

THUNDER at DAWN

THE BATTLE of WILSON'S CREEK (August 10, 1861)

THE AMERICAN CIVIL WAR: VOLUME 5

Exclusive Rules



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REVOLUTION

G A M E S

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1.0 Introduction

The Battle of Wilson’s Creek was a very early American Civil War battle near Springfield Missouri and it shows in the amateur generalship, the troops’ unpredictable fighting abilities and the varied armaments of both sides. Though the Rebels have the advantage in numbers, they are poorly armed. Indeed, some Rebel troops were not armed at all.

Union General Lyon realized that he was too weak to retreat safely so he decided to launch a “spoiler attack”. After deciding on a plan of attack and telling his officers of it, Lyon allowed General Sigel to talk him into a different plan that split the already out-numbered Union forces up. Though initially successful due to the Rebels literally eating breakfast at the start of the attack, the tide turned once the Rebel forces got organized.

To make things even worse, both sides showed up in either street clothes or in their town’s idea of a uniform (the U.S. Army Regulars were the only exception). This issue led to plenty of confusion and units holding their fire until they were sure “who was who”. Indeed, Sigel himself told his men not to fire and it led directly to his force getting routed. Eventually General Lyon was killed, and the Union forces decided to retreat.

It did not have to be that way as the Union forces had a very good chance of conducting a successful “spoiling attack”. The “what if” scenario gives the Union player a chance to adjust their strategy and provide for more options for both players.

This game is specifically designed to be a playable regimental-scale simulation of the battle that can be completed in a long evening. It allows the players the immersive experience of tactical combat without the heavy rules overhead normally found in such games, while also delivering a comprehensive experience of limited intelligence and unexpected events. The game features the Blind Swords chit-pull system, which emphasizes the three “FOW’s” of military conflict: fog-of-war, friction-of-war and fortunes-of-war. With each chit pull, players

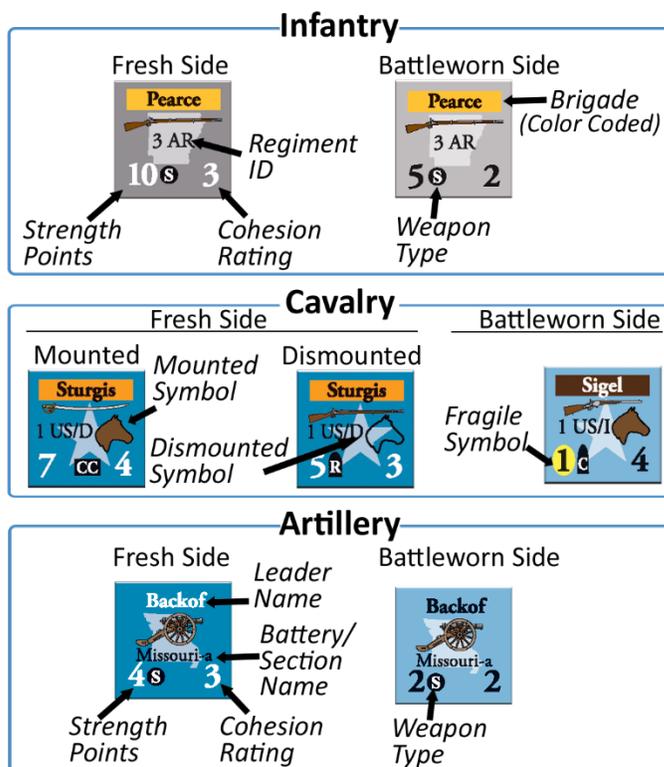
will be challenged to make tough decisions based on their assessment of the situation at that moment. Unlike traditional chit-pull systems, the Blind Swords system ensures that no combat units can be counted on, or conversely, counted out. This yields an environment of tense action and constant surprises – an environment that will challenge each player.

Game Components

- 1 – 22 x 34 inch map
- 1 – Counter-sheet of 176 5/8” counters
- 5 – Player Aid Charts
- 1 – Series Rulebook
- 1 – Exclusive Rulebook
- 1 – Game Box or Ziplock Bag
- 2 – Dice (Boxed version only)

2.0 Unit Counters, Markers and Chits

2.1 Unit ID & Organization: Every infantry or cavalry unit belongs to a **Brigade** and each Brigade belongs to a **Division, or is independent, a change in this game from the other games in this series.** Artillery units are **independent** and do not belong to any Brigade or Division. The Union Brigades in this game are all independent, there are no Divisions. The Confederate player has two independent Brigades; Pearce and McCulloch. Price is a Divisional commander with six Brigades under him.





2.2 Low Ammo markers are included to mark units suffering from Low Ammo effects as a result of an Event Chit.

2.9 Game Scale: Each map hex is approximately 140 yards across. Infantry and cavalry units represent regiments or battalions, and artillery units represent individual batteries or sections. One Strength Point equals about 50 men or a single gun. Each Game Turn represents roughly 20 minutes.

2.10 Map Terrain Features: Various types of terrain are depicted on the game map and are identified on the Terrain Key on the Player Aid.

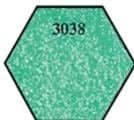
a. Elevation Levels: Every hex is at one of eight elevation levels, from 1 to 8 (1075 feet to 1250 feet). Each level is approximately 25 feet. Example hexes of the different levels are: **1** (2517); **2** (2418); **3** (2317); **4** (2217); **5** (2116); **6** (2014); **7** (1813); **8** (1613). A hex's Level is important for Line of Sight (LOS) purposes. Hexes are color-coded to indicate their level, with the darkest green being the lowest elevation and yellow as the highest. The levels also have a black contour line between them where the elevation changes one level. Multiple black lines indicate a change in level equal to the number of lines. At numerous points on the map are small numbers indicating the level of the hex. The map needs to be read more like a topographic map using the contour lines and the level numbers along with the colors to make it clear.

b. Terrain Features: A hex is only considered to contain one terrain feature. If the terrain's graphic occupies or traverses at least half of the hex, the entire hex contains that terrain for all purposes.



c. Buildings and Fences: No effect in the game and shown larger than actual size for historical reference.

d. Clear: Clear affects movement only.



e. Brush: Brush has no effect on the LOS, support, cavalry charge, or combat but does affect movement.

f. Orchard: Orchard has no effect on the LOS or support but does affect movement and fire combat. Hex 3310 is an orchard hex. (Mentioned because it's almost exactly half a hex)

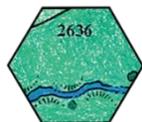


g. Woods: Woods blocks LOS, causes units to be unsupported, and affects movement and fire combat.

