



Successive Union assaults against Marye's Heights are met by stiff Confederate resistance.

BATTLE OF FREDERICKSBURG

Courage and Futility

December 13, 1862

By Bill Moreno

After the battle with Robert E. Lee's Army of Northern Virginia at Antietam Creek, Maryland on September 17, 1862, the Army of the Potomac under George McClellan once again, failed to press its advantage. Lincoln had finally had his fill of the little Napoleon. In the first days on November, he fired McClellan and replaced him with the incompetent Ambrose E. Burnside. Burnside inherited a huge army of over 116,000 men. He set about reorganizing the Army into three "Grand Divisions", each of two corps. Atypically, Burnside marched expeditiously in the middle of that same month. He set about putting his army between Lee and Richmond with hopes of inciting Lee to attack his massive army on ground of his own choosing. With Jackson again in the Shenandoah Valley and Lee encamped at Culpeper, VA, it seemed as though he may do just as he planned. Burnside aimed his army at the city of Fredericksburg, on the wide Rappahannock River. There were no Confederate forces of note in the area and the road from there to Richmond was not defended. Burnside arrived on the north side of the river with time to spare. The Confederates were as surprised as Lincoln in Burnside's uncharacteristic speed. Caught in a state of malaise, they had failed to recognize the maneuvering of the huge army as

a threat. Burnside was in a position to win a great victory for the Union. However, his true colors would soon be revealed.

Hell and high water prevented Burnside from crossing the Rappahannock River. The river was very high and pontoon bridges, normally among the army's equipment, had to be brought from far in the rear area. These took almost three weeks to arrive due to poor weather and Washington bureaucracy (a stifling problem even in 1862), conspired to foil Burnside. By the time the pontoons arrived, Jackson, Longstreet and Lee had the Army of Northern Virginia, 73,000 strong, assembled behind strong breastworks on hills behind the city. These positions were virtually impregnable.

Determined to recapture the initiative, Burnside crossed the river while his troops were exposed to constant sniping from troops within the town itself. Superior numbers eventually drove out these men. The huge Army of the Potomac found itself across the river during the days of December 11th and 12th, 1862. Crossing first were Darius Couch's II Corps and Orlando Wilcox's IX Corps. Both of these Corps were part of Edwin Vose Sumner's Right Grand Division. Reynolds 1st Corps and Smiths

VI Corps crossed further downstream the next day. These troops were part of William Buell Franklin's left grand division. Much of the army did not cross the river until the day of the battle. The Center Grand Division, under Joseph Hooker, included III Corps under Stoneman and V Corps under Butterfield. These troops crossed during the fighting. Much of the US artillery was left on an imposing height to the north of the river called Stafford Heights. They lobbed shells with little effect all during the battle. The Confederate troops were arrayed on two very strong positions. Just outside the town, Longstreet placed his troops behind a sunken road on the top of a hill and to the left, atop a hill now known as Lee's Hill. The Confederate right rested on the dominating wooded height known as Prospect Hill. The extreme right, held by D.H. Hill's division was near a railroad junction known as Hamilton's crossing.

At about 8:30 AM, the divisions of George Gordon Meade and John Gibbon opened the attack on the Confederate right. Meeting with spotty resistance, Gibbon actually found a soft spot in the CS lines and broke through to the rear. Unsupported in his success he was forced to fall back slowly. Meade also met with initial success. Breaking through the initial Confederate line, he smashed into the exposed flank of Lane, Archer and Gregg's Brigades of A.P.Hill's Division. He nearly split the command of the vaunted Stonewall Jackson. But the lack of support and timely counter-attacks conspired to crush the first wave of success. Early and Taliaferro's divisions eventually slowed their initial progress. Both Meade and Gibbon were forced to withdraw back toward the river. By 2:30 PM, both were in full retreat and the only real hope for a Federal Victory had been dashed.

On the US right, the grand drama of this battle was about to begin. Although less important than the Federal attacks on the CS right, these assaults on Longstreet's positions would, for all involved, embody the failure of Burnside at Fredericksburg. The first assault on Marye's Heights began around noon and had French's division of the II Corps hurling his men against the stone wall position held Georgia troops under Cooke. Repulsed bloodily, many of these men lay writhing in the freezing cold weather in their blood-stained great coats of a pale blue color. Each successive wave would have to pass over these men as they moved towards the stone wall. They all knew their fates, but went forward gallantly toward them without regard. Hancock's Division, including Meagher's Irishmen, were so courageous was their attack that even the Rebel troops behind the wall rose a cheer of respect. The 1:00 PM attacks were repulsed within the hour. The results were the same and the CS troops on the heights still stared down the muzzles of their rifles. Two divisions of Sturgis and O.O. Howard launched the next assault at 2:00 PM, followed by Griffin's Division of V Corps at 3:00 PM.

Burnside had not given orders to halt these bloody assaults and the unimaginative Sumner and Butterfield failed to stop the bloody and futile attacks despite their obvious failure. Humphreys' Division of V Corps and Getty's Division of IX Corps moved out at 5:00 PM and were finished within 45 minutes. None of these assaults ever seriously threatened the positions on Marye's Heights. Amazingly, the one area where US troops met with suc-

cess was not supported and never tried again. The carnage on Marye's Heights was essentially a sideshow. The repeated assaults on the nearly impregnable position behind the famous stone wall never came close to breaking through. Ambrose E. Burnside, as an Army commander was admittedly inadequate. As ridiculous as it seems, he nearly ordered yet another assault on this position late in the afternoon of the 13th, which he proposed to lead personally. Franklin, Hooker and a few other staff officers managed to talk him out of the attack. This finally brought the bloody fray to a close. Interestingly, five months later John Sedgewick's attack on the thin lines of McLaw's troops during the Battle of Chancellorsville actually took the heights. Unfortunately for the Union, it was the only successful action of that fight. The horrendous casualties on the Heights in back of Fredericksburg lived on in the memories of participants from both sides.

On July 3rd, 1863, James Longstreet sent nearly 15,000 Confederates charging into a similar position held by Union troops in a place we all know. After the assault was repulsed men all along the federal lines could be heard chanting "Fredericksburg! Fredericksburg!" in a victorious overture. Apparently, revenge tasted sweet to the men in blue.

The Scenario

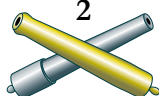
The scenario covers the entire Battle of Fredericksburg fought on December 13th. It does not include the contested river crossing and town fighting on the 11th. The game can be played by four to six players on each side, and takes about six hours to play.

