A Small Cavalry Scenario for Terrible Swift Sword

by

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Once, while putting up the game after playing the First Day Scenario from TSS, the authors fell into a discussion about the use of cavalry in the game. Not the tactical usage, mind you, but simply whether certain units of the cavalry on both sides were ever used. A quick check of the reinforcement schedule shows that damned little of the cavalry ever gets into the game. The double appeal of a short, small-scale TSS scenario, as well as a chance to use the cavalry more, led us to develop this "what if" scenario.

Our situation is clearly ahistorical, but it is not entirely *ad hoc*. With the exception of Jones's and Robertson's Confederate cavalry brigades, every unit used could have easily been at Gettysburg by noon of June 30th. (In fact, Pettigrew and Buford were there, it being about noon when they had a chance encounter, Pettigrew coming in from the west looking for shoes, and Buford coning up from the south, looking for Rebels.) The major deviation fron history is that we have Stuart riding towards Gettysburg from Westminster on the 29th. He actually went towards Hanover, Pennsylvania, although he would have been easily justified in heading towards Gettysburg to try and find the rest of the Confederate Army.

28.C THE CAVALRY BATTLE FOR GETTYSBURG, JUNE 30, 1863

Having ordered his army to concentrate on Gettysburg and nearby Cashtown, General R.E. Lee becomes anxious should the Federal Army, now strangely active under Meade, occupy the key crossroads town. The enemy would then be in a position to go after the pieces of Lee's scattered army in detail. Accordingly, Lee directs Lt. Gen. A.P. Hill to send troops to Gettysburg; this infantry will be augmented---in fact, preceded---by two small cavalry brigades from the Shenandoah Valley. This mixed force sets out early on June 30th, the cavalry of Jones and Robertson in the

van, followed by Hill's troops: the brigades of Archer and Pettigrew, of Heth's Division, supported by Pegram's battalion of artillery.

The Federals are not unaware of the Rebel movements. Scouting out ahead of the army's left flank, Brig. Gen. John Buford notes the importance of Gettysburg, and moves toward that place with his entire division of cavalry and two batteries of artillery. He is determined to take and hold the crossroads so that the army can concentrate there on the first of July.

Two other columns are also heading for Gettysburg, although their movements are unplaned by either commander. In Westminster, Maryland, on June 29th, -General Jeb Stuart of Lee's "lost" cavalry learns of the ordered concentration from a Confederate spy. Stuart changes his march orders from Hanover to Gettysburg. Ahead of him, baring the way, is Brig. Gen. Judson Kilpatrick's Third Division of the Army of the Potomac Cavalry Corps. All through the morning of the 30th these two forces engage in a running skirmish along the roads to Gettysburg, as Kilpatrick and Stuart each try to hold the other up while at the same time racing for the town.

Thus the stage is set: four columns of troops, two blue, two gray, are drawn by fate to an unknown crossroads town named: Gettysburg.

28.C1 SCENARIO LENGTH

The Scenario begins with the 1200 Turn of June 30th, and ends with the completion of the 1700 Turn, June 30th. The Scenario is thus 22 Game-Turns long and takes approximately six hours to play. The Confederate Player is the First Player.

28.C2

INITIAL DEPLOYMENT

No units begin the Scenario on map; all troops arrive as per the Special Reinforcement Schedule (28.53):

28.C3

SPECIAL REINFORCEMENT SCHEDULE

The following schedule of reinforcements is used for this scenario:

CSA		
Time:	Area:	Units:
1200	1	Robertson's and Jones's cavalry brigades (Stuart/Cav), **Robertson, B., Jones, W.**
1220	1	1/Heth/III, 3/Heth/lII; **Pettigrew, Archer**; 1 Supply Wagon.
1240	1	Pegram's Artillery (III).
variable	5	Fitz Lee's, Hampton's, and ,WHF Lee's Cavalry Brigades (Stuart/Cav); Beckham's Horse Artillery; **Stuart, Fitz Lee, Hampton, Chambliss**; 1 Supply Wagon.
USA		
Time:	Area:	Units:
1200	8	1/Cav; A,2US and K,1US batteries (Horse Artillery); **Buford, Gamble, Devin, Merritt**; 1 Supply Wagon.
variable	6	3/Cav; M, 2US, E,4US, and E/G, 1 US batteries (Horse Artillery); **Kilpatrick, Custer, Farnsworth**; 1 Supply Wagon.

