

DECISIVE BATTLES OF THE CIVIL WAR

Strategic Studies Group (SSG)

SCENARIOS (VOL I)

There are 6 scenarios included with the Decisive Battles of the American Civil War Vol I game. The First Bull Run scenario (#1) is the tutorial and is highly recommended for beginners. In order of increasing complexity, the other scenarios are Shiloh (#2), Fredericksburg (#5), Second Bull Run (#3), Antietam (#4) and Chancellorsville (#6).

Each scenario is accompanied by a short historical briefing, a situation map an order of battle, player's notes and scenario variants.

Before playing a scenario, we recommend you read all the notes and examine the situation map.

1. THE BATTLE OF FIRST BULL RUN

July 21st, 1861

The first major battle of the Civil War was fought at Bull Run, near Manassas railway junction (after which the battle is sometimes named). The armies involved were not large by Civil War standards. On the Union side, led by Brigadier-General Irvin McDowell, were approximately 30,000 men divided into four divisions under Tyler, Hunter, Heintzelman and Miles. On the Confederate side, led by Brigadier-General Pierre Gustav Toutant Beauregard, was a similar number of troops divided into thirteen infantry brigades under Bonham, Ewell, Jones, Longstreet, Cocke, Early, Holmes, Kershaw, Evans, Jackson, Bartow, Bee and Smith and one cavalry brigade under Stuart. Few of the troops on either side had been in battle before.

Each general had planned a turning movement on the right flank but confusion in the orders meant that the Confederate attack did not develop properly and it was on Beauregard's left flank that the battle was mostly fought. McDowell's plan involved a feint by Tyler's division at the stone bridge and a further feint by a brigade of Miles' reserve division at Blackburn's ford. Simultaneously, Hunter's and Heintzelman's divisions would attack from the north, having crossed Bull Run at Sudley Springs.

McDowell had allowed for the difficulties of moving his inexperienced troops into position by starting the flanking movement at 2.00 am but even so they did not reach Sudley Springs until 9.30, some two and a half hours late. By this time the false attacks at the stone bridge and Blackburn's ford had been underway for some hours and Beauregard was

becoming highly suspicious at their lack of progress. When he received a message that troops were crossing the Bull Run at Sudley Springs he knew at once that this must be the main attack and moved accordingly.

McDowell had about 18,000 men in his attacking force and Beauregard was obliged to feed in troops piece-meal and several times the defence nearly broke. He was aided by men like Evans and Bee who moved in their brigades on their own initiative and by the staunchness of Jackson's Virginians. Bee's rallying cry "There is Jackson standing like a stone wall", was the origin of Jackson's famous nickname.

By about 3.30 pm his line was not only solid, it overlapped the Union lines on their right flank and he gave the orders for an attack. The green Union troops gave back, at first in a fairly ordered retreat, but as the pressure continued cries of "Betrayal!" broke out and they panicked and ran. The equally green Confederate troops, however, were too disorganised to follow up and the Union army retreated safely to Washington. Casualties were about 2,000 Confederate to 3,000 Union.

PLAYER'S NOTES

UNION. The only thing wrong with the Union plan in this scenario is that your men are not experienced enough to implement it! Command delays will prevent you from reaching New Market in time to set up a solid line of defence. You can expect next to no control over the brigades near Centreville. Do not be tempted to commit your troops piecemeal. It is better to forgo a little ground if it allows you to make a co-ordinated attack. Your chance of victory improves markedly if you play with the radio flag on.

CONFEDERATE. Your troops are not much better than your opponent's; it's just that you have less distance to cover to reach the likely battlefield. With no corps or division subordination, you must keep your Army HQ within 4 hexes of the main battle area and take your chances that you will keep enough control over your other brigades to hold onto the major Bull Run crossing points. Form a steady line just south of New Market and let the Federals move against you. If nothing untoward occurs, you should have enough men to beat them back. If you play with the radio flag on, you can experiment with a push to Centreville from the south.

SCENARIO VARIANT

(a). The Federals were completely surprised to find the brigades of Jackson, Bartow, Bee and Smith on the battlefield; they had freshly railed in from the Shenandoah. In fact, troops were still debarking after midday! You can remove these brigades completely from the data base or better still give each an arrival turn of 1, 2, 3 or 4 and set a likelihood value for each of 4 or 5. As you will see, the Civil War very nearly got off to a completely different start.