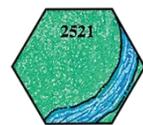
h. Roads: There are two types of Road hexes: **Trails** and **Roads**. Units traveling from one Trail/ Road hex to an adjacent Trail/ Road hex with a **connecting** "Road" graphic pay only **1 Movement Point**, regardless of the other terrain in the hex or the hexside crossed. Units moving along Road hexes (not trails) may use the **March Column** movement rate (Series Rules 10.5a) and thus pay only $\frac{1}{2}$ **Movement Point** per hex when under **Maneuver** Orders. Artillery units moving along Road hexes (not trails) pay $\frac{1}{2}$ **Movement Point** per hex.



i. Dry Stream: Is a hex with a blue Stream graphic within it and has no effect in the game in any manner (these are included for historical and geographical accuracy only). Roads crossing such may have a ford symbol, bridge, or no symbol but again it is just art, it has no game effect.

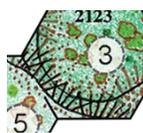


j. Wilson's Creek: This is distinguished from the dry stream by its greater width and the fact it goes along the hexsides instead of through a hex. Wilson's Creek affects movement, Close Combat, and Retreat. Attacking across Wilson's Creek, including at a ford, is a two (2) column shift to the left for Close Combat. Retreating across Wilson's Creek, except at a Ford, adds a Morale Hit to those retreating units. If this would cause a break test this is disregarded. (The worst that can happen is a unit reaches Disrupted).



k. Ford: Ford affects Movement, Cavalry Charges (Prohibited), Close Combat (see j above), and Retreat across its hexside (see j above).

l. Slope Hexsides: These **hexsides** represent a discernible **one-Level** change in elevation from one hex to the adjacent hex. One of the hexes bordering the relevant Slope hexside is on a higher Level than the adjacent hex. Moving/Attacking from the lower-Level hex through a Slope hexside to a higher-Level hex is deemed going "upslope" and vice-versa is going "downslope". *Note that some hexsides change Level elevation but do not have a Slope hexside (these are very gentle slopes).* Slope hexsides have movement and combat effects when the relevant unit is going Upslope.



m. Steep Slope Hexsides: These **hexsides** are the same as Slope hexsides except that they represent a discernible **two or more-Level** change in elevation from one hex to the adjacent hex. Also, Steep Slope hexsides have movement effects going both upslope (for all units) and downslope (for Artillery and Cavalry units), but combat effects only when going upslope.

2.11 Charts and Tables: Included in the game are two sheets with the **Combat Results Table** and **Cohesion Tables** (one for

each player), two **Player Aid** sheets (one for each player) that include various charts and tables on one side and the Unique Events Descriptions on the back, and the **General Records Track**, which contains various tracks on it that are needed for gameplay.

3.0 Unit Stacking

3.1 Stacking Limits: The maximum number of SPs allowed in a single hex is **12 SPs**. However, Woods's terrain, Roads and Trails each affect stacking limits, as follows:

- a. **Woods Hexes:** Artillery and cavalry units may only occupy a **Woods** hex *if it is a Trail/Road hex*.
- b. **Road Hexes:** If any moving unit wishes to use any **Road, Trail or March Column** movement cost (Series Rules 10.5a) when entering a hex, the 12 SP stacking limit is in effect always, *not just the end of the turn*.

5.0 Command Decision Phase

5.1 The Key Chit: The CSA player selects **1** Key Chit per turn and the USA player selects **2** Key Chits per turn when setting up the draw cup for the Turn.

5.2 Included & Excluded Chits: The CSA player selects **4** random chits, and the USA player selects **3** random chits from the remaining event chits and excludes the rest for the remainder of the Turn.

6.0 Artillery Phase

Artillery units do not organizationally belong to any Brigade or Division. They are independent units and conduct their activities during the **Artillery Phase**. The Movement Allowance of all Artillery units is **9 MPs**.

6.5 Artillery Movement and Fire Considerations:

- c. Artillery units may only enter or exit a **Woods** hex via any *connected* Trail/Road hex including during Retreat.
- d. Artillery units wishing to move **up a Steep Slope** (from lower elevation to a higher elevation) must **start** the move already adjacent to the Steep Slope hex side, spend their **entire Movement Allowance** to move into an adjacent hex through that hex side and also receive **one Morale Hit**, applied normally (Series Rules 12.5).
- e. An Artillery unit moving along a Road in a **Woods** hex that wants to enter a hex that would then be over-stacked is charged **3 MPs** for the hex (this represents the delay time incurred waiting for the other units to clear the road).
- f. Artillery units located in a Woods hex **may not Fire**. This includes all types of Fire combat.

- g. Any Artillery unit's ability to fire can be affected by a FROZEN marker (Exclusive Rules 7.3b, Tactical Event)

7.0 Chit Draw Phase

7.3 Drawing and Applying a Chit:

- a. **Command Events:** There are no Command Events, disregard the printed back side of the event chits.

