

# 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 be 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

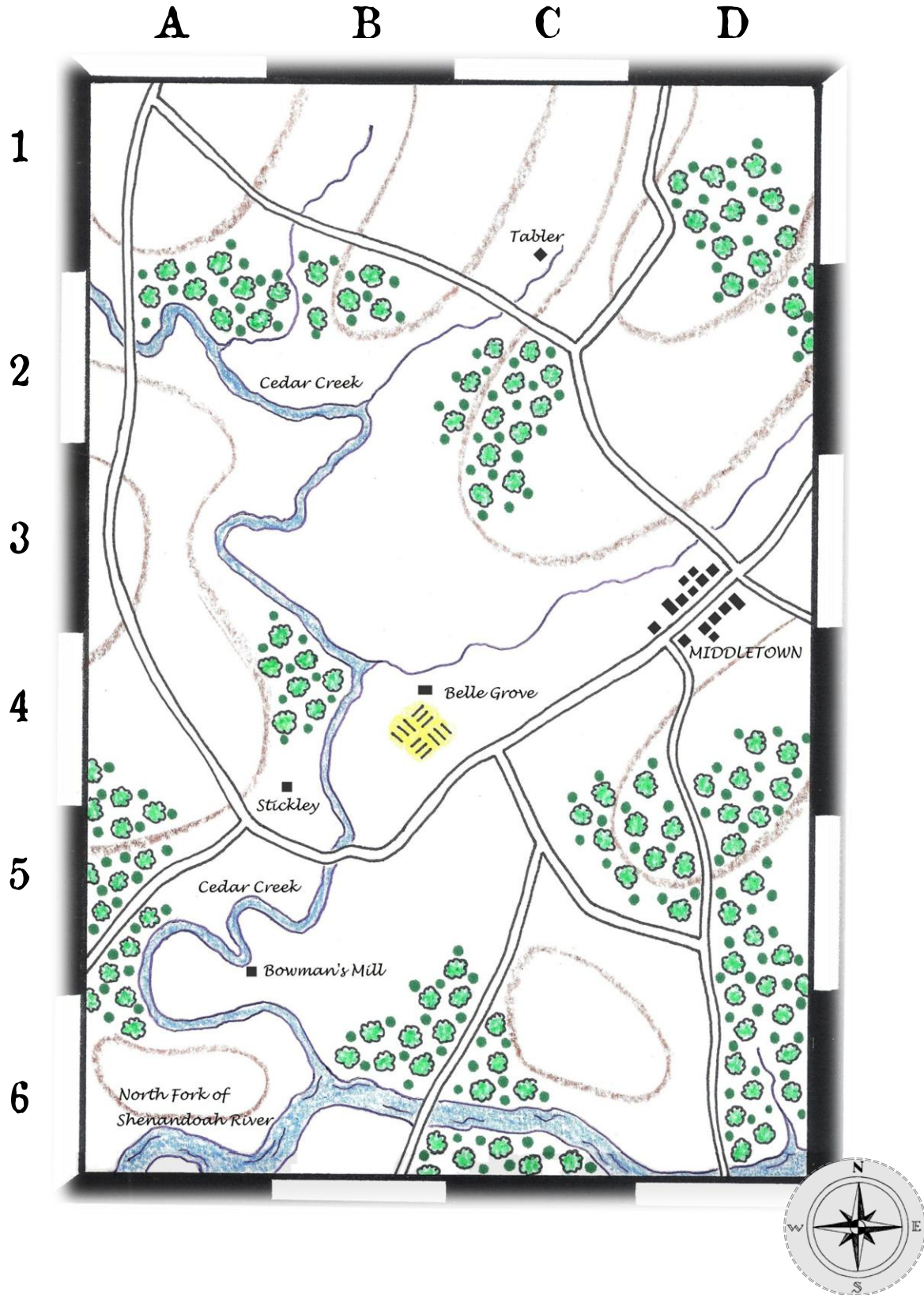
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## CONFEDERATE DEPLOYMENT

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

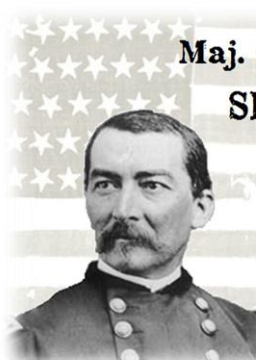
# BATTLEFIELD MAP

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



# FEDERAL ORDER OF BATTLE

The Army of the Shenandoah

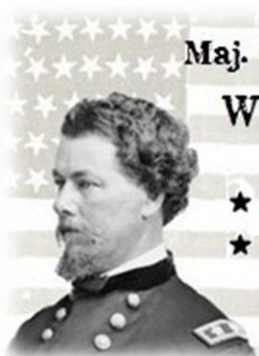


**Maj. Gen. Philip H.  
SHERIDAN**

- ★ 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



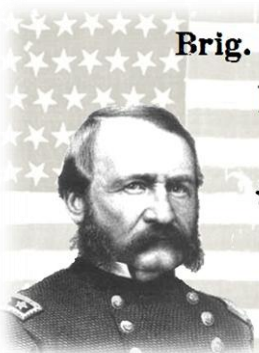
**Brig. Gen. George  
CROOK**

- ★ 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**

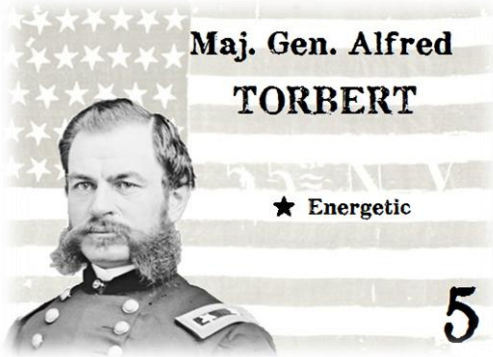
| McMillan's Division |    | Grover's Division |    |
|---------------------|----|-------------------|----|
| Davis               | +2 | Birge             | +2 |
| Thomas              | +2 | Molineux          | +2 |
| Taft (art.)         | +0 | Macauley          | +3 |
|                     |    | Shunk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

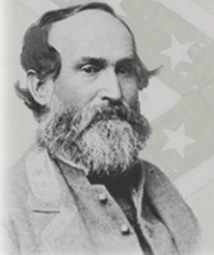
**9**

**Army Reserve [unattached]**

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

## LEFT WING

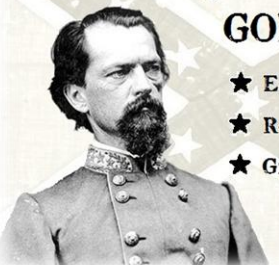
**Lt. Gen. Jubal A. EARLY**



| 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

**10**

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

## SCENARIO BASE LABELS

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