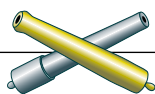




EXPANDED SCENARIO

FORT DONELSON BREAKOUT

February 15, 1862



The Fort Donelson Breakout scenario can be played as a larger battle, and for a much longer time frame. Feedback from one of our external playtest groups recommended we leave out the map extension, because the basic scenario played well enough on its own. Players who prefer a larger gaming area and lengthier battle can add the 5-ft. extension on to the west table edge. The expanded scenario can be played by three Union and three to five Confederate players, takes about eight hours to play, and extends the playing area to 5-ft. deep by 11-ft. wide.

Terrain

Connect the map extension above to the west edge of the scenario map on page 7 in *RFF Civil War Battle Scenarios Vol. 2, 1862-1863* to form a contiguous battlefield. With one exception, the terrain effects are the same as in the smaller scenario.

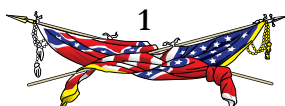
Elevations. All elevations are two levels except for a third level toward the west table edge.

Order of Battle

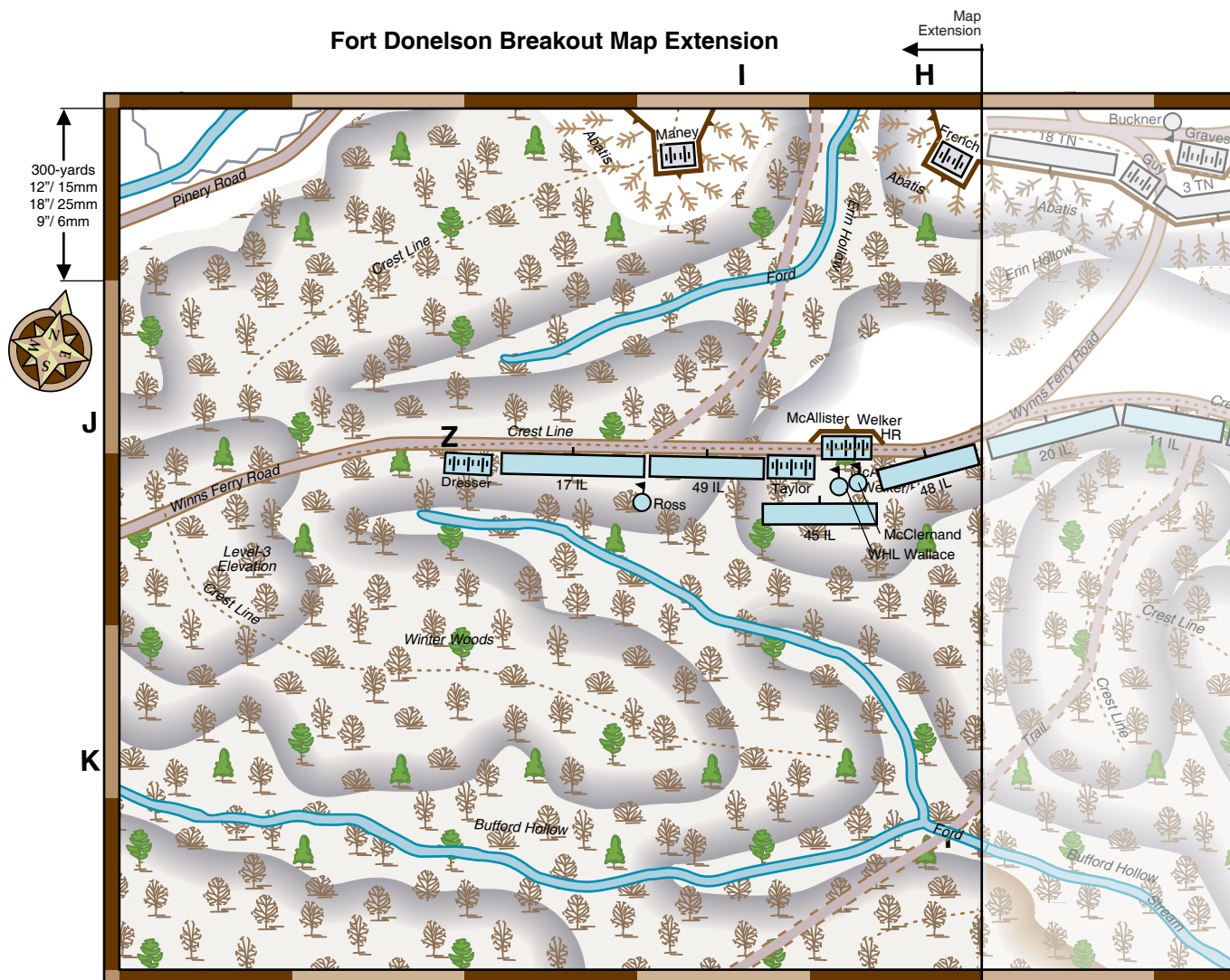
The following number of additional stands are needed. The number in parenthesis is the grand total from the combined scenarios.