Terrain

A 12-ft. wide by 6-ft. deep playing area is needed in 15mm. Terrain should be laid out as shown in the two adjoining scenario maps on pages X and Y. The left map is called the Prospect Hill Sector and the right map is the Marye's Heights Sector. The map compass is canted, so the long top edge of the map is oriented somewhat towards the southwest and the bottom edge to the northeast. The shorter left and right sides are to the southeast and northwest, respectively. Terrain effects for the scenario are as follows:

Elevations. The Confederate defensive line occupies a series of one- and two-level elevations running along the southwest table edge. All elevations have a continuous slope from the base of the first elevation to a crest line that marks the top of the high ground. Prospect Hill, Lee's Hill, and Marye's Heights are marked by a crest line. Stafford Heights run parallel to the Rappahannock River along the northeast table edge. The heights are occupied by both on and off-table Union artillery. A continuous slope rises to a second elevation off the table edge. Guns located on this elevation may fire over intervening unit and terrain features, including over the town.

Below-Ground Features. A broad plain extends between the river and the southwest heights. it is broken by a number of linear, below-ground features that include bluffs, ravines, ditches and



sunken roads. Sculpting below-ground terrain can be difficult, so it may be easier to keep the plain as a continuous flat surface and mark these features with strips of fabric. These features can affect, movement, combat and line of sight.

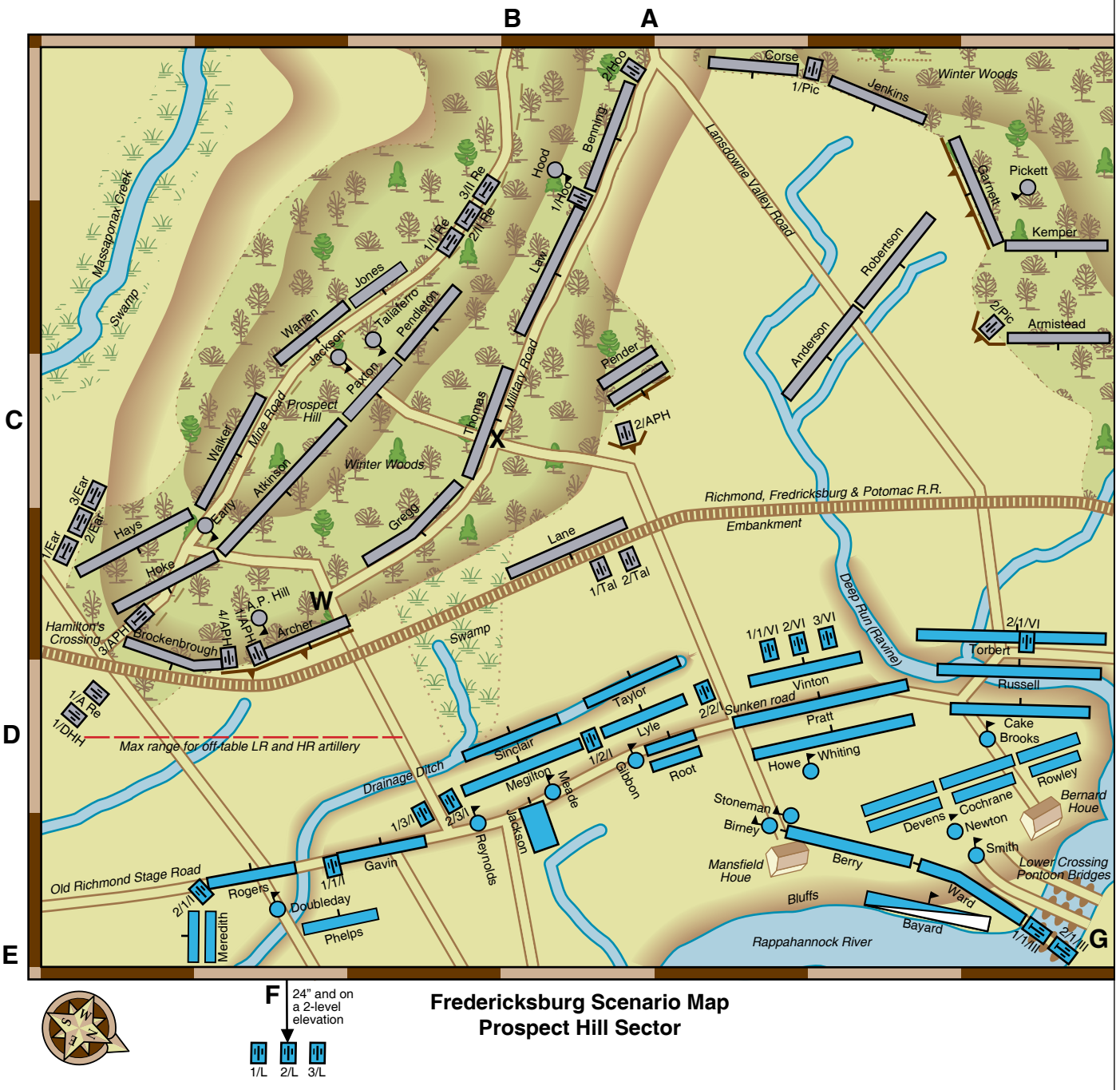
Bluffs. A line of bluffs run along the entire length of the river's west bank. The bluffs block line of sight. A stand located above the bluffs must be within 2" of the top edge to see over the bluffs or to be seen by units from below. The area below the bluffs include the bluff's slope, the river and flatlands on both banks, and the pontoon bridge river crossings.

A unit moves at the broken ground rate to climb or descend the bluffs. Roads negate the movement effects for bluffs. In charge combat, the defender receives a +1 for favorable ground if the

attacker charged up a bluff. Bluffs do not provide a cover modifier in fire combat.

Ravines and Ditches. Hazel Run and Deep Run flow through ravines as they near the river. Also, a mill race that passes through a ditch on the outskirts of the town, and a drainage ditch lies between the RF&P railroad and stage road. A unit may cross a ravine or ditch in any formation, but to occupy it, the unit must be in a line or march column and aligned on and touching the stream. Units not on a road must move at the rough ground rate to cross or enter a ravine, or at the broken ground rate for a ditch. A unit may exit without penalty. Ravines and ditches are impassable to artillery.

A unit has a clear line of sight into or out of a ravine or ditch.



Artillery located over 2" from a unit located in a ravine or ditch may fire over the intervening unit. It may only fire over a friendly unit with shot & shell ammunition, and the target must be over 2" from all friendly unit. In fire combat, the firing stands suffer a -1 for partial cover when firing at a target in a ravine or ditch. In charge combat, the defender receives a +1 for favorable ground if the attacker charged across a ravine or ditch. There is no modifier if the attacker started the charge from inside the ravine or ditch.

Streams. Streams that do not flow through a ravine are rated broken ground to cross. In charge combat the defending unit receives a +1 modifier for favorable ground if the attacker charged across a stream.

