

THE BATTLE OF CEDAR CREEK

An
ALTAR of FREEDOM
Scenario

VOL. I--No.17

WEDNESDAY, OCTOBER 19, 1864

PRICE ONE DOLLAR

REBEL STAND AT SHENANDOAH!

"The Yankees got whipped and
we got scared."

--General Jubal A. Early

BACKGROUND

In 1864, Ulysses S. Grant's relentless pressure drove Lee's Army of Northern Virginia into the trenches of Petersburg. But one thorn remained in Grant's side--the Shenandoah Valley. All summer, Jubal A. Early menaced the Union flank and rear by raiding through the Shenandoah. In mid-July, Early even managed to strike within sight of Washington DC.

This string of minor Confederate victories had become a political liability for Lincoln's November reelection campaign and a military nuisance for Grant's operations against Lee. To deal with Early once and for all, Grant appointed the fiery Phillip Sheridan to lead 40,000 men against Early's 20,000.

Sheridan began methodically, and by September had defeated the Confederates in a series of engagements. With Early's command in shambles, Sheridan felt confident that total victory was near at hand.

But Jubal A. Early had one final gambit. Reinforced by two divisions, he plotted a daring offensive to outflank the Union encampment along Cedar Creek. In the foggy pre-dawn hours of October 19, Early's forces marched through the darkness to attack....



SCENARIO SIZE

Cedar Creek is a *medium* scenario for 2-4 players.

GAME LENGTH

5:00am until 6:00pm (13 TURNS), or until one army quits the field. Players should use a D12 turn clock.

UNION VICTORY OBJECTIVES

Break the enemy army. The Union army is steady with a breakpoint of 8.

CONFEDERATE VICTORY OBJECTIVES

Break the enemy army. The Confederate army is weary with a breakpoint of 6.

SOURCE MATERIAL

--Gary Gallagher, ed., *The Shenandoah Valley Campaign of 1864* (2006)

--Jonathan Noyalas, *The Battle of Cedar Creek: Victory from the Jaws of Defeat* (2009)

--Jeffry Wert, *From Winchester to Cedar Creek* (1987)

SPECIAL RULES

(1) **Surprise Attack!** To help simulate the incredible effectiveness of the Confederate surprise attack, the Union player may not spend any Priority Points on the first turn.

(2) Many of Early's men were starving at the time of the battle and paused to loot Union camps. If a Federal HQ is captured, all Confederate brigades within 3" are immediately marked as "Fatigued" and cannot be moved for the remainder of the current turn.

(3) A heavy fog influenced the first few hours of battle. For the first **THREE TURNS**, all line of sight is reduced to 3". This affects shooting, as well as the ability of generals to influence brigades with bonuses requiring LOS.

TERRAIN NOTES

All woods and streams are considered rough going. The Shenandoah and Cedar Creek may only be crossed at marked fords and bridges. Farmsteads and buildings have no terrain effect--they are strictly for historical reference.

ORDER OF BATTLE NOTES

Sheridan himself was miles from the battle when it began. Several of his brigades had been detached for duty elsewhere in the Valley.

Early appointed John B. Gordon to command a column of three divisions--effectively elevating Gordon to corps command. The enterprising flank attack had been Gordon's idea. Early detached much of his cavalry to cut Sheridan's retreat from Middletown, so Lomax's division is not present.

Average brigade strength was 900 men. Artillery brigades represent a concentration of 8-12 guns.

DEPLOYMENT NOTES

Altar of Freedom scenarios typically allow for wide latitudes in deployment, instead of forcing players to match the exact deployment of their historical counterparts. If you want to replicate the precise historical deployment, refer to any of the listed sources or search online. Such information is widely available.

The Confederate OOB includes "unattached brigades." Unattached brigades may be formally assigned to any division during deployment or left unattached. If unattached, they can only be maneuvered by spending individual Priority Points at the end of each turn.

UNION DEPLOYMENT

Union deployment adheres to the historical reality, with Federal forces spread over a broad area, unready for the rebel attack. The Union player deploys first, with Crook's Corps able to deploy in grid sectors B-C5. Emory's Corps deploys in B-D4. Wright and Torbert's Corps may deploy in sectors A-D 1-2.

