



The Federal vanguard deploys on top of Huneycutt Hill. *Photo by Troy Turner.*

SCENARIO

BATTLE OF MANSFIELD

April 8, 1864

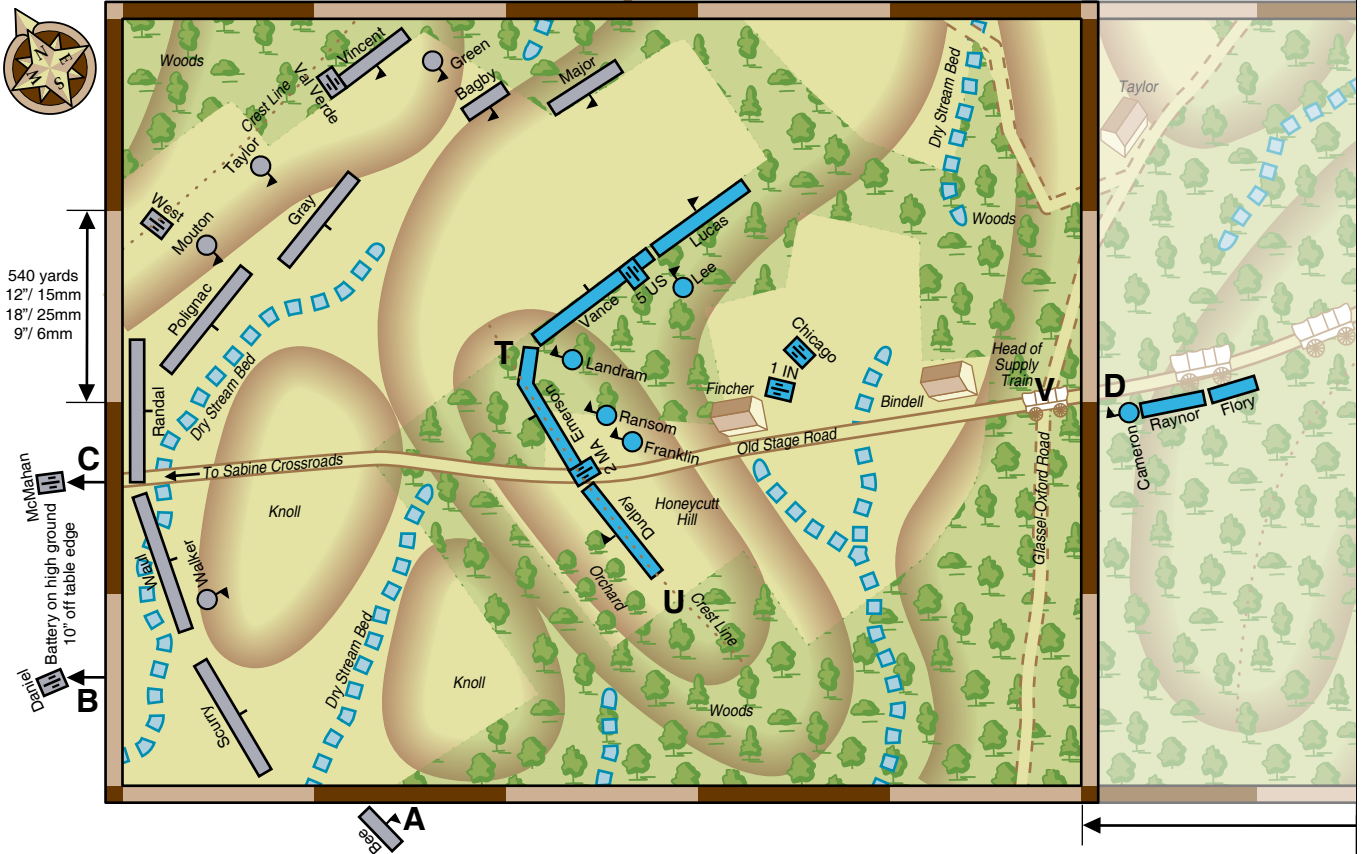
After Federal forces gained control of the Mississippi River with the capture of Vicksburg in July 1863, the Confederacy was effectively split in two. Western Louisiana and eastern Texas however, had not yet suffered the ravages of war and remained a supply source for Confederate troops west of the Mississippi. The small town of Shreveport, located on the rust-colored Red River in northwestern Louisiana, was strategically important for its armory, foundry, powder mill, and shipyard, and as the headquarters for the Confederate Army of the Trans-Mississippi. The capture of Shreveport, would greatly diminish Confederate military resistance in the region and the town could be used by Federal forces as a base for a future invasion of Texas. In addition, the surrounding area was rich in Rebel-grown cotton which could be legally confiscated and sent to Northern textile mills laid idle by shortages.

