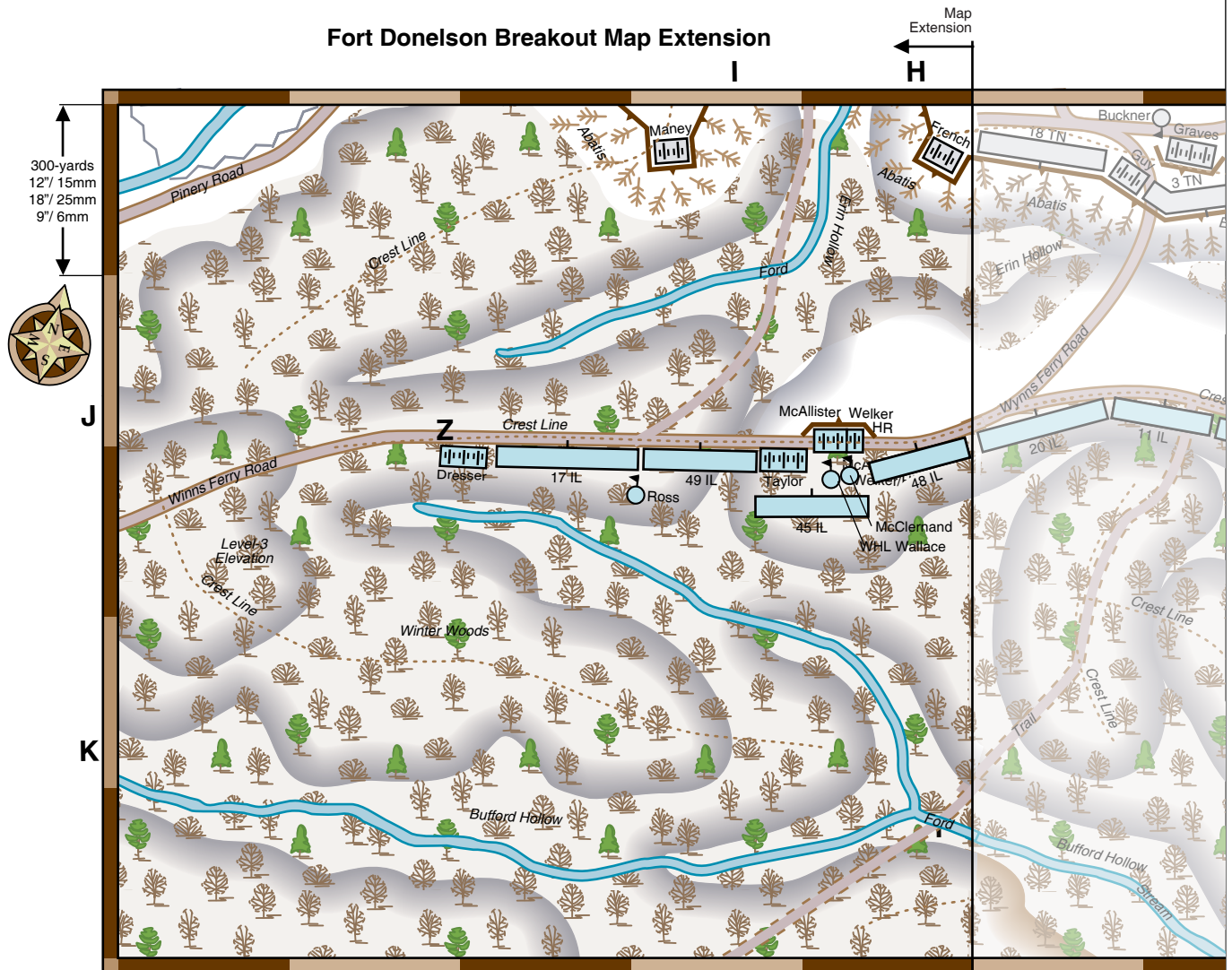


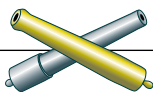
## Fort Donelson Breakout Map Extension



### EXPANDED SCENARIO

# FORT DONELSON BREAKOUT

## February 15, 1862



The Fort Donelson Breakout scenario can be played as a larger battle, and for a much longer time frame. Feedback from one of our external playtest groups recommended we leave out the map extension, because the basic scenario played well enough on its own. Players who prefer a larger gaming area and lengthier battle can add the 5-ft. extension on to the west table edge. The expanded scenario can be played by three Union and three to five Confederate players, takes about eight hours to play, and extends the playing area to 5-ft. deep by 11-ft. wide.

### Terrain

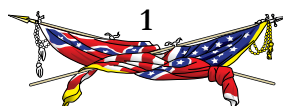
Connect the map extension above to the west edge of the scenario map on page 7 in *RFF Civil War Battle Scenarios Vol. 2, 1862-1863* to form a contiguous battlefield. With one exception, the terrain effects are the same as in the smaller scenario.

**Elevations.** All elevations are two levels except for a third level toward the west table edge.

### Order of Battle

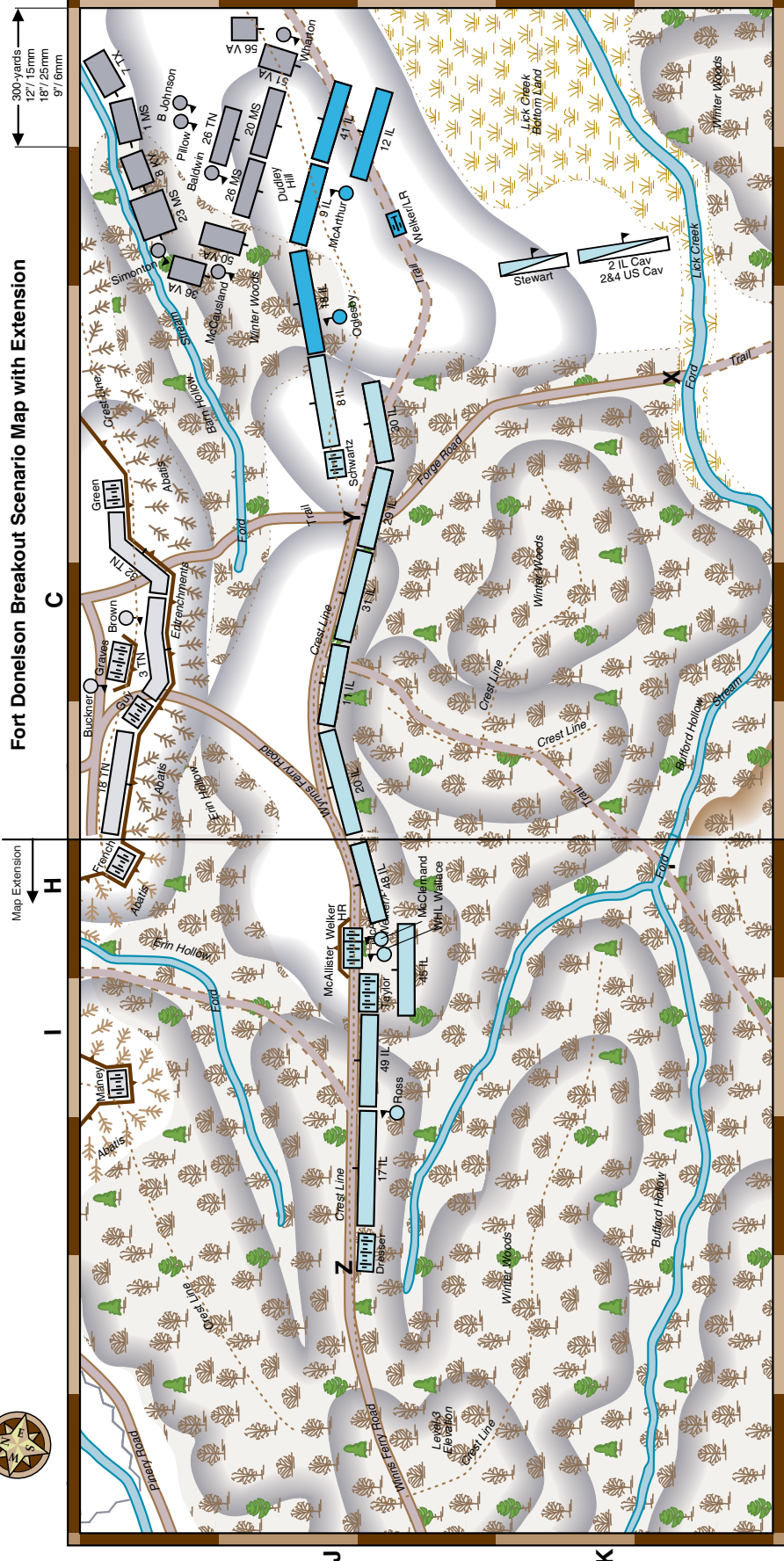
The following number of additional stands are needed. The number in parenthesis is the grand total from the combined scenarios.

