

BATTLE OF COURTHOUSE HILL / CROSS ROADS

by Robert S. Waller cpbelt@att.net

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for ACWarmaster Trial Rules Ver 1.3+

SPECIAL RULES

Rivers: Due to their swollen nature, rivers may only be crossed at bridges.

BACKGROUND

Cross Roads is a quaint southern town located in the fertile farming valley between the Rocky River to the west and the Little River to the east. The rolling countryside is a quiltwork of farmland and orchards. Directly behind the town--which is mainly a collection of a few houses, an inn, and the county courthouse--lies Courthouse Hill, a steep hill with a commanding view of the entire valley. Life has been good in the valley, but the winter has been harsh. An unusual amount of snow in the mountains has been making the rivers all but impassible, except at the bridges.

Normally, this would not have been a problem. Unfortunately, there is a war on and the small town of Cross Roads has become a critical strategic location for both forces. It is a direct route into the southern area of the state, while also an important east-west route from the coast to the frontier. For this reason the South cannot afford to allow the town to fall into the hands of the Union.

Until recently, there was not much concern that the Union would attempt to seize control of the area. The Confederate forces to the north had been keeping the Union forces effectively bottled up during the winter months, but the patience of Northern generals was growing thin. With the arriving spring began a new offensive. It was the South's turn to feel the steel. Feel it they did, loosing a number of valuable officers and men, pulling back their forces as the Union advanced.

The war has now come to Cross Roads. The Confederates have set up an army in a defensive position on top of Courthouse Hill. Two corps defend the hill, while another corps of reinforcements awaits behind the hill. Their smoothbore cannon have a shorter range, but a captured battalion of rifled artillery has helped. They must hold the hill at all costs. Retreat is not an option.

The Union army, on the other hand, has been advancing from the north. The swollen rivers and creeks and soggy ground have made going slower than normal. Originally, the plan was to attack the valley in a two-prong attack. The main force would arrive on the Eastern Road, while a flanking force would arrive from the Western Road. Unfortunately, two thirds of the Eastern Road force got delayed at a river crossing. The one third that did arrive "on time" set up on Muddy Ridge, a rather fitting name given the situation. For the past day or so they have been trading cannon fire with the distant rebel forces across the valley, usually only killing a few wandering farm animals. Meanwhile, the Western Road forces have arrived, driven hard by an unlikable and not completely reliable commander. It is time for the battle to begin. Hopefully the stragglng eastern force will arrive before it's too late.

Union Order of Battle

Army Commander - Average (Sumner)

I ARMY CORPS

1st Division: *Division Cmdr - Average (French)*

- 1x Infantry 1000
- 1x Infantry 1500
- 1x Infantry 1500 Elite

I Corps Artillery:

- 2x Rifled Cannon

I ARMY CORPS (Reinforcements)

2nd Division: *Division Cmdr - Average (Morell)*

- 3x Infantry 1500

3rd Division: *Division Cmdr - Average (Sykes)*

- 2x Infantry 1500
- 1x Infantry 2000

II Corps Artillery:

- 1x Smooth Cannon

II ARMY CORPS: *Corps Cmdr - Uninspiring (Richardson)*

1st Division:

- 4x Infantry 1500

2nd Division: *Division Cmdr - Average (Sedgwick)*

- 2x Infantry 1000 Poor
- 3x Infantry 1500

II Army Corps Cavalry:

- 1x Cavalry

Counteractions Available: 10 points

Union Set Up: See map for starting locations

It is imperative that you take the crossroads and hill, though you need to conserve your troops for the longer campaign as well, a difficult balancing act given the tenacity of the rebels. At the start of the game, set up the 1st Division of I Army Corps and the Army Commander on top of Muddy Ridge. Set up the II Army Corps along the Western Road between the table edge and the Rocky River. Roll 1d6 to see which side goes first. Highest roll wins. Union adds +1 to their roll.

I Army Corps Reinforcements: 2nd and 3rd Divisions have been delayed. Beginning on turn two, roll 1d6 at the start of your Command phase. If you roll 3+, they arrive. If they do not arrive that turn, roll again at the start of your next Command phase, adding 1 to the number needed. (Turn 3=4+) On turn four, the troops will automatically arrive if they have not yet done so. Deploy them on the northern end of Eastern road up to the bridge in any fashion you choose.

Confederate Order of Battle

Army Commander - Average (Jackson)

I ARMY CORPS (Under command of Jackson)

1st-2nd Divisions: *Division Cmdr - Average (Walker)*

3x Infantry 1000

3x Infantry 1500

1x Infantry 1500 Elite

I Army Corps Artillery:

2x Smooth Cannon

I Army Corps Cavalry:

1x Cavalry

II ARMY CORPS: *Corps Cmdr - Average (Early)*

1st-2nd Divisions: *Division Cmdr - Average (Hood)*

2x Infantry 1000 Poor

4x Infantry 1500

2x Infantry 2000

II Army Corps Artillery:

1x Rifle Cannon

III ARMY CORPS:

1st Division: *Division Cmdr - Average (Hill)*

1x Infantry 1000

3x Infantry 1500

Counteractions Available: 40 points

Confederate Set Up: See map for starting locations

You have been ordered to defend the hill and crossroads at all costs. Retreat is not an option. Set up I and II Army Corps on top of Courthouse Hill in a defensive posture. Set up the III Army Corps behind Courthouse Hill as a reserve unit; the corps is camped out in the open field to the east of the road. Roll 1d6 to see which side goes first. Highest roll wins. Union adds +1 to their roll. Once play has started, you may move forces as you wish.

ACWarmaster Point Values

UNION FORCES: 1500 Points

1x Army Cmdr Aver 125
1x Corps Cmdr Uninspiring 45
4x Division Cmdr Aver 220
2x Infantry 1000 Poor 50
1x Infantry 1000 30
13x Infantry 1500 585
1x Infantry 1500 Elite 50
1x Infantry 2000 60
2x Rifled Cannon 170
1x Smooth Cannon 75
1x Cavalry 80
10 Counteractions

CONFEDERATE FORCES: 1500 Points

1x Army Cmdr Aver 125
1x Corps Cmdr Aver 80
3x Division Cmdr Aver 165
2x Infantry 1000 Poor 50
4x Infantry 1000 120
10x Infantry 1500 450
1x Infantry 1500 Elite 50
2x Infantry 2000 120
1x Rifle Cannon 85
2x Smooth Cannon 150
1x Cavalry 65
40 Counteractions