By early 1864, the South was facing pressure on all fronts by

numerically and materially superior Northern armies and navies. In March 1864, a well-equipped Federal expeditionary force of over 30,000 troops was assembled in southeast Louisiana to ascend the Red River and seize Shreveport. The joint army-navy operation, including a flotilla of gunboats commanded by Navy Rear Admiral David Dixon Porter, was placed under the overall command of Maj. Gen. Nathaniel P. Banks. Subordinate officers, as well as Bank's superiors far away in Washington DC, had little confidence in his abilities. His high rank was due to political connections, and he had no formal military training, which was quite evident in a lackluster performance up to this point. There were other troubling problems from the start. Units were drawn from four separate corps, who were unfamiliar at working with each other. The most experienced infantry, 10,000 combat veterans on loan from Maj. Gen. William T. Sherman's Army of the Tennessee, were expected to be returned by mid-April for the upcoming Atlanta campaign. Maj. Gen. Frederick Steele, commanding another 10,000 Federal troops in Arkansas and in garrisons on the Indian Territory frontier, remained reluctant after being ordered to cooperate with Banks and attack Shreveport from the northeast. Also, the Confederates were well aware of the Federal invasion plan several months in advance, thanks to leaks in Northern newspapers.

Up river, the Confederates faced difficulties too. Their forces were vastly outnumbered, their fortifications defending the river were outgunned by the formidable enemy fleet, and their two highest ranking leaders quarreled.

Battle of Mansfield Scenario Map Sabine Crossroads Section



Lt. Gen. Edmund Kirby Smith, the head of all Confederate forces in the Trans-Mississippi Department, was an able administrator but a poor military commander. Fortunately, his shortcomings were compensated for by his subordinate, Maj. Gen. Richard “Dick” Taylor, the son of famous Mexican War general and later US president, Zachary Taylor. The aggressive Taylor loathed the unimaginative and defensive-minded Kirby Smith, so they continued to feud.

Taylor strengthened Fort DeRussey on the Red River and deployed his 7,000 troops near Simmesport, not far from where the river joined the Mississippi. Plans were made to destroy food and cotton along the river bank to keep from falling into enemy. Another 4,000 veteran troops in Arkansas under Brig. Gen. Churchill were moved closer to the Louisiana border in support, while scattered detachments in Texas were organized into brigades and held in reserve.