STAND	UNION	CONFEDERATE
Infantry	152 (339)	55 (224)
Infantry command	10 (24)	5 (22)
Cavalry	9 (19)	9 (29)
Cavalry command	1 (3)	1 (3)
Dismounted cavalry	7 (15)	7 (22)

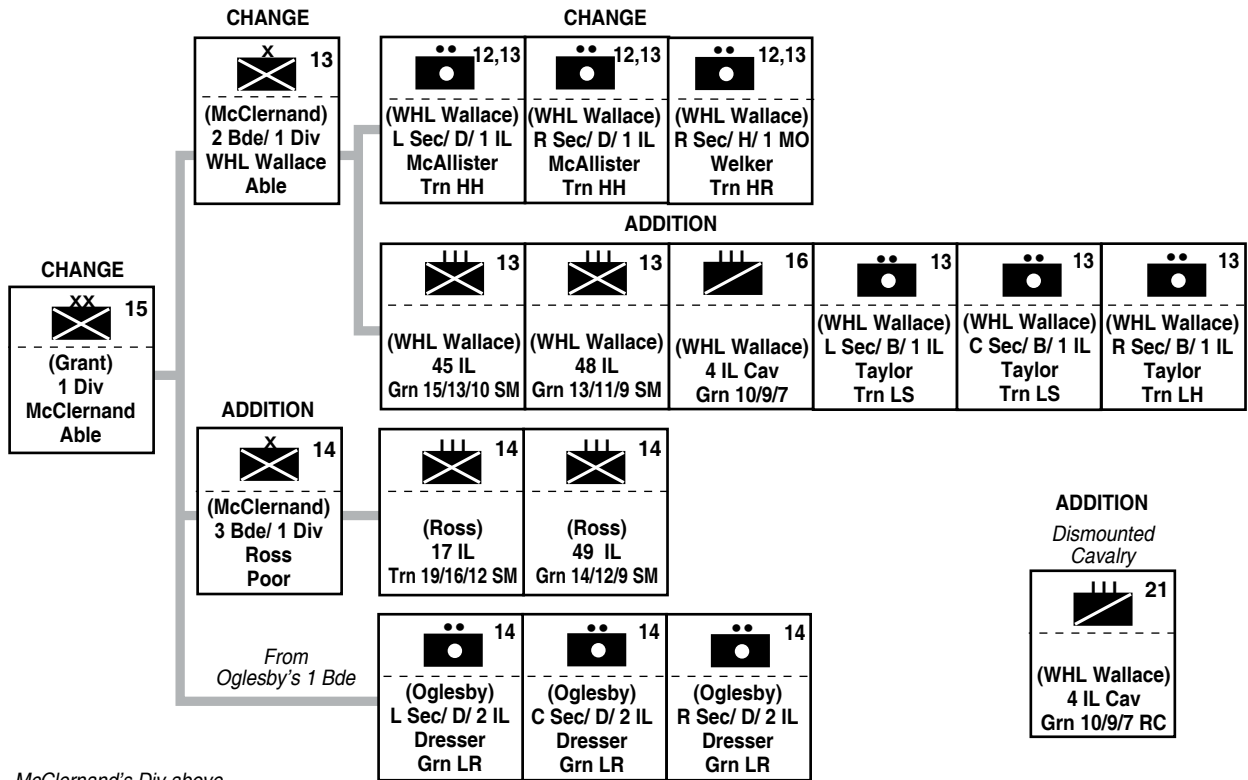




## Map Extension

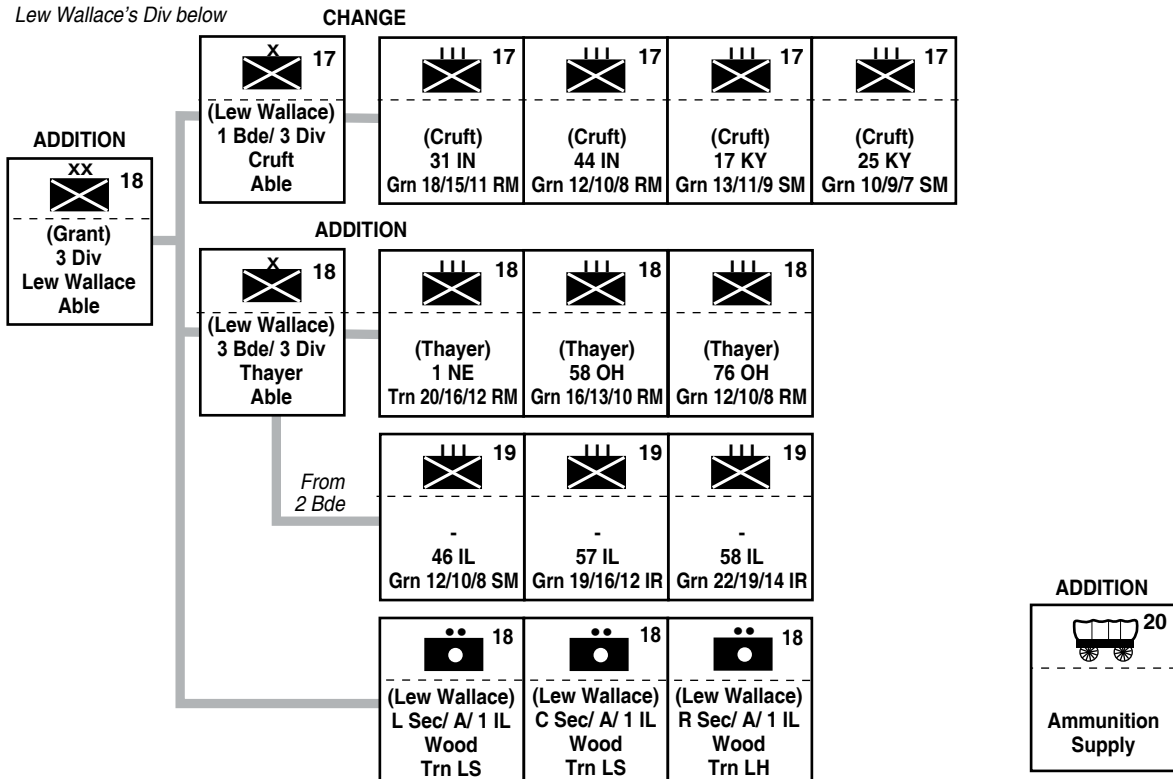


## Fort Donelson Breakout Expanded Scenario Union Order of Battle

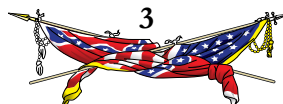


*McClermand's Div above*

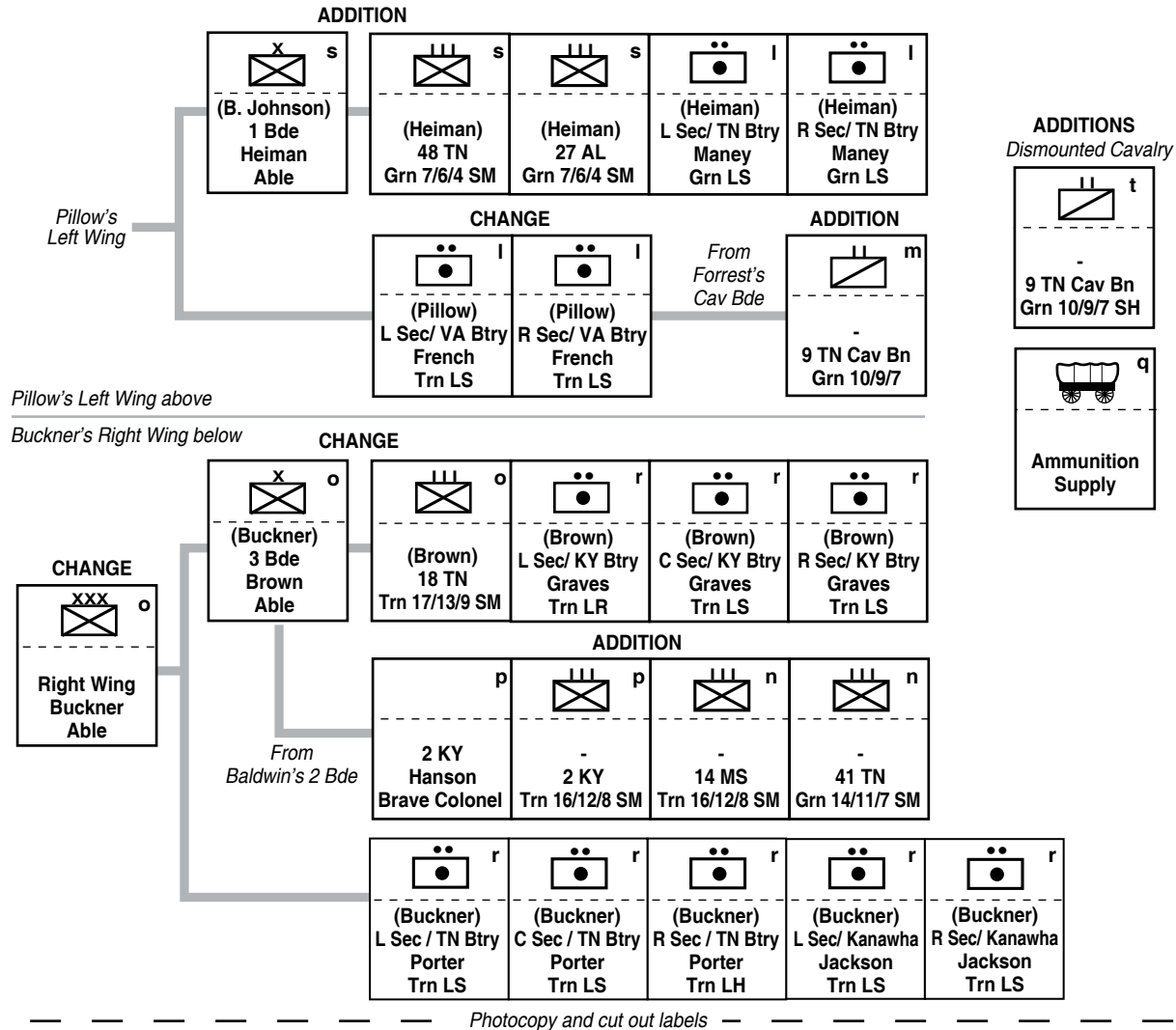
*Lew Wallace's Div below*



Photocopy and cut out labels



## Fort Donelson Breakout Expanded Scenario Confederate Order of Battle



Dismounted cavalry command	1 (3)	1 (3)
Horse holder	2 (4)	2 (7)
Artillery (gun with limber)	12 (15)	7 (8)
Artillery (gun only)	0 (0)	4 (8)
Wing/Division leader	1 (2)	0 (3)
Brigade leader	2 (6)	1 (8)
Brave colonel	0 (1)	1 (1)
Supply wagon	1 (1)	1 (1)
<b>Total</b>	<b>198 (432)</b>	<b>94 (339)</b>

**Union Forces.** Total Union stands now represent a force of 16,000 men and 30 guns. Reinforcements enter without a maneuver check and in the formation indicated, and move at the double quick rate.

12) In the basic scenario, the 2 gun sections of McAllister's Battery and 1 HR gun section from Welker's Battery are off-table artillery. The guns now starts on the map extension behind breastworks and have a 180-degree arc of fire. They only may fire and rally, and cannot limber and move

until activated on the turn after an enemy unit moves within 12" (see special scenario rule in the basic scenario).

13) In the basic scenario, brigade leader WHL Wallace must remain within 6" of the west table edge, and he only commands two units on the table. The leader now starts on the map extension and commands additional starting units located on the map extension as follows: the 45th and 48th Illinois, Taylor's Battery, McAllister's Battery and 1 HR gun section from Welker's Battery. The leader and units are activated on the turn after an enemy unit moves within 12" and may move without restrictions (see special scenario rule in the basic scenario).

14) Additional starting units and leader: brigade leader Ross with the 17th and 49th Illinois; and Dresser's Battery. The leader and units are activated on the turn after an enemy unit moves within 12" (see special scenario rule in the basic scenario).

15) In the basic scenario, division leader McClelland enters between points E-F on turn 5. He now starts on the map





extension and is activate on turn 5.

- 16) Enter on turn 6 east of **G** only on a die result of 6-10: 4th Illinois Cavalry (see special scenario rule).
- 17) In the basic scenario, Cruft's brigade enters at **F** on turns 8 and 9. The brigade now enters on turn 6 and 7 at **K**. The brigade leader and units may perform operational movement (see special scenario rule).
- 18) Enter on turn 21 between **J-K**: division leader Lew Wallace and brigade leader Thayer with the 1st Nebraska, 58th and 76th Ohio in any formation, and Wood's Battery.
- 19) Enter on turn 22 between **J-K**: 46th, 57th and 58th Illinois in any formation. These units only may be under provisional command.
- 20) Turn 22: Place 1 ammunition supply wagon on the table behind a friendly unit and over 12" from the enemy units. (see special scenario rule).
- 21) Alternate labels for dismounted cavalry.

