

LAST FULL MARCH

The Battle of Cedar Mountain



LAST FULL MEASURE

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The day Lee opened his attacks on McClellan in what would become **The Seven Days Battles**, Lincoln issued orders to combine the three departments forces that had been chasing Jackson up and down the Shenandoah Valley into the **Army of Virginia** under the command of Major General John Pope, brought East from the Western Theater after his victories at New Madrid and Island Number 10 on the Mississippi. It was hoped uniting these forces into a single command would fix the problems they were having in the Valley Campaign.

With the **Army of the Potomac** under McClellan on the Virginia peninsula following the Seven Days Battles, Burnside's force operating in the Fredericksburg area, and the newly formed **Army of Virginia** moving southward, in mid-July, Lee was confident that McClellan was not going to act, sent Jackson north to engage Pope. Towards the end of the month Lee further reinforced Jackson with A.P.Hill's "Light" division, bringing his command to 25,000 men, against Pope's 50,000.

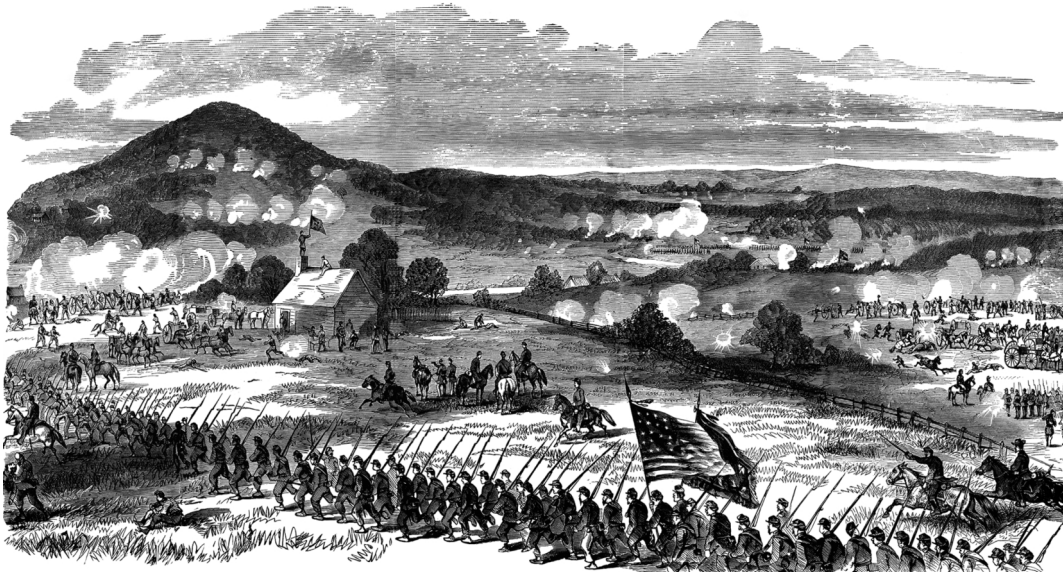
Lee desired a quick offensive against Pope, but Jackson was slow and cautious, concerned about the Federal forces near Fredericksburg. On August 8, he began to move to strike Pope at Culpeper, but confusion in orders, Union cavalry harassment, and oppressive heat slowed the Confederate advance.

The next day Federal cavalry began sparring with Confederate artillery at Cedar Mountain. Confederate and Union infantry were fed into the fight as they reached the battlefield. Coming from the west, the Confederates formed their line with their right anchored on the mountain while the Federals formed opposite them; corn fields separating the two lines. A nearly two hour artillery duel ensued, while General Jackson napped.

Banks, the Federal II corps commander whose troops were engaged, believed he had a numerical superiority on the field, and despite orders from Pope to not advance any farther than the position of his lead brigade, and to only defend his position if attacked; assaulted the Confederate position at about 5:00 pm. By 6:00 pm the Federal attack had forced a gap in the Confederate line at the Crittenden Gate. Hearing the sound of this fighting, Jackson, on the Confederate right, headed towards the fighting himself. Upon reaching it fighting he found his own Stonewall Brigade, disordered and in retreat. To try and rally his men, Jackson attempted to draw his sword only to find it was rusted in its scabbard, so he unbuckled his his belt and waved it, scabbard and all, to rally his troops. More because of A.P.Hill's troops coming up, and the officers rallying the men, the Federal attack was pushed back.

