THE SECOND BATTLE OF KERNSTOWN

THUNDER IN THE SHENANDOAH

"Colonel Mulligan is mistaken.
I have full and accurate information.
There is nothing in his front
but a few bushwhackers."

--Major General George Crook

BACKGROUND

The nation held its breath in early July, when Jubal Early led a surprise raid into Maryland and came within miles of Washington DC. Timely reinforcements kept the rebels from mounting an attack on the capital, and Early was fell back into the Shenandoah Valley.

Union commanders mistakenly believed that Early's 16,000 men would abandon the valley to rejoin Lee at Petersburg. Operating under this erroneous assumption, a screening force of 10,000 Federals under Major General George Crook trailed the Confederate withdraw.

It took less than a week for Early to realize that he was being pursued by a force considerably smaller than his own. So on the morning of July 24, the Confederates made a sudden change of direction, marching almost 15 miles north. Initial contact was made with Union pickets south of Kernstown, on the exact same battlefield where "Stonewall" Jackson fought two years before.

Despite the pleas of his subordinates, General Crook refused to believe Early's entire force would attack. Instead of beating a careful retreat, Crook ordered a full attack at 1pm.
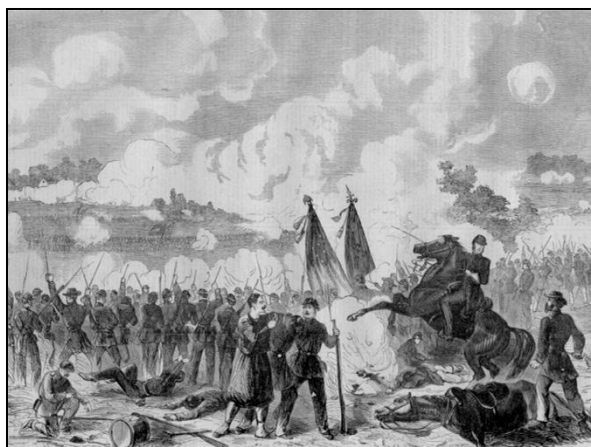
SCENARIO SIZE

Second Kernstown is a *small* scenario for 2-3 players.

GAME LENGTH

12:00pm until 6:00pm (6 TURNS), or until one army quits the field. Players should use a D10 turn clock.

UNION VICTORY OBJECTIVES

Prevent rebel victory. The Union army is steady with a breakpoint of 4.

CONFEDERATE VICTORY OBJECTIVES

Break the enemy army. The Confederate army is steady with a breakpoint of 5.

SOURCE MATERIAL

--Jubal Early, *Lieutenant General Jubal Anderson Early, CSA* (1912)
--Jeff Wert, *From Winchester to Cedar Creek* (1989)

SPECIAL RULES

None.

TERRAIN NOTES

All woods and streams are considered rough going, where units suffer a movement penalty, but gain +1 cover in shooting and combat. Farmsteads and buildings have no terrain effect.

ORDER OF BATTLE NOTES

Both OOBs include "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.

Average brigade strength was 950 men. Artillery for both armies has been converged into brigade-level batteries of 6--12 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 Duffie and Averell's cavalry divisions deployed anywhere in A-C2. CROOK deploys with the remainder of his forces in B-C1.

