

Battle of Trevilian Station

June 11th, 1864
Virginia

Introduction: Following the bloody repulse at the Battle of Cold Harbor on June 3, Grant decided on a new strategy. He planned to march his 100,000 man army south of the James River and seize the rail hub of Petersburg. On June 5th Grant ordered a cavalry raid to the northwest, the raid would draw the Confederate cavalry away from Grant so his infantry corps could stealthily disengage from Lee's army. Also the raid would threaten the Virginia Central Railroad's connection between Richmond and the Shenandoah Valley. It was two days later when the Confederates under Hampton learned of the Union cavalry's movement, but using interior lines. Hampton was quickly able to catch up with Sheridan. By the 10th, both forces had converged near Trevilian Station. On the morning of the 11th Sheridan plan was for three brigades to advance down the Fredericksburg Road to Trevilian Station with Custer's brigade covering the left flank. That dawn Custer found the Nunn Creek's Road leading to Trevilian Station unguarded by the Confederates. Using this road Custer led his brigade into the rear of the Confederate forces capturing their supply wagons, caissons and hundreds of horses. While gaining surprise Custer was now caught between two Confederate brigades one from the east and one from the west. Also additional Confederate forces were sent from the main fighting from the north. Attacked on three sides Custer quickly found his force surrounded, and had to abandon all his earlier captured booty. Late in the day Sheridan's main force was able to reach Custer preventing a disaster. During the night Hampton would dig his men into an "L" shaped line of breastworks. Sheridan would launch seven attacks against this line the next day to no avail. The two days battle would cost over 1,000 Union losses and 800 Confederates making this the bloodiest all cavalry battle of the war.

Terrain

The scenario requires an 8'x 5' playing area. Terrain should be laid out as shown in the scenario map. Terrain effects for the scenario are as follows.

Woods: All woods are rated broken ground for movement, and are considered open woods. Line of sight is reduced to 10" through woods. In fire combat the firing stands suffer a -1 modifier for partial cover when through woods at a target, or a -2 modifier if that target is in extended line. Woods do not modify charge combat.

Elevations: Most of the table is level ground; the light green areas at the northern top of the map are a depression. The defender in charge combat receives a +1 modifier for favorable ground if the attacker charged up slope.

Roads: Units in march column, limbered and leaders move at the road speed when moving on the roads. The paths are poor roads movement along the paths are considered open ground rate.

Railroad: The Virginia Central R.R. is rated as a poor road for movement. The rail embankment does not provide cover for firing or benefit to charge combat.

Buildings: Are considered broken ground for movement. They have no effect on fire, charge combat and line of sight.

Fences: Fences are rated as broken ground for movement and do not block line of sight. In a maneuver check a unit aligned behind a fence receives +1 modifier. In fire combat the fire stands receive a -2 modifier for full cover firing at a target in extended line behind a fence. They do not provide a defensive modifier in charge combat.

Friendly Table Edge: Broken Union units must retreat towards Trevilian Station. Broken Confederates must retreat towards the table edge they entered from. Broken Union regiments inside the Trevilian station, that fail to reform in the following maneuver phase; remain on the table unless they are in musketry range of Confederate units. Broken Confederate units at a table edge that failed to reform in the following Maneuver phase are removed from play and count towards heavy casualties.

Order of Battle

| Stands Required to Play | Union | |
|----------------------------|-------|---------|
| Confederate | | |
| Cavalry | 37 | 59 (71) |
| Cavalry Command | 4 | 9 (12) |
| Dismounted Cavalry | 32 | 50 (61) |
| Dismounted Cavalry Command | 4 | 9 (12) |
| Horse Artillery w/limbers | 3 | 4 (6) |
| Division Leaders | -- | -- (1) |
| Brigade Leaders | 1 | 2 (3) |

Union Forces: Total represents a force of 1,760 men and 6 guns.

- 1) All units and the leader start on the table.
- 2) All regiments set up mounted, and the artillery limbered.
- 3) The 5th Michigan is in Line formation; all other regiments are in march column.
- 4) The 5th Michigan starts the scenario disordered.
- 5) Custer can be placed anywhere within 12" of any unit in his command.

Confederate Forces: Total represents a force between 2,880 and 3,560 men, plus 8 and 12 guns; depending on use and arrival of the optional forces.

