

ALL QUIET ALONG the POTMAC

GRAND TACTICAL SCENARIOS IN THE EAST



SCENARIO ERRATA

Since our initial release in September 2013, a number of scenario-related misprints and mistakes have been found in our 150+-page supplement, *All Quiet Along the Potomac*. This free errata will list those errors and offer corrected pages for players to print out.

If and when future errors are discovered, those will be added to this errata. Also note that as of January 2021, the main Eastern scenario PDF has been fully revised to reflect all of these corrections.

Vol. 1--No. 3 GAINES MILL

- *Deployment areas
- *CSA OOB Strength modifiers & base labels
- *CSA Reinforcement schedule

Vol. 1--No. 4 GLENDALE

- *Victory conditions
- *Missing base labels

Vol. 1--No. 5 MALVERN HILL

- *USA & CSA base labels

Vol. 1--No. 6 SECOND MANASSAS

- *Confederate OOB Strength modifiers (base labels are correct)

Vol. 1--No. 13 DREWRY'S BLUFF

- *Special Rules
- *Missing base labels

Vol. 1--No. 17 CEDAR CREEK

- *Victory conditions
- *Special Rules
- *Federal OOB (Horatio Wright)

THE BATTLE OF GAINES MILL

An
ALTAR of FREEDOM
Scenario

VOL. I--No.3

SUNDAY, JULY 27, 1862

PRICE ONE DOLLAR

LEE ATTACKS THE CHICKAHOMINY!

"Had Jackson attacked when he first arrived...we would have had an easy victory...."

--Col. Edward Porter Alexander

BACKGROUND

Lee's long-awaited offensive to drive McClellan back from the gates of Richmond began on July 25, but fizzled into a skirmish at Oak Grove. The next day, Lee determined to try again, isolating the Union V Corps along the north bank of the Chickahominy River. Rough ground and poor Confederate coordination resulted in a tactical Union victory.

But on that very night, General McClellan made the most fateful decision of the campaign--he opted to retreat south and establish a new base near the safety of the James River.

In preparation for the withdraw, General John Fitz Porter established a strong defensive line, entrenched on a plateau. He was reinforced with additional infantry and batteries. The only weakness to his otherwise outstanding position was that the V Corps had its back to the river.

Robert E. Lee plotted to outflank Porter's defensive line on July 27. His right wing would pin the Union front, while Stonewall Jackson swept the left wing on a devastating flank attack. But plans soon went awry. Porter had dug his defenses farther east than anticipated, and worse still, Jackson's divisions did not appear when scheduled. Where was Stonewall?



SCENARIO SIZE

Gaines Mill is a *medium* scenario for 2-4 players.

GAME LENGTH

2:00pm until 8:00pm (6 TURNS), or until one army quits the field. Players should use a D10 turn clock.

UNION VICTORY OBJECTIVES

Withstand the rebel attack and prevent Confederate victory. The Union army is determined with a breakpoint of 6.

CONFEDERATE VICTORY OBJECTIVES

Break the enemy army. The Confederate army is determined with a breakpoint of 9.

SOURCE MATERIAL

--Stephen Sears, *To the Gates of Richmond* (1992)
--Albert Nofi, ed., *The Bloody Struggle: Vol.II* (1988)

REVISED GAINES MILL SCENARIO

SPECIAL RULES

(1) Lee expected Jackson's command to arrive by noon, but a combination of lethargy, confusion in the woods, and miscommunication led to a much later arrival. Starting at the end of the first turn, the Confederate player may roll a D6 to see if Jackson arrives. On a roll of "6" he appears at the end of the turn (see Reinforcement Schedule). This roll may be attempted at the end of each turn thereafter, adding a cumulative +1 for each attempt.

(2) Despite Porter's pleas for help, McClellan offered little assistance from the southern bank of the Chickahominy. Starting at the end of the 4:00pm turn, the Union player may roll a D6 to see if Richardson's Division arrives. On a roll of "6" he appears at the end of the turn. This roll may be attempted at the end of each turn thereafter--with no modifiers.

(3) Morell's Division may begin the game entrenched behind field works.