- b. **The Fog of War:** When the *Fog of War* chit is drawn, the non-chit-pulling player rolls one die and consults the Fog of War Chit Table on the player aid. Results are applied as follows:



- **[Affected Side] Battlefield Chaos:** The *opposing player* to the affected side selects any one enemy-occupied hex and places the *Fog of War* chit directly onto that hex. **All units** in that marked hex have the following restrictions applied to them:

- They may not voluntarily move or initiate combat of any kind for the remainder of the Game Turn. **Exception:** see bullet below.
- No *friendly Event Chit* can be played by the owning side on this hex (the opponent can).
- They may not receive Unit Support (Series Rules 12.4) nor do they provide Unit Support.
- They may use Defensive Fire (Series Rules 11.3a) but **with only ½ SPs** and Retreat (Series Rules 12.3) normally.

The chit is removed if the unit(s) retreats. Remove the *Fog of War* chit at the end of the turn.

- **Wayward [Affected Side] Move:** The player selects any one enemy unit to affect. The player may then move this enemy unit one hex in any direction. The unit may not be moved into a hex the unit is prohibited from entering, a hex that would then be over-stacked, or off the map edge. This move may trigger Opportunity Fire. Artillery that is not engaged could not be moved into engagement as this is a prohibited move.
- **Possible General Casualty:** The owning player rolls two dice and reads them as the Combat dice roll (12.3a) resulting in a number from **11** to **66**. The player then consults the General Casualty Table located on the player aid.
 - The die result identifies the name of the General that has been killed, wounded or otherwise incapacitated. Remove the affected chit from the game and replace it with its corresponding **Casualty** version (the one with the "red cross" on it). If the affected Activation chit is still in the cup, place the Casualty version of the chit next to the cup, and when the relevant chit is drawn,

immediately replace it with the Casualty chit (before any Command Rating roll, etc.)

- If the rolled General is already a Casualty chit, **the original (normal) chit is returned to play** (he has recovered, an able replacement has taken command, etc.). Replace the Casualty version of the chit with the corresponding regular chit. This switch back and forth can take place any number of times in a game. See the General Casualty Table for the exact die rolls needed to bring a chit back.

- **Tactical Event:** Sigel’s artillery not firing because of Uniform Confusion was a key reason that his attack failed. The Tactical Roll simulates this key error. If a six (6) is rolled on the “Fog of War” table, a second die roll is made. That roll determines whose guns (and how many) are frozen. The frozen guns are chosen by the opposing player and the Frozen marker is placed on the guns. After the following turns Artillery Phase is over, the guns are unfrozen, and the marker is removed. While frozen the guns may not fire or move during the artillery phase and may only fire defensive fire or defensive support fire at half value. They may rally or rebuild.

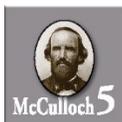
Second die roll

- 1- One CSA Artillery unit frozen
- 2- Two CSA Artillery units frozen
- 3- One USA Artillery unit frozen
- 4- One USA Artillery unit frozen
- 5- Two USA Artillery units frozen
- 6- Two USA Artillery units frozen

After all effects are resolved, the *Fog of War* chit is discarded (unless deployed onto the map) and the next chit is drawn.

The *Fog of War* chit allows for the occurrence of those rather unusual or unexplained troop movements and attacks that have often happened throughout military history. Instances of misidentified friendly and enemy formations and seemingly suicidal charges are also represented with this chit. In addition, officers of both sides were at great risk and this chit reflects the high casualty rate amongst Civil War generals.

- **CIC Chit:** Each player normally receives one **CIC Chit** to start the game – the Confederate player has General McCulloch, and the Union has General Lyon. Note that only Brigades of Price’s division have Brigade Status Markers (BSM). Brigades not part of Price’s division do not have a BSM to flip.



McCulloch: This CIC Chit is not always active when drawn – he becomes active on a die roll of **1-5**. If he becomes a casualty, his

replacement is active on a die roll of **1-4**. If not activated successfully, the chit is discarded with no effect.



Lyon: This CIC Chit is not always active when drawn – he is active on a die roll of **1-5**. If Lyon becomes a Casualty, his assigned Casualty Chit becomes active on a die roll of **1-4**. If not activated successfully, the chit is discarded with no effect. Lyon may not activate Sigel if Sigel has been separated from the main force. See scenario instructions.

9.0 Fire Combat

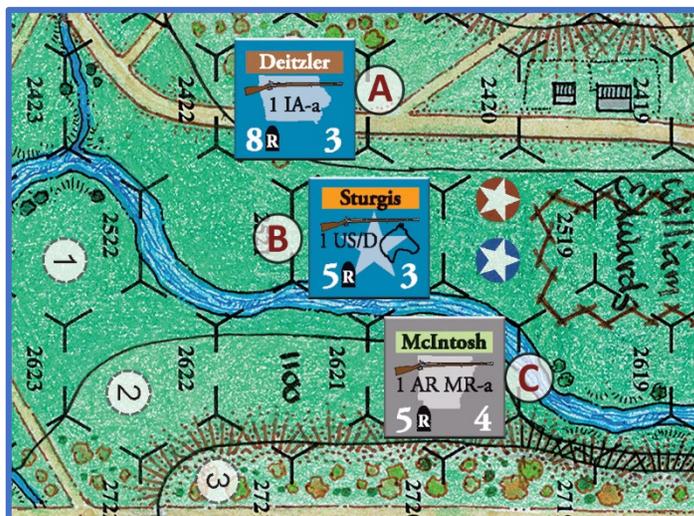
9.1 Firing Eligibility:

- a. **Line of Sight (LOS):** LOS cases, organized by elevation changes traversed, are:

Firing unit and Target unit are on the same level:

- i. Any intervening hex that is higher than both units will **Block** the fire.
- ii. If all intervening hexes are lower than both units any intervening **Woods**, terrain, or **unit** (friendly or enemy) causes an **Obscured LOS**.
- iii. If any intervening hex is at the same level as both units, the LOS is **Blocked** if there is any **Woods** or terrain or any **unit** (friendly or enemy) in the hex.