**Confederate Forces.** Total Confederate stands now represent a force of 11,760 men and 32 guns. Reinforcements enter without a maneuver check and in the formation indicated, and move at the double quick rate.

- l) In the basic scenario, French's Battery is off-table artillery. The battery now starts on the table. Both French's and Maney's batteries are unlimbered in fortified fixed positions. The guns have a 180-degree arc of fire and may only fire, rally and replenish ammunition. The batteries cannot limber and move, pivot, or hand haul during the game.
- m) Enter on turn 2 between **B-C** only on a die result of 6-10: 9th Tennessee Cavalry Battalion in field column (see special scenario rule). The 9th can only be in provisional command and cannot charge with cold steel.
- n) Enter on turn 3 between **H-I**: 14th Mississippi and 41st Tennessee in any formation. The units only may be under provisional command.
- o) In the basic scenario, right wing leader Buckner and brigade leader Brown with 18th Tennessee are activated on turn 11. The leaders and unit are now activated on turn 3.
- p) Enter on turn 15 at **D**: brave colonel Hanson with the 2nd Kentucky in any formation. The unit only may be under provisional command.
- q) Turn 16: Place 1 ammunition supply wagon on the table behind a friendly unit and over 12" from the enemy units. (see special scenario rule).
- r) Enter or activate the following batteries only on the turn after there are no Union units occupying the key position **Y-Z**: Jackson's, Porter's batteries enter between **B-C**; and Graves' Battery, in a fortified position, may limber and move.
- s) Enter between **I-H** on the turn only after there are no Union units occupying the key position **Y-Z**: brigade leader Heiman with the 48th Tennessee and 27th Alabama in any formation.

- t) Alternate labels for dismounted cavalry.

## Game Length

The game is unusually long, 28 turns, starting with the Confederate player turn at 7:00 AM, and ends after the Union player turn at 1:45 PM.

## Victory Conditions

Heavy casualty thresholds and location of the key position have changed.

**Heavy Casualties.** The Union threshold for heavy casualties is determined separately for two division-size higher commands. The Confederate player achieves one victory condition for each Union higher command that suffers 20% losses. McClelland's Division, which includes McArthur's Brigade from C.F. Smith's Division, reaches its threshold after losing 49 troop or gun stands. Lew Wallace's Division reaches its threshold after losing 11 stands. The threshold increases to 32 after all of Thayer's Brigade enters on turn 22.

The Confederate threshold for heavy casualties is determined separately for the two wing higher commands. The Union player achieves one victory condition for each Confederate higher command that suffers 25% losses. Buckner's Right Wing reaches its threshold after losing 28 stands. Pillow's Left Wing reaches its threshold after losing 43 troop and gun stands. The threshold increases to 47 stands only if the two infantry regiments from Heiman's Brigade enter by the end of the game.

**Key Position.** The Union defensive line along the Wynn Ferry Road between points **Y-Z** remains the key position, however, point **Z** has been moved to the end of the defensive line that extends further to the west on to the map extension. The key position is under Union control at the start of the scenario.