REINFORCEMENT SCHEDULE

Note: Reinforcements arrive at the end of the specified turn and do not require Priority Points to maneuver onto the table edge.

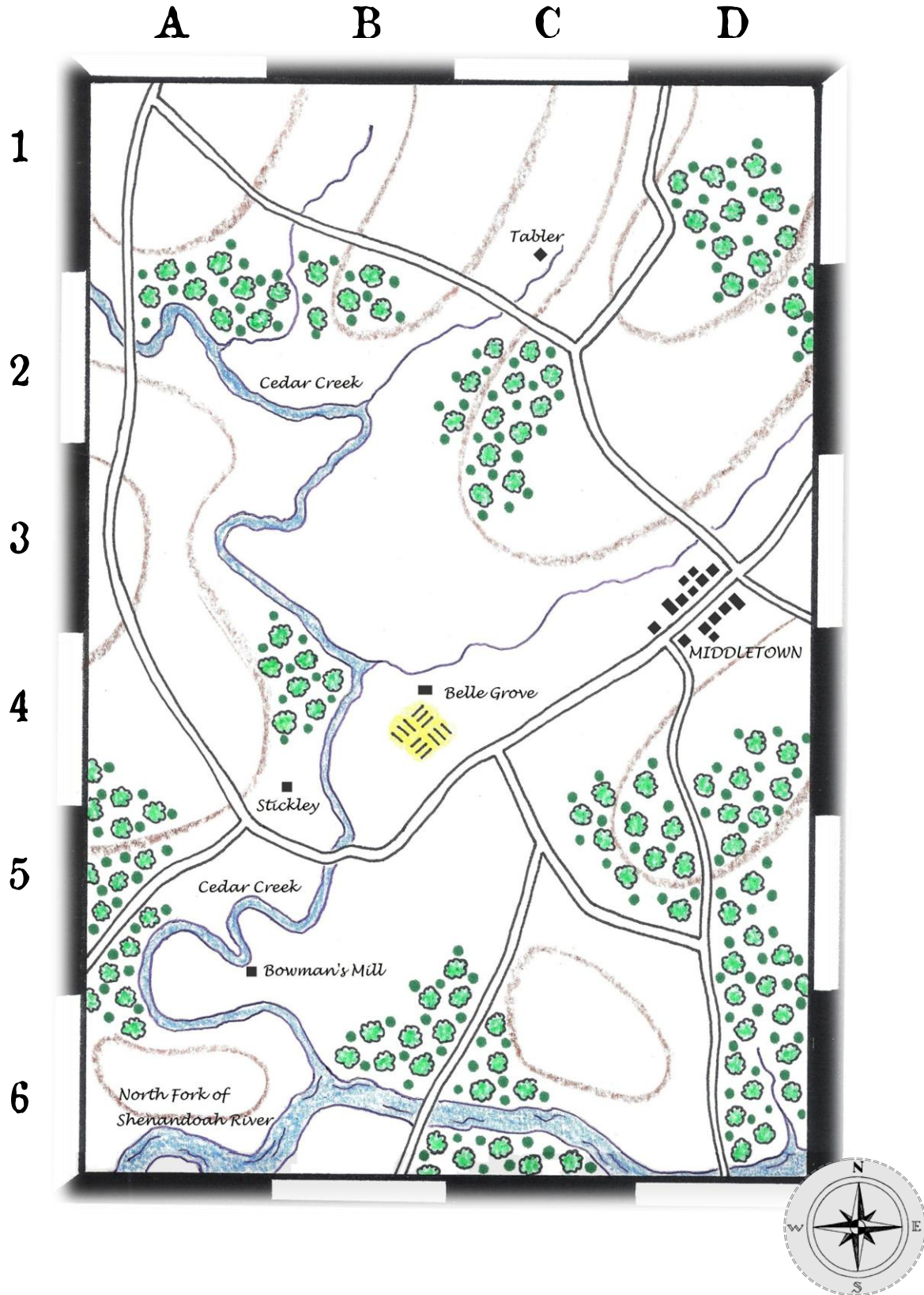
9:00am: SHERIDAN from grid sector C-D1

CONFEDERATE DEPLOYMENT

The Confederate player deploys second, anywhere in grid sectors A-D6. Cavalry brigades have the option of also deploying in grids A3-5.