REINFORCEMENT SCHEDULE
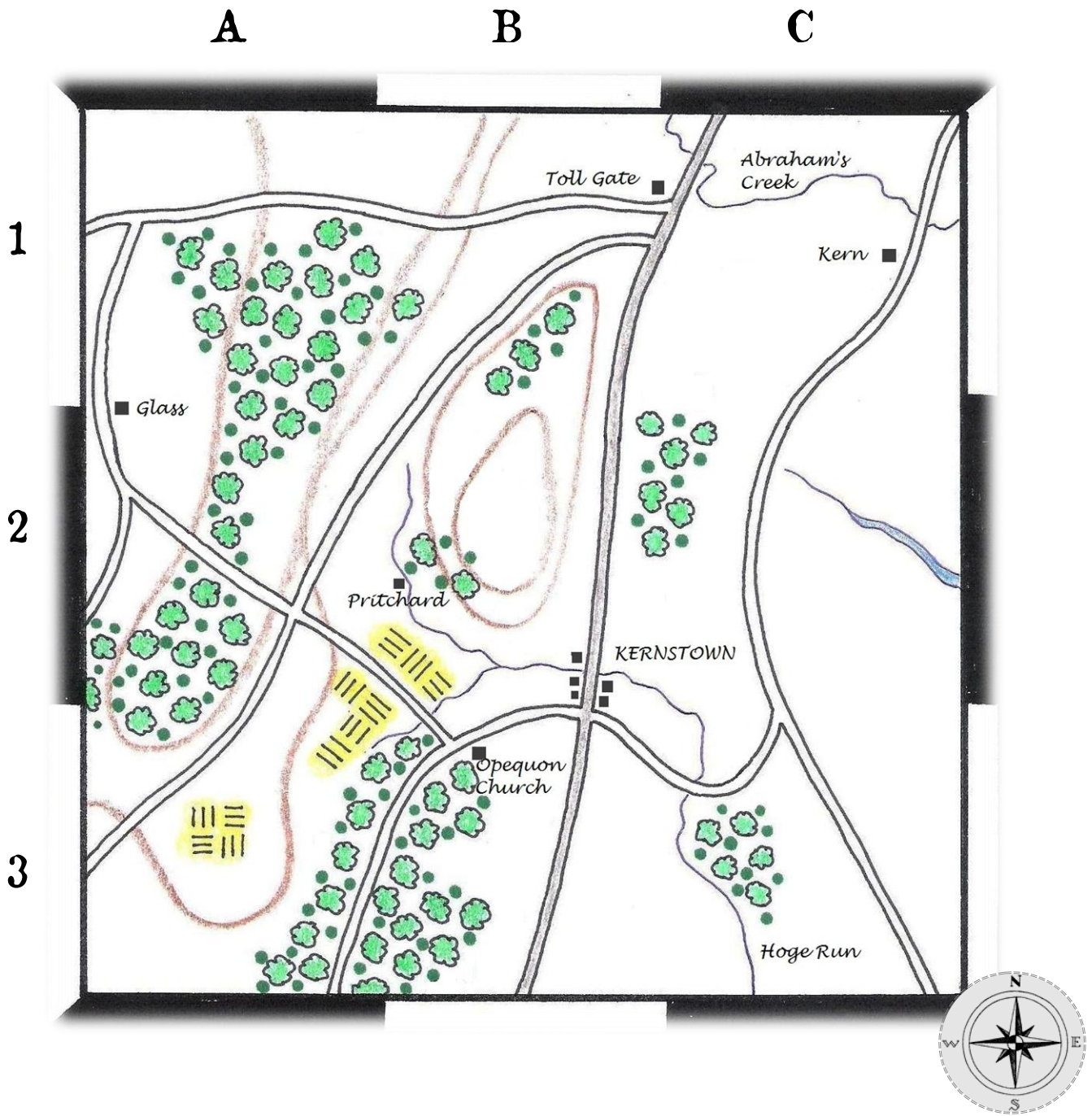
None.

CONFEDERATE DEPLOYMENT

The Confederates deploy second, anywhere in grid sectors A-C3. To represent the surprise Early achieved through concealed deployment, the Confederate player may elect to withhold any of his forces off the southern table edge, bringing them on during the first turn. Vaughn's cavalry division <u>must</u> begin on board.

REINFORCEMENT SCHEDULE
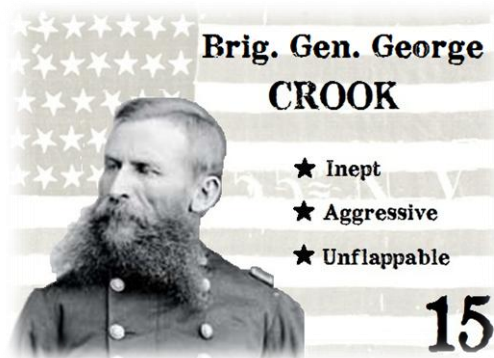
None.

BATTLEFIELD MAP
Second Kernstown should be played on a 3' x 3' table, where 1" = 150 yards.