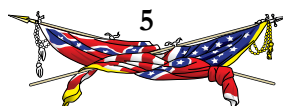
The Union player achieves one victory condition if at least one friendly unit occupies the position between **Y-Z** at the end of the game. The Confederate player achieves one victory condition if no enemy unit occupies **Y-Z** at the end of the game.

In addition to these victory condition, each turn after no Union units are located between **Y-Z**, all Union units suffer a -1 modifier in subsequent maneuver checks. After losing the key position, if at least one Union unit re-occupies part of the key position in a later turn, the modifier is reversed and all Confederate units suffer the -1 modifier in subsequent checks. The modifier always applies to the last side to lose the key positions.

## Special Scenario Rules

**Unit and Leader Activation.** As in the smaller scenarios, there are several Union units and leaders deployed on the table at the start of the scenario that cannot voluntarily move until they are activated on the turn specified. Leaders may move but must remain within their command radius from at least one unactivated unit. A leader may attach to an unactivated unit.

Unactivated units are subject to maneuver checks and can be fired upon. An unactivated unit can retreat as a result of a



maneuver check. It must attempt to rally and advance back into its starting position in a subsequent check. An unactivated unit may fire at targets within weapon range, and it is activated on the turn after an enemy unit moves within 12" and line of sight.

**Additional Cavalry.** Both sides have an additional cavalry unit that could have participated in the battle, but remained unengaged. The Union 4th Illinois Cavalry was located a few miles south on the Forge Road. Sometime in the morning, it made a brief appearance on the battlefield, but retreated after encountering Confederate troops on the road. On turn 6 the controlling player rolls one die. On a 6-10 die result the unit may enter that turn east of **A** in any formation. On a 1-5 the unit remains off the table for the entire game.

General Pillow placed Lieutenant Colonel Forrest in command of all Confederate cavalry, but Lieutenant Colonel Gant in command of the 9th Tennessee Cavalry Battalion, refused to serve under Forrest and stayed out of the battle. On turn 2 the controlling player rolls one die. On a 6-10 result the unit may enter that turn between **B-C** in field column, and may only be under provisional command. On a 1-5 result the unit remains off the table for the entire game.

**Operational Movement.** Cruft's Brigade enters on turn 6 at point **K** and may perform **operational movement**. Operational movement doubles the move distances. Only Cruft's brigade may perform operational movement, and it cannot resume operational movement once it fails to meet the conditions below.

The short movement rates allowed in a 10 to 15-minute game turn, make for a more playable game. Unfortunately, the distance is far less than what soldiers could actually march in real time. The shorter movement is not an issue when units start the game on the table and in close proximity to the enemy. However, when it takes several turns to move a unit over a greater distance on the table, another type of movement called operational movement is needed to keep closer to the time line of a historical battle. Operational movement doubles the rates listed on the Movement Rates Chart. Units must meet several conditions to perform operational movement.

All units must move in a brigade-size column formation. Infantry and cavalry units must either all be in march column or in field column, and arranged in succession one behind the other. The brigade leader and any higher command leaders must be attached to the front of the column. Batteries must move together as an artillery brigade or battalion, or as part of an infantry or cavalry brigade, with all guns limbered and in single file. Units must start the game or enter the table in a brigade column to be eligible for operational movement. Individual regiments and batteries cannot perform operational movement. One maneuver check is resolved for all leaders and units in the brigade column. The units and leaders can either all remain in the column and perform operational movement at double the basic movement rate, or each may perform a separate maneuver and move at the basic movement rate. To perform operational movement, the brigade column must remain out of the line of sight of enemy artillery, and cannot move

closer than 16" to an enemy unit. Units in the column cannot change formation, fire or charge. Units in march column may only move on a road. A unit can no longer perform operational movement for the remainder of the game once it fails to meet the above conditions.

**Ammunition Supply.** Units on either side that suffer a low on ammunition effect may replenish ammunition by moving within 12" of their ammunition wagon marker and performing a replenish ammunition maneuver. Each side places one ammunition supply marker on the table on turn 22 for the Union and turn 16 for the Confederates. The marker may be placed anywhere behind a friendly unit and over 12" from enemy units. The ammunition supply marker cannot move and is eliminated if an enemy unit passes through it. The Confederate batteries located in fortified fixed position may replenish ammunition at their location.

## Basic Scenario Errata

If you are playing the basic scenario, it lists Crufts' Union Brigade entering at points **F** and **G**, but **G** is a wrong location. The leader and all units enter at **F**. The text should read as follows:

- 5) Cruft's Brigade continues to enter on turn 10 at **F**: 17th Kentucky, followed by the 31st Indiana, both in field column.

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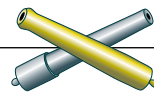
# EXPANDED SCENARIO

# BATTLE OF

# MCDOWELL

## May 8, 1862

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## The Scenario

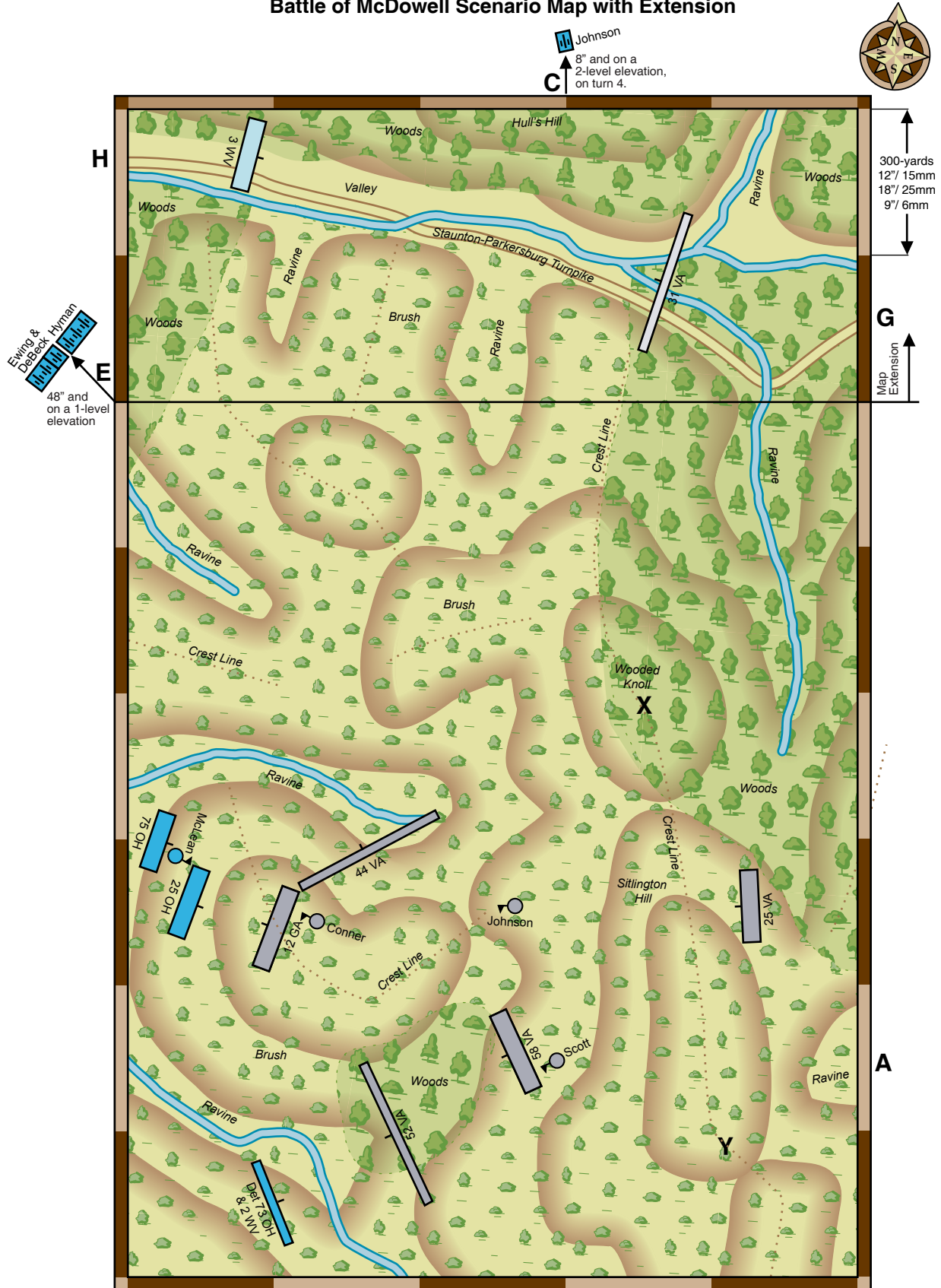
Historically, the Union 3rd West Virginia and Confederate 31st Virginia, both guarding the turnpike in the valley north of Sittlington Hill, were only lightly engaged until both units were ordered up onto the hilltop. We determined after playtesting, that the area encompassing the valley and adjacent Hull Hill were superfluous to recreating the historical scenario. Players who prefer a larger gaming area can add the 2-ft. map extension to the north table edge. The extension increases the gaming area to 8-ft. wide by 5-ft. deep in 15mm.

