

FOX'S GAP—WISE'S FIELD AS SEEN FROM THE PASTURE NORTH OF THE ROAD.

## Morning Battle at Fox Gap, South Mountain September 14, 1862

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The spring and summer of 1862 had seen the Army of Northern Virginia defeat two powerful Union armies, one under McClellan in the Peninsular Campaign and one under Pope in the battles near Manassas in northern Virginia. The defeated union forces had fled back to Washington and the security of its fortifications. The victorious General Robert E. Lee was then faced with an important strategic decision ... how he and his soldiers would maintain the initiative and set the stage for a Confederate victory in the war.

Lee and the Southern leadership agreed that the best course of action was for Confederate forces to carry the war north. So Lee took his soldiers across the Potomac and for the first time since the commencement of the war nearly a year and half earlier, led a

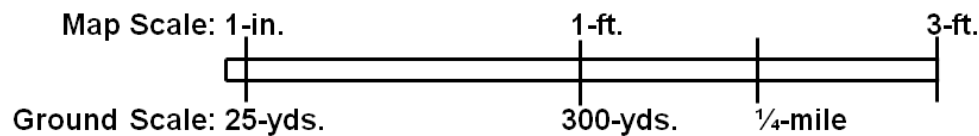
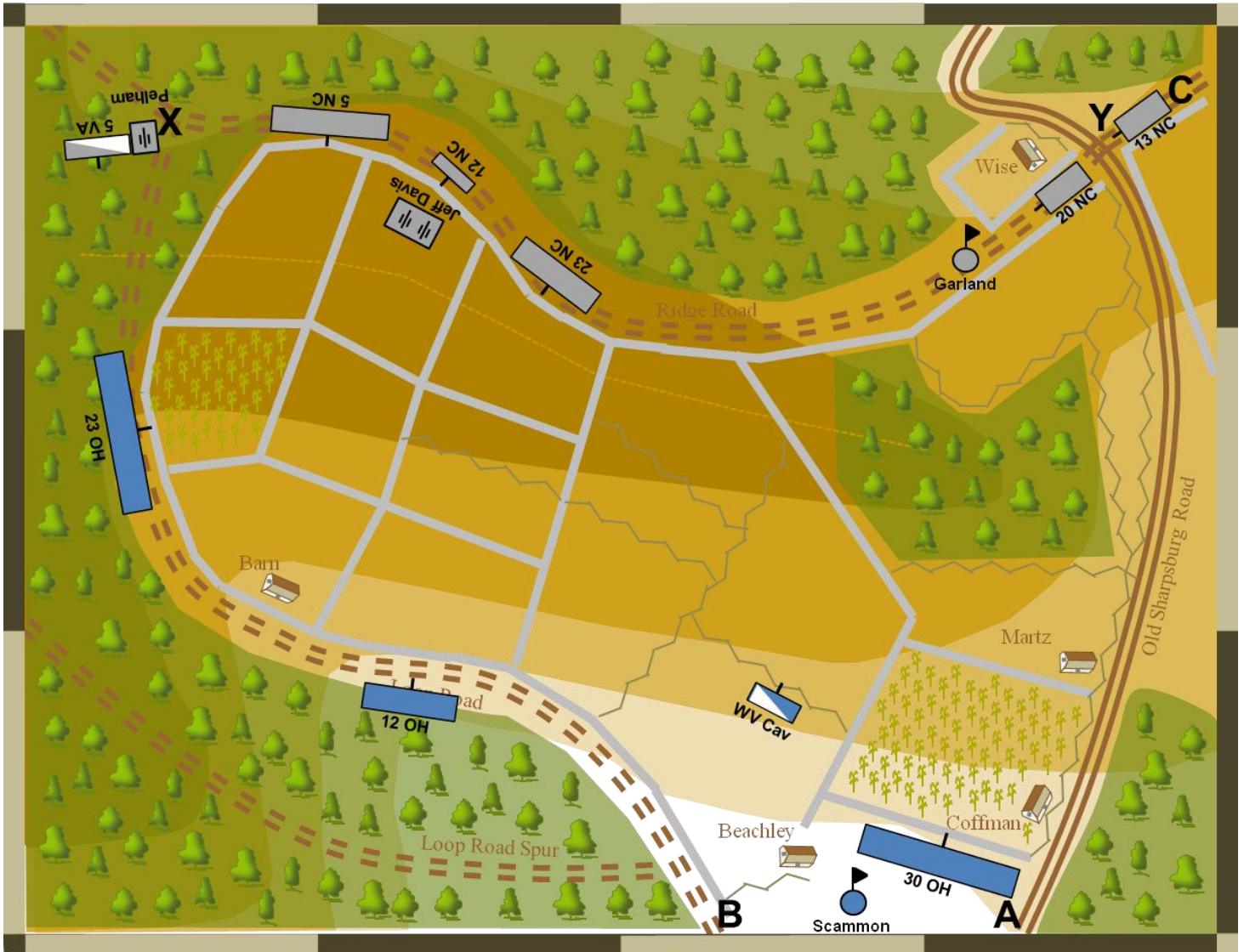
Confederate army onto Union soil. However, almost from the start, things did not go as planned. The Union garrison at Harper's Ferry did not flee in the face of the advancing Confederates, but dug in and waited for battle. Additionally, McClellan used his extraordinary administrative talents to quickly organize the demoralized Union forces near Washington into a new Army of the Potomac. He then also moved to counter Lee's invasion with uncharacteristic alacrity.

