

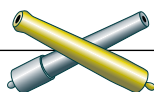


## EXPANDED SCENARIO

# BATTLE OF MECHANICSVILLE

### or Beaver Dam Creek

### June 26, 1862



The Mechanicsville scenario can be played as a larger battle. We decided to leave out the additional troops and map extension to keep the battlefield and opposing forces down to a more manageable size. Players who prefer a larger gaming area can add the 4-ft. map extension. The expanded scenario can

be played by three Union and five Confederate players, takes about six hours to play, and extends the playing area to 5-ft. deep by 9-ft. wide.

### Terrain

Connect the map extension to the north edge of the scenario map on page 26 in *RFF Civil War Battle Scenarios Vol. 2, 1862-1863* to form a contiguous battlefield. Terrain should be laid out as shown. Terrain effects are the same as in the basic scenario.

### 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	89 (210)	92 (260)
Infantry command	7 (14)	9 (23)



Artillery (gun with limber)	6 (13)	0 (0)
Artillery (off-table gun)	0 (0)	5 (15)
Division leader	0 (1)	0 (0)
Brigade leader	2 (4)	2 (5)
Total	104 (242)	108 (303)

**Union Forces.** Total Union stands now represent a force of 9,480 men and 26 guns.

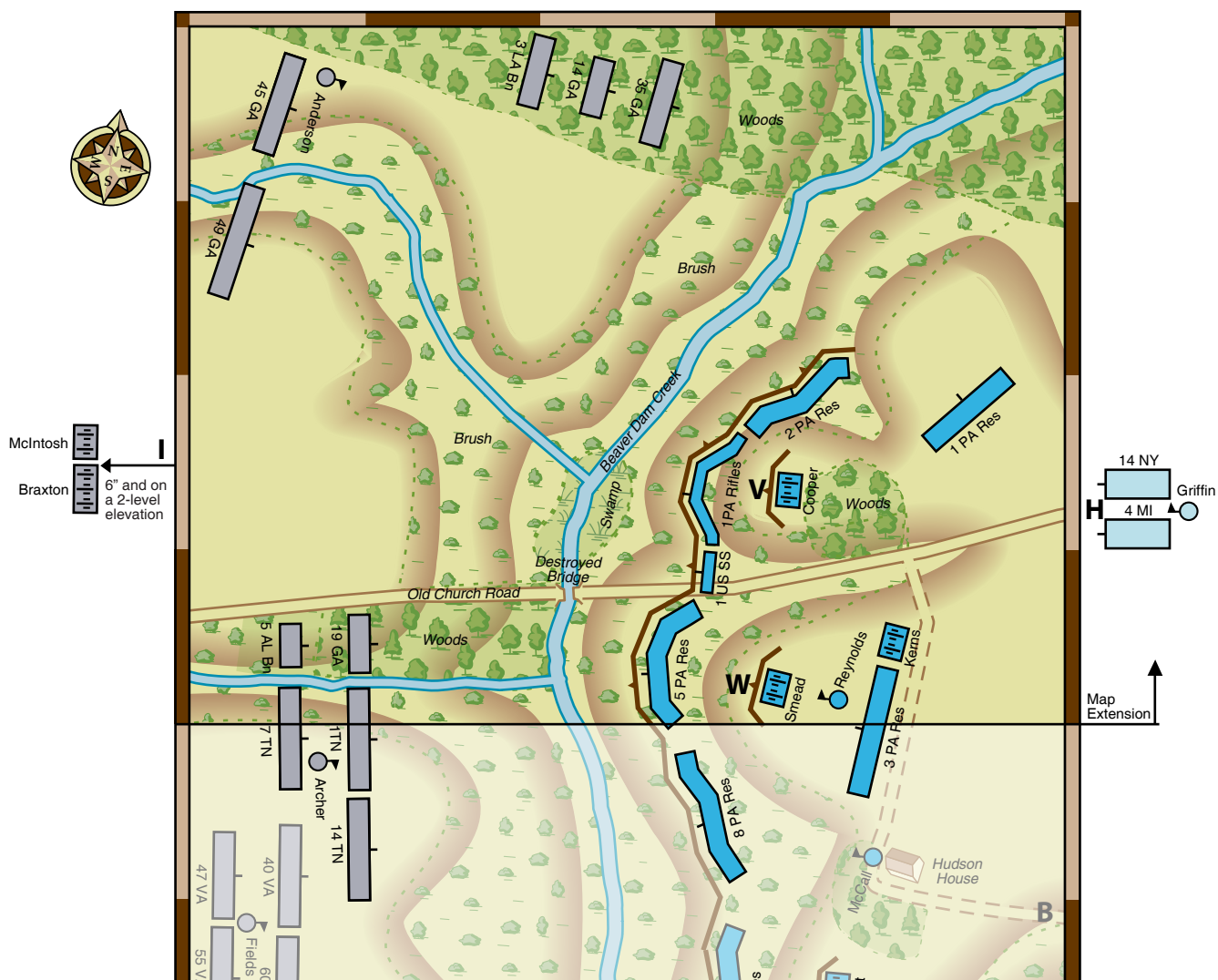
- 5) Additional starting units and leader: brigade leader Reynolds with the 1st, 2nd, 5th and 8th Pennsylvania Reserve, 1st Pennsylvania Rifles, and a 2-company detachment from the 1st US Sharpshooters; and Kerns' and Cooper's batteries.
- 6) The 1st "Bucktails" Pennsylvania Rifles and 1st US Sharpshooters have special maneuver and combat capabilities (see special scenario rule).
- 7) In the basic scenario, the 8th Pennsylvania Reserve was only in provisional command. The unit is now under brigade leader Reynold's command.

