

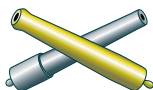


Bate's and Walker's Confederate divisions assault the left flank of the Union army, defended by Dodge's XVI Corps.

SCENARIO

DODGE DEFENDS THE FLANK

Noon, July 22, 1864



The Scenario

The scenario covers the Confederate noontime assault by Bate's and Walker's divisions upon Dodge's XVI Corps defending the left flank of the Union army. Historically, the dense woods hampered the Confederate advance; causing them to commit their forces in piecemeal attacks that were repulsed. Two brigades, T.B. Smith and Mercer were on the field but were not engaged. For play balance, both brigades are included in the order of battle, and the unit arrival times have been adjusted to allow a more coordinated attack.

The scenario can be played by two or three Union and three



to six Confederate players, takes about six hours to play, and requires a 6-ft. wide by 5-ft. deep gaming area when using 15mm figures.

Terrain

Terrain should be laid out as shown in the scenario map below. Terrain effects for the scenario are as follows:

Elevations. The terrain consists of a series of one and two level-elevation hills and ridges. All elevations have a continuous slope marked by a crest line. Elevations block line of sight for any stand over 1" beyond the crest line. A defending unit in charge combat receives a +1 modifier for favorable ground against an attacker charging up a slope.

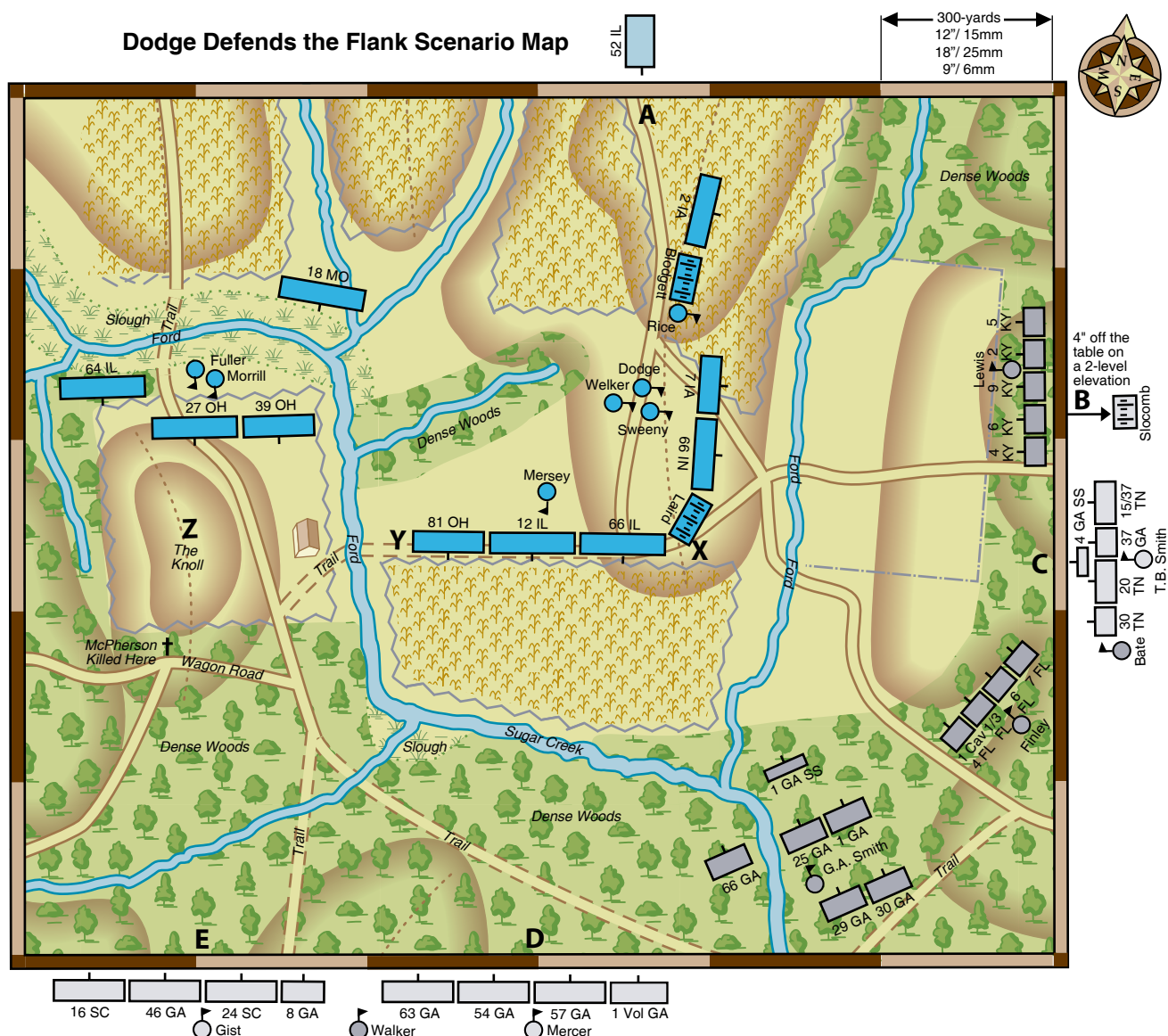
Dense Woods. All wooded areas are dense and rated rough ground for movement. Line of sight through woods is reduced to 4". Firing stands suffer a -1 modifier for a target in partial cover when firing through woods, or a -2 if the target is in extended line. In charge combat, a defending unit in woods receives a +1