STAND	UNION	CONFEDERATE
Infantry	152 (339)	55 (224)
Infantry command	10 (24)	5 (22)
Cavalry	9 (19)	9 (29)
Cavalry command	1 (3)	1 (3)
Dismounted cavalry	7 (15)	7 (22)
Dismounted cavalry command	1 (3)	1 (3)
Horse holder	2 (4)	2 (7)
Artillery (gun with limber)	12 (15)	7 (8)
Artillery (gun only)	0 (0)	4 (8)
Wing/Division leader	1 (2)	0 (3)
Brigade leader	2 (6)	1 (8)
Brave colonel	0 (1)	1 (1)
Supply wagon	1 (1)	1 (1)
Total	198 (432)	94 (339)

Union Forces. Total Union stands now represent a force of 16,000 men and 30 guns. Reinforcements enter without a



Fort Donelson Breakout Map Extension

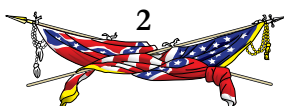


maneuver check and in the formation indicated, and move at the double quick rate.

- 12) In the basic scenario, the 2 gun sections of McAllister's Battery and 1 HR gun section from Welker's Battery are off-table artillery. The guns now start on the map extension behind breastworks and have a 180-degree arc of fire. They only may fire and rally, and cannot limber and move until activated on the turn after an enemy unit moves within 12" (see special scenario rule in the basic scenario).
- 13) In the basic scenario, brigade leader WHL Wallace must remain within 6" of the west table edge, and he only commands two units on the table. The leader now starts on the map extension and commands additional starting units located on the map extension as follows: the 45th and 48th Illinois, Taylor's Battery, McAllister's Battery and 1 HR gun section from Welker's Battery. The leader and units are activated on the turn after an enemy unit moves within 12" and may move without restrictions (see special scenario rule in the basic scenario).
- 14) Additional starting units and leader: brigade leader Ross

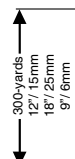
with the 17th and 49th Illinois; and Dresser's Battery. The leader and units are activated on the turn after an enemy unit moves within 12" (see special scenario rule in the basic scenario).

- 15) In the basic scenario, division leader McClernand enters between points E-F on turn 5. He now starts on the map extension and is activated on turn 5.
- 16) Enter on turn 6 east of G only on a die result of 6-10: 4th Illinois Cavalry (see special scenario rule).
- 17) In the basic scenario, Cruft's brigade enters at F on turns 8 and 9. The brigade now enters on turn 6 and 7 at K. The brigade leader and units may perform operational movement (see special scenario rule).
- 18) Enter on turn 21 between J-K: division leader Lew Wallace and brigade leader Thayer with the 1st Nebraska, 58th and 76th Ohio in any formation, and Wood's Battery.
- 19) Enter on turn 22 between J-K: 46th, 57th and 58th Illinois in any formation. These units only may be under provisional command.