Rules for Variable Reinfomcemcnts:

At the beginning of the 1240 Game-Turn, each Player secretly rolls two die to determine when his variable reinforcements arrive. The first die roll determines the hour of arrival, and the second determines the precise Game Turn. The results are kept secret until the conclusion of the Friendly Player-Turn just prior to the arrival of the reinforcements, at which time the Friendly Player must tell his ooponent that the reinforcements are coming, and when.

Variable Reinforcement Tables:	
Die Roll:	Troops arrive between (inclusive):
1	1300--1340
2	1300—1340
3	1400—1440
4	1400—1440
5	1500—1540
6	1500--1540

Variable Reinforcement Tables:	
Die Roll:	Troops arrive during:
1	--00 Turn
2	--00 Turn
3	--20 Turn
4	--20 Turn
5	--40 Turn
6	--40 Turn

Thus, die rolls of 4 and 5 mean that the troops arrive during the 1440 Game-Turn. At the conclusion of his 1420 Turn, the Player would be obliged to tell his opponent of their impending arrival.

28.C4 AMMUNITION SUPPLY

Basic Game: Both sides have unlimited ammunition.

Optional Rules: All batteries and wagons are full.

Note: the Optional Supply rules are strongly recommended for this Scenario.

28.C5 UNIT STRENGTHS

Basic Game: All units are at full strength.

Optional Rules: Kilpatrick and Stuart have been in contact all morning. To assess the resulting casualties, roll 2D6 on the following table for each division. The numbers given are the number of SP lost, total.

Die Roll	2	3	4	5	6	7	8	9	10	11	12
SP Lost	0	1	1	1	2	2	2	3	3	3	4

Losses should be distributed in different regiments.

28.C6 VICTORY CONDITIONS

Since we never played this out, we never thought of Victory Conditions. JFE's 21st Century thoughts are that victory should center on casualties plus control of "militarily significant ground." A "first-pass" suggestion, written for the Facebook posting, might be some combination of

casualties plus terrain objectives ("the **high** ground!"). Rather than prejudice folks, I'll leave this open for input.

28.C7 SPECIAL RULES

(A)   P-class Mounted Fire: Units with P-class weapons may fire when Mounted. However, under no circumstances do units with P-class weapons receive column shifts when firing at Mounted Cavalry. (This follows Jerrold Thomas's suggestion in Moves 32.)

(B)   Formation Fire: Units attempting to change formation may be fired upon by any single Enemy Combat Unit within range which has a LOS to the original unit. A PIN result or a Rout following casualties prevents the Formation change. In essence this is a kind of Withdrawal Fire, and should be treated as such. (It is also a generalization of Richard Berg's "Unlimber Fire" as presented in Moves 31. The authors feel this should be a part of the standard TSS rules. Note that only a single unit may fire at any given target, but no unit may fire Formation Fire more than once per phase.)

(C)   Cavalry Movement: Cavalry units---Mounted or Dismounted---have a Movement Allowance of 10. Terrain costs for Dismounted Cavalry are double what is listed on the Terrain Effects Chart. It costs 3 MP's for Cavalry to Dismount; 6 SP to Mount. Mounting or Dismounting may be performed at any time during the Movement Phase. (This changes virtually nothing, except straightening out the movement rates when Cavalry Mounts/Dismounts in the middle of a turn.)

The authors feel this scenario sort of fills a gap by providing a short TSS scenario that is cavalry heavy. (It was written long before the appearance of *Rebel Sabers* in 1986) Even with the publication of *Stonewall*, we feel this is true, if only as an alternative or because of the emphasis on cavalry. It is our opinion, as Civil War historians, that SPI has a very poor---and incorrect---idea of the utility of cavalry in the Civil War. The apparent feeling is that, since rifled weapons had eliminated their Napoleonic value as shock troops, Civil War cavalry should be relegated to a back seat in simulations. Almost all SPI Civil War designs are weak in their treatment of cavalry (especially the Folios, and the older *Wilderness Campaign, Lee Moves North*, and *Bull Run*). The authors hoped to supplement this scenario by developing other tactical cavalry scenarios out of the TSS system, but that never happened. Subjects under consideration included Yellow Tavern (11 May 1864), Trevillian Station (11-12 June 1864), Todd's Tavern (5-9 May 1864) and Brice's Crossroads (10 June 1864). All of these are division-sized actions

between pure or nearly pure cavalry forces. (Brice's Crossroads has a large infantry force; so does Todd's Tavern.) The first three are from the Virginia Campaign of 1864; the last features Bedford Forrest as the Confederate commander, and covers one of his more significant victories.