TERRAIN NOTES

All woods, streams, and swamps are considered rough going. The Chickahominy River may only be crossed at the bridges. Farmsteads and buildings have no terrain effect.

ORDER OF BATTLE NOTES

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

Slocum and Richardson's divisions were not part of the V Corps, but served under Porter's command when they participated in the battle.

Average brigade strength was 2,100 men. Artillery for both armies has been converged into brigade-level batteries of 12-18 guns.

DEPLOYMENT NOTES

Altar of Freedom scenarios 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.

UNION DEPLOYMENT

The Union player deploys first, with divisions able to deploy in grid sectors B-C 2-3.

REINFORCEMENT SCHEDULE

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

3:00pm: Slocum's Division from sector B3

4:00pm--onward: Richardson's Division from C3 (See Special Rule #2)

CONFEDERATE DEPLOYMENT

The Confederates deploy second, with AP Hill and DH Hill's divisions anywhere in grid sectors A-C1.

REINFORCEMENT SCHEDULE

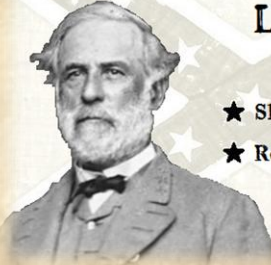
Note: Reinforcements arrive at the end of the specified turn and do not require Priority Points to maneuver onto the table edge.

2:00pm: Longstreet's division from A1-2

2:00pm--onward: JACKSON, with the balance of his command (See Special Rule #1) from C1

CONFEDERATE ORDER OF BATTLE

The Army of Northern Virginia

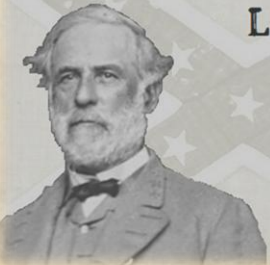


**Gen. Robert E.
LEE**

- ★ Sloppy Staff Work
- ★ Reckless Attacker

14

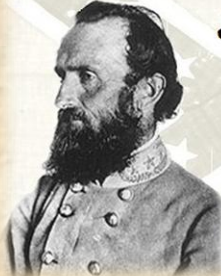
RIGHT WING



**Gen. Robert E.
LEE**

Longstreet's Division		AP Hill's Division	
Kemper	+1	Field	+0
RH Anderson	+1	Gregg	+3
Pickett	+2	JR Anderson	+1
Wilcox	+0	Archer	+2
Pryor	+0	Pender	+2
Featherston	+0	Rogers (art.)	+0
Coleman (art.)	+0		

LEFT WING



**Maj. Gen. Thomas
JACKSON**

- ★ Tardy
- ★ Revered
- ★ Unreliable

9

Whiting's Division		Winder's Division	
Hood	+1	Winder	+0
Law	+0	Cunningham	-2
Reilly (art.)	-1	Fulkerson	-1
		Lawton	+3
		Poague (art.)	+0

Ewell's Division		DH Hill's Division	
Elezy	+2	Rodes	+3
Trimble	+1	GB Anderson	+0
Seymour	+1	Garland	+2
		Colquitt	+2
Carrington (art.)	+0	Ripley	+1
		Jones (art.)	+0

