

Fredericksburg, 13th December 1862



Earlier in 1862 the Confederate Army of Northern Virginia had tried unsuccessfully to invade the north in the Maryland campaign. Following the battle of Antietam the Confederates withdrew into Virginia followed by the Union Army of the Potomac. After a period of manoeuvring the Confederates took up a strong position around Fredericksburg, Virginia. After initial moves on 13th December 1862 the Union launched a series of attacks to crack this position.

Scenarios

The whole battle can be fought or alternatively one of the two main actions may be fought alone. The main actions are the attack south of the city primarily by Franklin's Left Grand Division or the attack on Marye's Heights primarily by Sumner's Right Grand Division. Of the two main actions the one south of the city is probably better to game.

The whole battle features all troops and the whole map, see end of scenario for the map.

Note on maps: The map given shows the whole area. If you wish it is possible to fight the engagements on a smaller area by cutting out areas not need.

South of the City: The attack south of the city features for the US forces all of Franklin's Left Grand Division, III corps except the 3rd Division (Whipple) and half of the Army Reserve Artillery. The CS forces are Jackson's Corps, Stuart's Cavalry Division, Hood's Division from Longstreet's Corps and half the Army Reserve Artillery.

Hood's Division are inactive during this scenario and should be spread to cover the whole area occupied by this division and Pickett's in the full battle. The division's artillery can fire, rotate in position and move if suppress, in the last case they must return to their previous position. Other than this the units of this division are inactive until an enemy unit moves to within small arms range. They are then activated and can operate normally.

For this battle you would use only the columns G to M and rows 1 and 8 on the map.

Marye's Heights: The attack on Marye's Heights features all of Sumner's Right Grand Division, Hooker, Whipple's 3rd Division of III Corps, V Corps and half of the Army Reserve Artillery. The CS forces are Longstreet's Corps and half the Army Reserve Artillery.

Pickett's Division are inactive at the start of the game, in the same way as described above for Hood's Division. This division is activated if an enemy unit moves to within small arms range. They are also activated on the turn after any part of Hooker's Center Grand Division crosses the river. Hood's Division arrives as a reinforcement during the game. They move on to square G8 a turn after Pickett's Division is activated.

For this battle you would use only the columns A to G and rows 5 and 10 on the map.



Terrain:

The Rappahannock River is impassable except for the bridges noted.

All other water features and the railway (canals, ditches and 'Run's') are standard linear features.

Grey: These area are all hills.

Dark Grey: Hill covered by woods. As it is winter, visibility in the woods is 6BW but it does give a defensive bonus, it is light cover, and hinders movement as normal.

Fredericksburg: This is a town and counts as light cover.

Sunken Road and Wall: On the top of Marye's Heights there is a sunken road and wall that covers the front of McLaw's Division and is occupied by them at the start of the game. These count as a linear feature and heavy cover. This area is also very steep and so it is possible to fire over the heads of lines lower down. If a unit is 4BW or more behind another unit it may fire over the unit.

Pre Battle Bombardment/Game Start:

At the start of the battle the Union may conduct a pre battle bombardment. Each artillery piece that is on a hill on the Eastern side of the river may participate. All Confederate guns that are in range of and visible to a Union gun must be fired at by at least 1 gun if possible. Any excess Union artillery may hit any target they have, including extra guns added to a fire. Once all guns have a target roll for damage as usual but with the guns having twice the fire points they would usually have.

After all of the pre battle bombardment is completed the game starts with a Union turn.

Victory Conditions:

The Confederates can claim a major victory if they hold any of the bridges at the end of the game. They can claim a morale victory if they managed to hold all of the Confederates original positions on the hills all the way through the game.

The Union can claim a major victory if they hold any part of the original Confederate positions on the hills at the end of the game. They can claim a morale victory if they managed to capture any of the Confederates original positions on the hills at any point in the game.

Orders of Battle and Deployment

Union Army of the Potomac: Army Commander: Burnside (1)

Army Reserve Artillery: 2 RA (Heavy), 2 RA

Right Grand Division: Sumner (1)

II Corps: Couch (2): Formation Morale 10 – 1 D6
Corps Artillery: 2 SA battery, 2 RA battery
1st Division (Hancock): 8/6/4 (+1)
2nd Division (Howard): 9/7/5
3rd Division (French): 9/7/5 (+1)

IX Corps: Wilcox (1) : Formation Morale 9 – 1 D6
Corps Artillery: 2 SA battery, 2 RA battery
1st Division (Burns): 9/8/5
2nd Division (Sturgis): 8/6/4
3rd Division (Getty): 7/5/4

Cavalry Division: Pleasonton (1): : Formation Morale 6 – 1 D6
1st Brigade: 4/3/2
2nd Brigade: 4/-/3
1 RA horse battery

Center Grand Division: Hooker (2)

III Corps: Stoneman (2): Formation Morale 10 – 1 D6
Corps Artillery: 2 SA battery, 2 RA battery
1st Division (Birney): 12/9/6
2nd Division (Sickles): 11/9/7 (+1)
3rd Division (Whipple): 8/6/4

V Corps: Butterfield (1): Formation Morale 9 – 1 D6
Corps Artillery: 2 SA battery, 2 RA battery
1st Division (Griffin): 11/9/7
2nd Division (Sykes): 11/9/6
3rd Division (Humphreys): 7/5/3 (+1)

Cavalry Brigade:

Averill: 4/-/3 (assign to one of the Corps, add 1 to formation morale)

Left Grand Division: Franklin (1)

I Corps: Reynolds (1): Formation Morale 10 – 1 D6
Corps Artillery: 2 SA battery, 2 RA battery
1st Division (Doubleday): 12/8/5

2nd Division (Gibbon): 8/6/4 (+1)

3rd Division (Meade): 8/6/4 (+2)

VI Corps: Smith (2): Formation Morale 9.5 – 1 D6

Corps Artillery: 2 SA battery, 3 RA battery

1st Division (Brooks): 13/11/8

2nd Division (Howe): 11/9/7

3rd Division (Newton): 12/10/7

Cavalry Brigade:

Bayard: 6/5/3 (assign to one of the Corps, add 1 to formation morale)

Note: All cavalry brigades are armed with 1BLR.

