

# LASSWELL MERRILL

## The Battle of Brandy Station



# LAST FULL MEASURE

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After the battle of Chancellorsville, Lee reorganized the Army of Northern Virginia and prepared for another invasion of the North. By June, he was on the move. Stuart's cavalry was strengthened with two more brigades, though he didn't care for either of their commanders. Tasked with screening Lee's movement, Stuart followed the army to Culpeper where there was good grazing for his mounts. In the meantime, he held three reviews of his force, with mock charges and battles; making a lot of noise in plain view of the Union troops just over the Rappahannock.

Hooker was sure it was a prelude to another of Stuart's raids, and ordered the new commander of the Cavalry Corps, Alfred Pleasanton, to take a force across the river to "disperse or destroy" the Confederate cavalry.

Pleasanton's plan was to divide his force, reinforced with two brigades of infantry, into two wings. The Right Wing under John Buford would cross at Beverly's Ford and the Left Wing under David Gregg, would cross at Kelly's Ford, some six miles to the south, and both would converge on Brandy Station then attack Stuart at Culpeper, where he was believed to be.

Buford's column crossed the Rappahannock River at Beverly's Ford about 4:30 am on June 9, pushing aside the Confederate pickets. Jones's brigade, awakened by the sound of gunfire, hurried into action, many men partially dressed and many riding bareback. They ran headlong into the lead brigade, commanded by Col. Benjamin "Grimes" Davis, near a bend in the road and checked its progress for a moment. Davis was killed in clash and his brigade stopped just short of where Stuart's Horse Artillery was camped and was vulnerable to capture. Cannoneers swung one or two guns into position and fired down the road at Buford's men, covering the escape of the other batteries. The artillery fell back to two knolls on either side of the road, while Jones's brigade formed their left and Hampton's brigade came up on their right. The 6th Pennsylvania Cavalry, "Rush's Lancers," charged the guns at St. James Church, but were driven back suffering the greatest number casualties of any single regiment in the battle.

Buford tried to flank the Confederate line to open the direct route to Brandy Station, but ran into Rooney Lee's along a stone wall in front of Yew Ridge. After hard fighting and heavy losses, Buford eventually dislodged the Confederates from the stone wall.

Gregg intended to cross at Kelly's Ford at dawn, as Buford did at Beverly's Ford, but assembling his force and Duffié's division getting lost on the way cost him two hours. Seeing Confederates on the direct route to Brandy Station (Robertson's brigade), Gregg took a more circuitous route that

was unguarded and Wyndham's brigade arrived at Brandy Station about 11 am. Between Gregg and the fighting at St. James Church was Fleetwood Hill, where Stuart's headquarters had been the previous night. Stuart and most of his staff were at St. James Church all there was on Fleetwood Hill when Gregg arrived were wagons, and a howitzer, left in the rear because of short ammunition. Major McClellan, Stuart's adjutant, called Lt Carter of Chew's battery to take the howitzer to the crest and do what he could with what ammunition he had; he then sent an urgent request to Stuart for reinforcements. Carter's few shots halted Gregg as he sent out skirmishers and had his artillery reply. When Wyndham's brigade charged up the western side of Fleetwood Hill they ran into the lead elements of Jones's brigade, which had just been sent back from St. James Church in response to McClellan's call for reinforcements.

Kilpatrick's brigade attacked up the southern and the eastern slope of the hill to run into Hampton's brigade. Several charges and countercharges swept back and forth across the hill until the Confederates finally cleared the hill for the final time, capturing three guns and inflicting 30 casualties among the 36 men of the 6th New York Light Artillery.

Duffié's division took the originally planned route through Stevensburg but was delayed by the 4<sup>th</sup> VA and 2 SC at Hannough's Ridge and arrived at Brandy Station too late to affect the fight.

At Yew Ridge, Rooney Lee continued to fight Buford, falling back to the northern end of the hill. Reinforced by Fitzhugh Lee's brigade, under command of Thomas Munford, Rooney Lee launched a counterattack against Buford at the same time Pleasanton had called for a general withdrawal near sunset, ending the battle of Brandy Station.



## Set-up:

### A. Time

The game starts on the June 9<sup>th</sup>, 4 am turn, and plays through the 8 pm turn. The Union player has the initiative on the first turn.

### B. Victory Conditions

1. At the end of the 8 pm turn, a victory check is made, and both players check their VP totals.
2. The player with the greater number of VPs than his opponent wins.
3. Each player gains a certain number of Victory Points (VP) for accomplishing the following objectives. Players should keep a running total in the spaces provided on the map.

US	CS	Objective
2	3	each eliminated enemy cavalry strength point.
4	4	each eliminated enemy artillery strength point.
12	5	eliminated enemy division commander.