- 8) In the basic scenario, the 3rd Pennsylvania Reserve was located near the Hudson House. It is now repositioned further north adjacent to Kerns' Battery.
- 9) In the basic scenario, the 2 gun sections of Smead's Battery are off-table artillery. The battery now starts on the map extension.
- 10) In the basic scenario, Amsden and Fullerton are independent gun sections. They are now a detached gun section from Cooper's and Kerns' batteries.
- 11) Enter on the map extension at **H** on turn 7: brigade leader Griffin with the 14th New York and 4th Michigan. Units enter in field column, without a maneuver check, and move at the double quick rate.

**Confederate Forces.** Total Confederate stands now represent a force of 11,920 men and 30 guns.

- f) Starting units and leaders: brigade leader Anderson with the 14th, 35th, 45th, and 49th Georgia, and 3rd Louisiana Battalion; and brigade leader Archer with the 19th Georgia, 1st, 7th, and 14th Tennessee, and 5th Alabama Battalion.

### Mechanicsville Scenario Map Extension







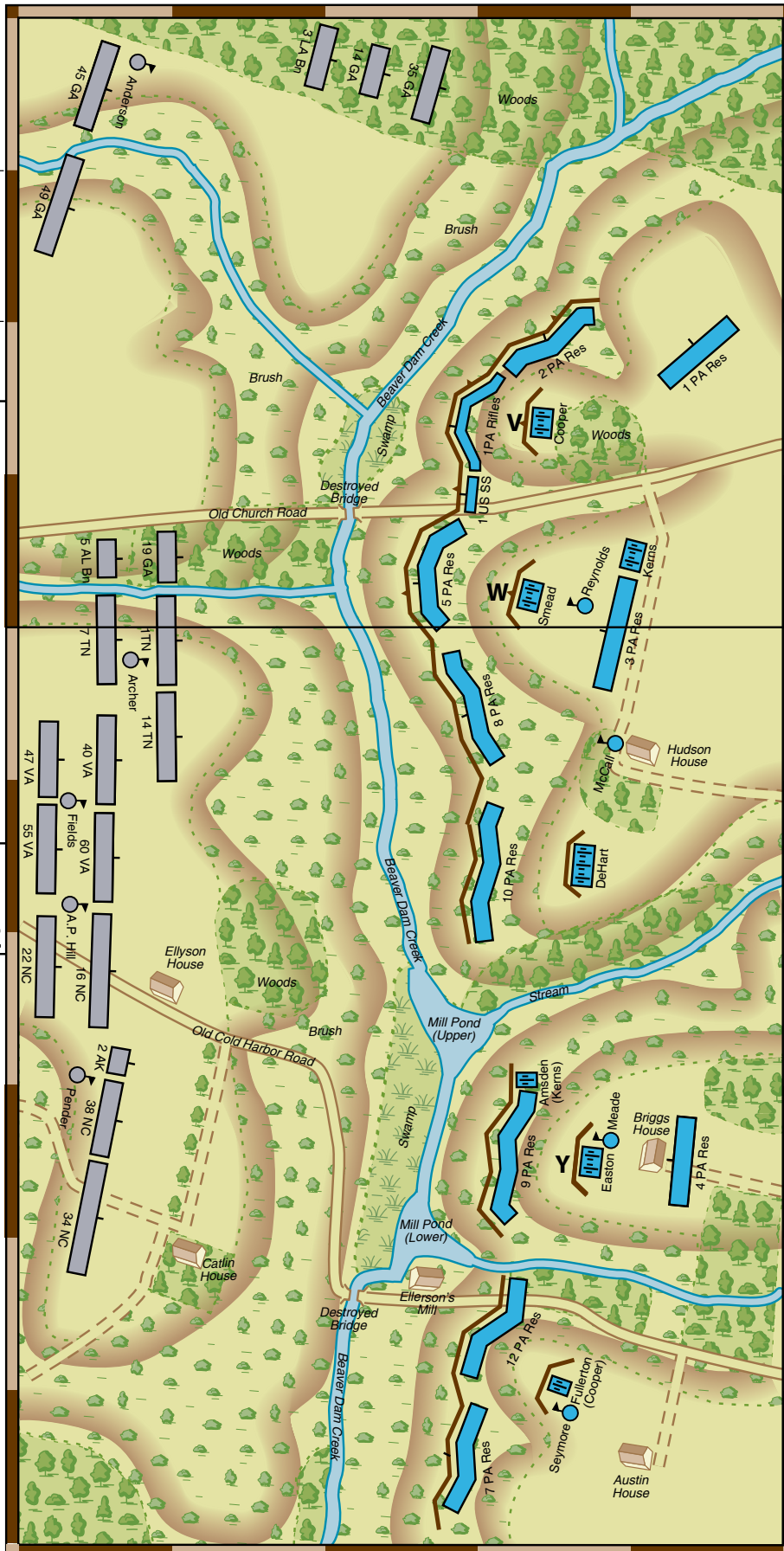
300-yards  
12"/ 15mm  
18"/ 25mm  
9"/ 6mm

McIntosh  
Braxton  
6" and on a 2-level elevation

2" and on a 3-level elevation  
Pegram  
Hardaway  
Andrews

Rhett  
Bondurant  
6" and on a 3-level elevation

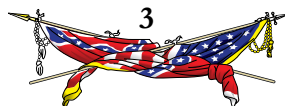
48 GA  
3 NC  
44 GA  
1 NC  
D



14 NY  
4 MI  
Griffin

Map Extension

### Mechanicsville Scenario Map with Extension



- g) In the basic scenario, the 14th Tennessee was only in provisional command. The unit is now under brigade leader Archer's command.
- h) McIntosh's and Braxton's batteries start 6" off the table edge on the map extension at **I** (see special scenario rule).

