Cemetery Hill Replay
By
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Setup

With the limited exposure I’ve had with the series, the values of these units blow me away with so many double-digit strengths. There are just a small number of units on the board at start. It’ll be interesting to see how these pieces fight in the game.

NOTE: The SPI counters give the generic US Army designations for the various divisions, and provide 2 “brigades” to each of the Confederate divisions (though they have 4 brigade commands per). In the interests of historical association, I will try to provide the commands of each counter throughout the commentary.
**Turn 1**

The Union forces do not move, per the game’s special rules.

Confederates move to attack both flanks, guarded by Union cavalry units. Heth’s first unit (Pettigrew’s and Heth’s Brigades) drives back the 1/1 (Gamble’s) Cavalry Brigade, while Early’s first unit (Hays’ and Smith’s Brigades) sends back the 2/1 (Devin’s) Cavalry. The frontal assault by the entirety of Pender’s Division is thrown back. But a 4-1 attack against the salient of the 3/XI (Schurz’s) Division generates an Ex result, taking out both the Union division and Rodes’ second unit (Ramseur’s and Rodes’ Brigades).
**Turn 2**

Union troops fall back to Seminary Ridge, while the reinforcing XII Corps advances into Gettysburg. Meanwhile, the 2/I and 3/I (Robinson’s and Doubleday’s Divisions, respectively) engage Heth’s first unit, driving the Confederates away to relieve Gamble’s cavalry. Devin falls back from Rock Creek, towards the town, with Early’s troops in hot pursuit.

CSA forces begin streaming onto the battlefield. Heth’s first unit falls back from Doubleday’s Division, while the second unit (Archer’s and Davis’ Brigades) move to exploit an opening in the Union lines. Pender succeeds in dislodging the 1/I (Wadsworth’s) Division from Seminary Ridge, and Rodes’ first unit (Daniel’s, Doles’ and Iverson’s Brigades) and Early’s Division work together to encircle and eliminate Devin’s Cavalry Brigade before attacking and driving back the 1/XII (Williams’) Division out of Gettysburg.
Turn 3

On the first Night turn, the Union forces set up a daring plan, encircling Pender’s Division in anticipation of eliminating both pieces the following turn. This however, sacrifices both XI Corps units to the inevitable Confederate counterattacks. Confederate reinforcements continue to build up, their advances slowed by the US encircling action.
**Turn 4**

The Union encircling maneuver generates a desperate 1-1 attack...that succeeds! Both of Pender’s units are eliminated. XII Corps is able to disengage from Rodes’ and Early’s forces in Gettysburg. V Corps reaches Rock Creek, while the Union artillery slowly makes its way to the battlefield.

Confederate moves indeed encircle and destroy the XI Corps but fail to drive back Wadsworth and Robinson. The attempt to retake the Rock Creek Bridge is also unsuccessful.
**Turn 5**

Another encircling attack by the Union forces is unsuccessful in Gettysburg, the V and XII Corps failing to eliminate Rodes remaining unit along with one of Early’s. An assault on Confederate artillery also fails.

The Confederates respond by crashing along the entire Union line holding Seminary Ridge. Two successful 1-1 attacks encircle 3 Union divisions in two separate 2-1 attacks. While one wipes out 1/II and 2/II (Caldwell’s and Gibbon’s) Divisions, Robinson holds out against a combined assault from Anderson’s and Johnson’s Divisions.
**Turn 6**

The US III Corps, up until now holding the left flank, surges forward towards the two units under Heth’s command. However, both attacks are repulsed, sparing Heth’s second unit from encirclement. However, Anderson’s first unit (Wilcox’s, Mahone’s and Wright’s Brigades) are attacked at 3-1 and suffer a De result. V Corps fails to halt Hood’s first unit (Law’s and Robertson’s Brigades), and XII Corps is once more thrown back from Gettysburg.

Confederate artillery shifts westward to support McLaw’s Division, which drives back the 2/III (Humphreys’) Division. A 4-1 attack from Hood, plus the remnants of Rodes’ and Anderson’s Divisions, finally breaks Wadsworth’s Division; the subsequent advance encircles Robinson, whose forces also capitulate. And an attack from Early’s Division sends back the 3/V (Crawford’s) Division. The Confederate Cavalry races eastward to try to draw off Union cavalry units from the battlefield.
**Turn 7**

III Corps launches a late afternoon assault on McLaw’s Division, supported by Doubleday’s Division and Volunteer Artillery support. The 1/III (Birney’s) Division sends McLaw’s second unit (Semmes’ and Wofford’s Brigades) back, but Humphreys fails to defeat the encircled first unit (Kershaw’s and Barksdale’s Brigades). A delaying action from the 3/II (Hays’) Division, however, results in a Dr result, leaving the Union Division exposed and isolated. Gamble’s Cavalry Brigade joins up with the 3/2 (Gregg’s) Cavalry Brigade to pursue the Lee boys.

