

A Bad Afternoon along the Orange Turnpike The Battle for Saunders Field The Wilderness, Virginia 1864

Designed and presented by John Michael Priest

'The Devil to Pay' conversion by Nathaniel St. John

A battalion/regimental level 1864 scenario from the opening of U.S. General Grant's Overland Campaign. As this scenario demonstrates, Grant's advance would be hotly contested.

Background

During the early part of May 1864, General Ulysses S. Grant began a three pronged campaign to destroy the Confederate forces in Virginia. He directed General Franz Sigel to sweep up the Shenandoah Valley from Harpers Ferry and move on Richmond from the west. He ordered the infamous General Benjamin Butler to move up the James River and close on the city from the east, while he, with General George G. Meade's massive Army of the Potomac (125,00 men) moved south, overland, against the Confederate capital.

On May 4, while the Federals Marched toward the Rapidan River, General Robert E. Lee's videttes reported the advance to him and by the morning of May 5, he had begun moving his army of Northern Virginia east against Grant's flank.

Historical Battle

The Federals assaulted across Saunders field driving Jones' brigade from the entrenchments on the far side. Battle's brigade then stemmed the Federal advance. Daniel and Steuart's brigades counter-charged and regained the field. These two brigades seized the ditch in the center of the field. The Federal regiments were flanked and retreated to the opposite side of the field and holding it for the rest of the day.

The Game

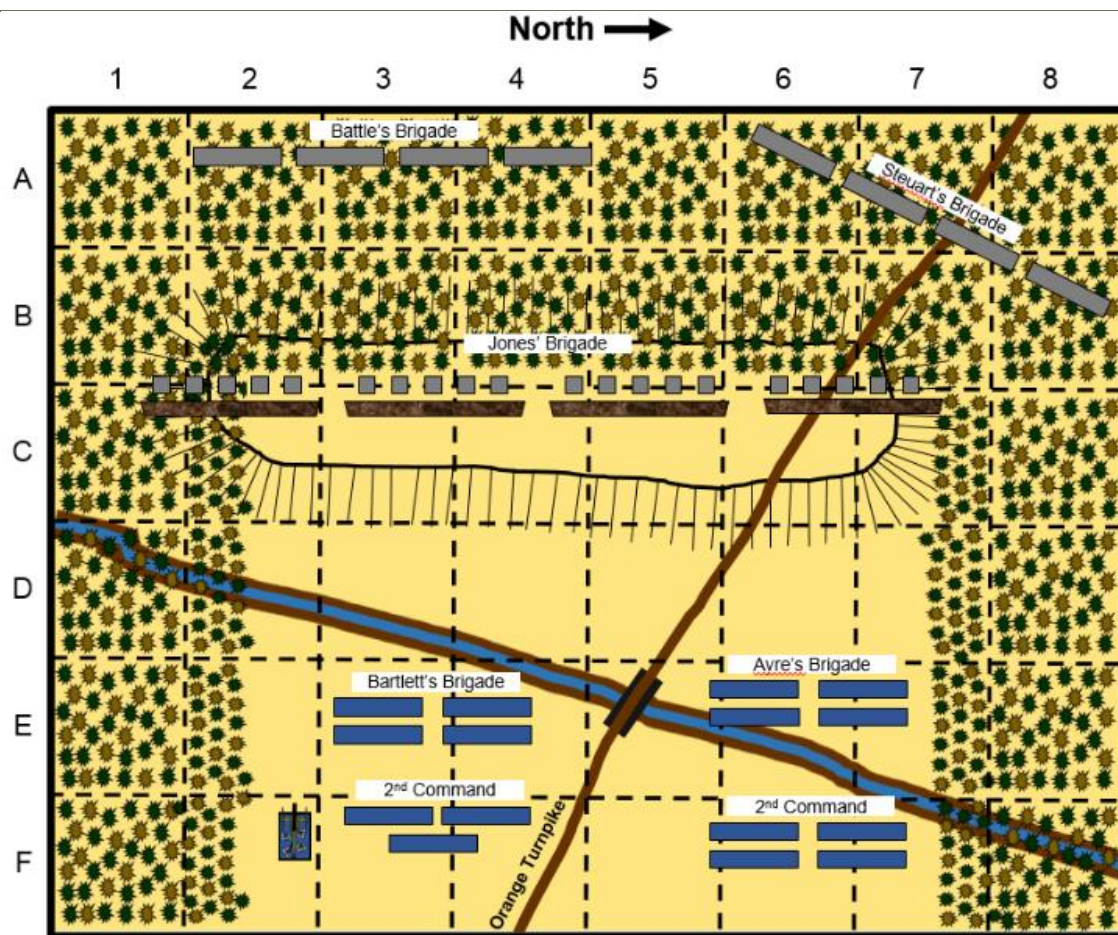
The game lasts 3 ½ hours of actual play. This does not include set up and rules briefs.