## Victory Conditions

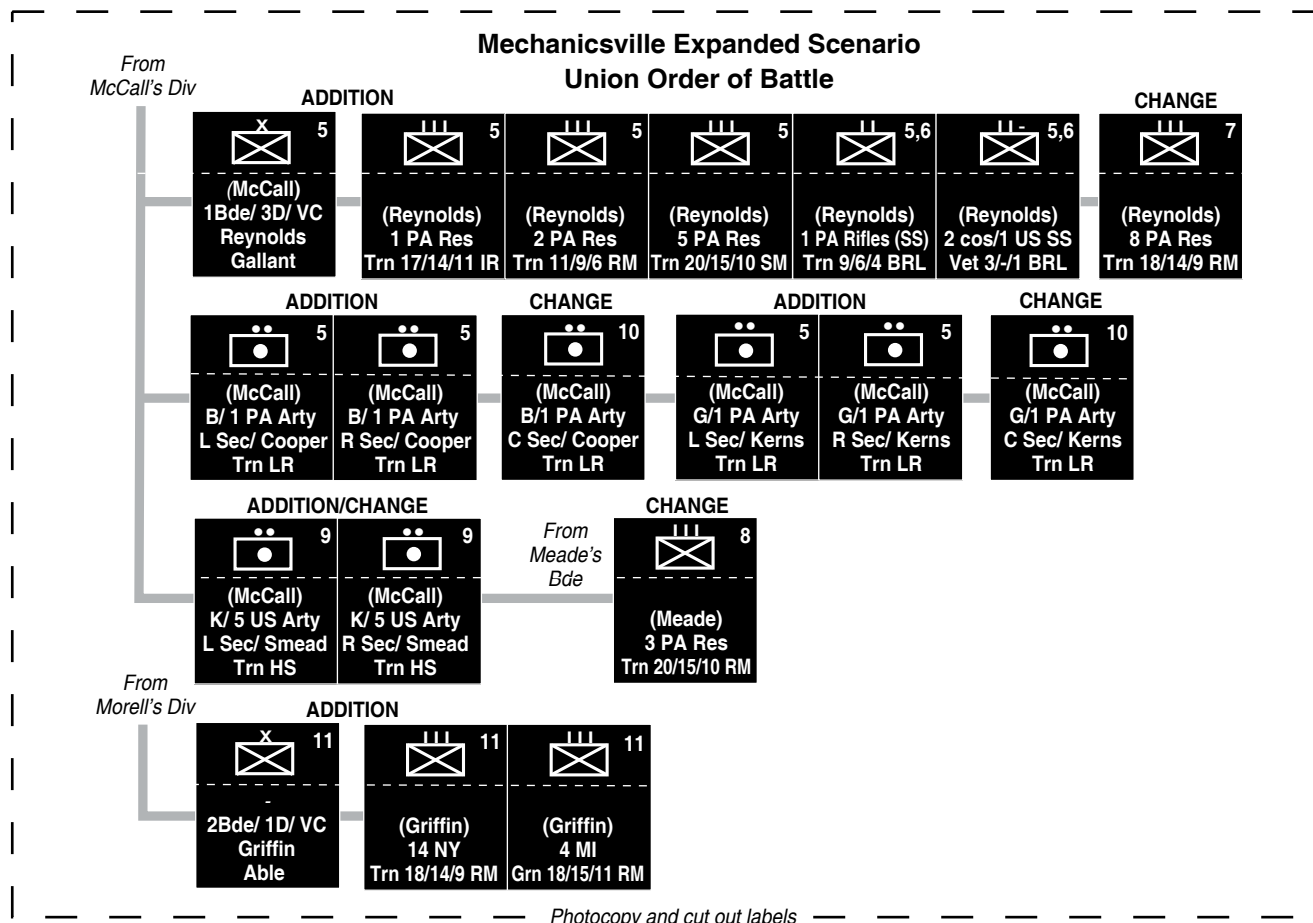
Heavy casualty thresholds and location of key positions have changed.