After crossing the Potomac River into Maryland north of Leesburg, Virginia, the Army of Northern Virginia continued north and captured Frederick. At this point, Lee divided his army with some troops marching to invest Harpers Ferry while others moved west across South Mountain toward Hagerstown ... only D. H. Hill's Division and

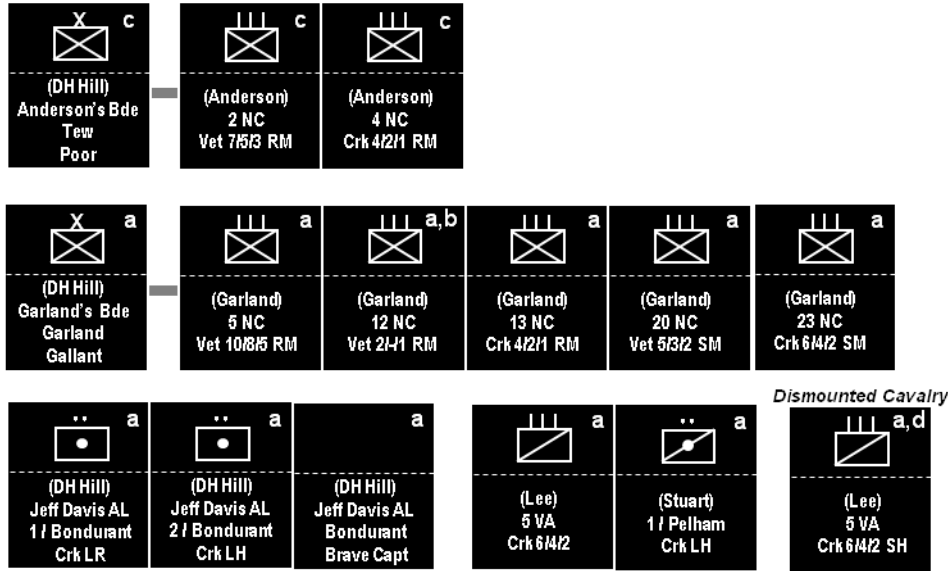
some of Stuart's cavalry were left to act as a rear guard. Unfortunately for the Confederates, McClellan and the Army of the Potomac were now in pursuit and the Union forces marched toward Frederick and South Mountain in multi-corps strength.

On September 14, pitched battles were fought for possession of the three main South Mountain passes: Crampton, Turner, and Fox

Gaps. By dusk the outnumbered Confederate defenders were driven back and McClellan was in position to destroy Lee's army before it could concentrate. However, McClellan's limited activity on September 15 after his victory at South Mountain condemned the garrison at Harpers Ferry to capture and gave Lee time to unite his scattered divisions at Sharpsburg.

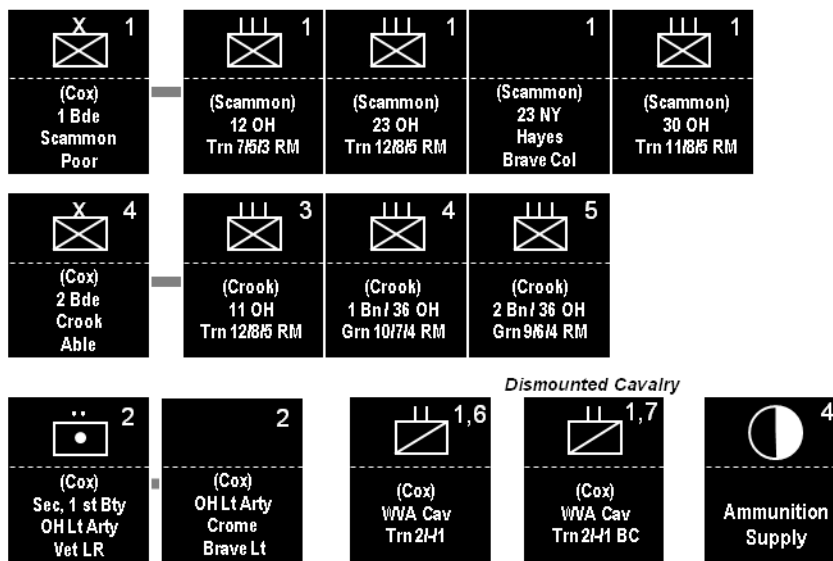


### Morning Battle at Fox Gap Scenario Order of Battle Confederate Force



Photocopy and cut out labels

### Morning Battle at Fox Gap Scenario Order of Battle Union Force



Photocopy and cut out labels

## The Scenario

This scenario covers the initial morning engagement fought at Fox Gap between Garland's and parts of G. B. Anderson's North Carolinian Brigades both of D. H. Hill's Division, and General Cox's Kanawha Division of the Union IX Corps. Later scenarios will cover the afternoon action in the same area when both sides fed reinforcements into the fight.