A **B** **C**

1

Toll Gate

Abraham's Creek

Kern

2

Glass

Pritchard

KERNSTOWN

Opequon Church

3

Hoge Run

FEDERAL ORDER OF BATTLE
The Army of West Virginia

Brig. Gen. George CROOK

★ Inept
★ Aggressive
★ Unflappable

15

Thoburn's Division		**Duval's Division**		**Mulligan's Division**	
Wells	+2	Hayes	+1	Harris	+0
Ely	+2	Johnson	+0	Linton	+0

Duffie's Division		**Averell's Division**		*[unattached]*	
Tibbits (cav.)	-1	Schoonmaker (cav.)	-1	Reserve (art.)	+0
Higgins (cav.)	-1	Powell (cav.)	+0		
		Artillery (art.)	-1		

CONFEDERATE ORDER OF BATTLE
The Army of the Valley District
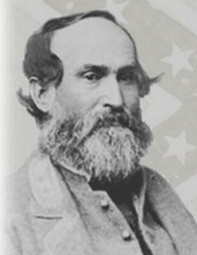
Lt. Gen. Jubal A. EARLY

★ Dour
★ Shrewd Tactician

9

[unattached]

Braxton (art.)	+0
King (art.)	+0
Nelson (art.)	+0

LEFT WING

Lt. Gen. Jubal A. EARLY

Rodes' Division		Ramseur's Division		Vaughn's Division	
Pickens	-1	Hoffman	-1	Imboden (cav.)	+1
Moorehead	-1	Johnston	-1	McCausland (cav.)	+0
Cook	-1	Godwin	+0	Johnson (cav.)	+2
Cox	+0			Jackson (cav.)	+0
				Lurty (art.)	+0

RIGHT WING

Maj. Gen. John C. BRECKINRIDGE

★ Revered
★ Energetic

7

Wharton's Division		Gordon's Division	
Forsberg	-1	Atkinson	+0
Patton	-1	York	+1
Smith	+0	Terry	+1

SCENARIO BASE LABELS

CROOK Army General	ARMY HQ Crook	WELLS [+2] Thoburns's Div.	ELY [+2] Thoburn's Div.	HAYES [+1] Duval's Div.
fold here	fold here	fold here	fold here	fold here

JOHNSON [+0] Duval's Div.	HARRIS [+0] Mulligan's Div.	LINTON [+0] Mulligan's Div.	TIBBITS [-1] Duffie's Div.	HIGGINS [-1] Duffie's Div.
fold here	fold here	fold here	fold here	fold here

SCHOONMAKER [-1] Averell's Div.	POWELL [+0] Averell's Div.	ARTILLERY [-1] Averell's Div.	ARTILLERY [+0]	
fold here	fold here	fold here	fold here	fold here

SCENARIO BASE LABELS

EARLY Army General	ARMY HQ Early	PICKENS [-1] Rodes' Div.	MOOREHEAD [-1] Rodes' Div.	COOK [-1] Rodes' Div.
fold here	fold here	fold here	fold here	fold here

COX [+0] Rodes' Div.	HOFFMAN [-1] Ramseur's Div.	JOHNSON [-1] Ramseur's Div.	GODWIN [+0] Ramseur's Div.	IMBODEN [+1] Vaughn's Div.
fold here	fold here	fold here	fold here	fold here

McCAUSLAND [+0] Vaughn's Div.	JOHNSON [+2] Vaughn's Div.	JACKSON [+0] Vaughn's Div.	ARTILLERY [-1] Vaughn's Div.	BRECKINRIDGE Right Wing Gen.
fold here	fold here	fold here	fold here	fold here

RIGHT WING HQ Breckinridge	FORSBERG [-1] Wharton's Div.	PATTON [-1] Wharton's Div.	SMITH [+0] Wharton's Div.	ATKINSON [+0] Gordon's Div.
fold here	fold here	fold here	fold here	fold here

YORK [+1] Gordon's Div.	TERRY [+1] Gordon's Div.	ARTILLERY [+0]	ARTILLERY [+0]	ARTILLERY [+0]
fold here	fold here	fold here	fold here	fold here