## Terrain

Connect the map extension below to the north edge of the scenario map on page 21 in *RFF Civil War Battle Scenarios Vol. 2, 1862-1863* to form a contiguous battlefield. Terrain should



# Battle of McDowell Scenario Map with Extension



be laid out as shown. With two exceptions, terrain effects are the same as in the basic scenario.

**Elevations and Valley.** The north end of Sittlington Hill overlooks a valley through which the turnpike passes. A two-level elevation called Hull's Hill, spans the table edge north of the road. Some areas in the valley are open terrain.

**Road.** The Staunton-Parkersburg Turnpike is in good condition. Units in march column, limbered guns, and leaders on the road may move at the road movement rate.

## Order of Battle

One Union regiment and gun section, and one Confederate regiment are added to the order of battle when using the map extension.

The following number of additional stands are needed. The number in parenthesis is the grand total from the combined scenarios.

STAND	UNION	CONFEDERATE
Infantry	12 (69)	9 (113)
Infantry command	1 (7)	1 (10)
Artillery (gun with limber)	1 (1)	0 (0)
Artillery (off-table gun)	0 (7)	0 (0)
Army/Division leader	0 (0)	0 (1)
Brigade leader	0 (1)	0 (3)
Brave colonel	0 (3)	0 (0)
Total	14 (88)	10 (137)

**Union Forces.** Total Union stands now represent a force of 3,360 men and 16 guns.

- 9) In the basic scenario, 1 gun section from Johnson's battery is located 30" off the table edge at **C**. It is now only 8" off the table edge of the map extension. The gun is still activated on turn 4.
- 10) In the basic scenario, Brave colonel Thompson with the 3rd West Virginia enter at **D** on turn 7. The unit now starts on the map extension deployed in line astride the turnpike and facing east. Activate the leader and unit on turn 4 (see special scenario rule).
- 11) Enter on the map extension at **H** on turn 10: 5th West Virginia in any formation, and 1 limbered light howitzer section from Johnson's Battery. The units may only be under provisional command, enter without a maneuver check, and move at the double quick rate.

## McDowell Expanded Scenario Union Order of Battle

CHANGE			ADDITION	
From Milroy's Bde			From Schenck's Bde	From Milroy's Bde
10	10	9	11	11
3 WV Thompson Brave Colonel	3 WV Trn 11/8/5 RM	L Sec/ 12 OH Johnson Trn Is	5 WV Trn 13/9/6 RM	R Sec/ 12 OH Johnson Trn LH

## Confederate Order of Battle

CHANGE	ADDITION
From Connor's Bde	From Campbell's Bde
f	g
(Conner) 31 VA Trn 12/9/6 SM	21 VA Vet 10/8/5 SM

- Photocopy and cut out labels -

**Confederate Forces.** Total Confederate stands now represent a force of 4,920 men and no guns.

- f) In the basic scenario, the 31st Virginia enters at **B** on turn 6. The unit now begins the scenario deployed on the map extension in an extended line astride the turnpike and facing west. Activate the unit on turn 4 (see special scenario rule).
- g) Enter on the map extension at **G** on turn 10: 21st Virginia in any formation. The unit may only be under provisional command, enters without a maneuver check, and moves at the double quick rate.

## Victory Conditions

Heavy casualty thresholds have changed.

**Heavy Casualties.** The Union threshold for heavy casualties increases to 26 troop and gun stands lost after the 5th West Virginia and 1 gun section enter on turn 10. The Confederate threshold increases to 31 stands lost after the 21st Virginia enters on turn 10.

## Special Scenario Rules

**Unit and Leader Activation.** Union brave colonel Thompson with the 3rd West Virginia, and the Confederate 21st Virginia are deployed on the table at the start of the scenario, but cannot move until they are activated. Unactivated units are subject to maneuver checks. An unactivated unit can retreat as a result of a maneuver check. It must attempt to rally and advance back into its starting position in a subsequent check. An unactivated unit may fire at targets within weapon range and can be fired upon. Once activated the unit may move and fight without restriction.



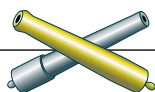


# EXPANDED SCENARIO

## BATTLE OF MECHANICSVILLE

### or Beaver Dam Creek

#### June 26, 1862



The Mechanicsville scenario can be played as a larger battle. We decided to leave out the additional troops and map extension to keep the battlefield and opposing forces down to a more manageable size. Players who prefer a larger gaming area can add the 4-ft. map extension. The expanded scenario can be played by three Union and five Confederate players, takes

about six hours to play, and extends the playing area to 5-ft. deep by 9-ft. wide.

### Terrain

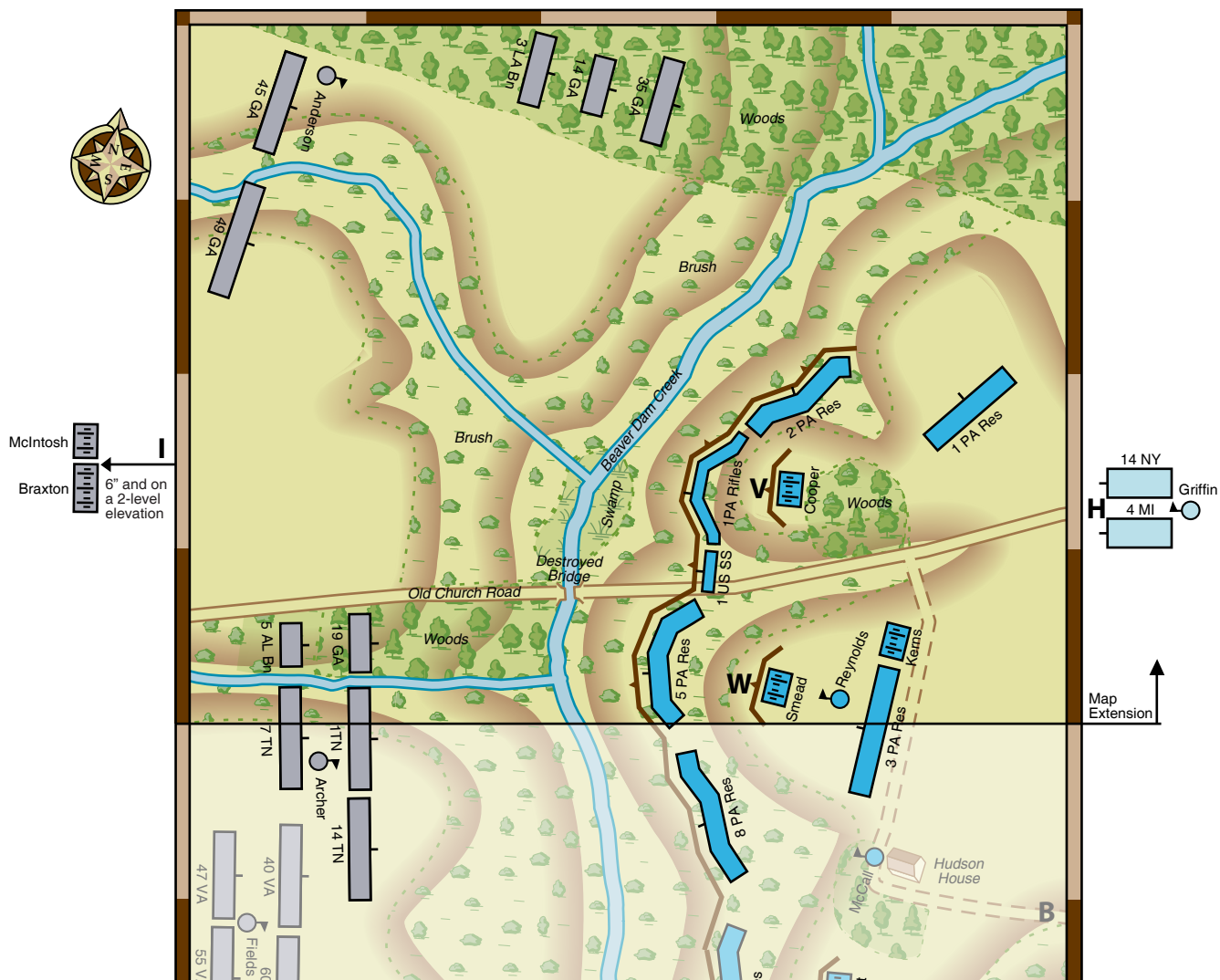
Connect the map extension below to the north edge of the scenario map on page 26 in *RFF Civil War Battle Scenarios Vol. 2, 1862-1863* to form a contiguous battlefield. Terrain should be laid out as shown. Terrain effects are the same as in the basic scenario.