2. THE BATTLE OF SHILOH

April 6th-7th, 1862

The battle fought between Shiloh Church and the Pittsburg Landing on the Tennessee River was initiated by Confederate Generals Johnston and Beauregard in an attempt to catch the Union Armies divided. Ulysses S. Grant, Halleck's second in command, was camped on the Tennessee with 40,000 men in six divisions. He was awaiting the arrival of Buell's Corps with a further 20,000 men. The Confederate forces also numbered 40,000 and were divided into four corps together with Forest's cavalry brigade. As Grant's flanks were protected there was no alternative but a frontal attack. Johnston and Beauregard relied on surprise to tip the balance in their favour.

Setting out from Corinth on 3rd April, Johnston planned to attack on 4th but the inexperience of his marchers and the difficult wooded terrain meant that his troops were not in position until the evening of the 5th. By this stage, Beauregard wanted to call the whole thing off, convinced that surprise had been lost. He was wrong, but he should have been right. The men blundered along with all sorts of noise and inefficiency. Grant, however, was convinced that his enemy would not leave Corinth and ignored all indications to the contrary.

When the attack came on the morning of the 6th, therefore, Grant's army was still cooking its breakfast. Prentiss and Sherman were nearest to the point of attack and both abandoned their coffee rapidly. Nevertheless they managed to form a rough line and McClernand came up to fill the gap between them. Although many of the troops were green, most of them held to their guns, giving way only under heavy pressure. Prentiss was making a stand in the natural shallow trench of a sunken road, soon to become known as the "Hornets' Nest". As the day wore on he held his position against twelve assaults and two hours of point-blank

cannonade from 62 guns. Finally, outflanked and surrounded he surrendered at 5.30 pm, his entire division killed, wounded or captured.

His stand had given Grant what he needed, which was time. Lew Wallace's division was camped some five miles away and Nelson's division of Buell's Corps was somewhere across the river and he sent out urgent messages hurrying them on. In the event neither arrived in time to fight that day but Grant managed to hold a line about one and a half miles back from his starting position. The Confederate attack became disjointed as units became mixed in the rough, wooded terrain. Matters were not helped much by the death of Albert Sidney Johnston who bled to death from a severed femoral artery.

Beauregard had received a false report that Buell was moving towards Decatur so he made no effort to withdraw overnight. Although he did not realise it, his position was hopeless. Grant had more than 20,000 fresh troops and outnumbered his opponent significantly. The Union attack initially took the Confederate troops by surprise and they gave ground but Beauregard was able to make an orderly withdrawal. Casualties on both sides were high: 13,047 Union and 10,694 Confederate, almost one quarter of the troops involved, figures which shocked both sides. There were cries for Grant's dismissal but the pragmatic Lincoln refused. "I can't spare this man" he said "He fights." Each side claimed some sort of victory but the strategic advantage was definitely with the Union for the South was never again strong enough to re-take Western Tennessee.

PLAYER'S NOTES

UNION. Your Army HQ does not arrive until turn 3 which is probably for the best since your sleepy, front line troops are getting pounded by the Rebs just as you arrive at Pittsburg Landing. You must try to stem the rout. Cloud field is a good place to set up a solid line of defence. Wheel your artillery batteries into position here. Your objective on the first day is to hang onto the vital landing so that Buell's men can reinforce you on the second day. The Rebs will run out of puff if they don't capture the Landing and you can expect to take back most of the lost ground by game's end.

CONFEDERATE. Johnston and Beauregard have deployed for an all-or-nothing assault against an unprepared enemy. Hit the forward Federal brigades as hard as you can while they are

still encamped. You can expect to destroy 3 to 6 units this way. Keep on the move with the aim of preventing Grant from establishing a solid line. If the Federals firm up too soon (and too far away from the Landing), you will find it heavy going to reach the Tennessee. By late afternoon, reinforcing Federals will have evened up the forces and your own men will be exhausted. Don't throw tired men against fresh troops!

If you're close to the Landing on the morning of the second day, you can try one more assault. Otherwise, dig in and delay the Federal counter-attack as long as possible.

SCENARIO VARIANT

(a). General Earl van Dorn and his Army of the Trans-Mississippi was supposed to meet up with Johnston's Army of the Mississippi at Corinth by the end of March, 1862. As events turned out, van Dorn was "foiled" in northern Arkansas near Pea Ridge so that he never made the rendezvous. Let's assume he arrived on the battlefield on the evening of the 6th and his troops were ready for action on the morning of the 7th. To add Van Dorn's troops to the data base will require the addition of 1 corps HQ (#5), 2 divisions (#5-6) and 6 brigades (#19-24). The division and brigade data can be found in the accompanying tables. The corps HQ data is as follows (Van Dorn) (3) (16) (0) (14) (0) (4) (13) (9) (0) (3) (2) (2) (7).