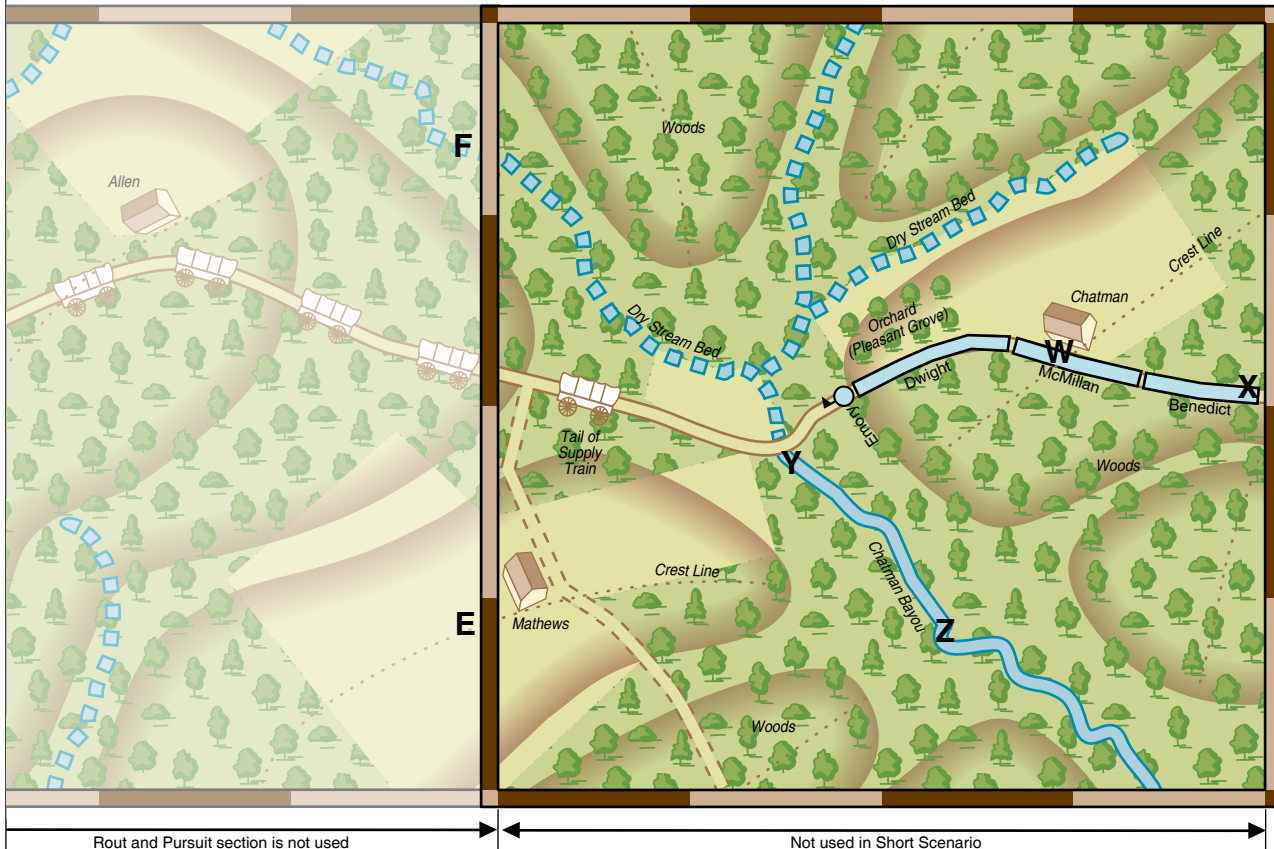
The campaign began on March 10 when Maj. Gen. A.J. Smith, in command of Sherman’s veterans, sailed in transports down the Mississippi from Vicksburg where he joined Porter’s fleet near the mouth of the Red River. Landing at Simmsport, Smith marched overnight to Ft. DeRussey, where the surprised enemy garrison surrendered. Taylor retreated upriver to Alexandria, but abandoned that town after Smith and Porter arrived there on March 20. Marching overland from southern Louisiana, Bank’s Army of the Gulf arrived five days later and behind schedule. Leaving all of central Louisiana in Federal hands, Taylor fell back closer to Shreveport where he set a trap for Banks.

At first, the Federal army pursued slowly as it followed the river road under the protection of the fleet steaming alongside, but Banks felt compelled to hastened his march after receiving a message from Lt. Gen. Ulysses S. Grant ordering the return of Sherman’s veterans. He was hampered by inaccurate maps and refused Porter’s request to delay the advance while the fleet reconnoitered further upriver. Upon reaching Grand Encore he made a fatal decision. On the advice of a local river pilot claiming to know the area, Banks took a road that veered away from the river towards Pleasant Hill and Mansfield. While he headed inland with 20,000 troops strung out on a single road that wound through a dense, drought-stricken, pine forest, Banks ordered Porter to continue on with the gunboats and transports carrying a 3,000-man detachment of his best troops, and rejoin their forces below Shreveport at Springfield Landing.

Meanwhile, Dick Taylor was concentrating Confederate forces intent on fighting Banks before the Federals could make use of better roads leading out of Mansfield. Taylor ignored the ambiguous orders coming from the indecisive Kirby Smith. One order, that fortunately arrived a day late, informed Taylor to avoid battle on April 8th, because the Confederate Congress had declared it a day of fasting and no military activity.

The Federal army’s vanguard, Brig. Gen Albert Lindley Lee’s cavalry division, skirmished daily with Confederate Brig. Gen. Tom Green’s cavalry attempting to delay the advance. Lee reported that stiffening Rebel resistance was a sign that battle was imminent, but was ignored by his superiors who believed that

Pleasant Grove Section



Taylor would continue to retreat until he reached Shrevesport. On April 8th, after passing through Pleasant Hill, Lee encountered Confederate infantry three miles from Mansfield and immediately requested infantry support. Beyond an intersection called Sabine Crossroads, the Federals reached the crest of Honeycutt Hill, where they were surprised to find Taylor's with approximately 9,000 men deployed in a wide arc, on the far side of a large clearing on the Moss Plantation.

The Federal order of march invited disaster. Obstructing the road, and separated the vanguard from the rest of the army, were 300 supply wagons belonging to the cavalry division. After passing with difficulty through and around the supply train clogging the road, XIII Corps commander Brig. Gen. T.E.G. Ransom with Brig. Gen. William J. Landram's division barely reached the field in time to bring the Federal strength up to 5,000 men. Ransom's second division under Brig. Gen. Robert Cameron, was still passing through the train as the Confederates launched their attack.