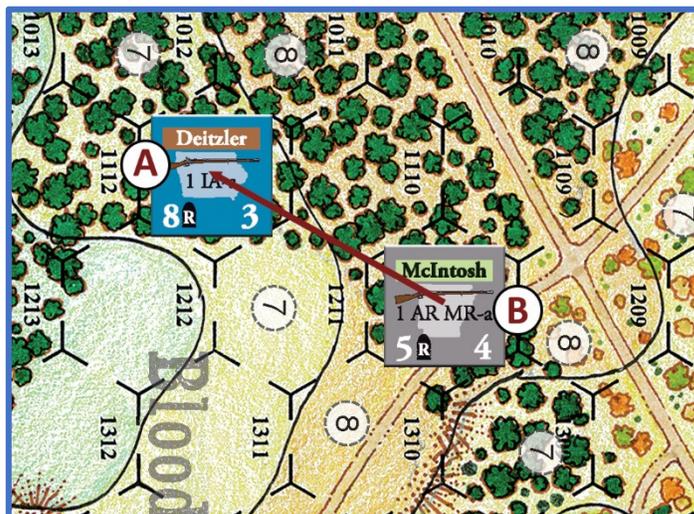
Example: The CSA infantry unit C wants to fire at the USA infantry unit A. Both units are on Elevation 2 and the USA dismounted Cavalry B is on Elevation 1 and would Obscure but not Block the fire. Note that infantry or cavalry may not fire over friendly troops; artillery can but not while using canister. Of course in this situation the CSA unit is firing over enemy units and the fire is allowed.



Firing unit is at a lower level than Target unit:

- i. Any intervening hex that is higher than both units will **Block** the fire.
- ii. If all intervening hexes are lower than both units any intervening **Woods** or **unit** (friendly or enemy) causes an **Obscured** LOS.
- iii. If any intervening hex is at the same level as the Firing unit, or higher than the Firing unit and lower than the Target unit, any intervening **Woods** or **unit** (friendly or enemy) causes an **Obscured** LOS.
- iv. If any intervening hex is at the same level as the Target unit, the LOS is **Blocked**.

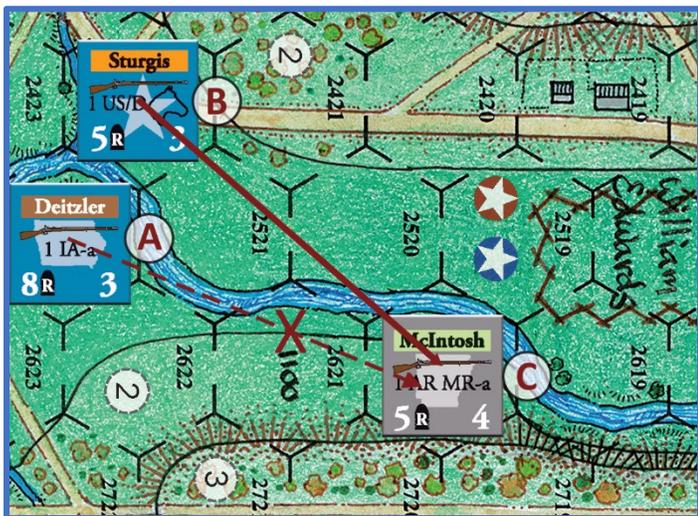
Example: The USA infantry unit A wants to fire at the CSA unit C. A is on Elevation 1 and C is on Elevation 2. Both hexes 2622 and 2621 are on Elevation 2 and would Block LOS to unit C. Think of hexes 2622 and 2621 as filling the whole hex with Elevation 2 even though it looks like part of their hex is Elevation 1. USA unit B on Elevation 1 does have a clear LOS to unit C as the intervening hexes between the two units is Elevation 1.



Example: The CSA Infantry unit B on Elevation 8 wishes to fire at USA Infantry unit A on Elevation 7. The LOS is Blocked because hex 1110 is Elevation 8. If unit B was on Elevation 8, the LOS would still be Blocked because of the Woods in 1110.

An LOS is **always Obscured** if the Target unit is in a **Woods** hex. If an LOS passes **exactly along a hexside**, the LOS is affected by the more restrictive of the two hexes. **Blocked** fire is prohibited. **Obscured** fire is allowed but suffers a detrimental column shift. Fire that is both **Blocked** and **Obscured** is **Blocked**.

Note that the map's elevation levels should be viewed as "wedding cake". This means that units on a higher level must be at the "edge" of the level in order to see down to a lower level. If they are back away from the "cliff side" of that level (reverse slope, as some would call it), then they cannot view any targets on a lower elevation. This also applies in reverse – units on a lower level cannot see higher units unless those higher units are located on the edge of the hill's terrace.



Firing unit is at a higher level than Target unit:

- i. Any intervening hex that is higher than both units will **Block** the fire.
- ii. If all intervening hexes are lower than both units any intervening **Woods** or **unit** (friendly or enemy) causes an **Obscured** LOS.
- iii. If any intervening hex is at the same level as the Firing unit, the LOS is **Blocked**.
- iv. If any intervening hex is at the same level as the Target unit, or lower than the Firing unit and higher than the Target unit, any intervening **Woods** or **unit** (friendly or enemy) causes an **Obscured** LOS.

- f. **Artillery in Difficult Terrain:** An Artillery unit located in a **Woods** hex may not Fire.

9.3 Fire Combat Procedure:

CRT Column Shifts:

The column shifts are as follows:

- Target in Woods = shift two columns to the left if the targeted hex is a Woods hex.
- Firing Over Woods = shift one column to the left if the LOS passes over an intervening Woods hexside.
- Target in Orchard = shift one column to the left if the targeted hex is an orchard hex.
- Firing Over Any Units = shift one column to the left if the LOS passes over any intervening units (friendly or enemy).
- Target is cavalry = shift two columns to the right.