IBM users will find the variant units already installed in the Shiloh data base. Their arrival times have been set to 95 to deactivate them. To bring them to life, set the arrival time of Van Dorn's Corps to 14, Little, Slack and Green's brigades to 14, Hebert and McIntosh's brigades to 15 and Pike's brigade to 16.

To add a little suspense to Van Dorn's participation, assign a likelihood value of 4 or 5 to all the brigades and the corps HQ.

THE BATTLE OF SECOND BULL RUN

August 29th-30th, 1862

The second battle at Bull Run Creek occurred after several days of manoeuvre on the part of both armies. Lee turned Pope out of a strong defensive position near Sulphur Springs on the Rappahannock by sending Jackson around behind his lines to destroy his supply base at Manassas, which he burned on 27th. Pope set out in pursuit but could not find Jackson until a sharp engagement at Groveton on the evening of 28th revealed his position. Pope's army consisted of

60,000 men divided into five corps under Sigel, McDowell, Heintzelman, Porter and Reno. Lee's consisted of about 52,000 in two corps under Jackson (25,000) and, when he arrived, Longstreet (27,000).

Jackson was deployed in a NE-SW line in an unfinished railway cutting in the woods to the north of Groveton. Pope planned co-ordinated attacks on both flanks but this proved impossible as McDowell and Porter had been delayed in the darkness. However, he sent in Sigel, Reno and Heintzelman. An attack on Jackson's left flank nearly broke through but was held in some savage hand-to-hand fighting. All day, Jackson's line wavered as it was struck by repeated attacks but it never quite broke. Pope was annoyed with Porter for not attacking Jackson's right but Porter refused, saying that he was facing Longstreet and half the Confederate army. Pope did not believe him but it was true - Longstreet had arrived mid-morning, but took no part in the battle that day, being worried about reports of troops at Manassas (this turned out to have been Porter).

On the 30th, Pope, observing only a few of Jackson's troops, assumed that he was retreating and prepared to follow up. In point of fact, his own position was precarious in the extreme for Jackson had simply pulled back into the woods for a rest. With Longstreet deploying to the south, Pope was in the jaws of a "V", the apex of which was bristling with artillery. Pope took time to prepare his "pursuit" properly and it was not until mid-afternoon that the attack was launched. The canny Longstreet waited until all the reserves were committed before unleashing his artillerymen. They sent heavy, rapid fire into the flank of the advancing Union troops who fell back shattered.

At last, Longstreet sent his soldiers forward. Jackson's men, realising this, also swept forward and the jaws of the nut-cracker closed. The Union retreat, although precipitate, was a marked contrast to the retreat from 1st Bull Run, almost a year before. It lacked the overall sense of panic, and a number of fighting stands meant that the retreat was successfully carried out. Nevertheless, the casualty figures - Pope's total of killed, wounded and captured came to 18,000 compared to Lee's 9,000 - told the story.

PLAYER'S NOTES

UNION. Delays on the evening of the 28th have meant that not all of your troops are in position to assault Jackson's men, now deployed along an unfinished rail-road cut north of Groveton. It will take quite some time to get all your men

into position. Indeed, you will need three or four turns to get up to the front yourself. You may not be able to prevent your lead units from engaging the Rebs until you get there in person and deploy them out of harm's way. Only a co-ordinated attack has any hope of driving Jackson off Sudley Mountain.

Beware of Longstreet's arrival. His men begin appearing on the afternoon of the 29th. Defence in depth is the right plan for the second day.

CONFEDERATE. Tactically, the situation is pretty simple. Jackson's men are too outnumbered to consider moving away from their good position. What they must do is hold out against all attacks until Longstreet is in position to launch a counter-attack. If the Union general has been sensible and not wasted his men piecemeal, it will be a hard fight to reach the major objectives. Against a spent Federal force, however, you have a real chance of driving the foe across Bull Run for a second time.

SCENARIO VARIANT

(a). Had Pope been able to assemble his troops as intended, the going would have been much tougher for Jackson. Assume Porter and Heintzelman had moved with greater speed. Relocate all units from Porters Corps to any hex within 2 hexes of the Bethlehem Church. Relocate all units from Heintzelman's Corps to any hex within 3 hexes of New Market. Relocate pope's Army HQ to hex 14,9 (New Market). Do not change the arrival times.