At 4:00 PM, Brig. Gen. Mouton's Confederate Division charged the Federals aligned behind a rail fence across the large clearing. Maj. Gen. John G. Walker's Texas Division on Mouton's right and Green's dismounted cavalry on the left joined in the attack. The Confederates tidal wave broke the Federal line. Cameron deployed his 1,200 men in a second line to stem the rout, but was swept away by both fleeing Federal troops and pursuing Confederates. The retreating Federals left behind all of their artillery in enemy hands, but gained some time and distance between their pursuers as hungry Rebel troops paused to loot the stranded wagons.

By the time the Confederates regrouped and resumed their pursuit they encountered a third Federal line three miles from the battlefield, manned by 5,000 infantry from Brig. Gen. William Emory's Division, from the XIX Corps. The road was too clogged with fleeing troops and wagons for Emory to advance any further, so he deployed on a ridge overlooking a bayou on the Chapman Farm. In his report after the battle, Emory mistakenly named the location "Pleasant Grove," for the orchard next to the Chapman farmhouse.

Repeated Confederate attacks failed to dislodge Emory, but managed to seize the far bank of the bayou by nightfall. Lacking drinking water for his own troops, Banks retreated back to Pleasant Hill where he joined up with A.J. Smith's command. Total Federal losses in the battle were 2,400 men, 20 cannons, 150 wagons, and 1,000 horses and mules, while the Confederates suffered 1,000 casualties. General Mouton, who had led the first Rebel charge, was killed.

THE SCENARIO

The Battle of Mansfield scenario is fought in two phases (see special scenario rule). The first phase covers the opening Confederate attack upon the Union vanguard near Sabine Crossroads. The second phase recreates their continued assault against the final Union defense line at Pleasant Grove. Two optional scenarios are offered. The "what if" scenario, allow the possibility for additional Union reinforcements to arrive on the Sabine Crossroads sector. The short scenario reduces the battlefield to only the Sabine

Crossroads sector.

The game can be played by two Union players and three Confederate players. The game uses the 150-Scale, and takes about 4 hours to play both phases of the battle.

TERRAIN

Two separate playing areas are needed to refight the two phases of the battle. The Sabine Crossroads map section is used for the first phase of the battle and requires a 4-ft. wide by 5-ft. deep playing area. If you are gaming the short scenario you only need to build the Sabine Crossroads section. The second phase of the battle is played on the 4-ft. by 4-ft. Pleasant Grove map section.

The 4-ft by 4-ft. middle segment connecting the two map sections is only shown to give perspective to the real depth of the battlefield and should not be represented in the game. Historically the terrain between the two sections did not see any organized fighting. The dense woods and supply train blocking the road made it impossible for the broken Federal troops to find a place to rally, while pursuing Rebels were kept busy taking prisoners and looting the stranded wagons. Special scenario rules explain how units move from one map section to the other.

The maps are canted so that the sides of the tables are oriented northeast, southeast, southwest and northwest. Terrain should be laid out as shown in the two scenario map sections. Terrain effects for the scenario are as follows:

Elevations. There are several one- and two-level elevations depicted on the maps. The 2nd-level elevation in the center of the Sabine Crossroads table is called Honeycutt Hill. This hill and an unnamed elevation near the north corner of the map are marked with a crest line. On the Pleasant Grove table, all of the elevations have only one level and are marked with a crest line.

All elevations with a crest line have a continuous slope from the base of the elevation to the crest line that marks the top of the high ground. Line of sight is blocked between stands separated by a crest line and over 2" apart. A crest line does not block line of sight between stands located within 2" of each other, and a stand positioned on the crest line can see and be seen from any direction. A unit is defending favorable ground in charge combat receives a +1 modifier against an attacker charging up the slope.

The 1st-level elevation that extends northeast beyond the 2nd-level of Honeycutt Hill and the two adjacent elevations labeled a "Knoll" on the Sabine Crossroads table do not have a crest line. These elevations only block line of sight when they lie between two units on lower ground. Only the first 3" are considered a slope. The top surface beyond the 3" slope is treated as level ground. Artillery located on these elevations may fire over intervening troops and woods located on lower ground. In charge combat, a defending unit receives a +1 modifier for favorable ground against an attacker charging up a knoll's slope.

There are also two Confederate batteries positioned on one-level elevations off the northwest edge of the Sabine Crossroads table.