SCENARIO BASE LABELS

LEE Army General	ARMY HQ LEE	KEMPER [+1] Longstreet's Div.	ANDERSON [+1] Longstreet's Div.	PICKETT [+2] Longstreet's Div.
fold here	fold here	fold here	fold here	fold here
WILCOX [+0] Longstreet's Div.	PRYOR [+0] Longstreet's Div.	FEATHERSTON [+0] Longstreet's Div.	ARTILLERY [+0] Longstreet's Div.	FIELD [+0] AP Hill's Div.
fold here	fold here	fold here	fold here	fold here
GREGG [+3] AP Hill's Div.	ANDERSON [+1] AP Hill's Div.	ARCHER [+2] AP Hill's Div.	PENDER [+2] AP Hill's Div.	ARTILLERY [+0] AP Hill's Div.
fold here	fold here	fold here	fold here	fold here
JACKSON Left Wing General	LEFT WING HQ Jackson	HOOD [+1] Whiting's Div.	LAW [+0] Whiting's Div.	ARTILLERY [-1] Whiting's Div.
fold here	fold here	fold here	fold here	fold here
WINDER [+0] Winder's Div.	CUNNINGHAM [-2] Winder's Div.	FULKERSON [-1] Winder's Div.	LAWTON [+3] Winder's Div.	ARTILLERY [+0] Winder's Div.
fold here	fold here	fold here	fold here	fold here
ELEZY [+2] Ewell's Div.	TRIMBLE [+1] Ewell's Div.	SEYMOUR [+1] Ewell's Div.	ARTILLERY [+0] Ewell's Div.	RODES [+3] DH Hill's Div.
fold here	fold here	fold here	fold here	fold here
ANDERSON [+0] DH Hill's Div.	GARLAND [+2] DH Hill's Div.	COLQUITT [+2] DH Hill's Div.	RIPLEY [+1] DH Hill's Div.	ARTILLERY [+0] DH Hill's Div.
fold here	fold here	fold here	fold here	fold here

THE BATTLE OF GLENDALE

An
ALTAR of FREEDOM
Scenario

VOL. I--No.4

WEDNESDAY, JUNE 30, 1862

PRICE ONE DOLLAR

McCLELLAN'S RETREAT THREATENED!

"I shall do my best to save the Army."
--Gen. George B. McClellan

BACKGROUND

The ferocity of the Confederate attack at Gaines' Mill convinced General McClellan that his army was in grave danger of being overwhelmed. He ordered a retreat south to the heights along the James River, but for a man of such prudence, McClellan showed little interest in directing the precarious withdraw. His corps were strung out along a single road with no general appointed second-in-command.

The opportunity did not escape Robert E. Lee, who planned a brilliant offensive to attack the middle of the Federal column from multiple directions. While "Stonewall" Jackson pinned the enemy rearguard, Longstreet, Magruder, and Huger would launch over 45,000 men in a coordinated attack. On paper, Lee's plan had a stunning chance to trap and destroy half of McClellan's army.

General McClellan compounded this danger by leaving his army to board a ship cruising the James River on the afternoon of June 30. Left with no overall commander, strung out for miles on one road, the Federal army seemed ripe for disaster.

But by the early afternoon of June 30, only Longstreet seemed in position to attack. Where were Magruder, Jackson, and Holmes?



SCENARIO SIZE

Glendale, also called the Battle of Frayser's Farm, is a *medium* scenario for 2-6 players.

GAME LENGTH

1:00pm until 8:00pm (7 TURNS), or until one army quits the field. Players should use a D12 turn clock.

UNION VICTORY OBJECTIVES

Withstand the rebel attack and prevent Confederate victory. The Union army is steady with a breakpoint of 7.

CONFEDERATE VICTORY OBJECTIVES

Break the enemy army or end the scenario by cutting the Quaker Road. You must have more brigades in map sector D5 than the Federals. The Confederate army is steady with a breakpoint of 10.

SOURCE MATERIAL

- Edward P. Alexander, *Fighting for the Confederacy* (1989)
- Stephen Sears, *To the Gates of Richmond* (1992)
- Albert Nofi, ed., *The Bloody Struggle: Vol.II* (1988)

REVISED GLENDALE SCENARIO

SPECIAL RULES

(1) Historically, Jackson's Army of the Valley did not press their attack on June 30, partly because the White Oak Bridge had been destroyed. An infantry brigade can repair the bridge if in base contact with it, and they roll a D6 result of "6" instead of conducting offensive shooting. Add a +1 for every consecutive turn the same brigade remains in base contact.

(2) Magruder's entire command must roll to see if they arrive to the battle. At the end of each turn, the Confederate player should roll a D6 and on a roll of "6," Magruder arrives on the road at sector D-6. Add a +1 for every subsequent turn the roll is attempted.

(3) The same rule as above applies to Huger's Division. Huger should follow the same process, but if he arrives it is on the road at A6.