### Order of Battle

The following number of additional stands are needed. The number in parenthesis is the grand total from the combined scenarios.

STAND	UNION	CONFEDERATE
Infantry	89 (210)	92 (260)
Infantry command	7 (14)	9 (23)
Artillery (gun with limber)	6 (13)	0 (0)
Artillery (off-table gun)	0 (0)	5 (15)

Mechanicsville Scenario Map Extension





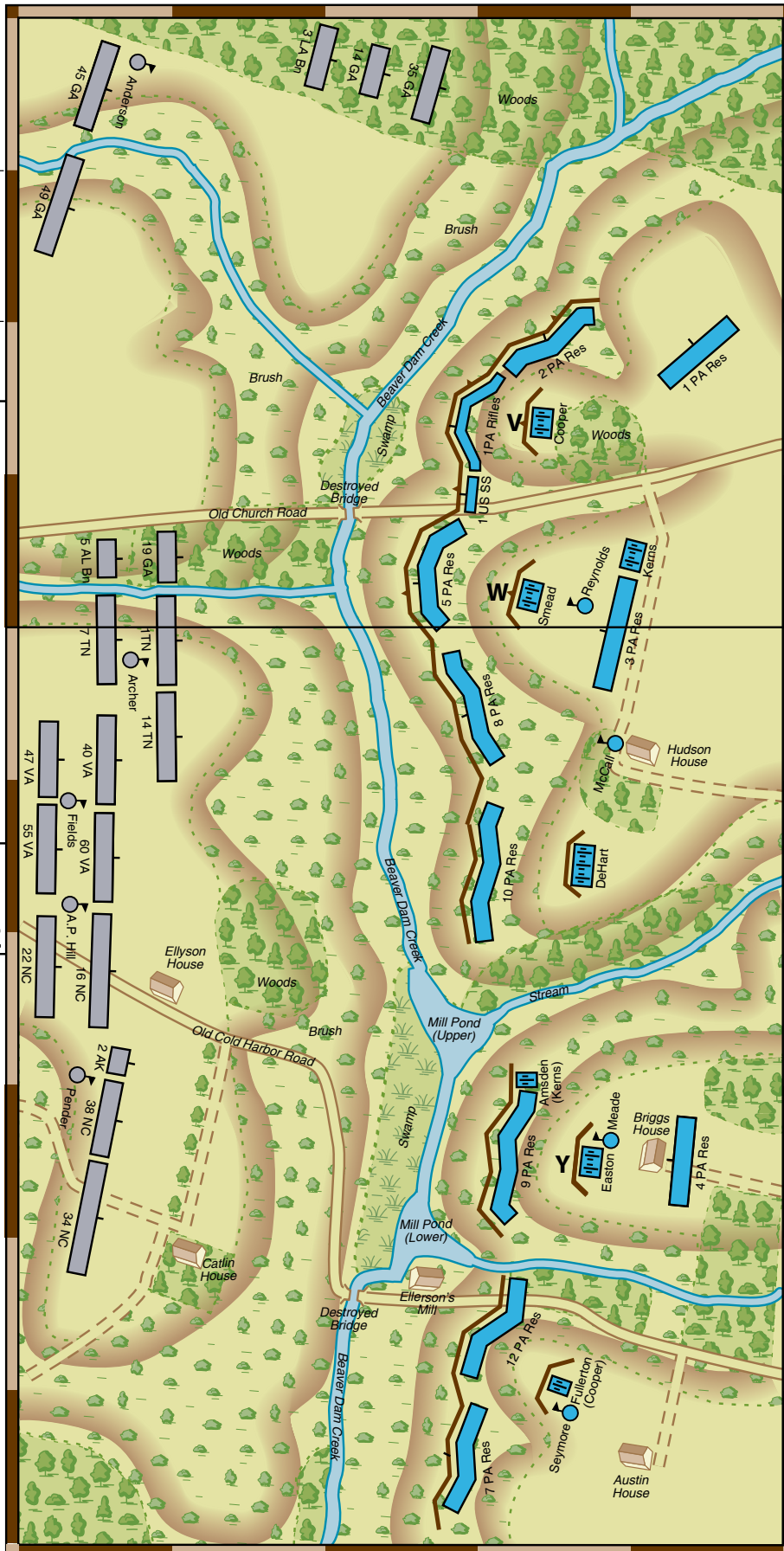
300-yards  
12"/ 15mm  
18"/ 25mm  
9"/ 6mm

McIntosh  
Braxton  
6" and on a 2-level elevation

2" and on a 3-level elevation  
Pegram  
Hardaway  
Andrews

Rhett  
Bondurant  
6" and on a 3-level elevation

48 GA  
3 NC  
44 GA  
1 NC  
D



14 NY  
4 MI  
Griffin

Map Extension

### Mechanicsville Scenario Map with Extension

Division leader	0 (1)	0 (0)
Brigade leader	2 (4)	2 (5)
Total	104 (242)	108 (303)

**Union Forces.** Total Union stands now represent a force of 9,480 men and 26 guns.

- 5) Additional starting units and leader: brigade leader Reynolds with the 1st, 2nd, 5th and 8th Pennsylvania Reserve, 1st Pennsylvania Rifles, and a 2-company detachment from the 1st US Sharpshooters; and Kerns' and Cooper's batteries.
- 6) The 1st "Bucktails" Pennsylvania Rifles and 1st US Sharpshooters have special maneuver and combat capabilities (see special scenario rule).
- 7) In the basic scenario, the 8th Pennsylvania Reserve was only in provisional command. The unit is now under brigade leader Reynold's command.
- 8) In the basic scenario, the 3rd Pennsylvania Reserve was located near the Hudson House. It is now repositioned further north adjacent to Kerns' Battery.
- 9) In the basic scenario, the 2 gun sections of Smead's Battery are off-table artillery. The battery now starts on the map extension.
- 10) In the basic scenario, Amsden and Fullerton are independent gun sections. They are now a detached gun section from Cooper's and Kerns' batteries.

11) Enter on the map extension at **H** on turn 7: brigade leader Griffin with the 14th New York and 4th Michigan. Units enter in field column, without a maneuver check, and move at the double quick rate.

