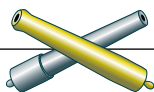


## EXPANDED SCENARIO

# BATTLE OF MCDOWELL

May 8, 1862



### The Scenario

Historically, the Union 3rd West Virginia and Confederate 31st Virginia, both guarding the turnpike in the valley north of Sittlington Hill, were only lightly engaged until both units were ordered up onto the hilltop. We determined after playtesting, that the area encompassing the valley and adjacent Hull Hill were superfluous to recreating the historical scenario. Players who prefer a larger gaming area can add the 2-ft. map extension to the north table edge. The extension increases the gaming area to 8-ft. wide by 5-ft. deep in 15mm.

### Terrain

Connect the map extension to the north edge of the scenario

map on page 21 in *RFF Civil War Battle Scenarios Vol. 2, 1862-1863* to form a contiguous battlefield. Terrain should be laid out as shown. With two exceptions, terrain effects are the same as in the basic scenario.

**Elevations and Valley.** The north end of Sittlington Hill overlooks a valley through which the turnpike passes. A two-level elevation called Hull's Hill, spans the table edge north of the road. Some areas in the valley are open terrain.

**Road.** The Staunton-Parkersburg Turnpike is in good condition. Units in march column, limbered guns, and leaders on the road may move at the road movement rate.

### Order of Battle

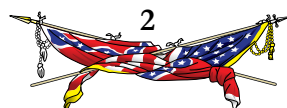
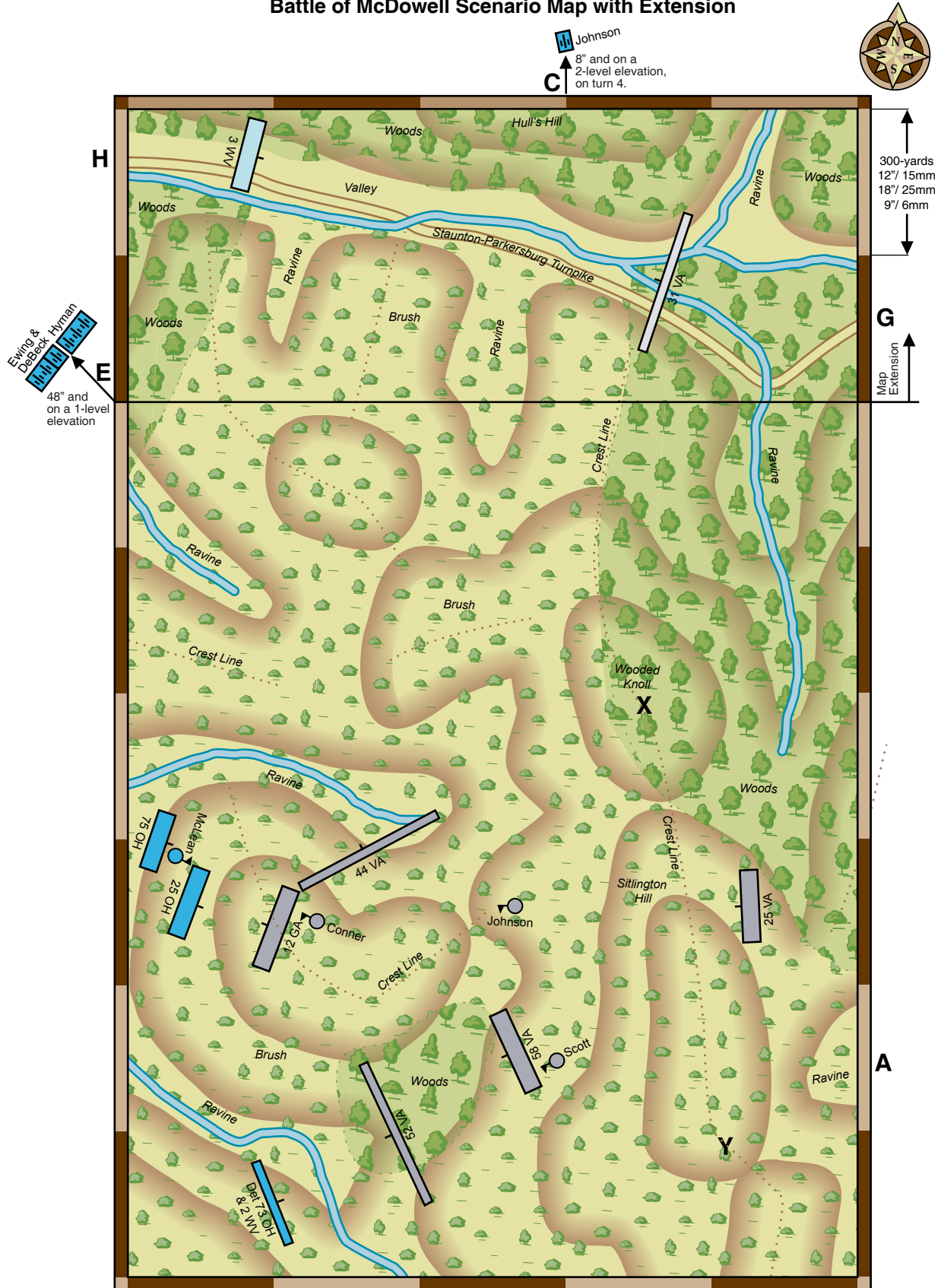
One Union regiment and gun section, and one Confederate regiment are added to the order of battle when using the map extension.