(4) McClellan's baggage train for the entire Army of the Potomac was en route to Malvern Hill. The Union commander should deploy four HQ-sized elements, labeled as "baggage train," on the road in sector B3-4. This train moves at 6" per turn, as part of the end-of-turn sequence, and may only exit the table at the D5 road exit. Baggage may only move on the roads, and is captured if engaged in combat. A lost baggage train element counts double against the Union army break point.

TERRAIN NOTES

All woods, streams, and swamps are considered rough going. White Oak Creek may only be crossed at the fords or a repaired bridge. Brigades defending a ford or bridge gain a +1 bonus in close combat. Farmsteads and buildings have no terrain effect.

ORDER OF BATTLE NOTES

McCall's division of Pennsylvania Reserves technically belonged to Porter's V Corps, but during this battle operated under the tactical control of Heintzelman.

In the actual battle, Magruder failed to arrive as planned, and Huger only appeared at dusk.

Average brigade strength was 1,950 men. Artillery for both armies has been converged into brigade-level batteries of 12-24 guns.

DEPLOYMENT NOTES

Altar of Freedom scenarios 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.

UNION DEPLOYMENT

The Union player deploys first, with Franklin in grid sectors B1-4. Heintzelman and Sumner may deploy anywhere in B-D 3-5.

REINFORCEMENT SCHEDULE

None.

CONFEDERATE DEPLOYMENT

The Confederates deploy second, with Lee and Longstreet anywhere in grids A-C6. Jackson begins in A2-3, north of the river. All Confederate units must deploy at least 4" away from an enemy brigade.

REINFORCEMENT SCHEDULE

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

1:00pm: D.H. Hill's Division from A3

1:00pm--onward: MAGRUDER and/or Huger's Division (See Special Rules #2 & #3)

SCENARIO BASE LABELS

SUMNER II Corps General	II CORPS HQ Sumner	SULLY [+2] Sedgwick's Div.	BURNS [+1] Sedgwick's Div.	DANA [+2] Sedgwick's Div.
fold here	fold here	fold here	fold here	fold here

ARTILLERY [+0] Sedgwick's Div.	CALDWELL [+1] Richardson's Div.	MEAGHER [+0] Richardson's Div.	FRENCH [+1] Richardson's Div.	ARTILLERY [+0] Richardson's Div.
fold here	fold here	fold here	fold here	fold here

HEINTZELMAN III Corps General	III CORPS HQ Heintzelman	BERRY [+2] Kearny's Div.	BIRNEY [+2] Kearny's Div.	ROBINSON [+2] Kearny's Div.
fold here	fold here	fold here	fold here	fold here

AVERELL [-3] Kearny's Div.	ARTILLERY [+0] Kearny's Div.	GROVER [+3] Hooker's Div.	SICKLES [+2] Hooker's Div.	PATTERSON [+3] Hooker's Div.
fold here	fold here	fold here	fold here	fold here

ARTILLERY [+0] Hooker's Div.	SIMMONS [+0] McCall's Div.	MEADE [-1] McCall's Div.	SEYMOUR [-1] McCall's Div.	ARTILLERY [+0] McCall's Div.
fold here	fold here	fold here	fold here	fold here

FRANKLIN VI Corps General	VI CORPS HQ Franklin	TAYLOR [+0] Slocum's Div.	BARTLETT [+0] Slocum's Div.	NEWTON [-2] Slocum's Div.
fold here	fold here	fold here	fold here	fold here

ARTILLERY [+0] Smith's Div.	HANCOCK [+0] Smith's Div.	BROOKS [-1] Smith's Div.	DAVIDSON [-1] Smith's Div.	ARTILLERY [+0] Smith's Div.
fold here	fold here	fold here	fold here	fold here

BAGGAGE TRAIN	BAGGAGE TRAIN	BAGGAGE TRAIN	BAGGAGE TRAIN	
fold here	fold here	fold here	fold here	fold here