### C. Special Rules

1. Pleasanton is the cavalry corps commander, rolls against his command rating as being out-of-command, and has a normal command range for his rank. All Union units are under his command, including the attached infantry brigades.
2. Buford, the Cavalry 1<sup>st</sup> division, commander is also the commander of the “Right Wing” consisting of his own 1<sup>st</sup> division and the attached infantry brigade under Ames.
3. D.M. Gregg, the cavalry 3<sup>rd</sup> division commander, is also the commander of the “Left Wing” consisting of the Duffie’s 2<sup>nd</sup> division, his own 3<sup>rd</sup> division, and the attached infantry brigade under Russell.
4. Stuart is the Confederate Cavalry division’s commander, he rolls against his command rating as being out-of-command, and has the normal command range of cavalry division commander.

5. **Carbine Reveille:** The Confederates are literally asleep as Pleasanton’s forces approach the fords, but they did have pickets and videttes out, an early-warning system that was standard procedure for both armies. Still, when the alarm came, it was a mad scramble to meet the attackers.

#### a. No CS units may move until they are *woke*.

A CS unit is *woke* if it has been attacked, fired on, or put in an enemy ZOI. Once *woke*, the unit may operate normally in the CS portion of the same turn.

A *woke* unit wakes other units it is adjacent to and any commander it is within the command range of, even if it’s of a different formation.

Commanders that are *woke* wake any units of its command that are within its command range, even if the commander himself may not currently be *in command*.

After determining who is *woke* because of US proximity, roll a D6 for all CS commanders within 7 hexes of any *woke* unit to see if they “hear the fight.”

On a roll of 4 or higher they are *woke* and operate normally that turn.

The above process is repeated each turn if any units remain that are not *woke*. All CS units are *woke* and operate normally at 6am regardless of any US presence.

### D. Reinforcements and Organization

1. Reinforcements appear according to the Order of Appearance card.
2. CS artillery must begin unlimbered. US artillery must begin limbered. All CS cavalry must start dismounted.
3. Normal reorganization and recovery rules apply.

### E. Union Deployment

No Union units are set up on the map at start.

### F. Confederate Deployment

Commander	Regiment	•artillery (formation)
0307	15VA (WHF Lee)	
0406	13 VA (WHF Lee)	
0506	10VA (WHF Lee)	
0605	9VA (WHF Lee)	
0705	<b>WHF Lee</b> , 2NC, •Breathed	
0922	6VA (Jones) [detached]	
1815	•Chew, •Moorman, •Hart, •McGregor	
2205	4NC (Robertson) [detached]	
2207	<b>Stuart</b>	
2713	12VA (Jones)	
2714	<b>Jones</b> , 7VA (Jones)	
2715	11VA (Jones)	
2814	35VA Btn (Jones)	
4304	Cobb’s Lgn (Hampton)	
4404	<b>Hampton</b> , 1 NC (Hampton)	
4504	1SC, Jeff Davis Lgn (Hampton)	
6602	2SC (Hampton)	

**Brandy Station**  
**Initial Unit Strengths**

**Army of the Potomac**

**Cavalry Corps:** Pleasanton 4    artillery: 17

**Right Wing:** Buford 5

**1<sup>st</sup> division:** Buford 5

    1<sup>st</sup> Bg: Davis: 18

    2<sup>nd</sup> Bg: Devin: 6

    Res Bg: Whiting: 22

    Inf Bg: Ames: 16

**Left Wing:** D.Gregg 4

**2<sup>nd</sup> division:** Duffie 3

    1<sup>st</sup> Bg: Cesnola: 10

    2<sup>nd</sup> Bg: J.Gregg: 7 (11)      *16 PA: 4 (optional -4 vp)*

**3<sup>rd</sup> division:** D.Gregg 4

    1<sup>st</sup> Bg: Kilpatrick: 11

    2<sup>nd</sup> Bg: Wyndham: 11

    Inf Bg: Russel: 22

**Army of Northern Virginia, Cavalry**

**Cavalry Division:** Stuart 6    artillery: 11

    Jones: 26

    WHF Lee: 17

    Hampton: 19 (22)      *Philip's Legion: 3 (optional -3 vp)*

    F.Lee: 19

    Robertson: 10

Notes on Brandy Station:

Hampton's brigade in other games, always seems to start off the map towards Culpeper, but my data shows him camped on the Old Carolina Road about 3 miles north of Stevensburg, so that's where I put him. He was called north before Duffié got to Stevensburg, though he left his 2<sup>nd</sup> SC regiment under Butler at Stevensburg.

The 16<sup>th</sup> Pennsylvania Cavalry was waiting for equipment, specifically saddles, near Mount Holly Church, about a mile east of Kelly's Ford. At the cost of some victory points, the Union may add them to J.Gregg's brigade.

The 5<sup>th</sup> VA and 13<sup>th</sup> VA cavalry regiments are listed as "detached on picket duty," but I couldn't find out where. Both regiments took part in the battle, so I placed them with their parent brigades. Philip's Legion is also listed as "detached on picket duty" but apparently did not participate in the battle at all. I assume it was with the main army at Culpeper so I let it join as an optional unit, like the 16<sup>th</sup> PA, at the cost of some VPs to the Confederates.

3/9/2023