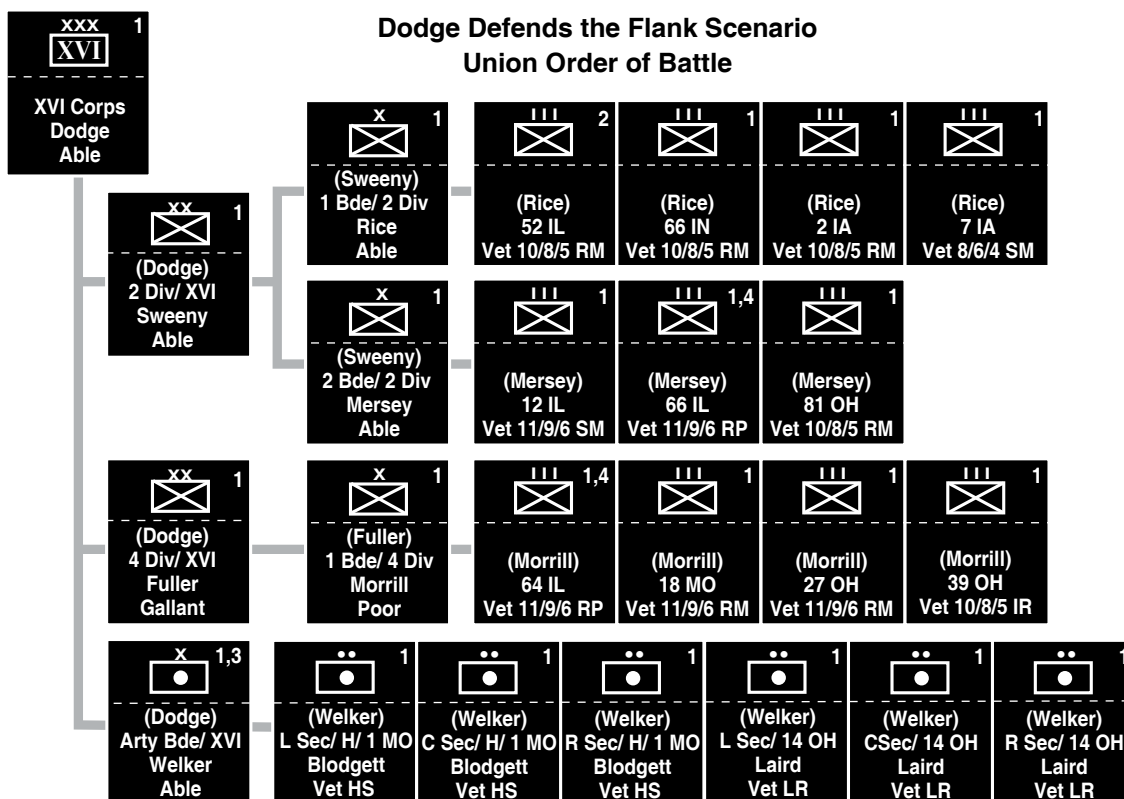
modifier for favorable ground.

Sloughs. Slough areas are rated rough ground for movement. Units forced to retreat through a slough must lose formation and full retreat broken. A slough is impassable to artillery. Line of sight through a slough is reduced to 10" between units at ground level. The line of sight through a slough becomes unblocked between the observing units where there is a difference in elevation such as where one unit is on higher ground, or both are on high ground separated by an intervening area of low ground covered by a slough.

Firing stands suffer a -2 modifier only when firing at a target in extended line located in a slough. A target unit in any other formation does not receive a cover benefit. In charge combat a defending unit receives a +1 modifier for favorable ground if the attacker charged through a slough.