- Low Ammo = shift two columns to the left for each low ammo marker on a unit participating in the fire combat.
- Half or more of Firing Artillery SPs are “S” Weapon Type firing Canister = shift one column right. (You could be at canister range but not able to fire canister because it was over your own troops in which case you would not get the shift)
- Flanking Fire = shift one column to the right if the firing units qualify for Flanking Fire (Series Rules 9.3c).

- Total Attacking SPs are Double the Defending SPs (2:1 Odds): Shift two columns to the right.
- Total Attacking SPs are 50% more than the Defending SPs (3:2 Odds): Shift one column to the right.
- Defending SPs are 50% more than the Total Attacking SPs (2:3 Odds): Shift one column to the left.
- Defending SPs are Double the Total Attacking SPs (1:2 Odds): Shift two columns to the left.
- Defending SPs are at least Triple the Total Attacking SPs (1:3 Odds): Shift three columns to the left.

10.0 Movement

10.5 Roads:

- March Column Rate:** A Cavalry or infantry unit that is under **Maneuver Orders**, moving under a **Brigade Reserve Move** Event Chit, or any **Artillery** unit pays only $\frac{1}{2}$ MP per hex entered when moving along **connected Road (not trail)** hexes, regardless of the other terrain in the hex or on the hexside crossed to enter it.
- Road Stacking Limit:** The stacking limit when a unit is using the Road, Trail, or March Column movement rate is **12 SPs at all times** – meaning that units *cannot even pass through a hex* containing other units at the Road, Trail or March Column rate if it would cause the total SPs in the hex to exceed 12 SPs. The moving unit or stack must pay the Movement Cost of the *other terrain* in a hex and on the hexside crossed if the stacking limit is exceeded in that hex. Cavalry and Artillery units pay 3MP to enter a road or trail hex in woods that exceeds the road stacking limit.
- Cavalry and Artillery in Woods:** Cavalry and Artillery units must move along a connected **Trail/Road** to enter or leave **Woods** terrain hexes.

10.10 Cavalry Charge Moves: In Thunder at Dawn, cavalry units may charge into or through Brush terrain. Cavalry may not charge across Wilson’s Creek including at Fords nor can the targeted enemy be targeted through such a hexside.

10.12 Off-Map Withdrawals: A unit may *voluntarily* move off the game map by paying **1 MP** to move from any map edge hex (regardless of the terrain in the hex) off the map. The unit is removed from the map and is permanently out of the game. It may not return at any time, **but it does count as a withdrawn unit for Victory Point purposes if it occurs at 10am or later** (Exclusive Rules 16.1j)

11.0 Close Combat

11.3 Close Combat Procedure:

c. CRT Column Shifts:

- Total Attacking SPs are Triple the Defending SPs (3:1 Odds): Shift three columns to the right.

Only one of the above six Odds column shifts can apply in each combat. Other column shifts are cumulative.

- Half or more Defending SPs are Artillery: Shift four columns to the right.
- The best Attacking unit’s CR (from the Assaulting Hex) is higher than the defending Lead Unit’s CR: Shift one column to the right.
- The Defending Lead Unit’s CR is higher than the best Attacking unit’s CR (from the Assaulting Hex): Shift one column to the left.
- Defending unit is on Higher-elevation side of a Slope hexside than Attacker: Shift two columns to the left.
- Defending unit is on Higher-elevation side of a Steep Slope hexside than Attacker: Shift three columns to the left.
- Defending unit across Wilson’s Creek hexside from some of the attacking units, including fords: Shift two columns to the left
- Half or more of Attacking SPs are “S” or “MX”: Shift one column to the right.
- Half or more of Defending SPs are “S” or “MX”: Shift one column to the left.
- Confederate “Rebel Yell!” attack: Shift two columns to the right.
- Flanking Attack: Shift two columns to the right if a Flanking Hex is at least two hexes away from the Assaulting Hex in the same combat or if there are two or more Flanking Hexes involved in the same attack (regardless of their position relative to the Assaulting Hex).
- Defender is Cavalry: Shift three columns to the left
- Attacking Unit(s) is Charging Cavalry against Infantry/Artillery: Shift two columns to the right for a cavalry charge.

12.0 Cohesion Tests

12.3 Retreat Movement: After all other priorities of retreat are met add the following. The Union player must try to retreat towards the **North and/or East** map edge and the Confederate player towards the **South and or West** map edge. If a retreating unit reaches the map edge and has not yet completed its retreat, place it in **Broken Box 1** on the **Broken Track**. Exception: Artillery and Fragile units are eliminated.

12.4 Unit Support:

a. Unit Support Qualification:

- iv. **Any Unit in Woods:** A unit located in a **Woods** hex (even if it has a Road or Trail) *never* receives Support, nor does it provide Support to any other Unit. This supersedes all other Support qualifications.
- v. **Any Units in Brush:** A unit located in these types of hexes can be supported by non-shaken and non-disrupted infantry or cavalry units (from the same brigade for infantry or cavalry units) with it or in an adjacent hex.

15.0 Designer's Notes

Thank you for purchasing and playing this installment in the Revolution Games' ACW Series. The first four games, *Stonewall's Sword*, *Thunder in the Ozarks*, *Kernstown* and *Longstreet Attacks* were great successes for Revolution Games. The "Blind Swords" team want to thank all of you who supported those efforts. The **Blind Swords** system is designed to create an environment where players primarily deal with command-and-control issues, the "fog of war," and, yes: the "chaos of war." By using chit-draws, we allow for many of the exigencies of the battlefield in a straight-forward manner. Managing battlefield chaos in a historical context is the goal of the **Blind Swords** system. Additionally, this system is meant to present a tactical feel, but without the rules overhead that normally accompanies systems at this scale. So, the players will be maneuvering regiments and batteries on the map, but without the need to micromanage them. Forethought and planning will be key factors, but paramount will be the players' ability to immediately adapt to changes on the battlefield.