SCENARIO BASE LABELS

LEE Army General	ARMY HQ Lee	MAHONE [+0] Huger's Div.	WRIGHT [-2] Huger's Div.	ARMISTEAD [+0] Huger's Div.
fold here	fold here	fold here	fold here	fold here
RANSOM [+1] Huger's Div.	ARTILLERY [+0] Huger's Div.	LONGSTREET Wing General	WING HQ Longstreet	FIELD [-2] Hill's Div.
fold here	fold here	fold here	fold here	fold here
GREGG [+0] Hill's Div.	BRANCH [+1] Hill's Div.	ANDERSON [-1] Hill's Div.	ARCHER [-1] Hill's Div.	PENDER [+0] Hill's Div.
fold here	fold here	fold here	fold here	fold here
ARTILLERY [+0] Hill's Div.	KEMPER [+0] Anderson's Div.	HUNTON [-2] Anderson's Div.	JENKINS [-2] Anderson's Div.	WILCOX [-1] Anderson's Div.
fold here	fold here	fold here	fold here	fold here
PRYOR [-2] Anderson's Div.	FEATHERSTON [-2] Anderson's Div.	ARTILLERY [+0] Anderson's Div.	MAGRUDER Reserve General	RESERVE HQ Magruder
fold here	fold here	fold here	fold here	fold here
BARKSDALE [+0] Magruder's Div.	COBB [+3] Magruder's Div.	ARTILLERY [+0] Magruder's Div.	SEMMES [+1] McLaws' Div.	KERSHAW [-1] McLaws' Div.
fold here	fold here	fold here	fold here	fold here
ARTILLERY [+0] McLaws' Div.	JACKSON Valley General	VALLEY HQ Jackson	HOOD [+0] Whiting's Div.	LAW [+0] Whiting's Div.
fold here	fold here	fold here	fold here	fold here
WINDER [-2] Winder's Div.	CUNNINGHAM [-3] Winder's Div.	HAMPTON [-2] Winder's Div.	LAWTON [+2] Winder's Div.	ARTILLERY [+0] Winder's Div.
fold here	fold here	fold here	fold here	fold here
EARLY [+0] Ewell's Div.	TRIMBLE [-1] Ewell's Div.	STAFFORD [+0] Ewell's Div.	GORDON [-1] DH Hill's Div.	TEW [-1] DH Hill's Div.
fold here	fold here	fold here	fold here	fold here
GARLAND [+0] DH Hill's Div.	COLQUITT [-1] DH Hill's Div.	RIPLEY [+1] DH Hill's Div.	ARTILLERY [+0] DH Hill's Div.	
fold here	fold here	fold here	fold here	fold here