As the Federals retreated, a general forward movement swept along the Confederate line and the Federal line collapsed. Banks worked to evacuate his artillery and infantry back to a position near Culpeper. Pope came forward with a division of McDowell's III Corps, but in the growing darkness decided to retire back to the line established by Banks. As late as 10:00 pm, the Confederate were still pushing forward with artillery and infantry, but darkness, disorganization, loss of field officers, heat, and exhaustion, eventually brought the Confederate pursuit to an end.

Although Jackson had won a tactical victory, it had come at a high cost of 1,338 casualties while, Banks suffered 2,353 casualties. By August 14, 1862, Lee had decided to move west with the rest of the Army of Northern Virginia, confident that McClellan wouldn't move on Richmond. Lee, with Longstreet's command, and Stuart's cavalry joined Jackson operating against Pope culminating in the **Battle of Second Manassas**.



Reading the Order of Arrival Card:

With this LFM title, the Order of Arrival card now displays a graphical representation of the unit counters with the hex they are placed in at start, or the time and hex number where they appear as reinforcements. It is sized so the counters can be placed directly on the card to facilitate set-up.

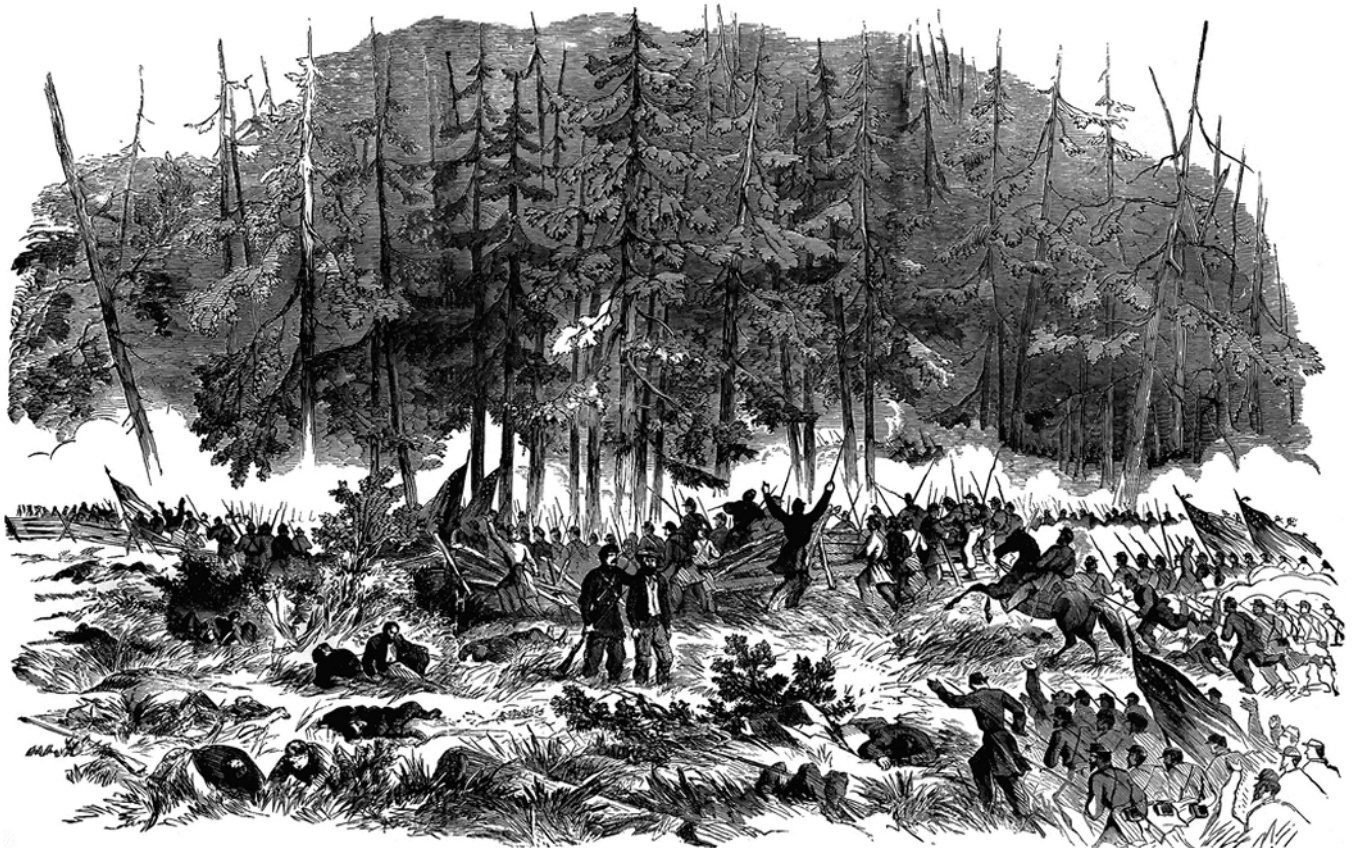
LAST FULL MEASURE

Battle of Cedar Mountain

Set-up and Order of Appearance

