brigades. However, in the 3rd day scenario the phrasing is different. Each brigade with an eliminated unit is specifically called out as having an eliminated unit *plus* a number of losses to distribute among the surviving units. The consensus in a discussion on ConSimWorld was to count the eliminated units' losses as part of the prior loss number unless specifically called out as *not* counting. The Vassal setups adopt this conclusion.

In the Battle Book, in addition to listing a Prior Loss number, in some cases Brigades are stated to have “all units Collapsed” and some are said to be “Brigade Combat Ineffective”. (A “collapsed” regiment in the current GBACW rules is one that has lost more than half its initial strength points. A Brigade is Combat Ineffective (BCI) when over half its units are collapsed, routed or eliminated, *or* when *all* its units are disordered or worse.)

In a very few cases, the prior losses are insufficient to collapse all units regardless of how they are distributed. Also in some cases the losses are insufficient to render a Brigade BCI which is stated to be so. In many cases, a Brigade can be BCI or not depending on the details of loss distribution.

It is not clear whether statements saying that a Brigade is BCI are to be taken as simply informational (and occasionally incorrect) or if it is a requirement to somehow make the unit BCI. For a few Brigades, to do the latter it would be necessary place enough otherwise fit units into the “rout” box or to disorder all uncollapsed units so as to generate BCI status. Imposing rout or disorder on units that otherwise don't qualify solely on the

basis of prior losses (when the Battle Book did not mention any such additional rout or disorder condition) seemed too egregious and was not done in the scenario files, but is always an option should players disagree with this conclusion.

It should be pointed out that there are only a few cases with these apparent errors: US 1/2/I on the 2nd & 3rd Day, and US 2/1/XI and 1/2/XI on the 2nd Day only.

There is a good deal of vagueness in the loss allocation requirements. Even within the limitations of the rules, players may need to agree to tighter or looser restrictions. However, for the purposes of setting up the Vassal scenario files, *something* had to be decided. In the Vassal scenario setup files, the following was adopted:

- a. Specified losses are allocated as prescribed in the rules.
- b. Remaining Prior Losses are distributed evenly.
- c. Individual unit losses may be adjusted up or down 1 (preserving the brigade total).
- d. Collapse is assigned as appropriate per each regiments' losses.
- e. Brigade Combat Ineffectiveness status is determined from Collapse/Elim Rgt numbers.
- f. Where possible, the regimental losses in (b) and (c) are allocated so as to generate unit collapse and BCI status listed in the rules, but if that is not possible, the BCI status is whatever the collapse/eliminated unit tally makes it, even if this does not match the status listed in the written rules.

In the Vassal files, pre-scenario losses are marked on each unit (editable with "Ctrl-S"). If the unit has lost over half its strength, it is also Collapsed -- the loss has a "C" appended and the unit is flipped to its reverse, <d>, side. The total loss for each Brigade is as listed in the rules, but the players should feel free to initially reallocate losses within each brigade within the constraints of the Scenario setup rules and whatever additional constraints they may impose upon themselves, revising unit collapse status and brigade combat effectiveness status as warranted by any changes made.

Deployment Locations: In the Rules, some units have specific deployment locations, but most are required to deploy (by Brigade) within 1 or 2 hexes of a specific location. In the Vassal scenario setup files, the former are deployed on their specified locations, and the latter are stacked on the specified location with a marker having a "1" or "2" inside a hexagon stacked above them (for convenience, the hex marker casts a 1- or 2-hex shadow showing the deployment range). Occasionally one unit is specified to deploy in a hex, and others to deploy within 1 or 2 of that same hex. In that case the Hex-1 or 2 marker is above the variable deployment units, with the other units stacked on top.

The players should deploy the variable position units as desired within the allowed ranges. Units may be faced in any direction desired, and presumably may use extended line or column markers if appropriate, even extending those markers outside their deployment zone, as desired. Units can start under any orders desired.