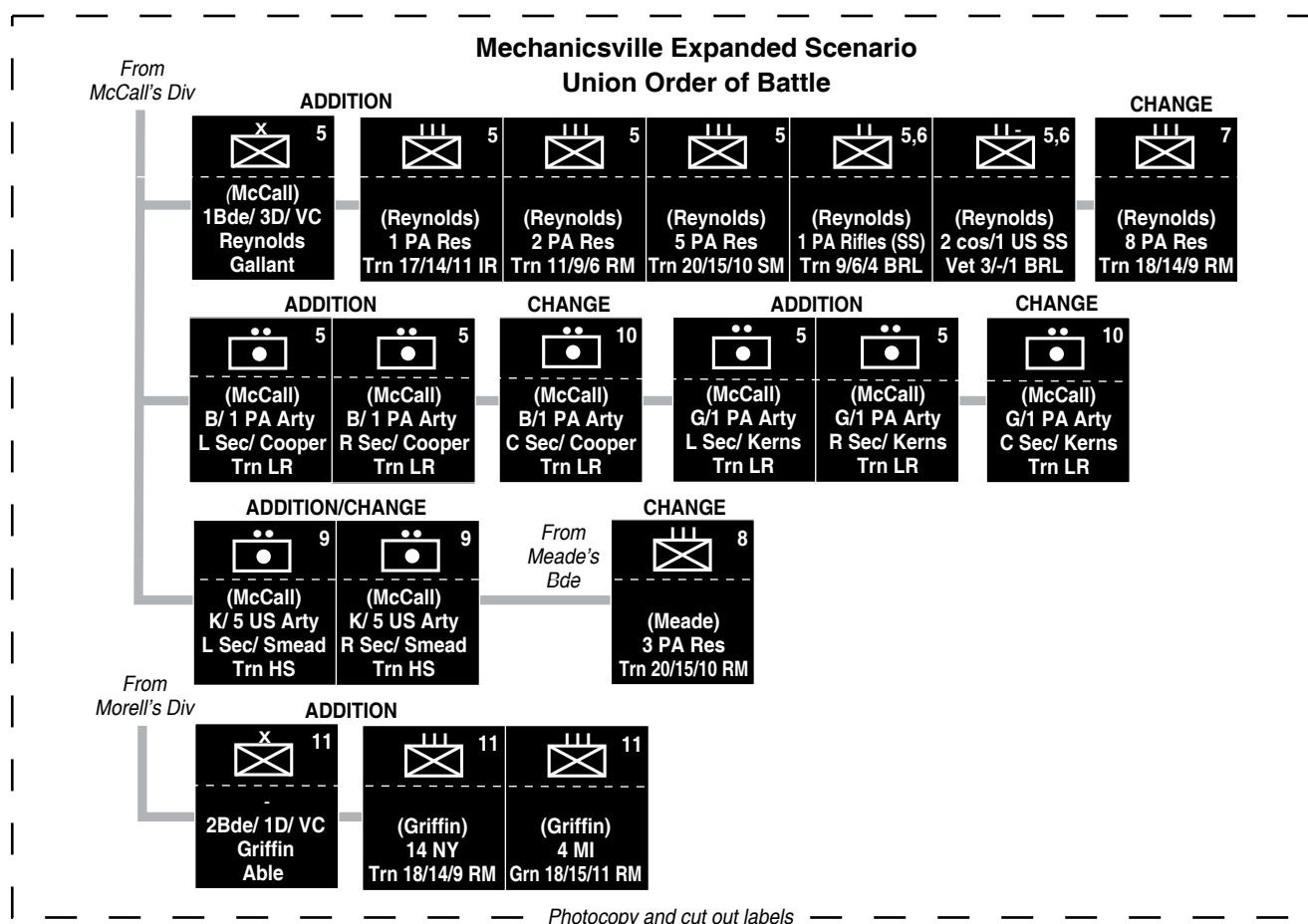
**Confederate Forces.** Total Confederate stands now represent a force of 11,920 men and 30 guns.

- f) Starting units and leaders: brigade leader Anderson with the 14th, 35th, 45th, and 49th Georgia, and 3rd Louisiana Battalion; and brigade leader Archer with the 19th Georgia, 1st, 7th, and 14th Tennessee, and 5th Alabama Battalion.
- g) In the basic scenario, the 14th Tennessee was only in provisional command. The unit is now under brigade leader Archer's command.
- h) McIntosh's and Braxton's batteries start 6" off the table edge on the map extension at **I** (see special scenario rule).

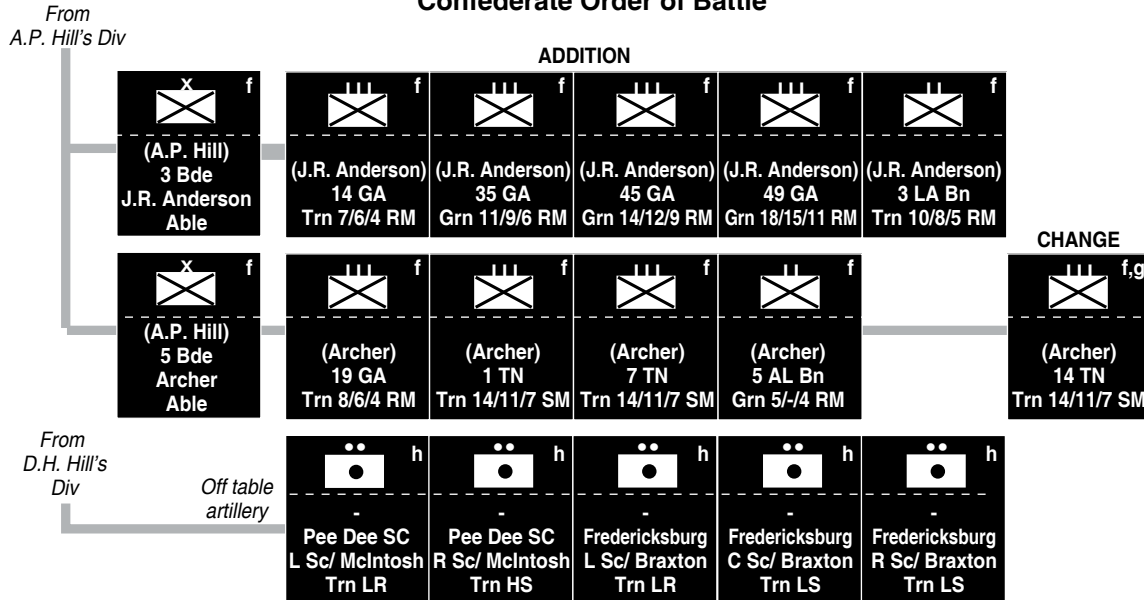
## Victory Conditions

Heavy casualty thresholds and location of key positions have changed.

**Heavy Casualties.** The Union threshold for heavy casualties is determined separately for two ad hoc division-sized higher commands. The Confederate player achieves one victory condition for each Union command that reaches its threshold after 25% losses. The first ad hoc command are units from



## Mechanicsville Expanded Scenario Confederate Order of Battle



*Photocopy and cut out labels*

McCall's Division located north of the Hudson House, consisting of Reynold's Brigade, the 3rd Pennsylvania from Meade's Brigade, Smead's Battery, and Cooper's and Kern's batteries less 1 detached gun section from each, and Griffin's Brigade from Morell's Division. The command reaches its threshold after losing 26 troop and gun stands, and increases to 35 stands after all units in Griffin's Brigade arrive on turn 7. The second ad hoc command consists of units from McCall's Division located south of the Hudson House, consisting of Meade's Brigade less the 3rd Pennsylvania, Seymour's Brigade, DeHart's and Easton's batteries, and 1 detached gun section each from Cooper's and Kern's batteries. The command reaches its threshold after losing 25 stands.

The Confederate threshold for heavy casualties also is determined separately for two ad hoc division-sized higher commands. The Union player achieves one victory condition for each Confederate command that reaches its threshold after 25% losses. The first ad hoc command consists of in Archer's and Anderson's brigades from A.P. Hill's Division, and Braxton's and McIntosh's off-table batteries from D.H. Hill's Division. The command reaches its threshold after losing 27 troop and gun stands. The second ad hoc command includes all Confederate units in Field's and Pender's brigades, and Pegram's and Andrew's off-table batteries from A.P. Hill's Division, Ripley's Brigade and Rhett's, Hardaway's and Bondurant's batteries from D.H. Hill's Division. The command reaches its threshold after losing 45 stands.

**Key Position.** There are now five key positions. The breastworks located at V, W, X,Y, and Z are key positions under Union control at the start of the scenario. The Confederates achieve one victory condition for each key position occupied at the end of the game. The Union achieve one victory condition if at the end of the game they control all five key positions.

## Special Scenario Rules

**Sharpshooters.** The 1st US Sharpshooters and 1st "Bucktails" Pennsylvania Rifles, which is also rated as sharpshooters, can only deploy in extended line or march column, and cannot charge with cold steel. They are always considered to be in command during their maneuver check, and receive a +1 fire combat modifier when one or more stands of sharpshooters are firing at a target. Both units are armed with Sharps breechloading rifles (BLR).

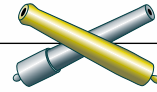
**Off-Table Artillery.** Two additional Confederate batteries start the game unlimbered off the table edge. McIntosh's and Braxton's batteries are 6" off the table at I. The guns are located on a 2-level elevation off the west table edge, and may fire over intervening units and terrain features on the table. The batteries must remain off the table, are subject to an in-command maneuver check, and may be fired upon. The only maneuvers permitted are pivot and/or fire, or rally.