There are some unusual mechanics and methods used in this system. Note that firing your units comes before movement, that there are no Zones of Control, that Brigade Orders are intentionally narrowly defined, and that Event chits allow for out-of-sequence interventions by both players. This leads to a rhythm of interplay, akin to the two players skillfully boxing each other rather than simply taking turns hitting each other over the head.

The Battle of Wilson's Creek is a rather simple fight with limited weaponry. All the artillery are smoothbore guns and many of the Confederate troops have shotguns, fowling pieces and pistols.

The Confederates captured some rifled Union guns earlier in the campaign, so those better guns were kept by McCulloch's men and their poorer weapons were given to some of the unarmed men in the Missouri State Guard. Still there were a number of unarmed men in the MSG and they were the first men to panic when Sigel's artillery opened fire on Sharp's Cornfield.

The other major issue was the confusion over uniforms. Both sides wore blue and gray but even worse, many men wore street clothes. Some Confederate units tied strips of cloth around their arms to identify them. Once you added in distance, the smoke from the guns and chaos of the battlefield, it became very difficult to determine the identity of the troops. Since the Union forces had split in two, they were constantly hesitating over firing on their own men. It was that uncertainty that caused General Sigel and his men to get caught by surprise, which led to their routing off the battlefield.

We hope that you enjoy *Wilson's Creek*, and we are working hard to keep this series fresh, exciting, and moving forward to other terrific ACW battlefields in the future. I would like to thank Jeffrey Patrick, NPS Ranger at Wilson's Creek, for his assistance in determining the ground cover at the time of the battle. Due to travel limitations, Wayne Hansen did the actual scouting of the battlefield and provided excellent video of the battlefield in its current state. Thanks again to Hermann, Roger Miller for the opportunity to design this game and to Dr. Charles W. Turner (my college professor and mentor) and good gaming!

Claude Templeton Whalen

Suggested Reading

Battle Tactics of the Civil War - Paddy Griffith

The Bloody Crucible of Courage - Bret Nosworthy

Civil War Tactics: Training, Combat and Small Unit Effectiveness - Earl J. Hessay

Credits

Game Research and Design: Claude Templeton Whalen

Game Map: Rick Barber

Game Counters: Charlie Kibler

Game Development: Roger Miller, Richard Handewith

"Blind Swords" System Designer: Hermann Luttmann

Chief Playtesters: Stephen Poitingier. & Wayne Hansen (Chief Scout too)

16.0 Scenarios

There are three scenarios in this game. The first scenario is the historical attack, which ended up as a Confederate victory. The second scenario is Union General Lyon's original plan of attack. The third scenario is a "what if" attack that allows General Lyon and the Union forces to attack from different directions.

16.1 The Battle Plan of Lyon and Sigel (*The Historical Battle*)

Scenario Length: 19 Game Turns (5:00 am –11:00am)

Special Scenario Rules:

a. Eligible Chits: Chits enter and are removed from the game according to the following schedule:

5:00 am: All USA Activation Chits. All USA Event Chits except Low Ammo and Find Ammo.

5:20 am: Wild Chits

5:40 am: All CSA Activation Chits. All CSA Event Chits except Brigade Reserve Movement, Low Ammo and Find Ammo.

6:20 am: CSA Brigade Reserve Movement Chit

7:40 am: USA and CSA Low Ammo and Find Ammo

9:20 am: USA and CSA Find Ammo Chits removed

10:00 am: “Low Ammo” chit is automatically in the cup for both sides. (For example, the Union player will have two key chits, one automatic chit and two random chits at 10 am onwards. The Confederates will have one key chit, one automatic chit and three random chits from 10 am onwards).

b. 5:00 am to 6:00 am Command Adjustments: During the initial two Union turns, all Union commanders have their Command Ratings increased by two (+2). During the 5:40am turn, all Confederate Command Ratings are reduced by two (-2). During the 6:00 am turn, all Confederate Command ratings are reduced by one (-1). *For example, during the 5:40 am turn McCulloch would only be active on a roll of 1-3; he would be inactive on a roll of 4-6. (The Confederates were caught off guard by the Union attack. Price and McCulloch were eating breakfast together when the Union first attacked). The Confederate Generals needed to get to their respective commands before they could issue any orders.*

c. Union Reinforcements: Deitzler’s brigade enters at 5:00 am in hex 1600.

d. Confederate Artillery: The Confederate Artillery Phase is skipped in the 5:00 am turn. The Confederate artillery may fire but not move in the 5:20 am turn. The Confederate artillery functions normally starting in the 5:40 am turn.

e. Sharp’s Cornfield & Routing: Each Confederate unit in Sharp’s Cornfield and Sharp’s Stubble field (south central area on the map, see page 12 picture), including partial hexes, take a Panic result the first time it is fired upon or attacked in close combat, if its modified cohesion is 3 or less after any normal combat result is applied. This result is added to the normal combat result, so the unit gets one additional morale hit and retreat 3 more hexes. After the first turn in which the Confederates in the cornfield are fired upon, they no longer apply this Panic result. Normal panic

rules would still apply to these units for the rest of the scenario. (The Confederate troops included a number of unarmed men. When the Union launched their surprise attack on the men breakfasting in the Cornfield, these unarmed men fled immediately, and this helped cause a panic among the armed troops).

f. Command Rules: Sigel is detached in this scenario and may not be activated by Lyon.

g. Sigel’s Rout: Historically when Sigel’s units routed, they left the battlefield. However, it was certainly possible that they would have rallied and been able to be brought back into action and we feel it makes a more interesting game if the CSA has to worry about that possibility. If Sigel’s infantry units are on the broken track and rebuild, they are placed on the south board edge in any hex regardless of the location of other units of Sigel’s brigade. They may not be placed within 3 hexes of a CSA unit.

h. Victory Conditions: There are seven Victory Point Hexes. “Control” of a hex belongs to the side which currently occupies the hex or was the last to occupy the hex with a unit that has at least 3 SP. (you may not add up units to get the 3 SP) All such hexes begin the scenario under Confederate control. Victory Points also accrue for Union strength points that exit off the map at 10am or later. The Union player can also score VP for destroying Confederate supply wagons.