The Federals receive a victory point if they hold a section of entrenchments at game end. They receive a second victory point if they hold the entire entrenchment at game end.

The Confederates receive a victory point if they hold the entire entrenchment at game end. They receive a second victory point for holding the bridge at game end.

The sides with the most points is the winner. Ties are possible.

The Battlefield



Each map square is 12" across. If playing with 1" stands, each map square is 8" across.

Notes

- Wooded areas are Open Woods
- Ditch/Stream is -4" for movement. Troops in the ditch receive Fence cover
- Entrenchments span the length of the hill top. They are in front of the woods (not in the woods). These are hasty entrenchments and should be treated as fences (-1 Die cover). Alternatively fences can be used.

Federal Order of Battle: V Corps, Army of the Potomac

Mission

Seize the hill.

First Brigade, 1st Division

First Command (Brigadier General Romeyn Ayres – Capable Commander)

- 1st Battalion / 2nd U.S. (5 Rifled Musket Stands, Veterans)
- 1st Battalion / 11th U.S. (5 Rifled Musket Stands, Veterans)
- 1st Battalion / 12th U.S. (5 Rifled Musket Stands, Veterans)
- 1st Battalion / 14th U.S. (5 Rifled Musket Stands, Veterans)

Note: These regiments are deployed in line as shown on map. They should deploy 26" from the Confederate fortifications.

Second Command (Colonel – Capable Commander)

- 140th New York Zouaves (6 Rifled Musket Stands, Regulars)
- 146th New York Zouaves (6 Rifled Musket Stands, Regulars)
- 91st Pennsylvania Zouaves (6 Rifled Musket Stands, Regulars)
- 155th Pennsylvania Zouaves (6 Rifled Musket Stands, Regulars)

Note: These regiments are deployed in line as shown on map.

Third Brigade, 1st Division

First Command (Brigadier General Joseph Bartlett – Capable Commander)

- 20th Maine Volunteers (5 Rifled Musket Stands, Regulars)
- 18th Massachusetts Volunteers (5 Rifled Musket Stands, Regulars)
- 83rd Pennsylvania Volunteers (5 Rifled Musket Stands, Regulars)
- 118th Pennsylvania Volunteers (5 Rifled Musket Stands, Regulars)

Note: These regiments are deployed in line as shown on map. They should deploy 26" from the Confederate fortifications.

Second Command (Colonel – Capable Commander)

- 1st Michigan Volunteers (5 Rifled Musket Stands, Regulars)
- 16th Michigan Volunteers (5 Rifled Musket Stands, Regulars)
- 44th New York Volunteers (5 Rifled Musket Stands, Regulars)
- Battery D / 1st NY Light Artillery (2 x 12 Pound Napoleons & Crew, Regulars)

Note: These regiments are deployed in line as shown on map.

Confederate Order of Battle: Second Army Corps (Ewell's)

Mission

Hold the entrenchments along the hill top and seize the bridge crossing the creek.

Johnson's Division

Jones' Brigade (Brigadier General John M. Jones - Capable Commander)

- 21st & 25th Virginia (5 Rifled Musket Stands, Regulars)
- 42nd & 44th Virginia (5 Rifled Musket Stands, Regulars)
- 48th Virginia (5 Rifled Musket Stands, Regulars)
- 50th Virginia (5 Rifled Musket Stands, Regulars)

Note: Jones's brigade is deployed in loose order along the length of the earthworks.

Steuart's Brigade (Brigadier General George H. Steuart - Capable Commander)

- 1st & 3rd North Carolina (5 Rifled Musket Stands, Regulars)
- 10th Virginia (5 Rifled Musket Stands, Regulars)
- 23rd Virginia (5 Rifled Musket Stands, Regulars)
- 37th Virginia (5 Rifled Musket Stands, Regulars)

Note: These regiments are deployed in line as shown on map. They should be at least 18" behind the fortifications.

Rodes' Division: Maj. General Robert E. Rodes

Battle's Brigade (Brigadier General Cullen A. Battle - Capable Commander)

- 3rd & 5th Alabama (5 Rifled Musket Stands, Regulars)
- 6th & 12th Alabama (5 Rifled Musket Stands, Regulars)
- 26th Alabama (5 Rifled Musket Stands, Regulars)
- 61st Alabama (5 Rifled Musket Stands, Regulars)

Note: These regiments are deployed in line as shown on map. They should be at least 18" behind the fortifications.

Daniel's Brigade (Brigadier General Junius E. Daniel - Capable Commander)

- 32nd North Carolina (5 Rifled Musket Stands, Regulars)
- 43rd North Carolina (5 Rifled Musket Stands, Regulars)
- 45th North Carolina (5 Rifled Musket Stands, Regulars)
- 53rd North Carolina (5 Rifled Musket Stands, Regulars)

Note: Daniel's brigade enters the table on the road (at map square A8) in March Column.