Union Deployment: Use the map as a further guide to deployment.

II Corps: In any desired formation on the edge of Frederickburg town – squares D7 and E7. Any or all of the artillery can be deployed on the heights on the other side of the river if desired.

IX Corps: behind II Corps in squares C6, D6, D7 and E7. Any or all of the artillery can be deployed on the heights on the other side of the river if desired.

Sumner and Pleasonton's Cavalry Division: In any desired formation behind IX Corps on the other side of the river.

I Corps: In any desired formation in squares I3 and I4. Any or all of the artillery can be deployed on the heights on the other side of the river if desired.

VI Corps: In any desired formation in squares I4, I5, H5 and H6. Any or all of the artillery can be deployed on the heights on the other side of the river if desired.

Franklin and Bayard's cavalry: In any desired formation on the Western side of the river behind I and VI Corps.

Army Artillery Reserve: Deployed on the heights on the other side of the river if desired.

The Center Grand Division: In any desired formation on the Eastern side of the river. Any or all of the artillery can be deployed on the heights on the other side of the river if desired.

Confederate Army of Northern Virginia: Army Commander: Lee (4)

Army Reserve Artillery: 1 BLA, 1 RA (Heavy) , 2 RA

Longstreet's Corps: Longstreet (3)

Corps Artillery: 2 RA battery, 2 SA battery

McLaw's Division: McLaws (3): Formation Morale 9.5 – 1 D6

1st Brigade: 6/4/2 (+1)

2nd Brigade: 8/6/4 (+1)

1st Brigade (Ransom's Division): 7/5/4 (+1)

Divisional artillery: 1 SA battery

Anderson's Division: Anderson (2): Formation Morale 7 – 1 D6

1st Brigade: 7/5/4

2nd Brigade: 7/5/4

Divisional artillery: 1 RA battery, 1 SA battery

Pickett's Division: Pickett (2): Formation Morale 6.5 – 1 D6

1st Brigade: 6/5/3

2nd Brigade: 8/6/4

Divisional artillery: 1 SA battery

Hood's Division: Hood (2): Formation Morale 6.5 – 1 D6

1st Brigade: 7/5/4

2nd Brigade: 6/5/3 (+1)

Divisional artillery: 1 SA battery

Jackson's Corps: Jackson (4)

D.H. Hill's Division: D.H. Hill (2): Formation Morale 7 – 1 D6

1st Brigade: 6/5/3

2nd Brigade: 8/6/4

Divisional artillery: 1 RA battery, 1 SA battery

A.P. Hill's Division: A.P. Hill (1): Formation Morale 8.5 – 1 D6

1st Brigade: 7/5/4

2nd Brigade: 7/5/3 (+1)

3rd Brigade: 6/5/3

Divisional artillery: 1 RA battery, 2 SA battery

Ewell's Division: Early (3): Formation Morale 8 – 1 D6

1st Brigade: 7/5/3

2nd Brigade: 8/6/4 (+1)

Divisional artillery: 1 RA battery, 1 SA battery

Jackson's Division: Taliaferro (1): Formation Morale 5.5 – 1 D6

1st Brigade: 5/4/3 (+1)

2nd Brigade: 4/3/2 (+1)

Divisional artillery: 1 SA battery

Stuart's Cavalry Division: Stuart (3): Formation Morale 8 – 1 D6

2nd Brigade: 5/3/2

3rd Brigade: 6/5/3

Divisional artillery: 1 SA horse battery

Note: The infantry brigades are usually 2 real brigades combined.
All cavalry brigades are armed with MLC.

Confederate Deployment: Use the map as a further guide to deployment.

Anderson's Division: Units in a single line of units in Line in squares C10 and D9.

McLaws' Division: Units in two line of Supported Lines in squares E8, E9, F8 and F9.

Pickett's Division: Units in a single line of units in Line in squares G8 and H8.

Hood's Division:

Longstreet and the Corps Artillery: Can be placed in any of the above squares.

A. P. Hill's Division: 1st Brigade in Line in squares J5 and K4 along the edge of the wooded area. 3rd Brigade in Line in squares K3 and L3 along the edge of the wooded area. There must be a gap of at least 6 BW between the 1st and 3rd Brigades. 2nd Brigade is deployed in Line in the gap between 1st and 3rd Brigades but at least 7BW behind the line of these brigades. 1 gun is attached to each brigade.

The 2nd Brigade and attached artillery are inactive until an enemy unit moves to within 6BW of the unit.

Stuart's Cavalry Division: Units in a single line of units in Line in squares L1 and L2.

Jackson's/Taliaferro's Division: Units in a single line of units in Line in squares K6 and K7. These units are inactive until an enemy unit moves to within 6BW of the unit or the turn after 2nd Brigade of A. P. Hill's Division is activated.

Ewell's/Early's Division: Units in a single line of units in Line in squares L4 and L5. These units are inactive until an enemy unit moves to within 6BW of the unit or the turn after 2nd Brigade of A. P. Hill's Division is activated.

D. H. Hill's Division: In any desired formation in squares L6 and M6. These units are inactive until an enemy unit moves to within 6BW of the unit or the second turn after 2nd Brigade of A. P. Hill's Division is activated.

Jackson: Can start with any of the inactive divisions.

Lee: With any Confederate units.



Map: Each square is 6BW