Woods are rated broken ground for movement. Line of sight through woods is reduced to 2". Firing stands suffer a -1 modifier for partial cover when firing through woods, or -2 for full cover if

the target is dismounted cavalry. In charge combat, a defending unit in woods receives a +1 modifier for favorable ground.

Dry Stream Bed. During the campaign the region suffered from a severe drought. All streambeds are dry. Dry streambeds are rated broken ground to cross and do not affect line of sight or combat.

Chatman Bayou. The bayou south of the Old Stage Road on the Pleasant Grove table still has water. The bayou is rated broken ground to cross but does not affect line of sight. In charge combat, a defending unit receives a +1 modifier for favorable ground if the attacker charged across the bayou.

Orchard. There is an orchard on both tables. Orchards are rated broken ground for movement. They do not affect line of sight or combat.

Roads. The Old Stage Road extending across both map sections is in good condition. Units in march column, limbered guns, and leaders may move at the prorated road-movement rate. The road cannot be used where it is blocked by a supply train. All other roads are rated as trails in poor condition. Movement along a trail is at the open-ground rate.

Buildings. The Fincher and Chatman farmhouses are placed just for their visual effect. They have no affect on line of sight, movement or combat.

Supply Train. Only the head of the Union supply train on the Sabine Crossroads table and the tail of the train on the Pleasant Grove table need to be shown. The train can be represented by a single model of a covered wagon at each end of the supply train. The train cannot move or be destroyed, and is considered to be blocking all movement on the road. The head of the supply train at point V is a key position for determining victory conditions.

Friendly Table Edge. Broken Confederate units must retreat toward the northwest table edge on both tables. Broken Union units must retreat toward the southeast table edge on both tables. If a broken unit at the table edge fails to reform in the following Maneuver Phase, its remaining stands skedaddle and count toward heavy casualties. At the end of the first phase of the battle, all Confederate units must exit the southeast edge on the Sabine Crossroads table and enter two turns later on the northwest edge of the Pleasant Grove table (see special scenario rules).

ORDER OF BATTLE

The following number of stands is needed:

STAND	UNION	CONFEDERATE
Infantry	50 (21)	36
Infantry command	7 (4)	5
Cavalry	13	16
Cavalry command	2	4
Dismounted cavalry	10	12
Dismounted cavalry command	2	4
Horse holder	3	4
Artillery (gun with limber)	4	4
Supply wagon	2(1)	0

Army/corps leader	2	1
Division leader	4 (3)	3
Exceptional brigade leader	1	1
Total	100 (64)	90

The lesser numbers listed in parentheses are the total stands needed when playing the short scenario.

Union Forces. Total stands represent a force of 11,400 men and 24 guns.

- 1) Starting units and leaders on the Sabine Crossroads map:

XIII Corps leader Ransom

Division leader Landram with Emerson's Brigade in line with 1 attached unlimbered battery (2 MA), Vance's Brigade in line with 1 attached unlimbered battery (5 US), and 2 unlimbered batteries (1 IN and Chicago Mercantile)

XIX Corps leader Franklin

Cavalry division leader Lee with 2 cavalry brigades (Lucas and Dudley) in dismounted line

- 2) Enter on Sabine Crossroads map, on turn 2, adjacent to the road at **D**: division leader Cameron with 2 brigades (Raynor and Flory) in march column.
- 3) The following units and leaders are activated two turns after pursuing Confederates units exit the Sabine Crossroads map section. (see special scenario rule): Division leader Emory and 3 brigades (Dwight, McMillan and Benedict) in march column on the road.
- 4) Both cavalry brigades are rated mounted infantry (see special scenario rule).
- 5) Ransom and Dudley are rated exceptional.
- 6) Alternate labels for dismounted cavalry.

Confederate Forces. Total stands represent a force of 9,750 men and 24 guns. All charging infantry and dismounted cavalry receive the +1 modifier for Rebel Yell.

- a) Starting units and leaders:

Army leader Taylor with West's unlimber battery

Division leader Mouton with 2 brigades (Gray and Polignac) in line.

Division leader Walker with 3 brigades (Waul, Randal, and Scurry) in line

Cavalry Division leader Green with 3 cavalry brigades (Vincent, Bagby and Major) in dismounted line, and 1 unlimbered horse battery (Val Verde)

- b) Enter on Sabine Crossroads map on turn 1, at **A**: Bee's Cavalry Brigade from Green's Division, in dismounted line. Unit enters at a 45-degree angle to the table edge.
- c) 2 off-table batteries are available at the start: Daniel's Battery at **B**, and McMahan's Battery at **C**. The unlimbered batteries are on a 1-level elevation, 10" off the table edge (see special scenario rules).
- d) Field batteries are assigned to the army and may positioned within the command radius of any leader, or by attaching to any brigade.