The two Confederate Cavalry leave the map rather than risk being eliminated in battle, their off-map VP’s and drawing off Union units are more important than their combat values. Early and Hood defend Gettysburg, wiping out the 1/V (Barnes’) Division. The Hays’ Division is surrounded and eliminated by Johnson’s Division. And a 1-2 attack on Cemetery Hill is successful, sending back the 2/V (Ayres’) Division and Union artillery batteries. And a 1-1 attack on Birney’s and Doubleday’s Divisions is equally successful, disengaging all combatants going into the second night.
**Turn 8**

Both sides re-form their lines, consolidating their forces and prepare themselves for the third day.
**Turn 9**

Union forces again surge forward, hoping to halt the Confederate advance. Johnson’s Division is pushed back to Seminary Ridge. But a combined assault from V and VI Corps fails to force back Rodes’ first unit. The Union withdrawal allows for CSA troops to take Cemetery Hill.

Confederate attacks continue to be relentless. A devastating 3-1 attack generates an Ex result. Ayres’ and Crawford’s Divisions crumble, but manage to knock out Anderson’s second unit (Perry’s and Posey’s Brigades) and Early’s first. Hood’s diversionary attack does its job, and they withdraw in good order. But Johnson’s division is forced further back by Birney’s Division, exposing the Confederate artillery wagons to Union counterattack. The US Cavalry trap fails, and are forced to give ground to Jenkins’ and Robertson’s Brigades.
Turn 10

The big units of the VI Corps rush in to attack Confederate artillery. And while they are successful in taking out McIntosh’s and Nelson’s Artillery units, the Ex result costs them the 1/VI (Wright’s) Division. A 2-1 attack on Early’s remnants is unsuccessful, and the XII Corps must yield a portion of Culp’s Hill. Rodes’ troops cannot be dislodged from Cemetery Hill. And the Union Cavalry is forced to disengage from the Confederate horse troops.

Pegram’s Artillery puts itself into harm’s way in order to encircle and help eliminate the 3/VI (Newton’s) Division. And a daring 1-2 attack succeeds in driving the XII Corps completely off Culp’s Hill. The Confederate Cavalry escapes off the map while it can.
Turn 11

The 2/VI (Howe’s) Division overruns Pegram’s Artillery in an attempt to relieve Birney’s Division from possible encirclement. However, Birney’s 1-2 attack suffers the dreaded Ae result.

The 3rd Volunteer Artillery is surrounded and eliminated by an assault led by Heth’s troops. But a 2-1 against a surrounded Howe fails, allowing the Union division to escape deep in the Confederate rear.
**Turn 12**

Union Artillery lines up on Cemetery Ridge as Union forces encircle two Confederate brigades. The remnants of both Rodes’ and Early’s Divisions fall. Howe valiantly holds CSA forces on two hills before falling back to allow the encircling attacks to succeed.

Howe’s heroics are unable to withstand another encircled attack, and the remaining CSA forces begin to pin the Union troops along Cemetery Ridge as night falls.
Turn 13

Both sides again regroup at night. The Union spreading their forces along Cemetery Ridge, while the Confederates group just before it, anchored by McLaw’s Division on Little Round Top.
**Turn 14**

The Union Army commits to a massive assault on the Confederate center, aimed directly at Johnson’s Division. The 3-1 attack gets the desired De result, breaking the attacker’s line. A screening attack by Union artillery succeeds in keeping Pickett’s Division engaged long enough for the attack on Johnson to succeed.

McLaw sends his division against the Union rearward artillery on Cemetery Ridge, while Pickett, Hood and Heth press in from all around. McLaw is pushed back. While Pickett succeeds in pressing forward, Hood is unsuccessful in his attempt to wipe out the surrounded Doubleday.
**Turn 15**

With Pickett unsupported, the full weight of the surviving US Army attacks the exposed CSA division on the last turn. The 4-1 attack gets a De result.

The Confederates’ final attacks are on the Union artillery, surrounding them or any displacement options of the other US pieces. While the first 1-1 attack is successful in eliminating the Regulars and 2nd Volunteer Artillery, the second attack fails to take the Union positions. The game is over with both sides wrestling over Cemetery Ridge, but with the entire Army of the Potomac Out of Communication.
Totalling up the final scores:

CSA: 30 Exit VP’s, 390 Casualty VP’s, 70 OoC VP’s = 490 VP’s

USA: 429 Casualty VP’s.

The result is a CONFEDERATE MARGINAL VICTORY.

Analysis

This was a brutal game with both sides desperate to attack, find opposing pieces to encircle, and taking low odds attacks throughout. My first abortive attempt at this replay actually resulted in a Union Decisive Victory, so the results can swing both ways.