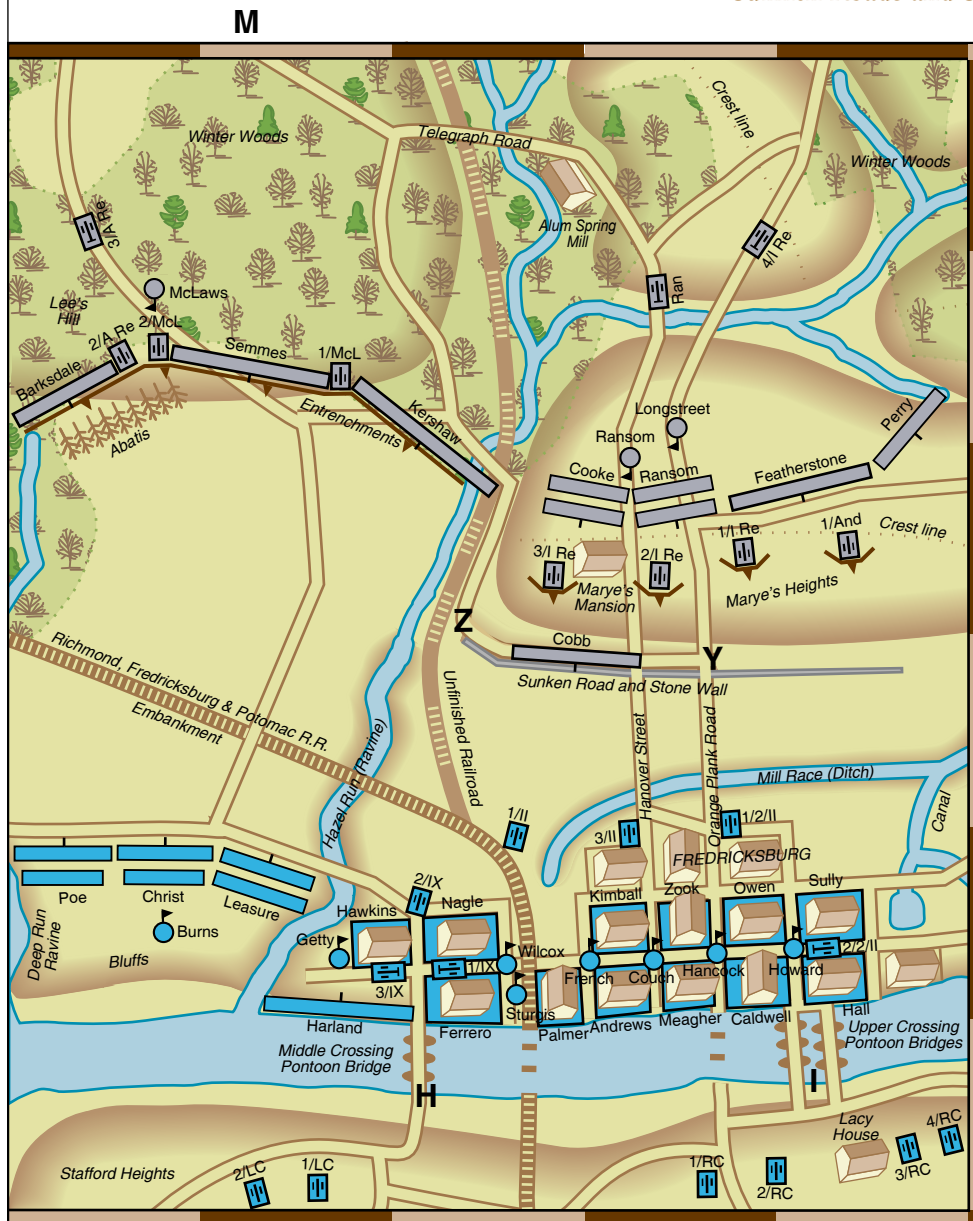
Woods. There is less foliage in winter season, so line of sight

through woods is extended out to 4". Units move through woods at the broken ground rate. In fire combat the firing stands suffer a -1 modifier for partial cover when firing through woods. In charge combat a unit defending in woods receives a +1 modifier for favorable ground.

Swamp. Two areas of swamp lie below Prospect Hill. Units move at the rough ground rate through swamp. The swamp is impassable to artillery. A unit forced to retreat through a swamp must lose formation and full retreat broken. Line of sight through swamp is 4". In fire combat the firing stands suffer a -1 modifier for partial cover when firing through swamp. In charge combat, the defending unit receives a +1 modifier for favorable ground if the attacker charged through swamp.

Sunken Roads and Stone Wall. There are two sunken roads. one lies at the base of Marye's Heights, between the Orange Plank Road and the unfinished railroad, and a segment of the Old Richmond Stage Road is rated as sunken from the Drainage Ditch to Deep Run.

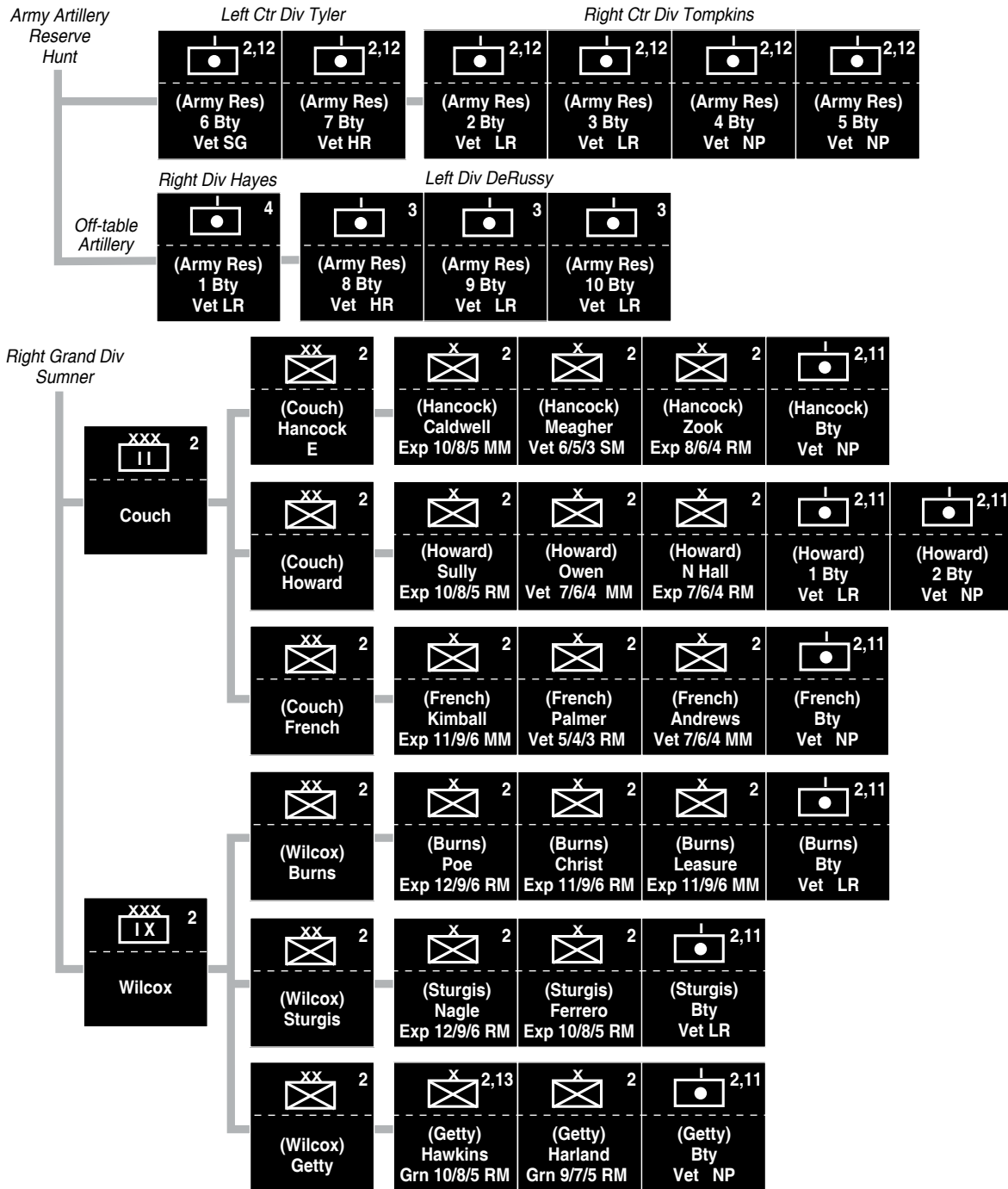
The sunken road below Marye's Heights is lined by a stone wall along the roadside facing toward the town. The sunken road and wall do not affect line of sight or movement, with one exception. Artillery cannot unlimber in this sunken road. The combination of the road and wall is rated as a fortification. The fortification provides a +1 modifier to a brigade in line or supported line aligned in the road behind the wall. In fire combat, the firing stands suffer a -3 modifier for fortification when firing at a target aligned in the road behind the wall. In charge combat, a defending unit aligned in the road behind the wall receive a +2 modifier for fortification. If defeated by a Hard Pressed effect the defender in this fortification does not retreat. Instead, the defending units hold position and are marked disordered and the