Once units are deployed, remove any deployment guide markers (the "1"-hex, "2"-hex and other such markers)

2nd Day Scenario

Pendleton (missing from the Battle Book deployment) has been placed with R.E. Lee.

3rd Day Scenario

US XIC. The bulk of its units (all its infantry and two of its Div leaders) are to deploy freely within 5 specific hexes. In the Vassal Scenario setup, these spaces are designated with an “11” marker. The XIC units are placed for convenience just west of the “11” markers and *should be redeployed to the “11” spaces.*

Confederate units of Rodes’ and Pender’s divisions which are deployed in a double line West of Cemetery Hill and SW of Gettysburg: Each Brigade in this area was given several hexes within which its units were to deploy. In the Vassal setup file the units of each Brigade are placed so as to occupy all the allowed hexes for that Brigade. *The owning player can redeploy any unit of a given Brigade within any of the hexes that Brigade’s units initially occupy.*

45 Breastwork markers located just west of Cemetery Hill: *The US player deploys these in any infantry-occupied hex where breastworks are allowed by the rules.*

CSA Arty Battalion commanders were not given specific deployment locations but are to be placed with any of their own subordinate units. In the Vassal scenario file, these leaders have been deployed with such a unit, *but may redeploy with any other such unit.* In contrast, US artillery Brigade Commanders are given specific deployment locations.

Beckham is the CSA Horse Artillery commander. All but one of his units is off map. His HQ is therefore not deployed in the Vassal file (this is an unofficial interpretation). Similarly, there are a couple units of **Robertson’s** US Horse Artillery, but the majority of Robinson’s units are off-map. **Robertson’s** Brigade HQ was not given a specific deployment location (as are other US Arty Brigade leaders) and thus he is not deployed.

The official scenario setup lists **Perrin** as a replacement for **Pender**. In the Vassal setup file **Perrin** is replaced in division command by **Trimble** and **Perrin** is returned to his Brigade (per history).

Alexander is not mentioned in the Scenario setup, but by the opening time of the scenario (just before the grand bombardment occurred), special rule 4.35 should already be in effect – in game terms, he should be serving as a *de facto* Army Arty commander under Longstreet. In the scenario file, the following (unofficial) changes are made to the official Battle Book scenario deployment:

- (1) Deploy the **Alexander** Army Arty Commander unit within 2 of **Longstreet** or of any CSA arty unit S of Gettysburg and West of Cemetery Hill & Ridge. (This **Alexander** piece is located on Seminary ridge in the Vassal setup file; redeploy as desired within these constraints).

- (2) Deploy the **Alexander** IC Arty Res Bn commander on its *Replacement* side.
- (3) **Pendleton** is not deployed.

Note (from official errata) The Efficiency Rating for Alexander (on the BACK of the **Pendleton** Arty Commander counter) should be "0" not "-2". A corrected counter was provided in C3i #17. That has not yet been corrected in the main 3DoG Vassal module.

Sickles' replacement is **Birney**, who is deployed as IIIC leader. **Birney's** replacement in the counter mix is **Graham**, although the Battle Book lists **Ward** as his replacement. The Vassal scenario file follows the counter mix.

Several units are located rather far from their home unit and commander. This is, however, consistent in general with the historical practice of sending odd Brigades here and there to support critical points. That said there are a couple units whose deployment looks quite out of place.

- (1) **Palmetto Battery/Henry/Hood** – listed as being at **C1418**, which places it West of Warfield Ridge near the Flaherty Farm, pretty far from anything. Unofficial interpretation, then: **C1418** is assumed to be a typographical error; the unit is placed at **C1410**. This puts him in line with other batteries of his Battalion. (If this troubles the players, move it back to **C1418**).
- (2) **Sumter-B/Lane/Anderson** – is listed as being at A6807. That's somewhat out of place, but is on a ridge in a plausible reserve position. Seeing no plausible typo here, it is left in this (suspected erroneous) position in the Vassal file.

Comments on the scenario files are welcome – post here (under Discussion) or on ConSimWorld under the 3 Days of Gettysburg forum.

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