The Union player receives one (1) Victory Point for every twelve (12) strength point that exits the map at 10am or later. Union strength points that exit the map before 10am do NOT count for Victory Point purposes. They also cannot re-enter the map; they are considered as troops heading back to Springfield for rallying purposes.

When an entire Brigade has exited the map but still has units on the Break Track, those units cannot be rallied. Remove the Activation chit from the draw cup.

When Union units leave the map at 10 am or later, they are counted as either “Fresh” or “Battle Worn” for Victory Point purposes (If a unit leaves the map on its “Battle Worn” side, you must use its lower strength value for Victory Point purposes).

Control of Sharp’s House:(2323) The Union player receives 5 Victory Points for entering this hex. If the Confederates control this hex at the end of the game, they receive ten (10) Victory Points.

Control of Ray’s House: (3411) The Union player receives 5 Victory Points for entering this hex. If the Confederates control this hex at the end of the game, they receive five (5) Victory Points.

Control of Price’s Headquarters (2519): The Union player receives 5 Victory Points for entering this hex. If they control

the hex at the end of the game, they receive a further 30 Victory Points. If the Confederates hold this hex at the end of the game, they receive 15 Victory Points.

Control of the Guinn’s House/McCulloch Headquarters: (2715) The Union player receives 5 Victory Points for entering this hex. If they control the hex at the end of the game, they receive an additional 10 Victory Points. If the Confederates hold the hex at the end of the game, they receive 10 Victory Points.

Control of “Bloody Hill”: The Union player receives one (1) Victory Point per hex for controlling hexes #1811, #1712 and #1614 per turn. The Confederates do not receive any Victory Points for controlling these hexes.

Confederate Supply Wagons: Setup the Confederate wagons, one per hex, within 6 hexes of 2519. The Union player receives a five (5) Victory Point bonus for entering each of these hexes, remove the Supply Wagon from the map. Their entry into each hex means that Confederate supplies are destroyed. The Confederates do not receive any Victory Point bonus for recapturing these hexes.

Eliminated Units: Any enemy units either eliminated or on the break track at the end of the game count as one (1) VP for each one (1) strength point.

Cavalry: Confederate Cavalry start the game dismounted. If a Cavalry unit is panicked in Sigel’s initial attack, (see f. above) they remain dismounted for the rest of the battle. *Remove the mounted counter from the game so you don’t accidentally mount them.* Historically their horses bolted during the rout.

Victory Levels: Total the Union Victory Points and then subtract the Confederate Victory Points for a final result.

- More than -25 points: Major Confederate Victory;
- -1 to -24 points: Minor Confederate Victory;
- +1 to +24 points: Minor Union Victory;
- +25 points: Major Union Victory.

UNION ARMY SETUP

STURGIS’ BRIGADE

1604 Sturgis 1 US/D 5R 3	1605 Sturgis 2 MO 3R 3	Sturgis 1 US 6R 3
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ANDREWS’ BRIGADE

1603 Andrews 1 MO-a 8R 4	1602 Andrews 1 MO-b 7R 4	1601 Andrews 2 US 5R 4
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SIGEL’S BRIGADE

3438 Sigel 5 MO 10S 3	3537 Sigel 3 MO 10S 3	3139 Sigel 2 US DR 1C 4	3135 Sigel 1 US/I 1C 4
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USA ARTILLERY SETUP

1604 Totten 2 US/F-a 4S 4	Totten 2 US/F-b 2S 4	3338 Backof Missouri-a 4S 3	Backof Missouri-b 2S 3	1602 Du Bois Du Bois 4S 4
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USA ACTIVATION CHITS

Lyon 5	Sigel 4	Andrews 4	Deitzler 3	Sturgis 3
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DEITZLER’S BRIGADE

(5:00 AM) Enter at Hex 1600

Deitzler 1 KS-a 8R 3	Deitzler 1 KS-b 7R 3	Deitzler 2 KS-a 6R 3	Deitzler 2 KS-b 6R 3
Deitzler 1 IA-a 8R 3	Deitzler 1 IA-b 8R 3	Deitzler Da/Wr HG 5S 2	

CONFEDERATE ARMY SETUP

McINTOSH’S BRIGADE

2917 McIntosh 3 AR Bn 4R 4	2818 McIntosh 3 LA-a 7R 4	2817 McIntosh 3 LA-b 7R 4	2728 McIntosh 1 AR MR-a 5R 4
2429 McIntosh 1 AR MR-b 4R 4	2716 McIntosh 2 AR MR 6R 4	2524 McIntosh SKT-a 6R 4	2424 McIntosh SKT-b 5R 4

PEARCE’S BRIGADE

2530 Pearce 1 AR 5CC 2	2821 Pearce 3 AR 10S 3	2919 Pearce 4 AR-a 6S 3	2920 Pearce 4 AR-b 5S 3
2918 Pearce 5 AR-a 7S 3	2819 Pearce 5 AR-b 6S 3	2323 Pearce Carroll 1CC 2	

MISSOURI STATE GUARD (PRICE)