THE BATTLE OF ANTIETAM

17th September, 1862

McClellan's 80,000-strong army arrived at Antietam Creek on the afternoon of 15th November to find Lee with 18,000 in a strong position in front of Sharpsburg. There was no attack on the 16th as McClellan wanted a clear look at the terrain and at Lee's dispositions before attacking, which increased Lee's numbers to 26,000 when Jackson arrived at noon. When the attack started on 17th, Lee's army was still scattered, but by the end of the day, the missing divisions of McLaws, Anderson and A. P. Hill would arrive. McClellan's plan consisted of an upstream crossing by Hooker, Sumner, Mansfield and Franklin, followed by an attack on Lee's left, where Jackson was placed and a simultaneous attack on Lee's right by Burnside against Longstreet. In the event, the attacks were not well co-ordinated.

Hooker was the first to attack and in spite of fierce resistance he pushed back the Confederate line. He was viciously counter-attacked and driven back by the men of Hood's division who, in the Dunker churchyard, had been having their first hot meal for days and were consequently furious at being interrupted. Mansfield then attacked along the same route. Mansfield himself was killed but his corps took and held a forward position just short of the church. Williams, now in command, sent for re-inforcements to exploit the position. Sumner's corps came up, but by a different route, and the lead division was caught in column on the flank by McLaws division (which had arrived earlier in the morning) and massacred.

This was basically the end of the attack on that flank, but Sumner's remaining two divisions pressed forward against D. H. Hill who was holding the centre with the newly arrived Anderson. Hill had a strong position in a sunken road but, due to a misunderstanding, the brigade on the left fell back and the others became open to enfilading fire and were also forced to retire. They were too weak to withstand an assault and Franklin, arriving with another five brigades, saw this and requested permission from Sumner to advance. But Sumner, still shaken by the mauling of his first division, refused and so, despite Franklin's pleas, did McClellan. This ended the attack in the centre.

On the south flank, Burnside had been trying all morning to get across the river by the bridge which was thereafter to bear his name. His four divisions were being held at bay by a single brigade under the command of Robert Toombs. It is perhaps typical of the unfortunate Burnside that he forgot to check the depth of the water by the bridge, which was easily wadeable. About one o'clock he finally stormed the bridge and in the face of this, and another division which had found a ford downstream, Toombs fell back. After more delays Burnside finally got the main attack underway at 3.00 pm and drove towards Sharpsburg. All was going well when A. P. Hill arrived after a forced march from Harper's Ferry. Hill's men had replaced their tattered uniforms with the neat, new blue ones they found at Harper's Ferry and this caused much confusion as they drove into Burnside's left flank. The attack, which had been just about to swamp Lee, was broken in the nick of time and driven back.

Casualties were heavy on this, the bloodiest day of the war being 11,000 Confederate and 12,000 Union. Strategically, the victory was McClellan's for Lee's position was impossible and he was obliged to retreat. Considering the

possibilities missed for a crushing victory, however, it cannot be considered anything but a tactical failure.

PLAYER'S NOTES

UNION. You are in for a day of intense frustration. You outnumber the Rebs nearly 3 to 1 yet are hamstrung by an unco-operative staff structure and some pretty dreadful corps commanders. There's no doubt you will do much better with the radio flag on! You can count on Fighting Joe Hooker to get the ball rolling in the north. In the centre there will be more reluctance. To keep Burnside moving forward you must virtually accompany him into the battle. You must somehow apply pressure all along the Confederate front to prevent them from establishing a fresh reserve. Most Reb units are very small (and therefore brittle as you will see from the explanation of the combat mechanics given in the game manual) and cannot survive more than 2 or 3 hours in battle.

CONFEDERATE. Your army is in a desperate position and by all rights should have no chance of avoiding destruction. However, you have been reprieved. Your one chance is the Union commander... McClellan. The early danger will come from the north as Hooker gets underway at first light. With normal luck you will be able to beat off his challenge before other formations get into the fight. Reinforcements begin arriving around midday and these should provide the strength to hold the centre. You must hope that Burnside cannot cross the creek until late afternoon at best when Ambrose Hill's men appear to protect the escape route across Harper's Ferry.

SCENARIO VARIANT

(a). What if McClellan had suffered a bad bout of flu on the 16th and had therefore been unable to take command during the battle? And why not make Sumner and Burnside likewise affected?