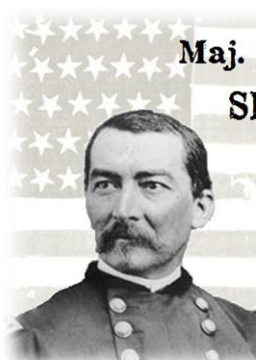
BATTLEFIELD MAP

Cedar Creek should be played on a 6' x 4' table, where 1" = 150+ yards.



FEDERAL ORDER OF BATTLE

The Army of the Shenandoah

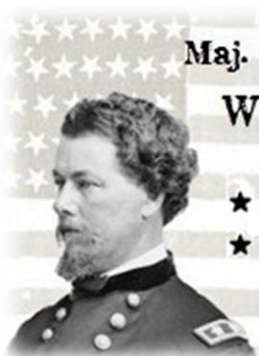


**Maj. Gen. Philip H.
SHERIDAN**

- ★ Aggressive
- ★ Finest Hour

8

VI CORPS




**Maj. Gen. Horatio
WRIGHT**

- ★ Unflappable
- ★ Trusted Lieutenant

7

Wheaton's Division		Getty's Division		Keifer's Division	
Penrose	+1	Warner	+1	Emerson	+1
Hamblin	+1	Grant	+1	Ball	+1
Tompkins (art.)	+0	Bidwell	+1		

VIII CORPS



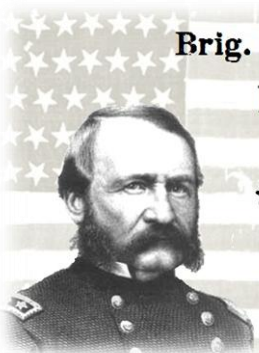
**Brig. Gen. George
CROOK**

- ★ Unreliable

3

Thoburn's Division		Hayes' Division	
Wildes	+1	Duval	+0
Harris	+0	Coates	+0
du Pont (art.)	+0	Kitching (art.)	+0

XIX CORPS



**Brig. Gen. William
EMORY**

- ★ Leads from the Front

5

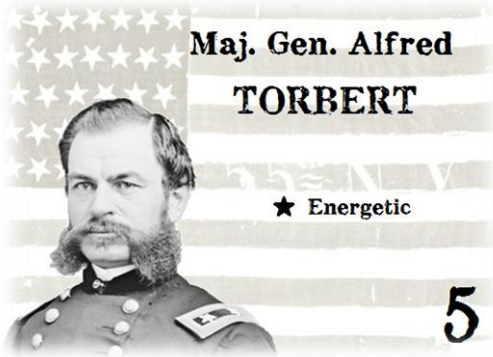
McMillan's Division		Grover's Division	
Davis	+2	Birge	+2
Thomas	+2	Molineux	+2
Taft (art.)	+0	Macauley	+3
		Shunk	+2
		Bradbury (art.)	+0

FEDERAL ORDER OF BATTLE

The Army of the Shenandoah

[...continued...]

CAVALRY CORPS




Merritt's Division		Custer's Division	
Kidd (cav.)	+1	Pennington (cav.)	+1
Devin (cav.)	+1	Wells (cav.)	+1
Lowell (cav.)	+0		
Peirce (art.)	+0		

CONFEDERATE ORDER OF BATTLE

The Army of the Valley

Lt. Gen. Jubal A. EARLY



★ Dour
★ Aggressive

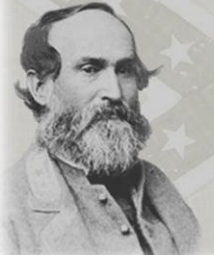
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**Army Reserve
[unattached]**

Moorman (art.)	+0
Cutshaw (art.)	+0
McLaughlin (art.)	+0
Nelson (art.)	+0

LEFT WING

Lt. Gen. Jubal A. EARLY



Kershaw's Division		Wharton's Division		Rosser's Division	
Conner	-1	Logan	+0	Owen (cav.)	-2
Moody	-1	Read	-1	Payne (cav.)	-3
Wofford	+0	Smith	-1	Funston (cav.)	-2
Simms	-1				