Fredericksburg Scenario Map
Marye's Heights Sector

720 yards
12"/15mm
18"/25mm
9"/6mm

Fredericksburg Scenario Union Order of Battle - Part 1



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victorious attackers must retreat until 2" from the defender. The fortification only provides maneuver and combat modifiers to a unit aligned in the sunken road behind the wall and facing toward the town. The sunken road and wall do not provide any combat modifiers from the direction facing toward Marye's Heights. The sunken road is also a key position for determining victory conditions.

The segment of stone wall that continues beyond where the sunken

road terminates at the Orange Plank Road is not rated as a fortification. There is no +1 modifier in a maneuver check. The fire combat modifier a -2 for full cover and a +2 for strong position in charge combat. The defender must retreat 2" from the enemy if defeated by a Hard Pressed effect.

The sunken segment of Old Richmond Stage Road affects movement and has less defensive value. This sunken road was lined by hedges, so a unit moves at the broken ground rate to enter or exit

the sunken road through the roadside. In fire combat, the firing stands suffer a -1 for partial cover firing at a target aligned in the sunken road in line, supported line, march column, or a limbered battery. In charge combat a defending unit in line or supported line or unlimbered battery aligned in the sunken road receives a +1 modifier for favorable ground.

Gun Pits, Entrenchments and Abatis. There are a few Confederate brigades and batteries occupying entrenchments, and several batteries occupy gun pits. A gun pit can only be occupied by one battery. Gun pits and entrenchments do not affect line of sight or movement. A unit aligned behind a gun pit or entrenchment receives a +1 in its maneuver check. In fire combat, the firing stands suffer a -2 modifier for full cover when firing at a target behind a gun pit or entrenchment. In charge combat, a defending unit behind a gun pit or entrenchment receive a +2 modifier for strong position. A defender behind a gun pit or entrenchment does not receive the benefit for a fortification and must retreat 2" from the enemy if defeated by a Hard Pressed effect.

The abatis in front of Lee's Hill is a major obstacle to movement. Only infantry may cross an abatis. The unit must move at the rough ground to enter an abatis and must halt movement after entering. It may exit the abatis in the following turn without a movement penalty.

Railroads and Embankment. The Richmond, Frederick & Potomac Railroad extends from the southeast table edge and ends at the destroyed railroad bridge in the town. The railroad is raised on a low embankment along its entire length. A unfinished railroad enters the southwest table edge between Lees Hill and Marye's Heights, and joins the RF&P just outside of the town. The unfinished railroad does not have an embankment.

Railroads do not affect line of sight. Both railroads are rated as poor roads. Units in march column or in line and moving by the flank, limbered guns, and leaders may move at the open ground rate when moving on either railroad. The RF&P is connected by bridges across all streams and ravines. In fire combat, the firing stands suffer a -1 modifier for partial cover when firing at a target in line and aligned behind the embankment. In charge combat, a defending unit in line or supported line and aligned behind the embankment receives a +1 modifier for favorable ground.

Massaponax Creek and Rappahannock River. The creek and river are impassable. Union reinforcements may cross the river on the pontoon bridges at three locations.

Streams. Streams are rated broken ground to cross. In charge combat the defending unit receives a +1 modifier for favorable ground if the attacker charged across the stream. Modifiers are not cumulative if the unit charged across both a stream and ravine.

Fredericksburg and Buildings. The town of Fredericksburg [s divided into sixteen town blocks separated by streets. A block can be represented by a one or two buildings. Each block can be garrisoned by one infantry brigade. A unit must move at the broken ground rate to enter a block, and must halt movement and garrison the block after entering. There is no penalty to exit a block. Artillery and cavalry cannot enter a town block.

Town blocks block line of sight, however artillery on a higher

elevation may perform plunging fire at targets in or behind a block. In fire combat, the firing stands suffer a -2 for full cover when firing at a unit garrisoning a town block or when performing plunging fire from high ground at a target within 4" behind a town block. In charge combat, the defending garrison receives a +2 for strong position.

Isolated buildings outside of the town area do not affect line of sight, movement or combat.

Roads and Town Streets. All roads and streets are in good condition. Brigades in march column, limbered batteries, and leaders may move at the prorated road movement rate. Roads are connected by bridges across all streams. Confederate units and leaders moving on a road may exit the southwest table edge at points **A** or **B** and may re-enter at **A** or **B** on the next turn or at **M** two turns later. Likewise, a unit may exit at **M** and re-enter at **A** or **B** two turns later.

Pontoon Bridges. Union brigades in march column, limbered batteries and leaders may only cross the river on the pontoon bridges at three river crossings sites. Reinforcements start their movement at the entrance to a bridge instead of at the table edge. All pontoon bridges are treated as roads in good condition. A graded road bed runs from each bridge at the lower crossing, which negates the movement penalty for the bluffs. Pontoon bridges cannot be destroyed.

