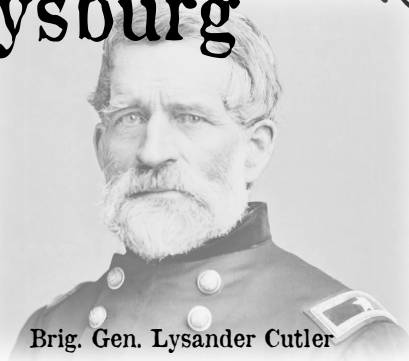


Cutler's Dogfight at Gettysburg

A Scenario for 'The Devil to Pay' Rules.

By Mark Fastoso



Brig. Gen. Lysander Cutler

On the morning of July 1st, 1863, the Army of Northern Virginia was pouring into Pennsylvania. Union cavalry general, John Buford realized the importance of holding the terrain around Gettysburg. His cavalry troopers deployed to delay the rebels but without infantry support they would eventually be driven off. The soldiers of the Army of the Potomac's first Corps was on its way and Lysander Cutler's brigade was leading the way. When he arrived at the battle the cavalry was withdrawing and his men had to cover a large area to try and stop the rebels. Cutler split his brigade into two smaller demi-brigades with his executive officer commanding two regiments while he personally led three regiments on MacPherson's ridge. He did not have to wait long until the rebels, led by Confederate President Jefferson Davis' nephew, launched a furious attack.

Union Forces – 2nd Brigade (-), 1st Division, I Corps

Brig. Gen. Lysander Cutler (Capable)

74 th New York (4 Stands)	Vet	Rifle Musket
56 th Penn. (4 Stands)	Vet	Rifle Musket
147 th New York (4 Stands)	Vet	Rifle Musket
2 nd Maine Battery (3 guns)	Vet	3 Inch Rifle

Confederate Forces – 4th Brigade, Heth's Division

Brig Gen. Joseph R. Davis (Capable)

55 th North Carolina (5 Stands)	Vet	Rifle Musket
2 nd Mississippi (5 Stands)	Vet	Rifle Musket
42 nd Mississippi (5 Stands)	Vet	Rifle Musket
Pegram's Battery (2 guns)	Vet	Mixed: Nap/3"

Victory Conditions:

The Confederate must achieve any two of the following: Capture or destroy the 2nd Maine Battery, end the game with no Union units on MacPherson's Ridge, end the game with more Confederate stands than Union stands in the woods.

Scenario Rules:

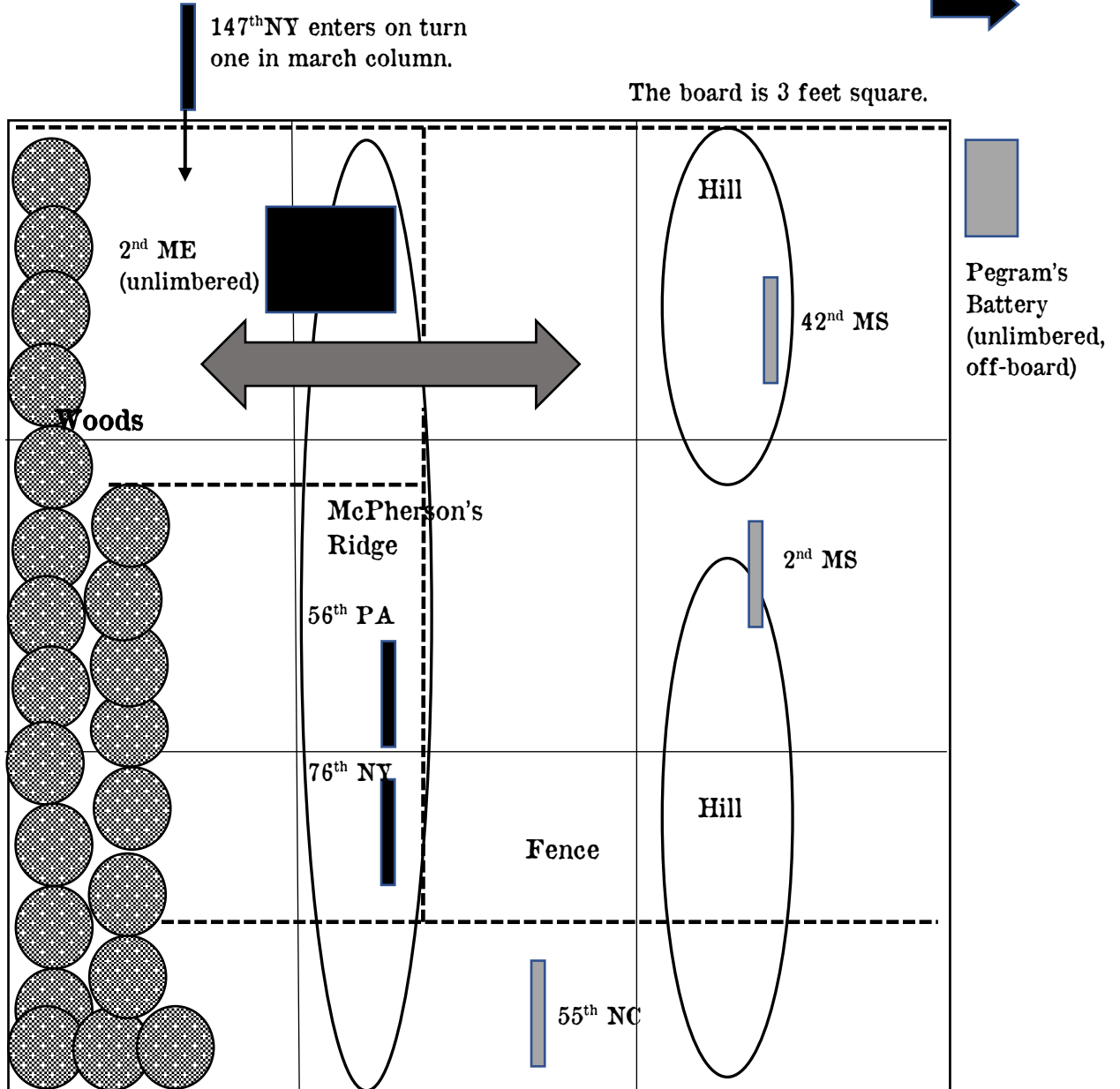
1. **Wheatfields:** The area is covered with wheat. If a Union unit wants to fire at a Confederate unit over 6-inches away, they must roll a 9+ on 2d6 to 'spot' the rebels. Once spotted all Union units may fire at that rebel for the remainder of the game.
2. **Railroad Cut:** The cut is a deep trench through MacPherson's Ridge. It functions as a road for a unit in march column. A unit in the cut can not fire out or be fired at unless the unit outside the cut is touching the cut.
3. **2nd Maine Battery:** May only exit the board on the west board edge within 8-inches of the south edge. If it exits it may not return.
4. **Pegram's Battery:** Is located off the map on Herr's Ridge. It can fire at any Union unit that is on or north of MacPherson's Ridge. It is considered to be 20-inches off of the table. It can be targeted by the 2nd Maine Battery.

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North



Cutler and Davis start anywhere within 2-inches of one of their units.