SCENARIO BASE LABELS

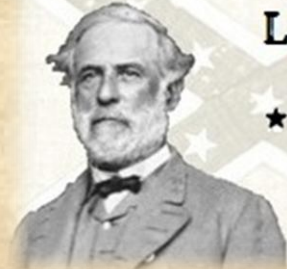
SUMNER II Corps General	II CORPS HQ Sumner	SULLY [+2] Sedgwick's Div.	BURNS [+2] Sedgwick's Div.	DANA [+3] Sedgwick's Div.
fold here	fold here	fold here	fold here	fold here
ARTILLERY [+0] Sedgwick's Div.	CALDWELL [+2] Richardson's Div.	MEAGHER [+1] Richardson's Div.	FRENCH [+1] Richardson's Div.	ARTILLERY [+0] Richardson's Div.
fold here	fold here	fold here	fold here	fold here
HEINTZELMAN III Corps General	III CORPS HQ Heintzelman	BERRY [+1] Kearny's Div.	BIRNEY [+1] Kearny's Div.	ROBINSON [+2] Kearny's Div.
fold here	fold here	fold here	fold here	fold here
ARTILLERY [+0] Kearny's Div.	GROVER [+3] Hooker's Div.	SICKLES [+2] Hooker's Div.	CARR [+2] Hooker's Div.	ARTILLERY [+0] Hooker's Div.
fold here	fold here	fold here	fold here	fold here
ARTILLERY [+0]	PORTER V Corps General	V CORPS HQ Porter	MARTINDALE [+2] Morell's Div.	GRIFFIN [+1] Morell's Div.
fold here	fold here	fold here	fold here	fold here
BUTTERFIELD [+2] Morell's Div.	ARTILLERY [+0] Morell's Div.	BUCHANAN [+0] Sykes' Div.	LOVELL [+2] Sykes' Div.	WARREN [-2] Sykes' Div.
fold here	fold here	fold here	fold here	fold here
ARTILLERY [+0] Sykes' Div.	ROBERTS [-1] Seymour's Div.	MAGILTON [-2] Seymour's Div.	JACKSON [-2] Seymour's Div.	FRANKLIN VI Corps General
fold here	fold here	fold here	fold here	fold here
VI CORPS HQ Franklin	TAYLOR [+0] Slocum's Div.	BARTLETT [+2] Slocum's Div.	NEWTON [+2] Slocum's Div.	ARTILLERY [+0] Slocum's Div.
fold here	fold here	fold here	fold here	fold here
HANCOCK [+2] Smith's Div.	BROOKS [+1] Smith's Div.	DAVIDSON [+1] Smith's Div.	ARTILLERY [+0] Smith's Div.	
fold here	fold here	fold here	fold here	fold here
<i>USS Jacob Bell</i> [+1]	ARTILLERY [+0]	ARTILLERY [+0]	ARTILLERY [+0]	ARTILLERY [+0]
fold here	fold here	fold here	fold here	fold here
PALMER [-1] Couch's Div.	ABERCROMBIE [-1] Couch's Div.	HOWE [-2] Couch's Div.		
fold here	fold here	fold here	fold here	fold here

SCENARIO BASE LABELS

LEE Army General	ARMY HQ Lee	FIELD [-3] AP Hill's Div.	GREGG [+0] AP Hill's Div.	BRANCH [+1] AP Hill's Div.
fold here	fold here	fold here	fold here	fold here
ANDERSON [-2] AP Hill's Div.	ARCHER [-2] AP Hill's Div.	PENDER [+0] AP Hill's Div.	ARTILLERY [+0] AP Hill's Div.	KEMPER [-1] Longstreet's Div.
fold here	fold here	fold here	fold here	fold here
ANDERSON [-2] Longstreet's Div.	STRANGE [-3] Longstreet's Div.	WILCOX [-2] Longstreet's Div.	PRYOR [-3] Longstreet's Div.	FEATHERSTON [-2] Longstreet's Div.
fold here	fold here	fold here	fold here	fold here
DANIEL [+1] Holmes' Div.	MANNING [+3] Holmes' Div.	WISE [-1] Holmes' Div.	MAGRUDER Right Wing General	RIGHT WING HQ Magruder
fold here	fold here	fold here	fold here	fold here
BARKSDALE [+0] Magruder's Div.	COBB [+0] Magruder's Div.	ARTILLERY [+0] Magruder's Div.	SEMMES [+2] McLaws' Div.	KERSHAW [-1] McLaws' Div.
fold here	fold here	fold here	fold here	fold here
MAHONE [+0] Huger's Div.	WRIGHT [+0] Huger's Div.	ARMISTEAD [+0] Huger's Div.	RANSOM [+3] Huger's Div.	ARTILLERY [+0] Huger's Div.
fold here	fold here	fold here	fold here	fold here
TOOMBS [-1] DR Jones' Div.	ANDERSON [+0] DR Jones' Div.	JACKSON Valley General	VALLEY HQ Jackson	HOOD [-1] Whiting's Div.
fold here	fold here	fold here	fold here	fold here
LAW [+0] Whiting's Div.	ARTILLERY [+0] Whiting's Div.	WINDER [-2] Winder's Div.	CUNNINGHAM [-3] Winder's Div.	HAMPTON [-2] Winder's Div.
fold here	fold here	fold here	fold here	fold here
LAWTON [+3] Winder's Div.	ARTILLERY [+0] Winder's Div.	EARLY [+0] Ewell's Div.	TRIMBLE [-1] Ewell's Div.	STAFFORD [-0] Ewell's Div.
fold here	fold here	fold here	fold here	fold here
GORDON [-1] DH Hill's Div.	TEW [-1] DH Hill's Div.	GARLAND [+0] DH Hill's Div.	COLQUITT [-1] DH Hill's Div.	RIPLEY [+0] DH Hill's Div.
fold here	fold here	fold here	fold here	fold here
ARTILLERY [+0]				
fold here				