Friendly Table Edge. Broken Confederate units must retreat toward the southwest table edge. Units entering at the southeast table edge between **C-E** must retreat either in that direction or toward the southwest edge, whichever is closer. Broken Union units must retreat away from the enemy and toward the closest river crossing from points **G, H** or **I**. If the closest crossing is blocked by an enemy unit within 2" of all pontoon bridges, the retreating unit must surrender, and its remaining stands are removed from play and count towards heavy casualties. If a broken unit at the table edge fails to reform in the following Maneuver Phase, its remaining stands skeddadle and count toward heavy casualties.

Order of Battle

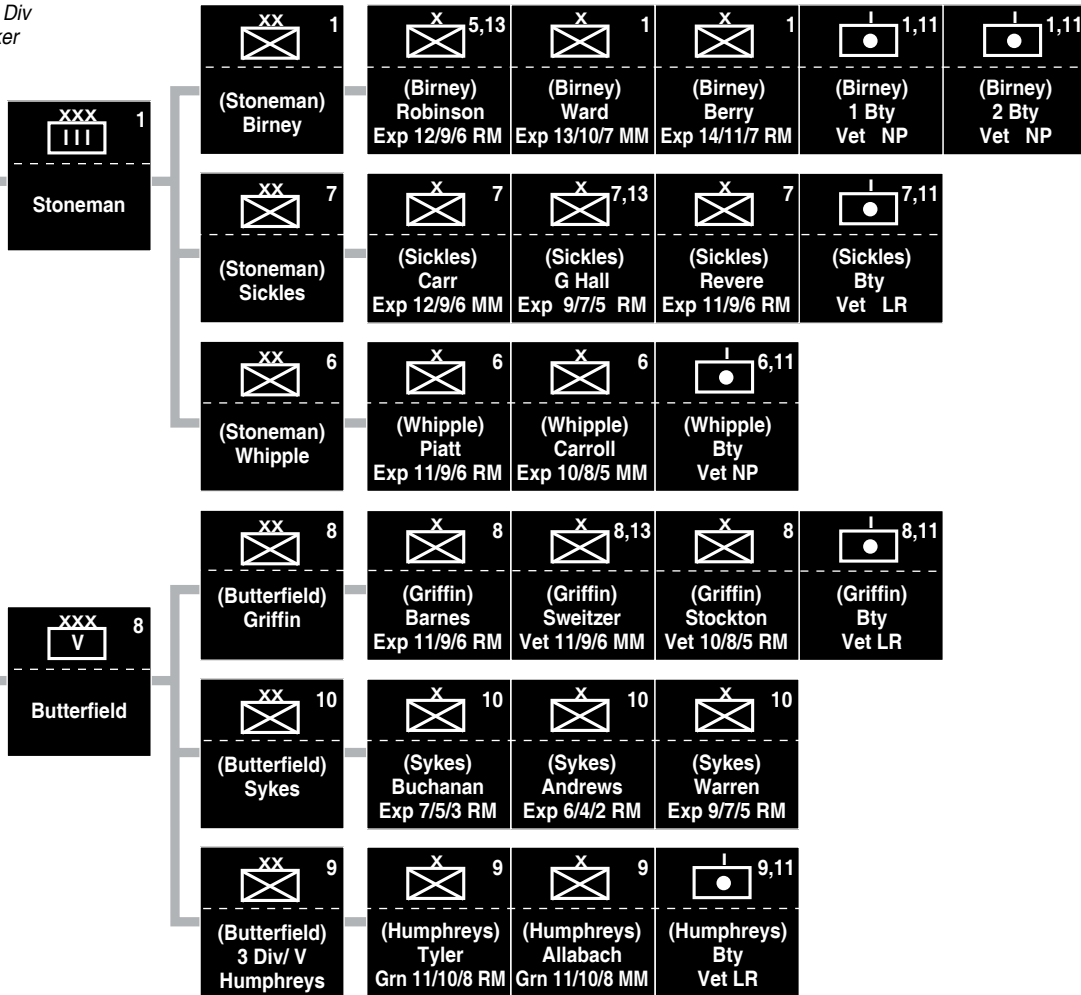
The following number of stands is needed:

STAND	UNION	CONFEDERATE
Infantry	449	204
Infantry command	50	39
Cavalry	9	18
Cavalry command	1	2
Artillery (gun with limber)	29	32
Artillery (off-table)	4	0
Corps leader	6	2
Division leader	18	10
Exceptional brigade commander	0	9
Total	566	286

Union Forces. Total stands represent a force of 107,240 men and 264 guns. Reinforcements enter without a maneuver check

Fredericksburg Scenario Union Order of Battle - Part 2

Center
Grand Div
Hooker



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and move at the double quick rate.

1) Starting units and leaders in the Prospect Hill Sector:

I Corps leader Reynolds

Division leader Doubleday with 2 infantry brigades in line, 1 brigade (Meredith) in supported line and 2 unlimbered batteries

Division leader Gibbon with 2 infantry brigades in line, 1 brigade (Root) in supported line and 2 unlimbered batteries

Division leader Meade with 2 infantry brigades in line, 1 brigade (Jackson) in field column and 2 unlimbered batteries

VI Corps leader Smith

Division leader Brooks with 3 infantry brigades in line and 2 unlimbered batteries

Division leader Howe with 3 infantry brigades in line, and 1 unlimbered battery

Division leader Newton with 3 infantry brigades in supported line and 1 unlimbered battery

Bayard's Cavalry Brigade in line

III Corps leader Stoneman

Division leader Birney with 2 brigades (Berry and Ward) in march column and 2 limbered batteries

2) Starting units and leaders in the Marye's Heights Sector:

II Corps leader Couch

Division leader Hancock with 3 infantry brigades in garrison and 1 unlimbered battery

Division leader Howard with 3 infantry brigades in garrison, 1 unlimbered and 1 limbered battery

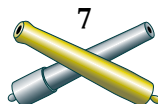
Division leader French with 3 infantry brigades in garrison and 1 unlimbered battery

IX Corps leader Wilcox

Division leader Burns with 3 infantry brigades in supported line and 1 limbered battery

Division leader Sturgis with 2 infantry brigades in garrison and 1 unlimbered battery

Division leader Getty with 1 infantry brigade (Hawkins) in garrison, 1 brigade in line (Harland) and 1 limbered battery