Cornfields. Several clearings are planted with corn. Cornfields are rated open ground and have no effect on movement, line of sight, or combat.





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Streams. Sugar Creek and its branches are rated broken ground to cross. In charge combat a defending unit receives a +1 modifier for favorable ground if the attacker charged across a stream.

Roads. Most roads are in good condition. Units in march column, limbered guns, and leaders may move at the road movement rate. Roads marked on the map as trails are in poor condition. Movement along a trail is at the open ground rate.

Fords. Troops in march column, limbered guns and leaders on a road may cross streams at the open ground rate.

Fences. Fences are rated broken ground to cross. Troops aligned behind a fence receive a +1 modifier in a maneuver check. Firing stands suffer a -2 only if firing at a target in extended line aligned behind a fence. Units in any other formation do not receive a cover benefit. Fences do not affect line of sight or charge combat.

Building. An unnamed farm house located between Sugar Creek and The Knoll is rated broken ground for movement. It has no effect on line of sight or combat.

Friendly Table Edge. Broken Union units must retreat toward the north edge of the table. Broken Confederate units have two retreat directions. Broken units in Walker's Division must retreat toward the south edge of the table. Units in Bate's Division must retreat toward the east edge. 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 towards divisional casualties.

Order of Battle

The following number of stands is needed:

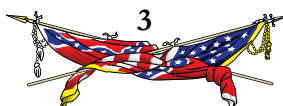
STAND	UNION	CONFEDERATE
Infantry	102	122
Infantry command	11	28
Artillery (gun with limbers)	6	0
Artillery (off-table gun)	0	2
Corps/division leader	3	2
Brigade/artillery leader	4	6
Total	126	160

Union Forces. Total stands represent a force of 4,760 men and 12 guns.

- 1) Starting units and leaders: corps leader Dodge and division leaders Sweeny and Fuller; brigade leader Rice with the 66th Indiana, and 2nd and 7th Iowa; brigade leader Mersey with the 12th and 66th Illinois, and 81st Ohio; brigade leader Morrell with the 64th Illinois, 18th Missouri, and 27th and 39th Ohio; and artillery brigade leader Welker with Blodgett's and Laird's batteries.

Historically, the Federal forces were somewhat surprised by the sudden appearance of the Confederate troops. Therefore, there are activation and movement restrictions on turn 1 (see special scenario rule).

- 2) Enter on turn 2 at A: 52nd Illinois in field column.



3) Artillery leader Welker may only command and attach to artillery units (see optional rule for Massed Artillery Fire on page 7 of Volume 1 Scenario Book). Other Union leaders only may give provisional command to artillery units, but they cannot coordinate massed artillery fire

4) The 64th and 66th Illinois are armed with repeaters (RP) (see special scenario rule).

Confederate Forces. Total stands represent a force of 6,080 men and 4 off-table guns.

Accurate information for the location of regiments and their relationship to the other regiments within their brigades is complete for the Union but almost non-existent for the Confederates. Most Confederate regiment starting locations within their brigades are conjecture.

a) Starting units and leaders: brigade leader Lewis with the 2nd, 4th, 5th, 6th and 9th Kentucky; brigade leader Finley