- e) The horse battery may only be positioned within the command radius of the cavalry division leader or by attaching to any brigade within the cavalry division.
- f) Army leader Taylor has the same leader modifiers and command radius as a corps leader.
- g) Green and Polignac are rated exceptional.
- h) Alternate labels for dismounted cavalry. All cavalry start the scenario dismounted. They may change formation to or from dismounted in any turn.

GAME LENGTH

The time scale for a game turn has been shortened to represent approximately 15-minutes in order to extend the length of the scenario. The two phases of the battle are played over 16 game turns, starting with the Confederate player turn at 4:00 PM, and ends on Union player turn at 7:45 PM. The last three turns (7:15-7:45 PM) are in twilight.

Twilight. The gradual fading of light after sunset is represented by reducing the maximum weapon range each turn, starting at 24" on turn 14, reduced to 12" on turn 15, and down to 6" on turn 16. In a maneuver check, a leader's command radius is reduced to 4" during twilight. Firing stands suffer a -2 modifier for full cover when firing during twilight if half or more of the fire points were fired from over 2".

VICTORY CONDITIONS

The Confederates must acquire double the victory points over the Union to claim a victory. The battle ends in a draw if the total Confederate points are less than double. The Union win the battle in the unlikely event they acquire more victory points than the Confederates. Victory points are awarded for inflicting heavy casualties and greater losses on the enemy, and controlling key positions as follows:

Heavy Casualties. The Union threshold for heavy casualties is determined separately for two corps commands. The Confederate player is awarded one victory point for each Union command that reaches its threshold after losing the following troop and battery stands:

Ransom's XIII Corps, including Lee's Cavalry Division
9 (20%) stands

Franklin's XIX Corps 7 (20%) stands

The Union player is awarded one victory point after Confederate forces lose 17 stands (25%). After an army reaches its threshold for heavy casualties, all units receive a -1 modifier in subsequent maneuver checks.

Greater Losses. The maneuver check modifier increases to -2 after a command reaches both its heavy casualties threshold and the total losses suffered by the entire army exceed the total losses in the opposing army. Greater losses is not applied until heavy casualties is reached. One victory point is awarded at the end of the game for inflicting greater losses on the enemy.

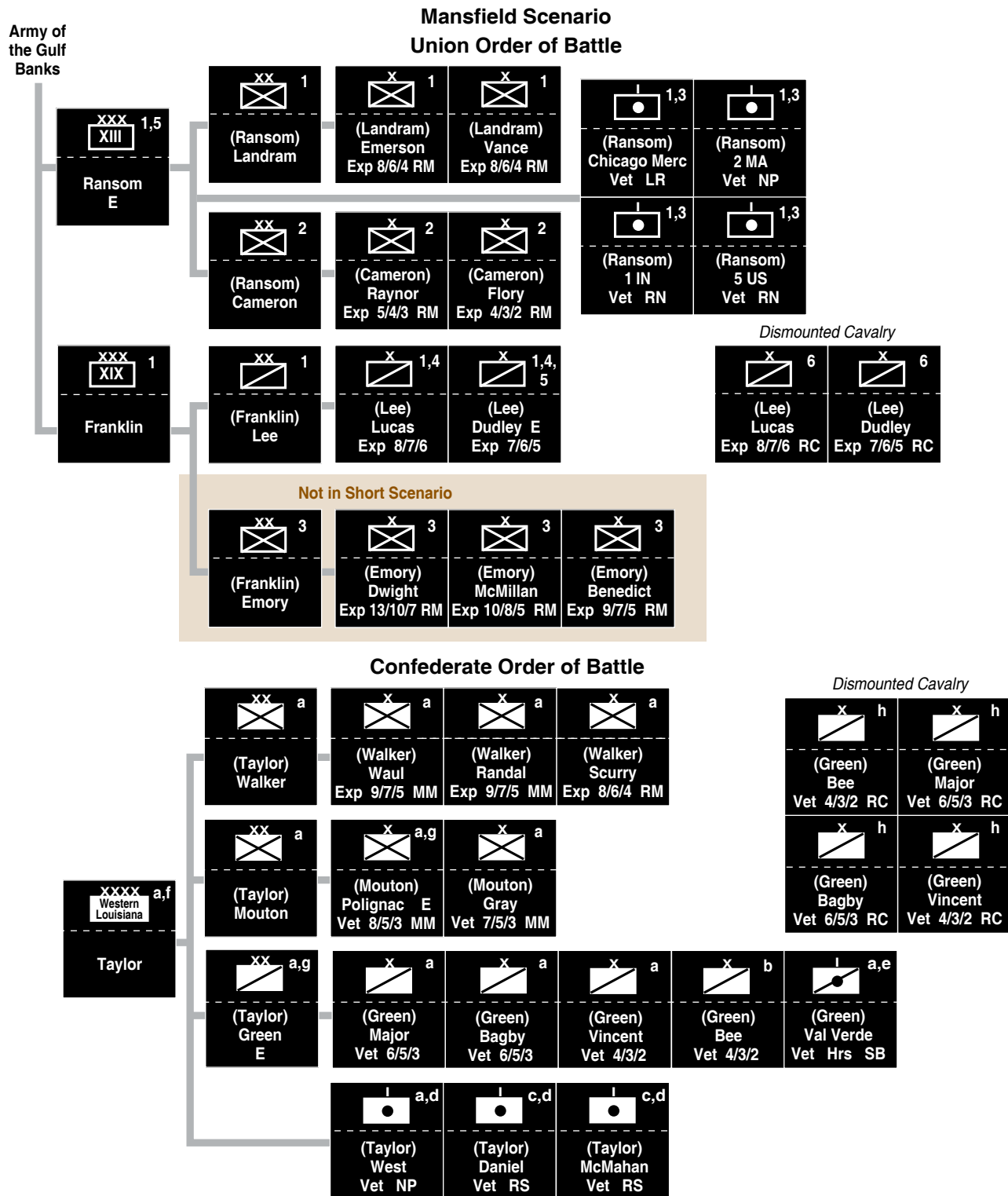
Key Positions. There are two key positions on the Sabine