Some changes have to be made to the command structure. Begin by placing Hooker in command of the Army of the Potomac. His army HQ stats are (Hooker) (-) (Army of) (the Potomac) (15) (9) (0) (7) (1) (0) (0) (9) (4) (5) (5). Promote Meade to replace Hooker. Meade's corps stats are (Meade) (6) (2) (0) (0) (0) (6) (7) (9) (0) (4) (4) (3) (7). Promote Seymour to replace Meade. Seymour's division stats are (Seymour) (4) (0) (0) (6) (7) (4) (4). Add a new brigadier, Roberts, to replace Seymour. Other than the I.D., the brigade data is

unaltered.

Sack Sumner. Promote Sedgwick to command the corps.

Sedgwick's corps stats are (Sedgwick) (17) (9) (0) (0) (2)

(0) (0) (9) (0) (6) (4) (4) (7). Promote Howard to replace

Sedgwick. Howard's division stats are (Howard) (5) (0) (2)

(0) (0) (5) (3). Add a new brigadier, Owen, to replace

Howard. Other than the I.D., the brigade data is unaltered.

Sack Burnside. Promote Rodman to command the corps. Rodman's

corps stats are (Rodman) (13) (17) (0) (0) (2) (0) (0) (9)

(0) (4) (3) (5) (7). Promote Fairchild to replace Rodman.

Fairchild's division stats are (Fairchild) (8) (0) (1) (11)

(0) (4) (3). Add a new brigadier, Kimball, to replace

Fairchild. Other than the I.D., the brigade data is

unaltered.

Now the Union can have some fun!

THE BATTLE OF FREDERICKSBURG

13th December, 1862

Fredericksburg was Ambrose E. Burnside's only major battle as commander as the Army of the Potomac but it forms a textbook example of bad generalship. He had hoped that by crossing the river at the obvious point he would take the devious Lee by surprise, which was in itself a great piece of optimism. Nevertheless, when he discovered that Lee was ready and waiting he did not cancel his attack but went ahead, which represents optimism of a much more profound sort. His so-called plan of battle was nothing more than a direct frontal attack, uphill, against a veteran army in a heavily fortified position and it produced much the disaster that might be expected.

Lee allowed the army to cross unopposed on the 12th and it spread out on the plain south of Fredericksburg. A heavy fog covered the low ground until mid-morning of the 13th when the battle got under way. Longstreet held the Confederate left on Marye's Heights, opposed by Sumner and Hooker. Jackson held the right where the slope was much less steep and he was opposed by Franklin.

About 11.30 am the first attack went in at Marye's Heights. Longstreet had deployed in a strong, barricaded position in a sunken road and the attack was bloodily repulsed. After a pause it came back, failed, came back and then failed again without a soldier having got within 50 yards of the Confederate position. On the opposite wing, Meade's small division managed to break through the Confederate line by trudging through an unguarded bog, but they were massacred by a strong counter-attack.

After this double failure there was a pause, then about 4.00 pm Sumner and Hooker were ordered to continue the assault on Marye's Heights and three more attacks went in, with as little success as before. By 6.00 pm, well after sunset, Hooker himself finally called a halt without reference to his superior. "Finding that I had lost as many men as my orders required me to lose" he wrote sarcastically in his battle report "I suspended the attack".

Apart from some minor artillery work on the following day, that was the end of the battle. Burnside wanted to continue the assault but his subordinates persuaded him against it. The 14th was a day of truce and on the 15th Burnside retreated under cover of a storm. All Burnside had achieved was the official casualty totals of 12,653 Union to 5,309 Confederate and this latter was reduced by more than a thousand when it was discovered that many independent-minded Southern soldiers had taken advantage of the confusion to go home for Christmas.

PLAYER'S NOTES

UNION. A good sub-title for this scenario would be No Way Out. The Confederate position behind Fredericksburg is virtually impregnable and the Rebs are only slightly more vulnerable further south on the flat between Lee's Hill and Hamilton Crossing. If you discover a way to work the Rebs out of their defences and/or drive them off Marye's Heights, let me know!

CONFEDERATE. It's party time! The only danger confronting the troops defending the Stonewall is boredom; i.e. they will get tired of killing blue-bellies. It is possible to get into trouble further south if you get too reckless and expose your men on open ground. Beware of the stationary Union reserve artillery deployed on the east bank of the Rappahannock. Come within range and you'll get chewed up pretty bad.