Fredericksburg Scenario Union Order of Battle - Part 3

Left
Grand Div
Franklin

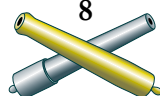
<div> <div>XXX</div> <div>I</div> <div>Reynolds E</div> </div>	<div> <div>XX</div> <div>1</div> <div>(Reynolds) Doubleday</div> </div>	<div> <div>X</div> <div>1</div> <div>(Doubleday) Phelps Vet 6/4/2 RM</div> </div>	<div> <div>X</div> <div>1</div> <div>(Doubleday) Gavin Vet 7/5/3 RM</div> </div>	<div> <div>X</div> <div>1</div> <div>(Doubleday) Rogers Vet 7/5/3 RM</div> </div>	<div> <div>X</div> <div>1,11</div> <div>(Doubleday) Meredith Vet 8/5/3 RM</div> </div>	<div> <div>X</div> <div>1,11</div> <div>(Doubleday) 1 Bty Vet LR</div> </div>	<div> <div>X</div> <div>1,11</div> <div>(Doubleday) 2 Bty Vet NP</div> </div>
	<div> <div>XX</div> <div>1</div> <div>(Reynolds) Gibbon</div> </div>	<div> <div>X</div> <div>1</div> <div>(Gibbon) Root Exp 8/5/3 RM</div> </div>	<div> <div>X</div> <div>1</div> <div>(Gibbon) Lyle Exp 7/5/3 RM</div> </div>	<div> <div>X</div> <div>1</div> <div>(Gibbon) Taylor Vet 8/5/3 MM</div> </div>	<div> <div>X</div> <div>1,11</div> <div>(Gibbon) 1 Bty Vet LR</div> </div>	<div> <div>X</div> <div>1,11</div> <div>(Gibbon) 2 Bty Vet NP</div> </div>	
	<div> <div>XX</div> <div>1</div> <div>(Reynolds) Meade</div> </div>	<div> <div>X</div> <div>1</div> <div>(Meade) Sinclair Exp 8/5/3 MM</div> </div>	<div> <div>X</div> <div>1</div> <div>(Meade) Magilton Exp 10/7/4 MM</div> </div>	<div> <div>X</div> <div>1</div> <div>(Meade) Jackson Vet 9/6/4 MM</div> </div>	<div> <div>X</div> <div>1,11</div> <div>(Meade) 1 Bty Vet LR</div> </div>	<div> <div>X</div> <div>1,11</div> <div>(Meade) 2 Bty Vet NP</div> </div>	
	<div> <div>XXX</div> <div>VI</div> <div>Smith</div> </div>	<div> <div>XX</div> <div>1</div> <div>(Smith) Brooks</div> </div>	<div> <div>X</div> <div>1</div> <div>(Brooks) Torbert Exp 13/10/7 MM</div> </div>	<div> <div>X</div> <div>1</div> <div>(Brooks) Cake Exp 14/11/7 RM</div> </div>	<div> <div>X</div> <div>1</div> <div>(Brooks) Russell Vet 11/9/6 RM</div> </div>	<div> <div>X</div> <div>1,11</div> <div>(Brooks) 1 Bty Vet LR</div> </div>	<div> <div>X</div> <div>1,11</div> <div>(Brooks) 2 Bty Vet NP</div> </div>
		<div> <div>XX</div> <div>1</div> <div>(Smith) Howe</div> </div>	<div> <div>X</div> <div>1</div> <div>(Howe) Pratt Exp 13/10/7 RM</div> </div>	<div> <div>X</div> <div>1</div> <div>(Howe) Whitting Exp 14/11/7 RM</div> </div>	<div> <div>X</div> <div>1</div> <div>(Howe) Vinton Exp 9/7/5 RM</div> </div>	<div> <div>X</div> <div>1,11</div> <div>(Howe) Bty Vet LR</div> </div>	<div> <div>X</div> <div>1</div> <div>(Smith) Bayard Exp 10/8/5</div> </div>
		<div> <div>XX</div> <div>1</div> <div>(Smith) Newton</div> </div>	<div> <div>X</div> <div>1</div> <div>(Newton) Cochrane Exp 11/9/6 RM</div> </div>	<div> <div>X</div> <div>1</div> <div>(Newton) Devens Exp 12/9/6 RM</div> </div>	<div> <div>X</div> <div>1</div> <div>(Newton) Rowley Exp 9/7/5 MM</div> </div>	<div> <div>X</div> <div>1,11</div> <div>(Newton) Bty Vet LR</div> </div>	

Dismounted
Cavalry

<div> <div>X</div> <div>14</div> <div>(Smith) Bayard Exp 10/8/5 BL</div> </div>

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- 4 unlimbered batteries of the Right-Center Division of Army Reserve Artillery
- 2 unlimbered batteries of the Left-Center Division of Army Reserve Artillery
- 3) 3 unlimbered batteries of the Left Division of Army Reserve Artillery start on a 2-level elevation, 24" off the Prospect Hill Sector table edge at **F** (see special scenario rule).
- 4) 1 unlimbered battery from the Right Division of Army Reserve Artillery starts on a 2-level elevation, 18" off the Marye's Heights Sector table edge at **J** (see special scenario rule).
- 5) Enter on turn 3 at the lower river crossing at **G** in the Prospect Hill Sector: Robinson's Brigade (from Barnes' Division, III Corps) in march column.
- 6) Enter on turn 4 at the upper river crossing at **I** in the Marye's Heights Sector: Division leader Whipple (from III Corps) with 2 brigades in march column and 1 limbered battery.
- 7) Enter on turn 7 at the lower river crossing at **G** in the Prospect Hill Sector: Division leader Sickles (from III Corps) with 3 brigades in march column and 1 limbered battery.
- 8) Enter on turn 8 at the middle river crossing at **H** in the Marye's Heights Sector: V Corps leader Butterfield; Division leader Griffin with 3 brigades in march column and 1 limbered battery.
- 9) Enter on turn 9 at the upper river crossing at **I** in the Marye's Heights Sector: Division leader Humphreys (from V Corps) with 2 brigades in march column and 1 limbered battery.
- 10) Enter on turn 13 at the upper river crossing at **I** in the Marye's heights Sector: Division leader Sykes (from V Corps) with 3 brigades in march column.
- 11) Batteries assigned to a divisional command may only be positioned within the command radius of their respective division or corps leader, or by attaching to any brigade within that division.
- 12) Army reserve batteries located on the table must remain unlimbered across the river on Stafford Heights.
- 13) The following brigades include a regiment wearing Zouave



uniforms:

Hawkins' Brigade: 9th New York (Hawkins' Zouaves)

Robinson's Brigade: 114th Pennsylvania (Collis Zouaves)

G Hall's Brigade: 73rd New York (2nd Fire Zouaves)

Sweitzer's Brigade: 84th New York (14th Brooklyn)

Russell's Brigade: 95th Pennsylvania (Goslin's Zouaves)

14) Alternate label for dismounted cavalry.