Crossroads table, and two additional key positions on the Prairie Grove table.

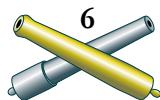
The crest line of Honeycutt Hill between points T-U is a key position under Union control at the start of the scenario. The Confederate player receives one victory point if no enemy units occupies the crest line at the end of the game. The Union player is

awarded the victory point if at least one friendly brigade occupies T-U at the end of the game.

After all Union units are pushed off of T-U, all Union units receives a -1 modifier for loss of key position in subsequent maneuver checks. The modifier is reversed if at least one Union brigade reoccupies T-U in a later turn. The modifier always



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applies to the side that last lost the key position.

The head of the Union supply train at point **V** on the Sabine Crossroads table is the second key position. The Confederate player receive one victory point at the end of the game if they were the last side to have a friendly unit in contact with this key position. The Union player receive the victory point in the unlikely event that the Confederates fail to capture this key position.

The first phase of the battle ends on the turn the Confederates gain control of key position **V**. All Union infantry and cavalry brigades located on the Sabine Crossroads table immediately retreat broken off the friendly table edge, and all batteries are captured. The additional Union forces on the Pleasant Grove table are unaffected by the loss of the first two key positions.

The segment of Old Stage Road on the Pleasant Grove table between the Chatman House at point **W** and the table edge at **X** is the third key position. The Confederate player receive one victory point if at least one friendly unit contacts the road between **W-X** at the end of the game. The Union player achieves one victory condition if no enemy units are in contact with the road at the end of the game.

In addition to achieving a victory condition, all Union brigades on the Pleasant Grove table suffer a -1 modifier in subsequent maneuver checks after at least one Confederate unit occupies the road between **W-X**. The modifier is reversed and all Confederate brigades suffer the -1 modifier after all Confederate units are pushed off of **W-X** in a later turn. The modifier applies to the side that last lost the key position.

The region suffered from a severe draught, therefore the fourth key position is for control of the only source of water in the area by the end of the game. Chatman Bayou south of the Old Stage Road between **Y-Z** is a key position. The Confederates receive one victory point if at least one friendly unit contacts the bayou at a location between **Y-Z** that is beyond enemy 2" musketry and canister range at the end of the game. The Union player receive the victory point if they have at least one friendly unit in contact with the bayou at a location between **Y-Z** beyond enemy 2" musketry and canister range at the end of the game. The victory point is only awarded to the side in sole control of the water source.