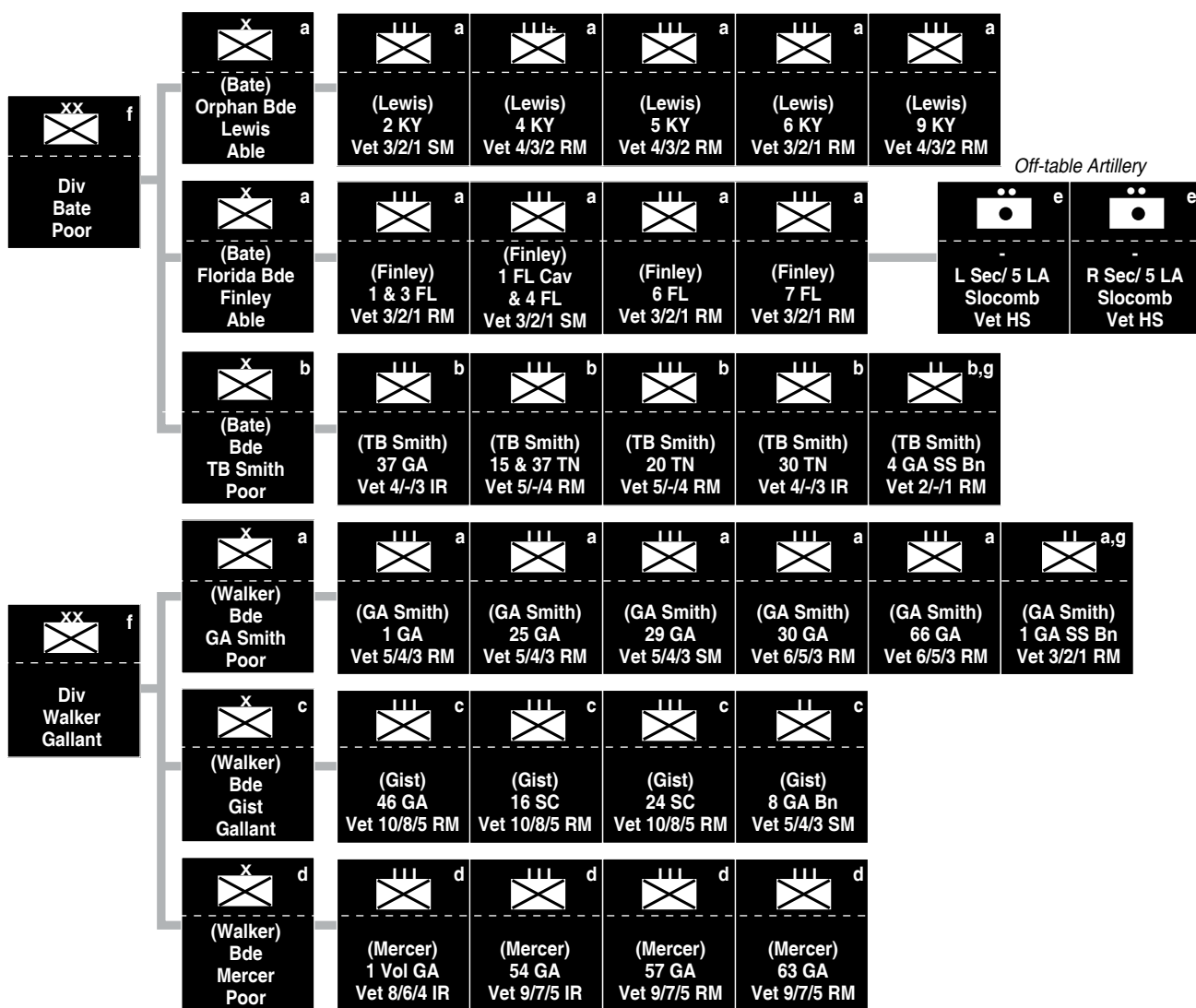
with the 6th and 7th Florida, combined 1st (Dismounted) Florida Cavalry and 4th Florida, and combined 1st and 3rd Florida; brigade leader G.A. Smith with the 1st, 25th, 29th, 30th and 66th Georgia, and 1st Georgia Sharpshooter Battalion.

b) Enter on turn 2 at **C**: brigade leader T.B. Smith with the following units deployed in a single line from left to right as follows: the 30th and 20th Tennessee, 37th Georgia, the combined 15th and 37th Tennessee in line formation, and the 4th Georgia Sharpshooter Battalion deployed in front in extended line formation.

c) Enter on turn 2 at **E**: brigade leader Gist with the following units deployed in a single line from left to right as follows: the 16th South Carolina, 46th Georgia, 24th South Carolina, and 8th Georgia Battalion, all in line formation.

d) Enter on turn 3 at **D**: brigade leader Mercer with the fol-

Dodge Defends the Flank Scenario Confederate Order of Battle



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lowing units deployed in a single line from left to right as follows: the 63rd, 54th, 57th and 1st Volunteer Georgia, all in line formation.

- e) Activate on turn 3 off the table at **B**: Slocomb's Battery. The off-table artillery is located 4" from the edge on a 2-level elevation, on open ground (see special scenario rule)
- f) Division leaders Walker and Bate must be placed before the start of the game attached to or within 2" of any unit located on or off the table and within their divisional command. If placed off the table, the leader must enter on the same turn as the unit.
- g) The 1st and 4th Georgia sharpshooter battalions are rated as sharpshooters (SS) (see special scenario rule).

Game Length

The time scale for each game turn represents 10-minutes. The game is 11 turns long starting with the Confederate player turn at 12:00 noon, and ends after the Union player turn at 1:40 PM.