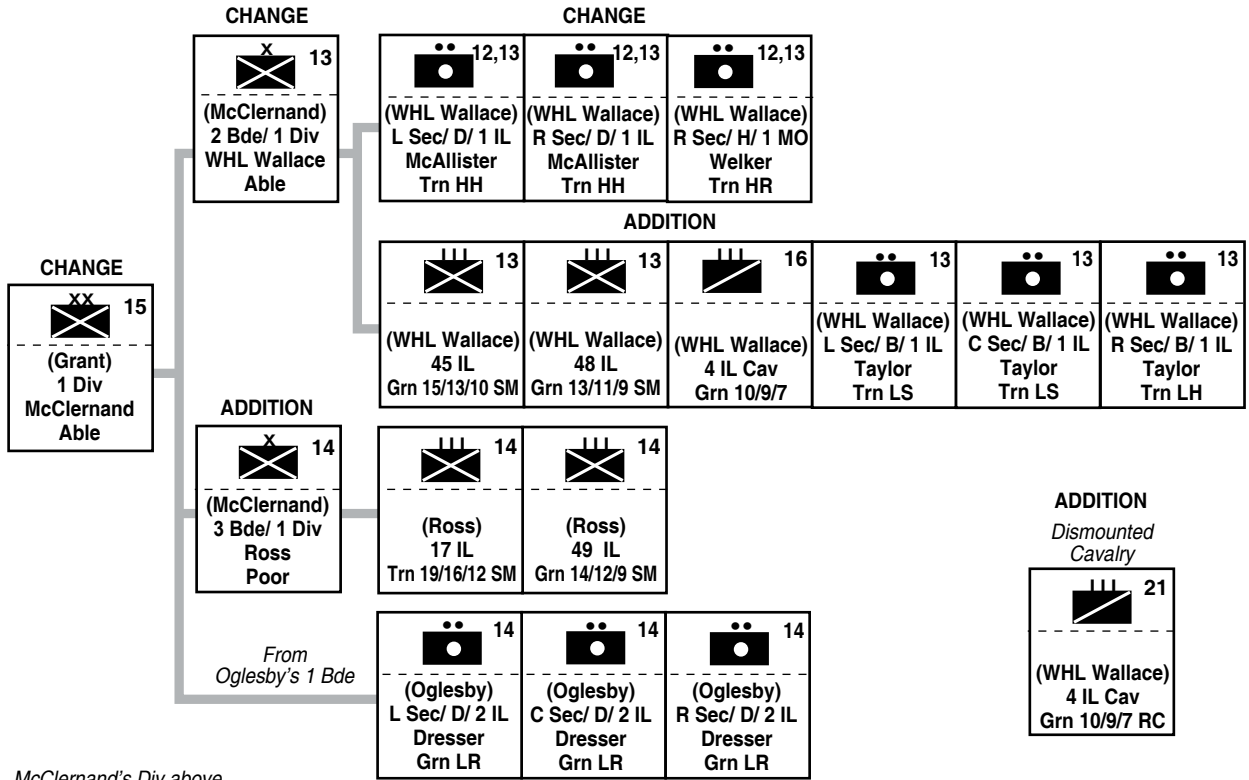




Map Extension

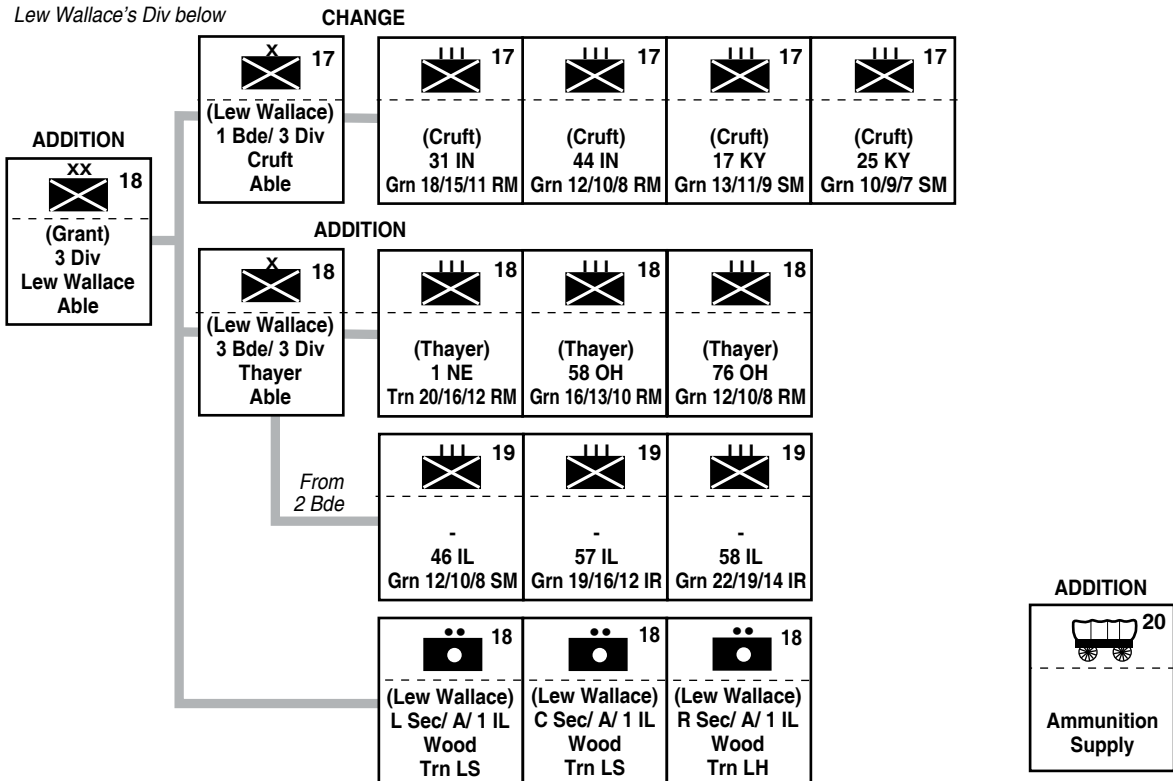


Fort Donelson Breakout Expanded Scenario Union Order of Battle



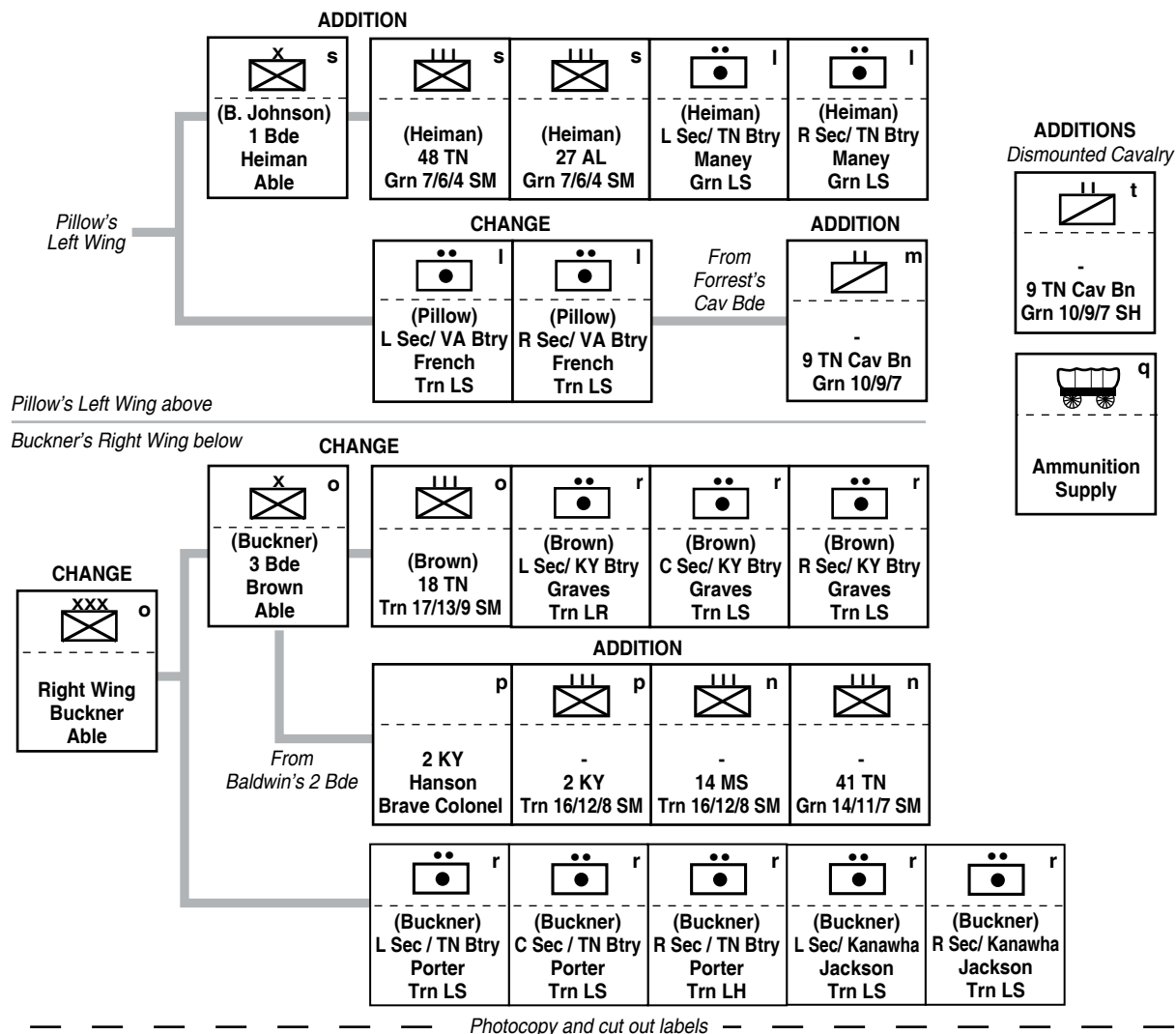
McClermand's Div above

Lew Wallace's Div below



Photocopy and cut out labels

Fort Donelson Breakout Expanded Scenario Confederate Order of Battle



20) Turn 22: Place 1 ammunition supply wagon on the table behind a friendly unit and over 12" from the enemy units. (see special scenario rule).

21) Alternate labels for dismounted cavalry.

Confederate Forces. Total Confederate stands now represent a force of 11,760 men and 32 guns. Reinforcements enter without a maneuver check and in the formation indicated, and move at the double quick rate.

l) In the basic scenario, French's Battery is off-table artillery. The battery now starts on the table. Both French's and Maney's batteries are unlimbered in fortified fixed positions. The guns have a 180-degree arc of fire and may only fire, rally and replenish ammunition. The batteries cannot limber and move, pivot, or hand haul during the game.

m) Enter on turn 2 between **B-C** only on a die result of 6-10: 9th Tennessee Cavalry Battalion in field column (see special scenario rule). The 9th can only be in provisional command and cannot charge with cold steel.