At Start August 9th 1862:	hex: 1901 C/R 33	hex: 2000 J/E/E Early 44	J/R/E 13 VA 34	J/E/E 25 VA 34	J/E/E M&S VA 34	hex: 2100 J/E/E 18 VA 33	J/E/E 12 GA 44	hex: 2104 C/R Robertson 33	C/R 8 VA 33	C/R 4th 33	hex: 2205 C/R 12 VA 33									
hex: 2203 J/E Dunn's Bty 23	J/E Brown's Bty 23	hex: 2304 J/E Johnson's Bty 23	J/E Ladner's Bty 23	J/E D'Agostin's Bty 23	hex: 2000 US Flag	hex: 2600 US Flag	hex: 0711 III/Caw Bayard 53	III/Caw 1 NY 83	hex: 0912 II/1/2 21 IN 63	II/1/2 2 MA 53	II/1/2 3 WI 32	II/1/2 2 AR 23	hex: 1012 II/1 Williams 33	II/1/1 5 CT 54	II/1/1 10 ME 53					
hex: 1113 II/1/1 28 NY 43	II/1/1 46 PA 53	hex: 1213 AS/II Banks 33	II/2/1 3 OH 34	II/2/1 7 OH 33	II/2/1 29 OH 33	II/2/1 46 OH 33	hex: 1608 III/Caw 1 RI 53	hex: 1911 III/Caw 1 ME 53	hex: 1413 II/2 August 33	II/2/2 3 MD 33	II/2/2 102 NY 33	II/2/2 109 PA 33	II/2/2 8 & 12 US 33	hex: 1613 II/2/3 Greene 43	hex: 1210 II Mulhernberg 33	II Knap 33				
hex: 1311 II Roemer 33	hex: 1511 II Robinson 33	hex: 1711 II McGilberry 23	hex: 0016 US Flag	hex: 1107 US Flag	hex: 1405 US Flag	hex: 1807 US Flag	hex: 2409 US Flag	(optional -5 VP) Ipm hex: 0016 see special rules:	II Cassone 13	II Horn 13	II Reynolds 13	II Coburn 13	Ipm hex: 2600 J/E Ewell 44	J/E/T 15 AL 21 GA 54	J/E/T 21 NC 44	J/E/F 5 LA 54	J/E/F 6 LA 64	J/E/F 7 LA 54	J/E/F 8 LA 54	J/E/F 14 LA 53

Figure 1: Sample of the OoA Card



Scenario 1: The Battle of Cedar Mountain.

A. Time

The game starts on the August 9th 1pm turn and plays through the 9 pm turn. The initiative is determined normally on the first turn.