Confederate Forces. Total stands represent a force of 77,560 men and 264 guns. Reinforcements enter without a maneuver check and move at the double quick rate.

a) Starting units and leaders in the Prospect Hill Sector:

II Corps leader Jackson

Division leader AP Hill with 5 brigades in line, 1 brigade (Pender) in supported line, and 3 unlimbered and 1 limbered batteries

Division leader Early with 4 brigades in line and 3 limbered batteries

Division leader Taliaferro with 4 brigades in line and 2 unlimbered batteries

3 limbered batteries from II Corps

1 unlimbered battery from Army Reserve Artillery

1 unlimbered battery from DH Hill's Division

Division leader Hood (from I Corps) with 4 brigades in line and 2 unlimbered batteries

Division leader Pickett (from I Corps) with 5 brigades in line and 2 unlimbered batteries

b) Starting units and leaders in the Marye's Heights Sector:

I Corps leader Longstreet

Division leader McLaws with 4 brigades in line and 2 unlimbered batteries

Division leader Ransom with 2 brigades in supported line and 1 limbered battery

Featherstone's and Perry's Brigades in line and 1 unlimbered battery from Anderson's Division

4 unlimbered batteries from I Corps

1 limbered and 1 unlimbered battery from Army Reserve Artillery

c) Enter on turn 2 or later between **C-D** in the Prospect Hill Sector: Division leader Hill with 4 brigades in any formation and 2 limbered batteries.

d) Enter between **D-E** in the Prospect Hill Sector on any turn after a Union unit from Doubleday's Division crosses the Old Richmond Stage Road: Division leader Stuart with 2 cavalry brigades in any formation and 1 limbered battery.

e) Enter between **K-L** in the Marye' Heights Sector on any turn after the Union capture the sunken road between **Y-Z**: Division leader Anderson with 2 brigades in any formation and 1 limbered battery, and 1 limbered battery from I Corps

Reserve Artillery.

f) Batteries assigned to a divisional command may only be positioned within the command radius of their division or corps leader, or by attaching to any brigade within that division.

g) Batteries assigned to a corps command may only be positioned within the command radius of their corps leader or any division leader within the corps, or by attaching to any brigade within that corps.

h) Batteries assigned to the army artillery reserve may be positioned within the command radius of any leader or by attaching to any brigade.

i) Alternate label for dismounted cavalry.

Game Length

The game is 16 turns long, each representing 20-minutes, starting with the Union player turn at 12:00 AM, and ending after the Confederate player turn at 5:20 PM. The last three turns (4:40 to 5:20 PM are in twilight (see special scenario rule).

Victory Conditions

One side must achieve more victory conditions than its opponent to claim victory. Victory conditions are achieved by inflicting heavy casualties and greater losses on the enemy, and occupying the key positions, as follows:

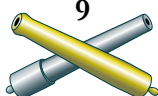
Heavy Casualties. The Union threshold for heavy casualties is determined separately for the 6 corps and 1 divisional higher commands. The Confederate player achieves one victory condition for each Union higher command that reaches its threshold after losing from 25% to 30% troop and battery stands as follows:

Reynolds' I Corps	26 stands
Hancock's II Corps	19 stands
Stoneman's III Corps (less Whipple's Division)	19 stands
Butterfield's V Corps	20 stands
Smith's VI Corps (including Bayard's Cavalry Brigade)	30 stands
Wilcox's IX Corps	20 stands
Whipple's Division	6 stands

Battery losses from the Union Army Artillery Reserve do not have a threshold for heavy casualties, but they do count when determining greater losses for the army.

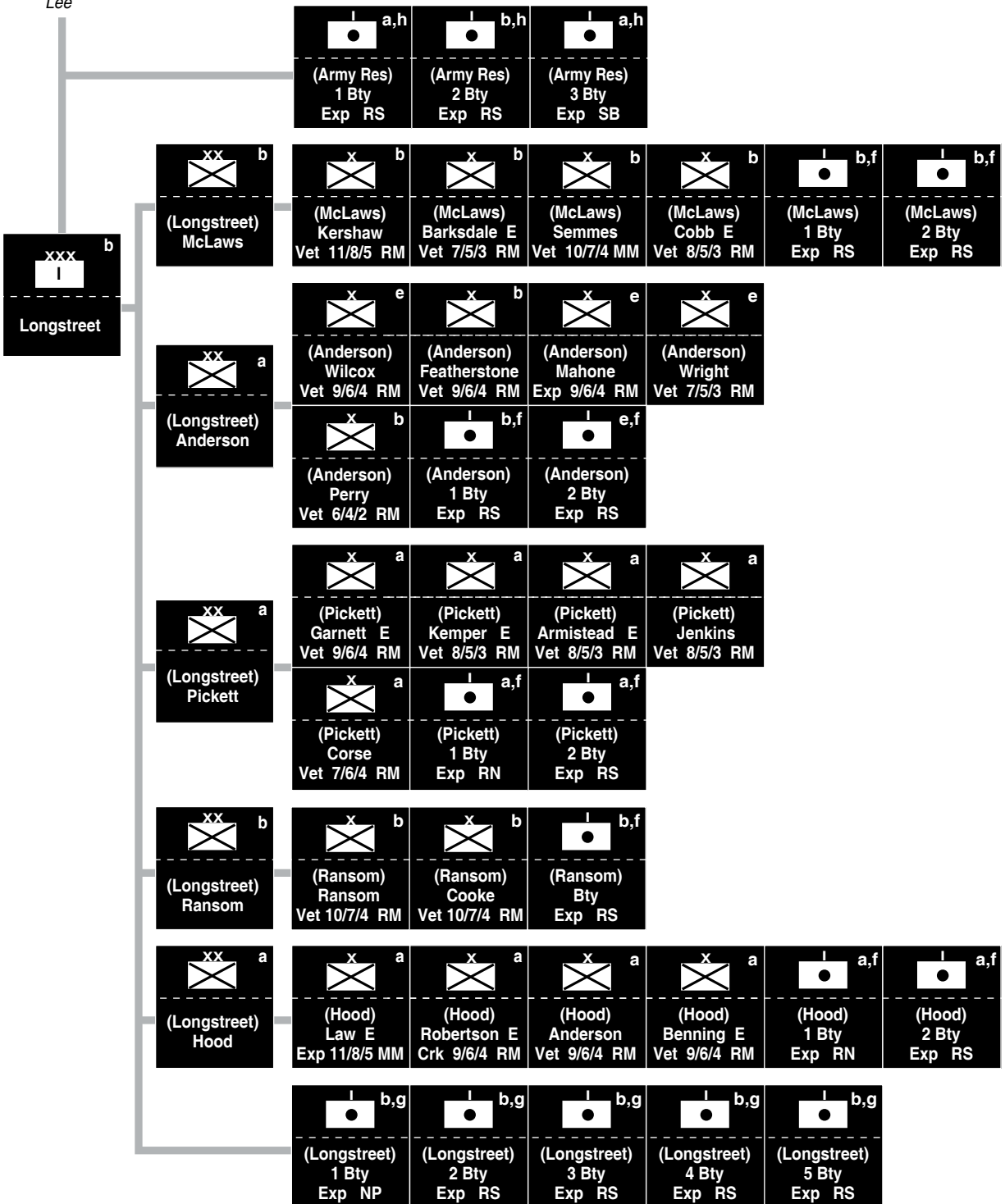
The Confederate threshold for heavy casualties is determined separately for 10 divisional higher commands. The Union player achieves one victory condition for each Confederate higher command that reaches its threshold after losing 30% troop and battery stands as follows:

McLaws' Division	12 stands
Anderson's Division	13 stands
Pickett's Division	13 stands



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Fredericksburg Scenario Confederate Order of Battle - Part 1



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Ransom's Division
Hood's Division
DH Hill's Division
AP Hill's Division

7 stands
12 stands
15 stands
19 stands

Early's Division
Taliaferro's Division
Stuart's Cavalry Division
Battery losses from the Confederate Army and Corps Artillery

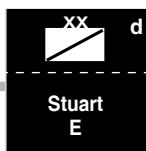
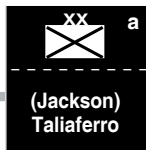
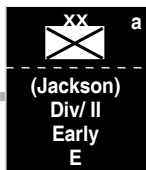
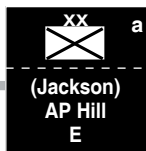
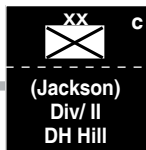
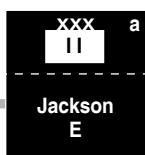
Reserves do not have a threshold for heavy casualties, but they do count when determining greater losses for the army.