CONFEDERATE ORDER OF BATTLE

The Army of Northern Virginia



Gen. Robert E.
LEE
★ Masterful
4

JEB Stuart's Division	
F. Lee	+1
Robertson	+0

RIGHT WING



Maj. Gen. James
LONGSTREET
★ Grasps the Initiative
13

D. R. Jones' Division		Wilcox's Division		Hood's Division	
Benning	-1	Wilcox	-1	Hood	+1
Drayton	-1	Pryor	+0	Law	+0
G.T. Anderson	+1	Featherston	+1	Froebel (art.)	+0
R. H. Anderson's Division		Kemper's Division		[unattached]	
Mahone	+0	Corse	-1	Evans	+0
Wright	+0	Jenkins	+0	Walton (art.)	+0
Armistead	+1	Hunton	+0	Moorman (art.)	+0
Lee (art.)	+0	Rogers (art.)	+0		

LEFT WING



Maj. Gen. Thomas
JACKSON
★ Stalwart
★ Leads from the Front
11

Starke's Division		Lawton's Division		AP Hill's Division	
Baylor	-1	Douglass	+0	Field	-1
Johnson	-2	Trimble	-2	Gregg	+0
Taliaferro	-1	Forno	+1	Branch	+1
Stafford	+1	Early	+1	Thomas	-1
Shumaker (art.)	+0	Courtney (art.)	+0	Archer	-1
				Pender	+1
				Walker (art.)	+0

SPECIAL RULES

- (1) **Surprise Attack!** To help simulate the effectiveness of Beauregard's surprise dawn attack, the Union player may not spend any Priority Points on the first turn.
- (2) A heavy fog influenced the opening hours of battle. For the first **THREE TURNS**, all line of sight is reduced to 3". This effects shooting, as well as the ability of generals to influence brigades with bonuses requiring LOS.
- (3) Historically, Whiting's Division never arrived as intended. To represent this uncertainty, the Confederate commander should roll a D6 at the end of the 9:00am turn (Turn 4) and each subsequent turn. On a roll of 6, Whiting arrives as reinforcement.
- (4) The Confederate guns at Drewry's Bluff should be represented by a single artillery stand, which may turn to adjust facing, but cannot move outside the fort.
- (5) Among historians, this battle is most famous for seeing the first use of wire entanglements in the East. Up to three Federal brigades may begin the scenario already entrenched. These prepared defenses count as +2 when defending in close combat. Field works constructed during the battle will not enjoy this special bonus, only offering +1 cover.

TERRAIN NOTES

All woods and streams are considered rough going. The James River is impassible. Isolated farmsteads and buildings have no terrain effect—they are strictly for historical reference.

Fixed Confederate defenses are marked on the map, which are elements of Richmond's elaborate works. These marked defenses count as +2 cover against ranged fire and combat.

ORDER OF BATTLE NOTES

Butler's practical organization for this battle differed from his army's paper organization. Edward Hincks' division was stationed at City Point, and Kautz's cavalry division was busy tearing up railroads around Petersburg. Ames led part of his division near Port Walthall, while the remainder was divided up amongst Smith's corps. This scenario assigns one of Ames' brigades (White) to Weitzel's division.

Average brigade strength was 1,600 men. Artillery for both armies represents a concentration of batteries with 12-24 guns.

DEPLOYMENT NOTES

Altar of Freedom scenarios 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.

UNION DEPLOYMENT

The Union player deploys first, anywhere in grid sectors C-D2 or B-D3.

REINFORCEMENT SCHEDULE

None.

CONFEDERATE DEPLOYMENT

The Confederate player deploys second, in grids A-C1. Confederate units must begin at least 6" away from any Federal brigade.