n) Enter on turn 3 between **H-I**: 14th Mississippi and 41st Tennessee in any formation. The units only may be under provisional command.

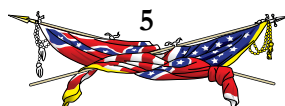
o) In the basic scenario, right wing leader Buckner and brigade leader Brown with 18th Tennessee are activated on turn 11. The leaders and unit are now activated on turn 3.

p) Enter on turn 15 at **D**: brave colonel Hanson with the 2nd Kentucky in any formation. The unit only may be under provisional command.

q) Turn 16: Place 1 ammunition supply wagon on the table behind a friendly unit and over 12" from the enemy units. (see special scenario rule).

r) Enter or activate the following batteries only on the turn after there are no Union units occupying the key position **Y-Z**: Jackson's, Porter's batteries enter between **B-C**; and Graves' Battery, in a fortified position, may limber and move.

s) Enter between **I-H** on the turn only after there are no Union



units occupying the key position **Y-Z**: brigade leader Heiman with the 48th Tennessee and 27th Alabama in any formation.

- t) Alternate labels for dismounted cavalry.

Game Length

The game is unusually long, 28 turns, starting with the Confederate player turn at 7:00 AM, and ends after the Union player turn at 1:45 PM.

Victory Conditions

Heavy casualty thresholds and location of the key position have changed.

Heavy Casualties. The Union threshold for heavy casualties is determined separately for two division-size higher commands. The Confederate player achieves one victory condition for each Union higher command that suffers 20% losses. McClernand's Division, which includes McArthur's Brigade from C.F. Smith's Division, reaches its threshold after losing 49 troop or gun stands. Lew Wallace's Division reaches its threshold after losing 11 stands. The threshold increases to 32 after all of Thayer's Brigade enters on turn 22.

The Confederate threshold for heavy casualties is determined separately for the two wing higher commands. The Union player achieves one victory condition for each Confederate higher command that suffers 25% losses. Buckner's Right Wing reaches its threshold after losing 28 stands. Pillow's Left Wing reaches its threshold after losing 43 troop and gun stands. The threshold increases to 47 stands only if the two infantry regiments from Heiman's Brigade enter by the end of the game.

Key Position. The Union defensive line along the Wynn Ferry Road between points **Y-Z** remains the key position, however, point **Z** has been moved to the end of the defensive line that extends further to the west on to the map extension. The key position is under Union control at the start of the scenario.