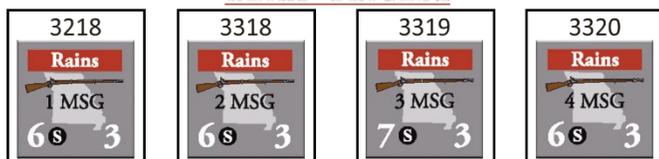
CAWTHORN'S BRIGADE



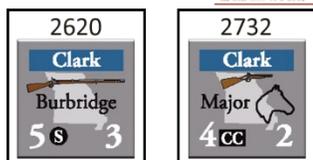
SLACK'S BRIGADE



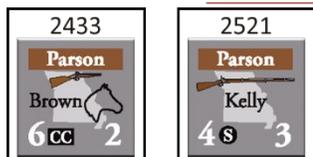
RAINS' BRIGADE



CLARK'S BRIGADE



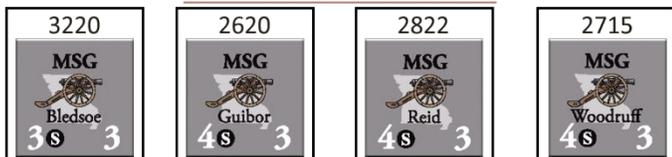
PARSONS' BRIGADE



MCBRIDE'S BRIGADE



CSA ARTILLERY SETUP



CSA ACTIVATION CHITS



16.2 Lyon's Initial Battle Plan (Hypothetical)

Scenario Length: 19 Game Turns (5:00 am – 11 am)

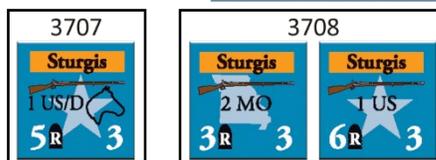
Special Rules:

Use all of the rules in the first scenario but include the following exceptions:

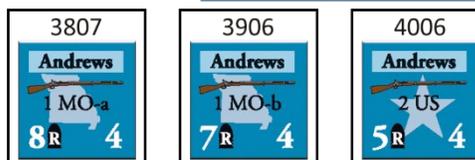
- Sigel is part of Lyon's force:** Lyon may activate Sigel's Brigade.
- Sharp's Cornfield:** Confederate units in Sharp's Cornfield do NOT panic upon being fired upon.
- If Union forces occupy BOTH McCulloch's Headquarters (hex #2715) and Price's Headquarters (hex #2519) at the end of any turn, they receive an additional five (5) Victory Point bonus for each of those hexes. This bonus represents the damage that would have been inflicted on the Confederate command morale (Price and McCulloch were not getting along during the campaign. Price and McCulloch later split their forces over how to follow up their victory at Wilson's Creek). All other Victory Point rules remain the same. Note that General Lyon's original goal was to cripple the Confederate's ability to fight and destroying their supplies would have met his goal. Once Sigel convinced General Lyon to change his plan, the Union goal changed to routing the Confederate army by cutting their line of communication. Under General Lyon's original plan, Bloody Hill was of no real value, hence the difference in Victory Points.
- Victory Levels:** Total the Union Victory Points and then subtract the Confederate Victory Points for a final result.
 - More than +25 points: Major Union Victory
 - +1 to +24 points: Minor Union Victory
 - 1 to -24 points: Minor Confederate Victory
 - 25 or more points: Major Confederate Victory

UNION ARMY SETUP

STURGIS' BRIGADE



ANDREWS' BRIGADE



USA ARTILLERY SETUP



SIGEL'S BRIGADE



DEITZLER'S BRIGADE



USA ARTILLERY REINFORCEMENT



Confederate Army Setup: Same as scenario above (Historical Battle).

16.3 "Lyon Is Confident" (Hypothetical)

Scenario Length: 19 Game Turns (5:00 am – 11:00am)

Special Rules:

Use the same rules as the "The Battle Plan of Lyon and Sigel" (The Historical Battle) scenario but apply the following changes below.

- a. CSA sets up its forces first in the same manner as the historical scenario. Sigel's units and Backof's artillery are setup according to the historical scenario.
- b. Lyons Brigades: Sturgis', Andrew's, and Deitzler's, and their accompanying artillery of Totten and Dubois may start at one of five roads. The first hex of each road is listed and any following hexes as well. Each hex may only contain troops from a single brigade and/or any artillery and may not be over-stacked. Artillery units and at least one brigade must start on the map. Any troops that do not fit on the map enter as reinforcements on the first turn in the map edge hex. The head of any Union troop column on the C.D. Manley Road starts at hex #3820 and continues back along

hexes #3919 - #4020. The troop column on the Little York Road starts at hex #1209, then continues through #1108, #1008. The head of any troop column on Skegg's Road starts at hex #1219, then continues through #1118, #1018. The Telegraph Wire Road column starts on hex #3807, then continues through #3906, #4006 and the historic attack starting hex is still #1605, then continues through #1604, #1603, #1602, #1601, #1600. (The reason the historical attack location is listed here is that after looking at the CSA supply wagons set up the USA player may decide that Lyon's original plan is the right one.)

- c. If the Union player has Lyon enter on the east board edge the CSA player gets their 5:40 am chits at 5:20 am. The 6:20 am chit goes to 6:00am. During the 5:20 am turn, all Confederate Command Ratings are reduced by two (-2). During the 5:40 am turn, all Confederate Command ratings are reduced by one (-1). The Confederate artillery may fire but not move in the 5:00 am turn. The Confederate artillery functions normally starting in the 5:20 am turn.
- d. If the Union player has Lyon enter on the Little York or Skegg's roads the retreat directions are altered to USA retreats East or West and the CSA retreats North or South
- e. **Use the Historical scenario Victory Point rules.**
- f. **Victory Levels:** Total the Union Victory Points and then subtract the Confederate Victory Points for a final result.
 - +25 VPs or more = Major Union Victory
 - +1 to +24 VPs = Minor Union Victory
 - -1 to -24 VPs = Minor Confederate Victory
 - -25 VPs or more = Major Confederate Victory

In Memoriam
 This game is dedicated to the memory of Rick Barber who did the map art for all of the Blind Sword's games for Revolution Games. We have had the privilege of working with Rick and will miss both his outstanding art and exceptional knowledge of the American Civil War.

TURN RECORD TRACK LEGEND

Turn No.	1	2	
USA Special Rule	+2 to USA Leader Activation		CSA Special Rule
Scenario	No CSA Artillery Phase	CSA Artillery may Fire but not move	
Date	All Scenarios Start August 10 05:00 AM	Add Wild Chits 05:20 AM	Chit Cup Change Time



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