After each higher command reaches its threshold for heavy casualties, all brigades in the command receive a -1 modifier in subsequent maneuver checks.

Greater Losses. An army is at greater losses when its total troop and gun stands lost in both sectors exceed the total stands lost by the enemy army. The modifier for heavy casualties increases to a -2 for each higher command in the army that is currently at greater losses. The side that inflicts greater losses on the enemy at the end of the game achieves an additional victory condition.

Fredericksburg Scenario Confederate Order of Battle - Part 2

Army of
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(DH Hill) Rodes Vet 10/7/4 RM	(DH Hill) Doles Vet 9/6/4 RM	(DH Hill) Colquitt Vet 9/6/4 RM	(DH Hill) Iverson Vet 9/6/4 RS
(DH Hill) Grimes Vet 9/6/4 RM	(DH Hill) 1 Bty Exp LR	(DH Hill) 2 Bty Exp RS	(DH Hill) 3 Bty Exp RS

(AP Hill) Brockenbrough Vet 8/6/4 RM	(AP Hill) Gregg Vet 10/7/4 RM	(AP Hill) Thomas Vet 9/6/4 RM	(AP Hill) Archer Vet 10/7/4 RM	(AP Hill) Lane Vet 10/7/4 RM
(AP Hill) Pender Vet 10/7/4 RM	(AP Hill) 1 Bty Exp RN	(AP Hill) 2 Bty Exp RS	(AP Hill) 3 Bty Exp NP	(AP Hill) 4 Bty Exp SB

(Early) Atkinson Vet 14/10/6 RM	(Early) Hoke Vet 9/6/4 RM	(Early) Walker Vet 10/7/4 RM	(Early) Hayes E Vet 10/7/4 RM
(Early) 1 Bty Exp LR	(Early) 2 Bty Exp NP	(Early) 3 Bty Exp RS	

(Taliaferro) Paxton Crk 6/4/2 RM	(Taliaferro) Jones Vet 5/3/2 RM	(Taliaferro) Warren Vet 7/5/3 MM	(Taliaferro) Pendleton Vet 7/5/3 RM	(Taliaferro) 1 Bty Exp RN	(Taliaferro) 2 Bty Exp RS

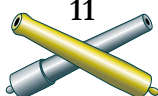
(Jackson) 1 Bty Exp RS	(Jackson) 2 Bty Exp RS	(Jackson) 3 Bty Exp RS

(Stuart) F Lee Vet 10/7/4	(Stuart) WHF Lee Vet 10/7/4	(Stuart) Hrs Bty Vet RS

Dismounted Cavalry

(Stuart) F Lee Vet 10/7/4 RC	(Stuart) WHF Lee Vet 10/7/4 RC

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Key Positions. There are two key positions. The Military Road between **W-X** and the sunken road below Marye's Heights between **Y-Z** are key positions under Confederate control at the start of the scenario.

The Union player achieves one victory condition if at least one friendly brigade occupies the sunken road between **Y-Z** at the end of the game. The Confederate player achieves one victory condition if no enemy brigades occupy **Y-Z** at the end of the game. After **Y-Z** is occupied by a Union unit, all Confederate brigades in the Marye's Heights Sector receive a -1 modifier for loss of key position in subsequent maneuver checks. If all Union brigades are pushed out of **Y-Z** in a later turn, the modifier is reversed and all Union brigades in the sector receive the -1 modifier. The modifier always applies to the side that last lost the key position.

The same victory condition and modifier apply to the second key position. The Union player achieves one victory condition if at least one friendly brigade occupies the Military Road between **W-X** at the end of the game. The Confederate player achieves one victory condition if no enemy brigades occupy **W-X** at the end of the game. After **W-X** is occupied by a Union unit, all Confederate brigades in the Prospect Hill Sector receive a -1 modifier for loss of key position in subsequent maneuver checks. If all Union brigades are pushed out of **W-X** in a later turn, the modifier is reversed and all Union brigades in the sector receive the -1 modifier. The modifier always applies to the side that last lost the key position. It is possible for all Union units in one sector to receive a -1, and all Confederate units receive the -1 in the adjacent sector.

Special Scenario Rules

Off-Table Artillery. The Union start the game with 4 off-table batteries from their Army Artillery Reserve. The batteries must remain off the table and are deployed in two groups on Stafford Heights a two-level elevation that extends off the table edge in both sectors. One unlimbered battery from the Right Division starts 18" off the northwest edge at point **J** in the Marye's Heights Sector, and three unlimbered batteries from the Left Division are grouped off the northeast edge at point **F** in the Prospect Hill Sector.

The only maneuvers permitted are pivot and/or fire, rally, or replenish ammunition. Batteries may perform plunging fire over intervening woods, town blocks and units, and may combine fire



with infantry, only if the batteries can fire at a point on the target that is over 4" from all friendly units. Likewise, the off-table batteries may be fired upon by any enemy batteries located within range on the table.

Twilight. The last three game turns (4:40 to 5:20 PM) are in twilight. The gradual fading of light after sunset is represented by reducing the maximum distance allowed each turn for weapon range, starting with 24" in the first turn, down to 12" on turn two, and 6" in the last turn. In a maneuver check, a leader's command radius is reduced to 4" during twilight. Firing stands suffer a -2 modifier for target in full cover if half or more of the fire points were fired from over 2".

Low on Ammunition. All units may recover from low on ammunition. A brigade that holds its position beyond enemy musketry & canister range may remove a low on ammunition marker. Confederate brigades in the sunken road between **Y-Z** cannot go low on ammunition.

Confederate batteries occupying a rifle pit or entrenchment and Union on- and off-table batteries on Stafford Heights may hold position and remain within musketry and canister range to remove a low on ammunition marker. All other batteries must limber and retreat at least half their full move rate to a location beyond enemy musketry & canister range, and remove the marker. Note, a battery can remove a low on ammunition and also rally and remove a silenced marker as part of the same maneuver. A battery cannot offensive fire in the following Musketry & Cannonade Phase after removing the low on ammunition marker.