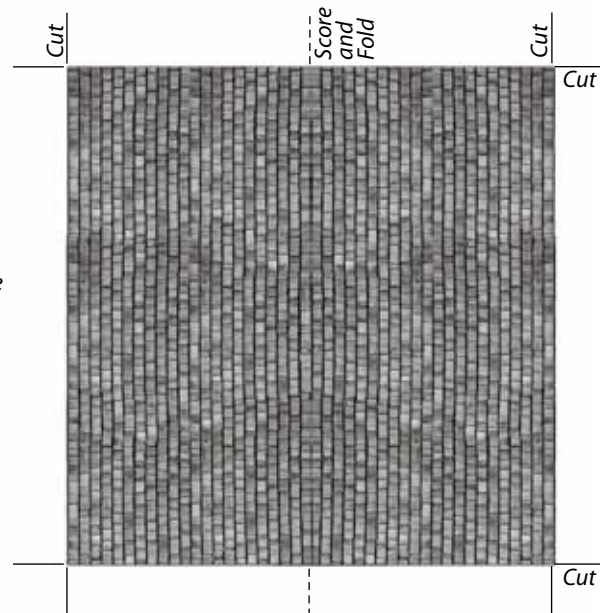
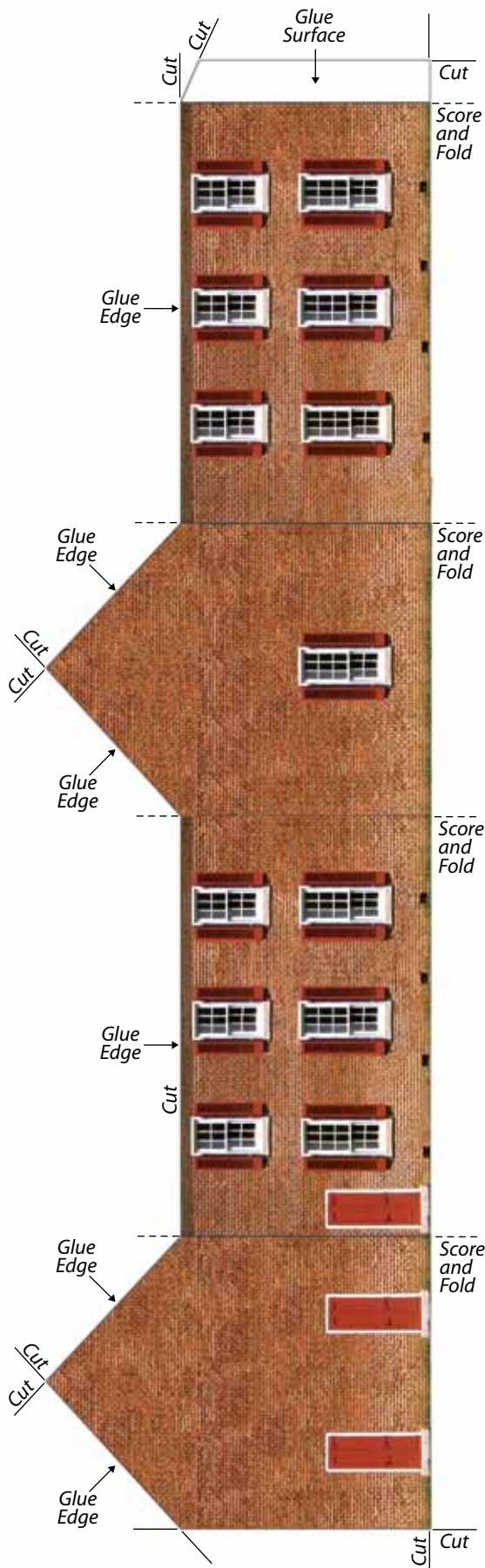
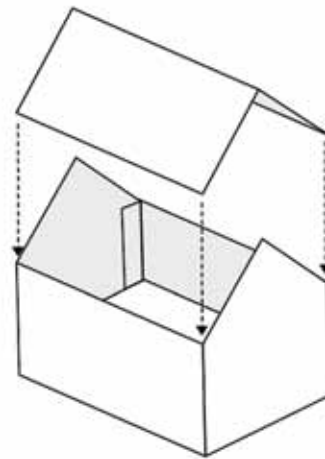


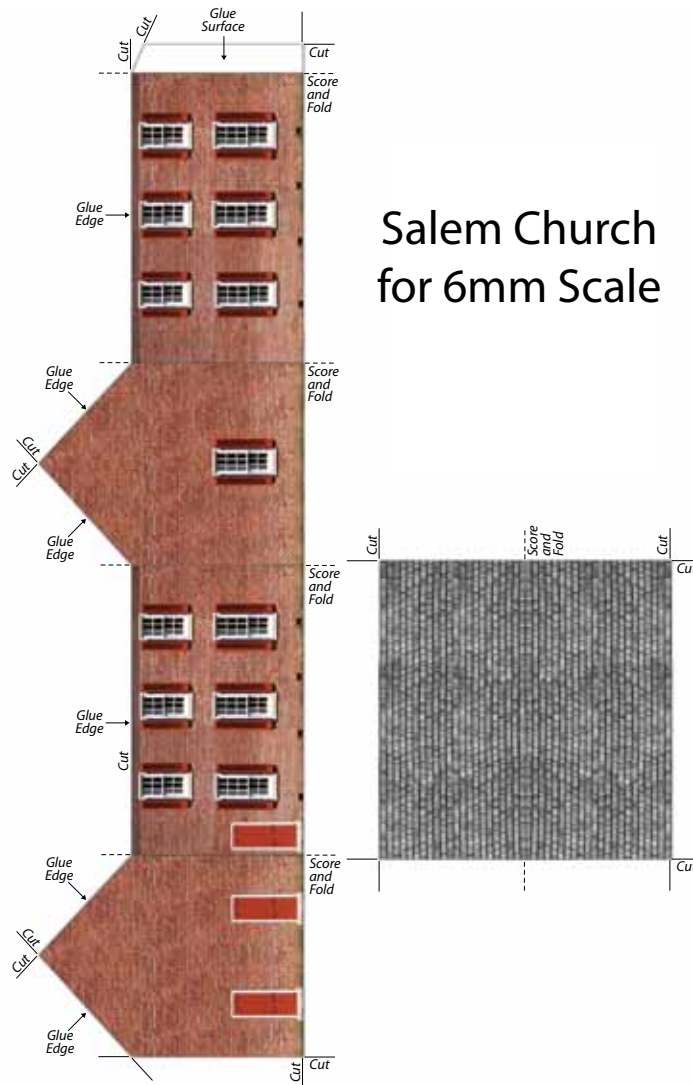
# BUILDING MODEL BATTLE OF SALEM CHURCH

May 3, 1863



Salem Church for  
10mm and 15mm Scale





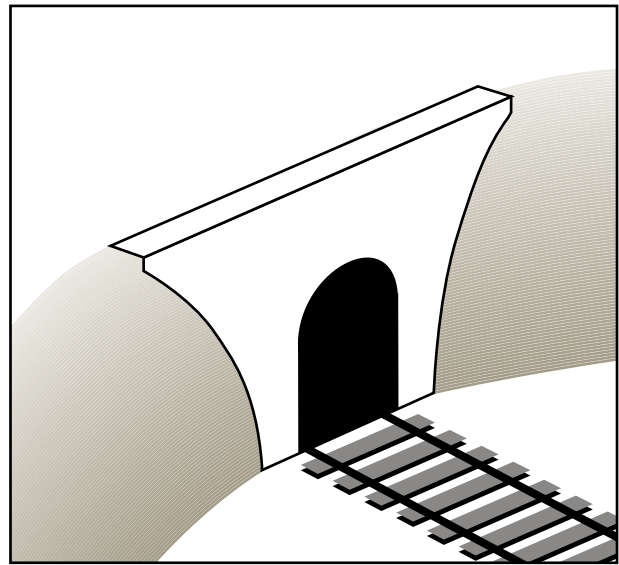
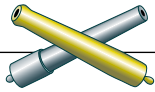
Salem Church  
for 6mm Scale

## TUNNEL ENTRANCE MODEL

# TUNNEL HILL

Battle of Chattanooga

November 25, 1863



Tunnel Entrance for  
10mm and 15mm Scale



Cut along  
Edge

Score  
and  
Fold

Tunnel Entrance  
for 6mm Scale



Cut along  
Edge

Score  
and  
Fold



Cut along  
Edge

Score  
and  
Fold



Cut along  
Edge

Score  
and  
Fold