B. Victory Conditions

1. At the end of the 9 pm turn, a victory check is made. Both players check their VP totals.
2. The player with the greater number of VPs wins.
3. Each player gains a certain number of Victory Points (VP) for accomplishing the following objectives.

US	CS	Objective
1	1	Each eliminated enemy infantry or cavalry <u>strength point</u> .
3	3	Each eliminated enemy artillery <u>unit</u> .
?	?	the Command Value of each named enemy corps, division, or army commander eliminated.
10	10	hex 1406 Crittenden's Gate (initially US)
10	0	hex 2000 CS entry hex (initially CS)
10	0	hex 2600 CS entry hex (initially CS)
0	20	hex 0016 US entry hex (initially US)
5	5	hex 1107 each turn controlled (initially US)
5	5	hex 1806 each turn controlled (initially US)
5	5	hex 2409 each turn controlled (initially US)

Control is determined by the side to last side to occupy the hex with a combat unit, regardless of enemy ZoC orZoI.

C. Special Rules

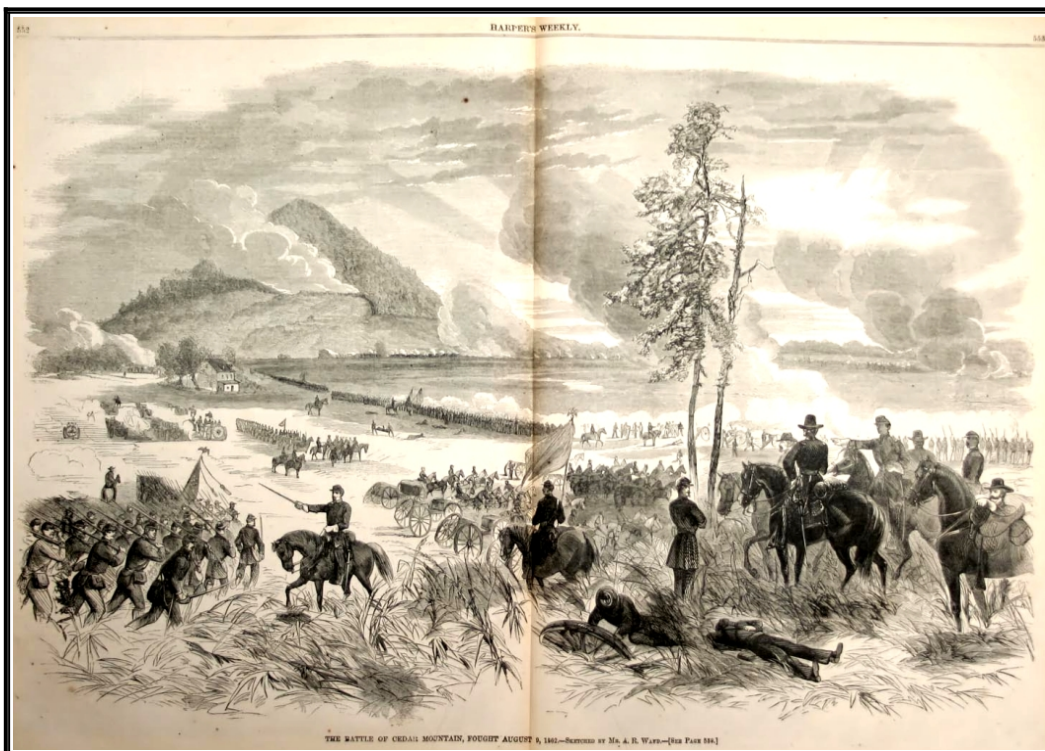
1. The other 4 batteries of the Union II Corps artillery were nearby, but didn't take part in the battle. The Union player may bring them on, per the OoA card, by deducting 5 Victory Points.
2. Hartsuff's brigade and Naylor's battery of the III Corps artillery may come on per the OoA card at a cost to the Union player of 10 VPs.