- 1) All Confederate units enter the table as reinforcements
- 2) All Confederate regiments enter mounted, and the artillery limbered.
- 3) See Special Rules below for optional reinforcements.
- 4) Enter Turn 1 at area **A**: Brigade leader Rosser, all of Rosser's regiments and Thompson's Battery. They can enter in any formation.
- 5) Starting Turn 2 at area **B**: roll a 1d10 for Phillip's Legion on a 7+ this regiment enters the table. Continue rolling each turn until the regiment enters or the game ends.
- 6) Starting Turn 2 at area **C**: roll a 1d10 for Wickham's Brigade; on a 7+ this brigade and attached artillery enter the table. Continue rolling each turn until the brigade enters or the game ends. Regiments enter in any formation.
- 7) If the Confederates optional forces rule is used (see below), on the first turn after Wickham's Brigade arrival roll 1d10 on 7+ Lomax's Brigade and F. Lee enter the table at area **C**; regiments enter in any formation.

Special Rules: Before Turn 1, the Confederate Player(s) must secretly decide whether he will try to use his optional force or not. The optional force consists of General F. Lee and Lomax's Brigade. Using the optional force increases the chance that the main Union cavalry force has broken through. Simply write down on a piece of paper the Confederate player's decision, after (if) Wickham's Brigade arrives reveal the decision to the Union Player(s).

Game Length

The game starts at the noon turn. Beginning on Turn 12, the Union players rolls 1d10 on a 9+ the main body of Union cavalry has broken through to rescue Custer, and the game ends. If the Confederate player has taken the optional forces, rescue occurs on a 6+. At the end of Turn 18, if the Union player hasn't successfully rolled for rescue the game automatically ends.

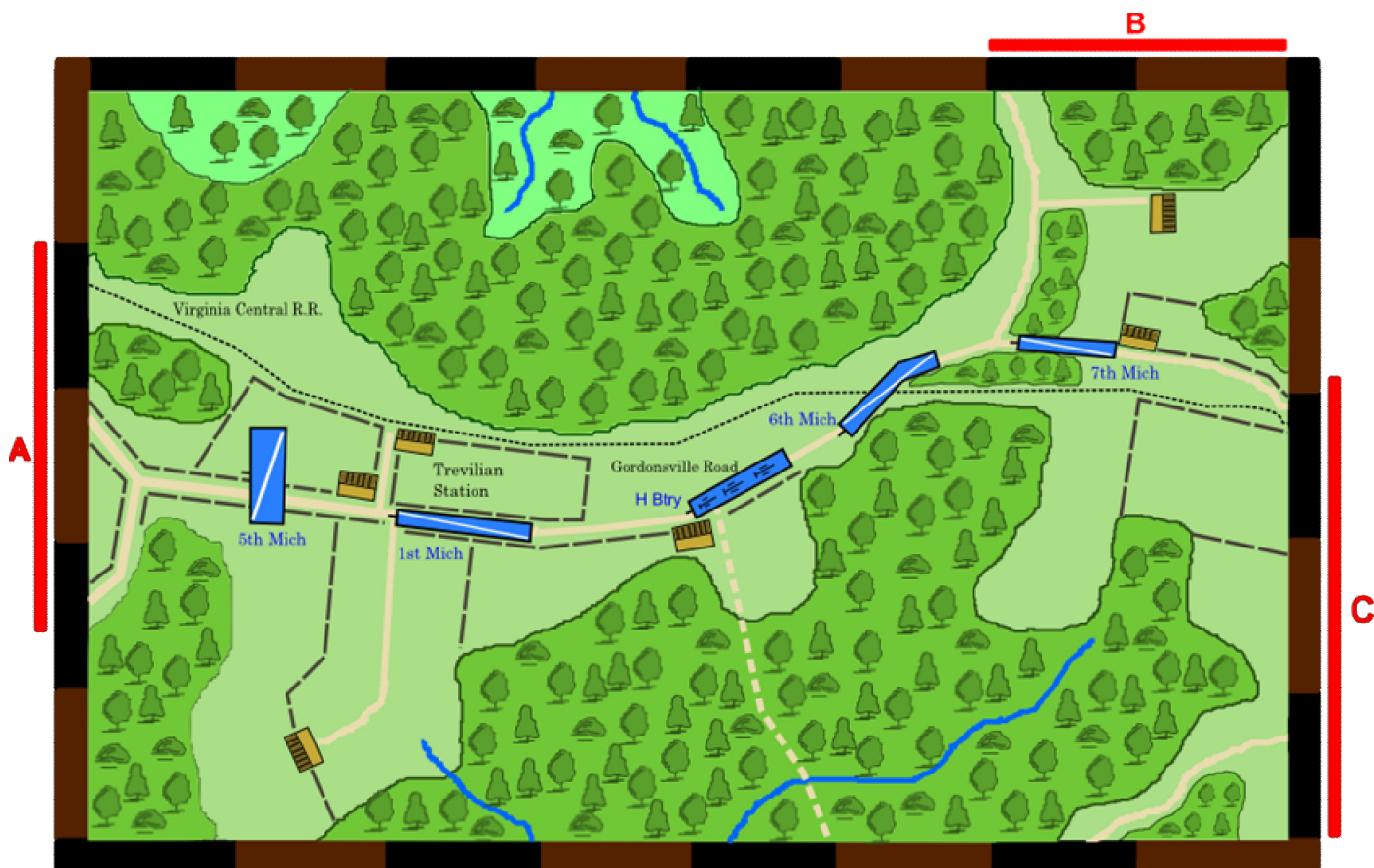
Victory Conditions:

One side must achieve more victory conditions than her/her opponent(s) to claim victory. Victory conditions are achieved by inflicting heavy casualties and greater losses on the opponent and capturing a key position as follows.

Heavy Casualties: The Confederate player achieves one victory condition if the Union forces lose 15 troops or gun stands. The Union player achieves one victory condition if the Confederate forces lose 18 troops or gun stands. After a side reaches its threshold for heavy casualties, all units receive a -1 modifier in subsequent maneuver checks.

Greater Losses: A second victory condition is achieved and the maneuver modifier increases to -2 after a side reaches both its heavy casualties threshold and suffered greater losses than the enemy.

Key Positions: The entry areas after Confederate units arrive are considered key positions. If units do not enter the area does not count. The Confederates must hold all the areas used to have the Key Positions benefit, the Union player need only hold one area for the benefit.



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Confederate Forces

Enter Turn 1 deployed at area A (artillery is limbered)

| | | | | | | |
|------------------------------------|---|--|--|---|---|---|
| <u>Hampton</u> Rosser (Able) | <u>Rosser</u> 7 th Virginia V 8/6/4 RC | <u>Rosser</u> 11 th Virginia V 7/5/4 BL | <u>Rosser</u> 12 th Virginia V 8/6/4 RC | <u>Rosser</u> 1 st Maryland Crk 8/5/3 RC | <u>Rosser</u> Thompson (A) Crk LR | <u>Rosser</u> Thompson (B) Crk LH |
| X | | | | | | |

Possible Turn 2+ entry at area B

| |
|---|
| <u>Wright</u> Phillip's Legion Crk 5/3/2 RC |
| |

Possible Turn 2+ entry at area C

| | | | | | | |
|--|--|--|--|--|---|---|
| <u>Fitzhugh Lee</u> Wickham (Able) | <u>Wickham</u> 1 st Virginia Crk 8/5/3 RC | <u>Wickham</u> 2 nd Virginia Crk 9/6/4 BL | <u>Wickham</u> 3 rd Virginia Crk 7/5/3 RC | <u>Wickham</u> 4 th Virginia Crk 8/5/3 RC | <u>Wickham</u> Shoemaker (A) Crk LR | <u>Wickham</u> Shoemaker (B) Crk LR |
| X | | | | | | |

Optional Reinforcements (see special rules) deployed at area C

| | | | | | | |
|--|--|--|--|---|--|--|
| <u>Hampton</u> Fitzhugh Lee (Albe) | <u>Fitzhugh Lee</u> Lomax (Able) | <u>Lomax</u> 5 th Virginia V 4/3/2 RC | <u>Lomax</u> 6 th Virginia V 6/5/3 RC | <u>Lomax</u> 15 th Virginia V 5/4/3 RC | <u>Lomax</u> Johnston (A) Crk HR | <u>Lomax</u> Johnston (B) Crk HR |
| XX | X | | | | | |

Union Forces

| | | | | | | | |
|---------------------------------------|--|--|---|---|---|---|---|
| <u>Torbert</u> Custer (Gallant) | <u>Custer</u> 1 st Michigan Crk 13/9/6 BL | <u>Custer</u> 5 th Michigan Crk 11/7/4 BL | <u>Custer</u> 6 th Michigan Crk 9/6/4 RP | <u>Custer</u> 7 th Michigan Crk 8/5/3 RP | <u>Custer</u> H Btry, 1 st US Crk LR | <u>Custer</u> H Btry, 1 st US Crk LR | <u>Custer</u> H Btry, 1 st US Crk LR |
| X | | | | | | | |