RIGHT WING

Maj. Gen. John B. GORDON



★ Energetic
★ Reckless Attacker
★ Grasps the Initiative

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Ramseur's Division		Pegram's Division		Evans' Division	
Battle	-1	Hoffman	-1	Atkinson	-1
Grimes	+0	Johnston	-1	Peck	-1
Cook	-2	Davis	-1	Terry	+0
Cox	+0				

SCENARIO BASE LABELS

SHERIDAN Army General	ARMY HQ Sheridan	WRIGHT VI Corps General	VI CORPS HQ Wright	PENROSE [+1] Wheaton's Div.
fold here	fold here	fold here	fold here	fold here
HAMBLIN [+1] Wheaton's Div.	ARTILLERY [+0] Wheaton's Div.	WARNER [+1] Getty's Div.	GRANT [+1] Getty's Div.	BIDWELL [+1] Getty's Div.
fold here	fold here	fold here	fold here	fold here
EMERSON [+1] Keifer's Div.	BALL [+1] Keifer's Div.	CROOK VIII Corps General	VIII CORPS HQ Crook	WILDES [+1] Thoburn's Div.
fold here	fold here	fold here	fold here	fold here
HARRIS [+0] Thoburn's Div.	ARTILLERY [+0] Thoburn's Div.	DUVAL [+0] Hayes' Div.	COATES [+0] Hayes' Div.	ARTILLERY [+0] Hayes' Div.
fold here	fold here	fold here	fold here	fold here
EMORY XIX Corps General	XIX CORPS HQ Emory	DAVIS [+2] McMillan's Div.	THOMAS [+2] McMillan's Div.	ARTILLERY [+0] McMillan's Div.
fold here	fold here	fold here	fold here	fold here
BIRGE [+2] Grover's Div.	MOLINEUX [+2] Grover's Div.	MACAULEY [+3] Grover's Div.	SHUNK [+2] Grover's Div.	ARTILLERY [+0] Grover's Div.
fold here	fold here	fold here	fold here	fold here
TORBERT Cav. Corps General	CAV. CORPS HQ Torbert	KIDD [+1] Merritt's Div.	DEVIN [+1] Merritt's Div.	LOWELL [+0] Merritt's Div.
fold here	fold here	fold here	fold here	fold here
ARTILLERY [+0] Merritt's Div.	PENNINGTON [+1] Custer's Div.	WELLS [+1] Custer's Div.		
fold here	fold here	fold here	fold here	fold here

SCENARIO BASE LABELS

EARLY Army General	ARMY HQ Early	CONNER [-1] Kershaw's Div.	MOODY [-1] Kershaw's Div.	WOFFORD [+0] Kershaw's Div.
fold here	fold here	fold here	fold here	fold here
SIMMS [-1] Kershaw's Div.	LOGAN [+0] Wharton's Div.	READ [-1] Wharton's Div.	SMITH [-1] Wharton's Div.	OWEN [-2] Rosser's Div.
fold here	fold here	fold here	fold here	fold here
PAYNE [-3] Rosser's Div.	FUNSTON [-2] Rosser's Div.	GORDON Right Wing General	RIGHT WING HQ Gordon	BATTLE [-1] Ramseur's Div.
fold here	fold here	fold here	fold here	fold here
GRIMES [+0] Ramseur's Div.	COOK [-1] Ramseur's Div.	COX [+0] Ramseur's Div.	HOFFMAN [-1] Pegram's Div.	JOHNSTON [-1] Pegram's Div.
fold here	fold here	fold here	fold here	fold here
DAVIS [-1] Pegram's Div.	ATKINSON [-1] Evans' Div.	PECK [-2] Evans' Div.	TERRY [+0] Evans' Div.	ARTILLERY [+0]
fold here	fold here	fold here	fold here	fold here
ARTILLERY [+0]	ARTILLERY [+0]	ARTILLERY [+0]		.
fold here	fold here	fold here	fold here	fold here