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--onward: Whiting's Division from grid sector B-C4 (*see Special Rule #3*)

SCENARIO BASE LABELS

BUTLER Army General	ARMY HQ Butler	GILLMORE X Corps General	X CORPS HQ Gillmore	HOWELL [-1] Terry's Div.
fold here	fold here	fold here	fold here	fold here

HAWLEY [-1] Terry's Div.	PLAISTED [-2] Terry's Div.	ARTILLERY [+0] Terry's Div.	ALFORD [-2] Turner's Div.	BARTON [-2] Turner's Div.
fold here	fold here	fold here	fold here	fold here

ARTILLERY [+0] Turner's Div.	SMITH XVII Corps General	XVII CORPS HQ Smith	MARSTON [+0] Brooks' Div.	BURNHAM [+0] Brooks' Div.
fold here	fold here	fold here	fold here	fold here

SANDERS [+0] Brooks' Div.	ARTILLERY [+0] Brooks' Div.	HECKMAN [+3] Weitzel's Div.	WISTAR [+0] Weitzel's Div.	WHITE [-1] Weitzel's Div.
fold here	fold here	fold here	fold here	fold here

ARTILLERY [+0] Weitzel's Div.				
fold here	fold here	fold here	fold here	fold here

BEAUREGARD Army General	ARMY HQ Beauregard	GRACIE [+1] Ransom's Div.	FRY [+0] Ransom's Div.	TERRY [-2] Ransom's Div.
fold here	fold here	fold here	fold here	fold here

LEWIS [+2] Ransom's Div.	ARTILLERY [+0] Ransom's Div.	CORSE [+1] Hoke's Div.	JOHNSON [-2] Hoke's Div.	CLINGMAN [+1] Hoke's Div.
fold here	fold here	fold here	fold here	fold here

HAGOOD [+3] Hoke's Div.	ARTILLERY [+0] Hoke's Div.	LOFTON [+1] Colquitt's Div.	McAFEE [+1] Colquitt's Div.	ARTILLERY [+0] Colquitt's Div.
fold here	fold here	fold here	fold here	fold here

WISE [+2] Whiting's Div.	MARTIN [+3] Whiting's Div.	DEARING [-3] Whiting's Div.	ARTILLERY [+0] Whiting's Div.	FORT GUNS [+0] Drewry's Bluff
fold here	fold here	fold here	fold here	fold here

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)

REVISED CEDAR CREEK SCENARIO

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.

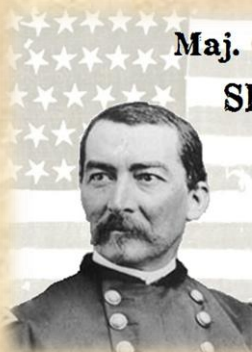
9:00am: SHERIDAN from grid sector C-D1

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.

FEDERAL ORDER OF BATTLE

The Army of the Shenandoah

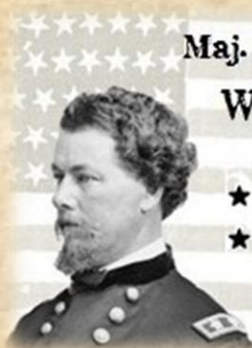


**Maj. Gen. Philip H.
SHERIDAN**

- ★ Aggressive
- ★ Finest Hour

8

VI CORPS



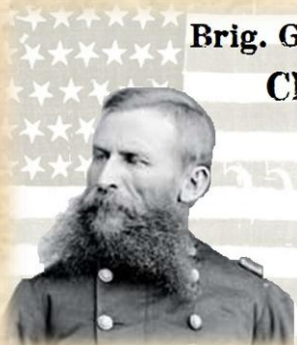
**Maj. Gen. Horatio
WRIGHT**

- ★ 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



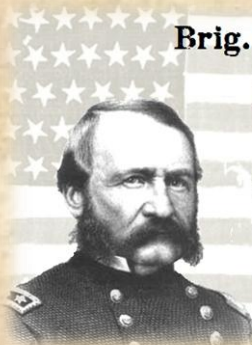
**Brig. Gen. George
CROOK**

- ★ 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