SCENARIO VARIANT

(a). Burnside's only conceivable chance of capturing Fredericksburg would have been if he had managed to catch the Rebs by surprise. We can simulate this by making the Rebs encamped when the scenario begins. Go to the <SETUP> menu and enter a value of 1 for the South on the Encamped line.

THE BATTLE OF CHANCELLORSVILLE

2nd-4th May, 1863

In conception, and to a certain extent in execution, Chancellorsville was one of the most elegant battles of the Civil War despite being fought in an awkward tangle of vegetation known as the Wilderness. It involved three extensive turning movements with first Lee, then Hooker, then Lee again being obliged to change front and manoeuvre. Hooker's total force of 130,000 was more than twice the size of Lee's.

Despite its ignominious conclusion, Hooker's plan was excellent. Having sent his cavalry to attack Lee's communications he crossed upriver with a force of about 60,000: Couch's corps crossing at United States Ford and Slocum, Howard and Meade crossing further upstream at Kelly's Ford. Sedgwick simultaneously crossed just below Fredericksburg on pontoon bridges and established a bridgehead. On 30th April Hooker paused at Chancellorsville to order Sickles' corps to join him from the left, bringing his force to over 75,000.

Looking at Sedgwick's bridgehead, Lee guessed that the main attack would be from upstream and was obliged to leave his prepared positions, sending Jackson to re-inforce Anderson and McLaws who were holding the line there. However, on 1st May, when Union and Confederate forces marched into each other, Hooker unaccountably failed to press forward and fell back on Chancellorsville.

The following day, it was Hooker who was turned, for Jackson had taken a circuitous route south to attack Hooker's right flank near the Wilderness Church. Due to the delays of the march, Jackson was not able to attack until after 5.00 pm and while it drove the flank inwards, Hooker's army was still intact at sunset, two hours later. In a tragic accident, Jackson was wounded in the left arm by his own men, from complications of which he died a week later.

May 3rd saw Hooker's army contracting in an ever-diminishing arc, towards the U. S. Mine Ford. The withdrawal was mostly directed by Couch as Hooker had been temporarily disabled when a shell caused a section of his headquarters to descend upon him. Lee occupied Chancellorsville at about 10.00 am and was preparing a further assault when he was turned for the second time.

The cause was Sedgwick who, after hard fighting, had driven Early from Marye's Heights and was now marching towards Lee's rear. Lee was forced to send McLaws with 7,000 men to slow him down which he managed to do, holding Sedgwick east of the Salem Church overnight. In the morning Lee, realising

that Hooker had gone completely onto the defensive, left Jackson's corps (now under Stuart) to hold him and moved against Sedgwick's position. He could not shift him from Bank's Ford however, across which he escaped that night. Lee moved back against Hooker, who still outnumbered him from a strong defensive position. But Hooker's nerve had gone and he too retreated back across the Rappahannock. As he said later "For once, I lost confidence in Joe Hooker".

PLAYER'S NOTES

UNION. For the first time since Antietam, the Union has the Confederate army in a position where it can be destroyed. Your corps commanders are mostly capable and your men ready and keen to avenge the previous year's disasters. Develop a steady attack along the whole front and be ready to unleash your main attack when it becomes clear where Jackson is. You have many more men than your opponent and more than enough time to get the job done. There is a small chance that one or both sides will receive reinforcements from the east. Above all, don't emulate Hooker and hide under a tree!

CONFEDERATE. Hooker's bold manoeuvring has placed the Army of Northern Virginia in dire peril. It is in imminent danger of being crushed from east and west. The day begins with Jackson's corps moving into place for a fierce counter-attack. Whether you go ahead with this attack or otherwise, the main body will have to hold on grimly in the face of an overwhelming opponent. Should Sedgwick's men appear from the east, your doom is assured. If Early arrives first (and especially if Sedgwick doesn't arrive at all), your chances will improve considerably.

SCENARIO VARIANT

(a). Jubal Early had been given the job of screening Fredericksburg against an attempted breakout. Assume the Federals had been under the command of a less adventurous soldier and that they had stayed put in their bivouacs. Remove all of Sedgwick's troops from the data base. Change the likelihood value for all of Early's troops to 7.

Run 5 Magazine

Additional scenarios have been published in our support magazine, Run 5. Each issue contains at least two new scenarios for our various game systems as well as suggestions on game play, variations to existing scenarios, order of battle information for scenario designers, errata

(features?) and historical articles. The magazine is a very useful tool for anyone interested in getting more from their original investment in the game. Subscription details are provided on a separate enclosure.