Victory Conditions

One side must achieve its victory conditions to win the battle by occupying the key positions at the end of the game. The Union must defend two key positions. The first key position is the location occupied by Mersey's Brigade and Laird's Battery. The key position is controlled by the Union if at least one friendly infantry unit is aligned behind and north of the fence line between **X-Y**, or the battery occupies the corner of high ground at **X**. The second key position is The Knoll, an open area of high ground at **Z**. This key position is controlled by the Union if at least one friendly infantry unit occupies the crest line on the 2nd level elevation at **Z**.

The Confederate player achieve a *tactical victory* if the Union occupy only one of the key positions at the end of the game. The Confederates achieve a *decisive victory* if no Union units occupy both key positions at the end of the game. The Union player achieves a *decisive victory* if Union units occupy both key positions at the end of the game. If at the end of the game both sides have units occupying a key position, the last side in control of **X-Y** and/or **Z** achieves the victory condition.

In addition, each turn after there are no Union units occupying **X-Y** or **Z** all Union units *subtract one* in their subsequent maneuver checks. If both locations are lost, all Union units *subtract two* in subsequent maneuver checks. If all Confederate units are pushed off of **X-Y** and/or **Z** in a later turn, the modifier is reversed and all Confederate units *subtract one* or *two* in subsequent maneuver checks. It is possible for each side to control one key position and both sides *subtract one* in their maneuver checks. The negative modifier always applies to the last side to lose **X-Y** and/or **Z**.

Neither side controls **Z** at the start of the scenario. Union units do not suffer the -1 modifier for key position lost until after **Z** is occupied only by Confederate units.

Special Scenario Rules

Heavy & Severe Casualties. Players must keep separate track of the total stands lost for each of the two Confederate and two Union division higher commands. All units within a division suffer an additional negative die roll modifier after the total troop and gun stands lost from the division reaches its thresholds for *heavy casualties* and *severe casualties*.

Each division reaches its threshold for heavy casualties after losing 25% of its infantry and gun stands. A division reaches its threshold for severe casualties after losing 50% or more of its stands. The table below shows the number of stands each division must lose to reach its casualty thresholds:

	Heavy Casualties	Severe Casualties
Union		
Sweeny's Division	18	37
Fuller's Division	12	23
Confederate		
Bate's Division	13	26
Walker's Division	25	50

After a division reaches its heavy casualties threshold, each unit in the division *subtracts one* in subsequent maneuver checks. The penalty increases to *subtract two* after the division suffers severe casualties.

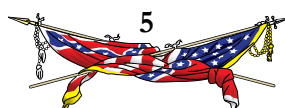
Note: Inflicting heavy and severe casualties on the enemy are not a victory condition in this scenario. Also, the -2 modifier for severe casualties replaces the -2 modifier for greater losses on the quick reference sheet.

First Turn Movement Restrictions. Historically, the Federal forces were somewhat surprised by the sudden appearance of Confederate troops. Therefore, Union units deployed on the table at the start of the scenario cannot voluntarily move on the first turn unless they are activated. 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 a maneuver check. An unactivated unit may refuse a flank, pivot a gun, and fire at targets within weapon range. A unit is immediately activated if an enemy unit moves within 16". All Union units and leaders are activated and may move freely on turn 2.

Off-Table Artillery. One off table Confederate battery is activated on turn 3. Slocomb's unlimbered battery is located on a two-level elevation of open ground 4" off the table edge at point **B**. The battery is subject to an in-command maneuver check each turn. The only maneuvers permitted are: pivot and fire, or only pivot, fire, or rally. The battery may be fired upon and can suffer a low on ammunition effect.

Sharpshooters. The two Confederate sharpshooter battalions have special fire combat skills. When a minimum of two stands from a sharpshooter battalion fire at a target, they receive a +1 die roll modifier in fire combat. Sharpshooters



may combine their fire with other units firing at the same target, and the modifier still applies even when less than half of the fire points are from the sharpshooters. The modifier does not apply if the sharpshooters are disordered, low on ammunition, or firing from beyond close range.

Note: This differs from the basic rule on page 53 in the rulebook under *Buck and Ball (SM) or Sharpshooters*, where the fire points from sharpshooters must be half or more of the total fire points firing at the same target to receive the +1 modifier.

Repeaters Two Union regiments, the 64th and 66th IL, were armed with Henry Rifles, a 16-shot repeater. The fire points and weapon range for repeaters have been modified as follows:

	Close Range			
	4"	8"	12"	16"
Repeater (RP)	3	2	$\frac{1}{2}$	

Ammunition Supply. No units may replenish ammunition after suffering a low on ammunition effect.