## The Terrain

This scenario requires a small playing area: 4' x 3'. Terrain should be laid out as shown in the scenario map. Terrain effects for the scenario are as follows:

**Woods.** The wooded areas are dense and rated broken ground for movement. Line of sight is reduced to 4". In fire combat the firing stands suffer a -1 modifier for partial cover when firing through woods at a target, or a -2 if that target is in extended line. In charge combat a defending unit in woods received a +1 modifier for favorable ground.

**Cornfields.** These areas represent mature standing stalks and are rated broken ground for movement. Line of sight is reduced to 4" but only for units on the same elevation. Cornfields do not provide any cover.

**Elevations.** Elevations have a continuous slope, from the lowest to the highest level marked by a crest line. Elevations block line of sight for any stand over 1" beyond the crest line. The defender in charge combat receives a +1 modifier for favorable ground if the attacker charged up slope.

**Walls and Fences.** All walls and fences are rated as broken ground for movement and do not block line of sight. In a maneuver check a unit aligned behind a wall or fence receives a +1 modifier. In fire combat the firing stands suffer a -1 modifier for partial

cover when firing at any target aligned behind a stone wall, and a -2 for full cover when firing at a target in extended line behind a fence or wall. A defending unit aligned behind a stone wall in charge combat received a +1 for favorable ground.

**Roads.** Units in march column, limbered guns, and leaders may move at the road movement rate when moving along the Old Sharpsburg Road. All other roads are rated poor. Units moving along a poor road move at the open ground rate.

**Buildings.** Buildings are rated broken ground for movement. They have no effect on combat or line of sight.

**Friendly Table Edge.** Broken Union units must retreat toward the southeast table edge. Broken Confederate units must retreat toward the northwest table edge or north along the Ridge Road. If a broken unit at the table edge fails to reform in the following Maneuver Phase, its remaining stands are removed from play and count toward heavy casualties.

## Order of Battle

The following number of stands is needed:

STAND	UNION	CONFEDERATE
Infantry	56	31
Infantry command	6	7
Cavalry	1	5
Cavalry command	1	1
Dismounted cavalry	1	4
Dismounted cavalry command	1	1
Horse holder	0	1
Artillery (gun with limber)	1	3
Brigade leader	2	2
Brave colonel/captain	2	2
Ammunition supply marker	1	0
Total	72	57



**Union Forces:** Total Union stands represent a force of approximately 2500 men and two guns.

- 1) Starting units and leaders: brigade leader Scammon and 3 infantry regiments and 1 brave colonel; 1 cavalry unit.
- 2) Enter turn 3 at A: Section, 1st Battery, Ohio Light Artillery
- 3) Enter turn 4 at B: 11<sup>th</sup> Ohio
- 4) Enter turn 5 at A: brigade leader Crook, 1<sup>st</sup> Battalion, 36<sup>th</sup> Ohio, and 1 ammunition supply wagon.
- 5) Enter turn 6 at A or B: 2<sup>nd</sup> Battalion., 36<sup>th</sup> Ohio
- 6) The small two-stand Union cavalry unit does not require a horse holder marker when dismounted. The unit is removed if it loses one stand.
- 7) Alternate label for dismounted cavalry.

**Confederate Forces:** Total Confederate stands represent a force of approximately 2000 men and 6 guns.

- a) Starting units and leaders: brigade leader Garland and 5 infantry regiments, Jeff Davis battery, 1 brave captain, 5<sup>th</sup> Virginia Cavalry, and section Pelham's battery.
- b) The 12<sup>th</sup> NC is removed from play if it loses one stand.
- c) Enter turn 6 at C: brigade leader Tew and 2 infantry regiments.
- d) Alternate label for dismounted cavalry.

## Game Length

The game is played in 10 turns starting with the Union player turn at 9:00 AM.

## Victory Conditions

One side must achieve more victory conditions than its opponent to claim victory. Victory conditions are achieved by inflicting heavy casualties and great losses

on the opponent and capturing a key position as follows:

**Heavy Casualties.** The Confederate player achieves one victory condition if Union forces lose 20 troop or gun stands. The Union player achieves one victory condition if Confederate forces lose 18 troop or gun stands. After an army reaches its threshold for heavy casualties, all units receive a -1 modifier in subsequent maneuver checks.

**Greater Losses.** A second victory condition is achieved and the modifier increases to a -2 after an army reaches both its heavy casualties threshold and suffers greater losses than the enemy.

**Key Position.** The Confederate defensive position between along the Ridge Road between points **X-Y** is a key position. One side achieves one victory condition if at the end of the game it was the last side to have only friendly units between **X-Y**.

## Special Scenario Rules

**Ammunition Supply.** Confederate units cannot replenish ammunition after suffering a low on ammunition effect. After entering, the Union ammunition supply marker is placed at the table edge and cannot move. Friendly units marked low on ammunition and within 12" may remove the marker after performing a maneuver to replenish ammunition.