The Union player achieves one victory condition if at least one friendly unit occupies the position between **Y-Z** at the end of the game. The Confederate player achieves one victory condition if no enemy unit occupies **Y-Z** at the end of the game.

In addition to these victory condition, each turn after no Union units are located between **Y-Z**, all Union units suffer a -1 modifier in subsequent maneuver checks. After losing the key position, if at least one Union unit re-occupies part of the key position in a later turn, the modifier is reversed and all Confederate units suffer the -1 modifier in subsequent checks. The modifier always applies to the last side to lose the key positions.

Special Scenario Rules

Unit and Leader Activation. As in the smaller scenarios, there are several Union units and leaders deployed on the table at the start of the scenario that cannot voluntarily move until they are activated on the turn specified. 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 maneuver checks and can be fired upon. An unactivated unit can retreat as a result of a maneuver check. It must attempt to rally and advance back into its starting position in a subsequent check. An unactivated unit may fire at targets within weapon range, and it is activated on the turn after an enemy unit moves within 12" and line of sight.

Additional Cavalry. Both sides have an additional cavalry unit that could have participated in the battle, but remained unengaged. The Union 4th Illinois Cavalry was located a few miles south on the Forge Road. Sometime in the morning, it made a brief appearance on the battlefield, but retreated after encountering Confederate troops on the road. On turn 6 the controlling player rolls one die. On a 6-10 die result the unit may enter that turn east of **A** in any formation. On a 1-5 the unit remains off the table for the entire game.

General Pillow placed Lieutenant Colonel Forrest in command of all Confederate cavalry, but Lieutenant Colonel Gant in command of the 9th Tennessee Cavalry Battalion, refused to serve under Forrest and stayed out of the battle. On turn 2 the controlling player rolls one die. On a 6-10 result the unit may enter that turn between **B-C** in field column, and may only be under provisional command. On a 1-5 result the unit remains off the table for the entire game.

Operational Movement. Cruft's Brigade enters on turn 6 at point **K** and may perform **operational movement**. Operational movement doubles the move distances. Only Cruft's brigade may perform operational movement, and it cannot resume operational movement once it fails to meet the conditions below.

The short movement rates allowed in a 10 to 15-minute game turn, make for a more playable game. Unfortunately, the distance is far less than what soldiers could actually march in real time. The shorter movement is not an issue when units start the game on the table and in close proximity to the enemy. However, when it takes several turns to move a unit over a greater distance on the table, another type of movement called operational movement is needed to keep closer to the time line of a historical battle. Operational movement doubles the rates listed on the Movement Rates Chart. Units must meet several conditions to perform operational movement.

All units must move in a brigade-size column formation. Infantry and cavalry units must either all be in march column or in field column, and arranged in succession one behind the other. The brigade leader and any higher command leaders must be attached to the front of the column. Batteries must move together as an artillery brigade or battalion, or as part of an infantry or cavalry brigade, with all guns limbered and in single file. Units must start the game or enter the table in a brigade column to be eligible for operational movement. Individual regiments and batteries cannot perform operational movement. One maneuver check is resolved for all leaders and units in the brigade column. The units and leaders can either all remain in the column and perform operational movement at



double the basic movement rate, or each may perform a separate maneuver and move at the basic movement rate. To perform operational movement, the brigade column must remain out of the line of sight of enemy artillery, and cannot move closer than 16" to an enemy unit. Units in the column cannot change formation, fire or charge. Units in march column may only move on a road. A unit can no longer perform operational movement for the remainder of the game once it fails to meet the above conditions.

Ammunition Supply. Units on either side that suffer a low on ammunition effect may replenish ammunition by moving within 12" of their ammunition wagon marker and performing a replenish ammunition maneuver. Each side places one ammunition supply marker on the table on turn 22 for the Union and turn 16 for the Confederates. . The marker may be placed anywhere behind a friendly unit and over 12" from enemy units. The ammunition supply marker cannot move and is eliminated if an enemy unit passes through it. The Confederate batteries located in fortified fixed position may replenish ammunition at their location.

Basic Scenario Errata

If you are playing the basic sceanrio, it lists Crufts' Union Brigade entering at points **F** and **G**, but **G** is a wrong location. The leader and all units enter at **F**. The text should read as follows:

- 5) Cruft's Brigade continues to enter on turn 10 at **F**: 17th Kentucky, followed by the 31st Indiana, both in field column.