D. Reinforcements and Organization

1. Reinforcements appear according to the Order of Arrival card. Arriving units can be stacked to the allowed limit, and additional units strung along in the hexes behind, ie: in a march column. Units that don't reach the map are lined up in march order off the map.
2. Normal reorganization and recovery rules apply.

E. Deployment Notes:

Batteries at-start, should start as shown on the OoA card, but may be limbered or unlimbered at the owning player's discretion. Artillery arriving as reinforcements should obviously be limbered.



Scenario 2: An Earlier Encounter.

While Lee had ordered him to “leap” on Banks position, Jackson’s move was anything but a “leap.” Hampered by pestering Union cavalry, extreme heat, mismanaged trains, and his own poor communication skills, Jackson hardly advanced more than a few miles, resulting in his not engaging Banks until the mid-afternoon of the 9th.

This scenario simply moves the arrival times earlier in the 9th of August, making the situation more of a “meeting engagement,” and giving players more of the day to conduct a battle.

A. Time

The game starts on the August 9th 9am turn and plays through the 9 pm turn. The initiative is the Confederate player’s on the first turn.

B. Victory Conditions

4. At the end of the 9 pm turn, a victory check is made. Both players check their VP totals.
5. The player with the greater number of VPs wins.
6. Each player gains a certain number of Victory Points (VP) for accomplishing the following objectives.

US	CS	Objective
1	1	Each eliminated enemy infantry or cavalry <u>strength point</u> .
3	3	Each eliminated enemy artillery <u>unit</u> .
?	?	the Command Value of each named enemy corps, division, or army commander eliminated.
10	10	hex 1406 Crittenden’s Gate (initially US)
10	0	hex 2000 CS entry hex (initially CS)
10	0	hex 2600 CS entry hex (initially CS)
0	20	hex 0016 US entry hex (initially US)
5	5	hex 1107 each turn controlled (initially US)
5	5	hex 1806 each turn controlled (initially US)
5	5	hex 2409 each turn controlled (initially US)

Control is determined by the side to last side to occupy the hex with a combat unit, regardless of enemy ZoC orZoI.

C. Special Rules

3. The other 4 batteries of the Union II Corps artillery were nearby, but didn’t take part in the battle. The Union player may bring them on, per the OoA card, by deducting 5 Victory Points.
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4. Normal reorganization and recovery rules apply.

E. Deployment Notes:

Batteries at-start, are arriving as reinforcements should obviously be limbered.



F. Scenario 2 Order of Arrival:

On Map at Start:	Bold (leader)	Regiment	Full Brigade*	<i>·Artillery</i>
	0117: Gordon 2MA 27IN	0016: Zouaves 3WI	0312: Bayard 1PACav	
	0810: 1NJCav 1708: 1RICav	1811: 1MECav		
9am	2600: Robertson 6VACav	12VACav <i>·Chew</i>	2000: 7VACav (4mp)	
10am	2000: Early* <i>·D'Aquin ·Latimer ·Johnson ·Brown ·Dement</i>			
	0016: Banks Williams Geary* <i>·Crawford* ·Muhlenberg ·Knapp ·Roemer</i>			
11am	2600: Ewell Trimble* <i>·Frono*</i>			
	0016: Argur Prince* <i>·Greene* ·Robinson ·McGilvery</i>			
	0016: (optional -5vp) <i>·Crounse ·Bruen ·Reynolds ·Cotbran</i>			
12pm	2000: Jackson Winder <i>·Garnett* ·Taliaferro*</i>			
1pm	2000: Ronald* <i>·Hardy ·Pegram</i>			
3pm	2000: Thomas* <i>·Latham</i>			
4pm	2000: A.P.Hill <i>·Branch* ·McIntosh</i>			
5pm	2000: Archer* <i>·Braxton Pender* ·Starke* ·Field* ·Davidson</i>			
	0016: Ricketts <i>·Tower* ·Lippien ·Mathews</i>			
	0016: Pope McDowell <i>·Duryea* ·Hall ·Thompson (3mp)</i>			
	0016: Carroll* (1mp)			
7pm	0016: (optional -10vp) <i>·Hartsuff* ·Naylor</i>			