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

STAND	UNION	CONFEDERATE
Infantry	12 (69)	9 (113)
Infantry command	1 (7)	1 (10)
Artillery (gun with limber)	1 (1)	0 (0)



# Battle of McDowell Scenario Map with Extension



Artillery (off-table gun)	0 (7)	0 (0)
Army/Division leader	0 (0)	0 (1)
Brigade leader	0 (1)	0 (3)
Brave colonel	0 (3)	0 (0)
Total	14 (88)	10 (137)

**Union Forces.** Total Union stands now represent a force of 3,360 men and 16 guns.

- 9) In the basic scenario, 1 gun section from Johnson's battery is located 30" off the table edge at **C**. It is now only now only 8" off the table edge of the map extension. The gun is still activated on turn 4.
- 10) In the basic scenario, Brave colonel Thompson with the 3rd West Virginia enter at **D** on turn 7. The unit now starts on the map extension deployed in line astride the turnpike and facing east. Activate the leader and unit on turn 4 (see special scenario rule).
- 11) Enter on the map extension at **H** on turn 10: 5th West Virginia in any formation, and 1 limbered light howitzer section from Johnson's Battery. The units may only be under provisional command, enter without a maneuver check, and move at the double quick rate.

**Confederate Forces.** Total Confederate stands now represent a force of 4,920 men and no guns.

- f) In the basic scenario, the 31st Virginia enters at **B** on turn 6. The unit now begins the scenario deployed on the map

extension in an extended line astride the turnpike and facing west. Activate the unit on turn 4 (see special scenario rule).

- g) Enter on the map extension at **G** on turn 10: 21st Virginia in any formation. The unit may only be under provisional command, enters without a maneuver check, and moves at the double quick rate.

## Victory Conditions

Heavy casualty thresholds have changed.

**Heavy Casualties.** The Union threshold for heavy casualties increases to 26 troop and gun stands lost after the 5th West Virginia and 1 gun section enter on turn 10. The Confederate threshold increases to 31 stands lost after the 21st Virginia enters on turn 10.

## Special Scenario Rules

**Unit and Leader Activation.** Union brave colonel Thompson with the 3rd West Virginia, and the Confederate 21st Virginia are deployed on the table at the start of the scenario, but cannot move until they are activated. Unactivated units are subject to maneuver checks. 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 can be fired upon. Once activated the unit may move and fight without restriction.