SPECIAL SCENARIO RULES

Two-Phase Battle. The battle is fought in two phases. The first phase of the battle ends on the turn the Confederates capture the key position at **V**. All Union brigades on the Sabine Crossroads table are immediately removed and considered to have retreated broken off the friendly edge. All Union batteries on the table are captured. The broken units cannot rally on the Pleasant Grove table and must continue their retreat off that table as well. They are permanently removed from the game and count toward heavy casualties and greater losses.

The second phase of the battle begins two turns later. In reality, troops could move much further than the movement rates allowed in the game, therefore the number of game turns it takes to move and fight across two separate tables has been increased, to keep to the battle's historical time line. In the game turn fol-

lowing the end of the first phase of the battle, all Confederate brigades are considered to be in pursuit of the defeated Union army and looting the supply train. Pursuing Confederate cavalry must remain dismounted. Confederate batteries cannot pursue and must remain on the Sabine Crossroads table.

On the second turn following the end of the first phase of the battle, all pursuing Confederates brigades may enter the Pleasant Grove table anywhere between points **E-F**. Units enter in any formation, without a maneuver check, and move at the double-quick rate. Previous Confederate losses suffered in the first phase of the battle are permanent. Units cannot charge on the turn they enter.

All Union units and leaders in Franklin's XIX Corps deployed at the start of the scenario on the Pleasant Grove table must remain in their present location and formation until activated on the turn after the first phase of the battle ends. Once activated, they may move or change formation during the turn the Confederates are pursuing the defeated Union forces between the two tables.

Off-Table Artillery. The Confederates start the game with two off-table batteries (Daniel and McMahan) at points **B** and **C**, off the northwest edge of the Sabine Crossroads table. The only maneuvers permitted are fire or rally. The batteries are on a one-level elevation and may perform plunging fire over intervening woods and units. They may combine fire with other units, only if the off-table battery can fire at a point on the target that is over 4" from all friendly units. The intervening knolls do not block line of sight to a target on the crest line or forward slope of Honeycutt Hill. Likewise, an off-table battery may be fired upon by enemy artillery located on the table. An off-table battery marked silenced and/or low on ammunition can choose to remove one or both markers by not firing for two full game turns.

Mounted Infantry. Lucas' and Dudley's Union cavalry brigades were a mix of regular cavalry and inexperienced mounted infantry. When mounted, the brigades do not receive a modifier for a cavalry charge and may demount as standard dismounted cavalry.

"WHAT IF" SCENARIO

Historically, Emory's Division was too far back in the march column to reach the battlefield in time to stave off a Union defeat. The Battle of Mansfield has been modified as a "what if" scenario, where it is possible for Emory with all or some of his units to miraculously make their way past the supply train blocking the road, and arrive in time to reinforce the hard pressed troops at the front of the column.

Starting on the Union player turn 3 the controlling player for Emory's Division rolls one ten-sided die at the beginning of the turn. On a die result of 10, additional reinforcements arrive. If the player fails to roll a 10 he rolls again at the beginning of turn 4 with reinforcements only arriving on a 10 result. If reinforcements again fail to enter on turn 4, repeat the die roll procedure each successive turn. Once the player successfully rolls a 10 for reinforcements he immediately rolls again to determine how many additional units enter the table. Reinforcements enter on the Sabine Crossroads map sector at **D**. They may enter in march column or delay one

turn and enter in any formation. Reinforcements enter without a maneuver check and move at the double-quick rate.

- Enter on a 1-4 die result: corps leader Franklin with 1 infantry brigade.
- Enter on a 5-7: corps leader Franklin and division leader Emory with 2 infantry brigades.
- Enter on a 8-10: corps leader Franklin and division leader Emory with 3 infantry brigades.

Units and leaders that fail to reach the Sabine Crossroads map sector are considered to have stayed back on the Pleasant Grove map sector.

SHORT SCENARIO

You can shorten the scenario to fight just the first phase of the battle on the Sabine Crossroads table. The shorter scenario needs fewer miniatures, a smaller playing area, and less time to play.

Use only the first 5-ft. by 4-ft. playing area. Reduce the game length to 10 turns, starting with the Confederate player turn at 4:00 PM, and ending after the Union player turn at 6:15 PM. Cameron's Union Division still enters at **D** on turn 2. Do not include the additional Union forces at Pleasant Grove.

The battle favors the Confederates to win so the Union can only hope for a draw at best. For play balance, the Union are awarded two victory points after the Confederates reach their threshold for heavy casualties. The Confederates must still acquire double the victory points over the Union to claim a victory. The battle ends in a draw if the total Confederate victory points are less than double the Union's total points.