Cedar Mountain Orders of Battle

ANV J 5 Jackson	J 2 3 Pagan's Bty	J 2 3 Calkie's Bty	J 2 3 Carpenter's Bty
J/E 4 Ewell	J/E 2 3 Jokanna's Bty	J/E 2 3 Latimer's Bty	J/E 2 3 Deenan's Bty
J/E/E 4 Early	J/E/E 4 4	J/E/E 3 3	J/E/E 3 3
J/E/F 5 Fromo	J/E/F 5 5	J/E/F 6 6	J/E/F 7 7
J/E/T 4 Trimble	J/E/T 4 4	J/E/T 5 5	J/E/T 2 2
J/W 4 Winder	J/W/R 3 3	J/W/R 5 5	J/W/R 3 3
J/W/G 3 Garrett	J/W/G 3 3	J/W/G 4 4	
J/W/T 3 Talbott	J/W/T 3 3	J/W/T 5 5	J/W/T 6 6
J/H 4 A.P.Hill	J/H 2 3 Pagan's Bty	J/H 2 3 Hardy's Bty	J/H 2 3 Davidson's Bty
J/H/B 4 Bonch	J/H/B 4 4	J/H/B 4 4	J/H/B 4 4
J/H/A 3 Archer	J/H/A 2 3	J/H/A 2 3	J/H/A 4 4
J/H/T 3 Thomas	J/H/T 3 3	J/H/T 5 5	J/H/T 4 4
J/H/S 3 Starke	J/H/S 3 3	J/H/S 4 4	J/H/S 3 3
J/H/F 2 Field	J/H/F 2 2	J/H/F 3 3	J/H/F 3 3
J/H/P 3 Pender	J/H/P 3 3	J/H/P 5 5	J/H/P 5 5
C/R 3 Robertson	C/R 3 3	C/R 3 3	C/R 2 3 Chew's Bty

AVa 3 Pope	II 3 3 Robinson	II 2 3 McGibery	II 3 3 Muhlenberg	II 3 3 Knap	II 3 3 Roemer	II 3 3 Cothran	II 3 3 Reynolds	II 2 3 Crouse	II 3 3 Bruen
II/1 3 Williams	II/1/1 3 Crawford	II/1/1 5 4	II/1/1 5 3	II/1/1 4 3	II/1/1 5 3				
II/1/2 3 Gordon	II/1/2 6 3	II/1/2 7 3	II/1/2 2 3	II/1/2 3 2	II/1/2 4 2				
II/2 3 Augur	II/2/1 3 Geary	II/2/1 5 4	II/2/1 7 3	II/2/1 29 3	II/2/1 66 3				
II/2/2 3 Prince	II/2/2 3 3	II/2/2 102 3	II/2/2 109 3	II/2/2 111 3	II/2/2 8 & 12 3				
II/2/3 3 Greene	II/2/3 4 3								
AVa/III 3 McDowell	III 3 3 Naylor	III 2 3 Mathews	III 2 3 Thompson	III 3 3 Leppien	III 3 3 Hall				
III/2 3 Ricketts	III/2/1 3 Doyce	III/2/1 97 5	III/2/1 104 4	III/2/1 105 3	III/2/1 107 5				
III/2/2 3 Tower	III/2/2 26 4	III/2/2 94 5	III/2/2 88 4	III/2/2 90 5	III/2/2 90 5				
III/2/3 3 Hartsuff	III/2/3 12 5	III/2/3 13 7	III/2/3 85 4	III/2/3 110 4	III/2/3 110 4				
III/2/4 3 Carroll	III/2/4 7 4	III/2/4 84 4	III/2/4 100 4	III/2/4 100 4	III/2/4 100 4				
III/Cav 3 Bayard	III/Cav 5 3	III/Cav 5 3	III/Cav 8 3	III/Cav 1 3	III/Cav 1 3				