**Heavy Casualties.** The Union threshold for heavy casualties is determined separately for two ad hoc division-sized higher commands. The Confederate player achieves one victory condition for each Union command that reaches its threshold after 25% losses. The first ad hoc command are units from McCall's Division located north of the Hudson House, consisting of Reynold's Brigade, the 3rd Pennsylvania from Meade's Brigade, Smead's Battery, and Cooper's and Kern's batteries less 1 detached gun section from each, and Griffin's Brigade from Morell's Division. The command reaches its threshold after losing 26 troop and gun stands, and increases to 35 stands after all units in Griffin's Brigade arrive on turn 7. The second ad hoc command consists of units from McCall's Division located south of the Hudson House, consisting of Meade's Brigade less the 3rd Pennsylvania, Seymour's Brigade,














DeHart's and Easton's batteries, and 1 detached gun section each from Cooper's and Kerns' batteries. The command reaches its threshold after losing 25 stands.

The Confederate threshold for heavy casualties also is determined separately for two ad hoc division-sized higher commands. The Union player achieves one victory condition for each Confederate command that reaches its threshold after 25% losses. The first ad hoc command consists of in Archer's and Anderson's brigades from A.P. Hill's Division, and Braxton's and McIntosh's off-table batteries from D.H. Hill's Division. The command reaches its threshold after losing 27 troop and gun stands. The second ad hoc command includes all Confederate units in Field's and Pender's brigades, and Pegram's and Andrew's off-table batteries from A.P. Hill's Division, Ripley's Brigade and Rhett's, Hardaway's and Bondurant's batteries from D.H. Hill's Division. The command reaches its threshold after losing 45 stands.

**Key Position.** There are now five key positions. The breastworks located at **V**, **W**, **X**, **Y**, and **Z** are key positions under Union control at the start of the scenario. The Confederates achieve one victory condition for each key position occupied at the end of the game. The Union achieve one victory condition if at the end of the game they control all five key positions.



## Mechanicsville Expanded Scenario Confederate Order of Battle

From A.P. Hill's Div		ADDITION								
 f		 f	 f	 f	 f	 f				
(A.P. Hill) 3 Bde J.R. Anderson Able		(J.R. Anderson) 14 GA Trn 7/6/4 RM	(J.R. Anderson) 35 GA Grn 11/9/6 RM	(J.R. Anderson) 45 GA Grn 14/12/9 RM	(J.R. Anderson) 49 GA Grn 18/15/11 RM	(J.R. Anderson) 3 LA Bn Trn 10/8/5 RM				
 f		 f	 f	 f	 f		CHANGE		 f,g	
(A.P. Hill) 5 Bde Archer Able		(Archer) 19 GA Trn 8/6/4 RM	(Archer) 1 TN Trn 14/11/7 SM	(Archer) 7 TN Trn 14/11/7 SM	(Archer) 5 AL Bn Grn 5/-/4 RM				(Archer) 14 TN Trn 14/11/7 SM	
From D.H. Hill's Div		Off table artillery		 h	 h	 h	 h	 h		
		Pee Dee SC L Sc/ McIntosh Trn LR	Pee Dee SC R Sc/ McIntosh Trn HS	Fredericksburg L Sc/ Braxton Trn LR	Fredericksburg C Sc/ Braxton Trn LS	Fredericksburg R Sc/ Braxton Trn LS				

*Photocopy and cut out labels*

### Special Scenario Rules

**Sharpshooters.** The 1st US Sharpshooters and 1st “Bucktails” Pennsylvania Rifles, which is also rated as sharpshooters, can only deploy in extended line or march column, and cannot charge with cold steel. They are always considered to be in command during their maneuver check, and receive a +1 fire combat modifier when one or more stands of sharpshooters are firing at a target. Both units are armed with Sharps breechloading rifles (BLR).

**Off-Table Artillery.** Two additional Confederate batteries start the game unlimbered off the table edge. McIntosh’s and Braxton’s batteries are 6” off the table at **I**. The guns are located on a 2-level elevation off the west table edge, and may fire over intervening units and terrain features on the table. The batteries must remain off the table, are subject to an in-command maneuver check, and may be fired upon. The only maneuvers permitted are pivot and/or fire, or rally.

