



MICRO FORCE® 10MM: THE GAME - AMERICAN CIVIL WAR Scenario 11.9

THE BATTLE OF JENKINS FERRY

Arkansas - April 30th, 1864

Major General Frederick Steele's (USA) forces were in full retreat from Camden, Arkansas after suffering defeat twice at both Marks' Mills and Poison Springs at the hands of Confederates. The Confederate cavalry had also recently captured hundreds of Union supply wagons and as a result, Steele's men were now on lessened rations. Steele's men arrived at the Saline River, the last major obstacle on their retreat route to Camden, only to find it swollen by the spring rains that had been falling for days. Steele immediately ordered a pontoon bridge built over the

Saline River while the 3rd Division, under Brig. General Frederick Salomon (USA), took up a rear guard mission to protect the pontoon bridge while under construction.

Confederate forces under General Edmund Kirby (CSA) arrived on the morning of the 30th of April, to find the Union 1st Brigade building hasty works and the 3rd Brigade having breakfast. General Kirby gave the order to attack and Brig. General James Camp Tappan's (CSA) Brigade moved out toward the Union lines.

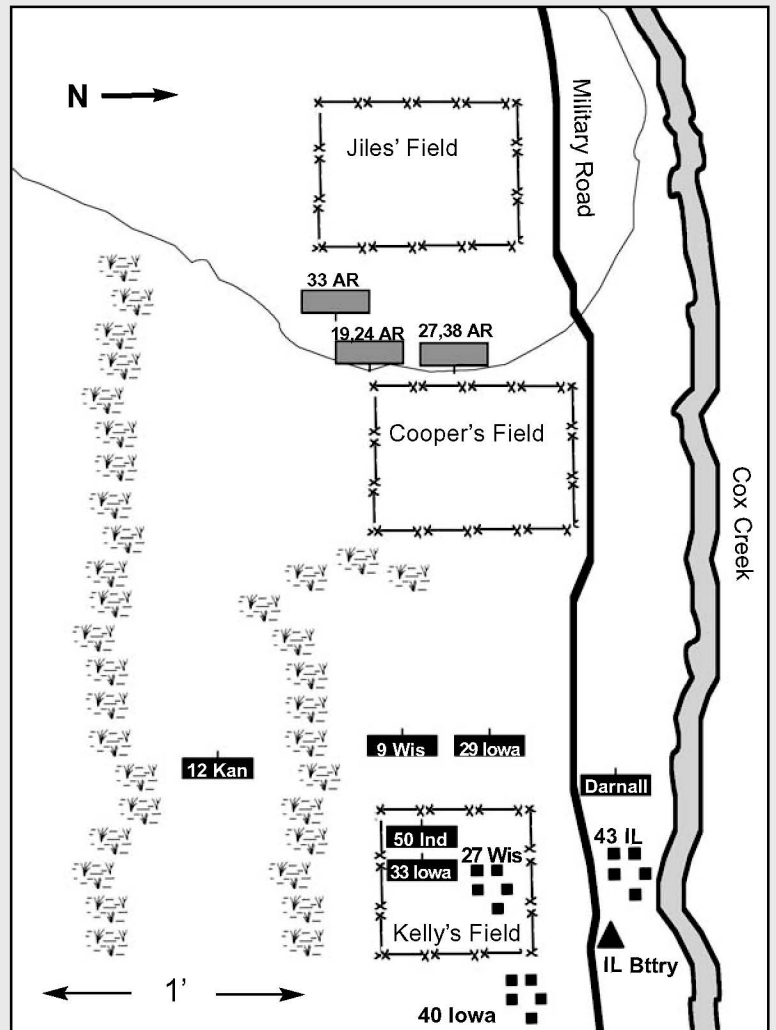
The terrain restricted the Confederate attack to a narrow front and the heavy rain that had fallen for days had turned the already swampy battlefield into a quagmire of sticky heavy mud. Over the course of the morning and early afternoon, Tappan's men and the follow-on Confederate attacks were all repulsed by the stubborn Union soldiers. The Union supply wagons and artillery were able to cross the Saline River to safety and General E. K. Smith lost a valuable chance to destroy Major General Steele's army.

GAME LENGTH: 24 TURNS

SPECIAL RULES:

1. Spring rains for a week before the battle had left the entire battlefield a quagmire of mud. As a result the base movement rate of all units is reduced by 1". Charging units do not receive a charge bonus.
2. The Confederates may combine any 2 regiments of the same Brigade into one unit before they arrive on the battlefield following the rules for combining regiments in section 8.2 of the rules.
3. Brigade Commanders may only take command of unattached units from their division and may not take command of brigades from other divisions.
4. The battlefield with the exception of the swamp, fields and the military road are covered with light woods that do not block line of sight or effect movement. The west area is a gentle level 2 hill.

VICTORY CONDITIONS: The Confederates need to exit 12 stands of infantry in good order, not shaken or in disorder, off the eastern map edge within 12" of the military road.



UNION PLAYER

Scenario 11.9 The Battle of Jenkins Ferry

USA Morning Report

Commander	Level	Radius	Modifier	Cohesion
Brig. Gen. Frederick Salomon	2	12"	-2	16
Brig. Gen. Samuel Rice (1st Brig.)	1	10"	-1	15
Col. Adolph Englemann (3rd Brig.)	1	10"	-1	15

ID	Unit	Weapons - AVs	Special Notes	Stands	Unit Cohesion										1st		
					14	12	11	10	8	5	3						
	50th Indiana	RM - 1.5 / 1 / 0.5	1st Brigade	5	14	12	11	10	8	5	3						
	29th Iowa	RM - "	"	4	14	12	10	8	6	5	3						
	33rd Iowa	RM - "	"	5	14	12	11	10	8	5	3						
	9th Wisconsin	RM - "	"	5	14	12	11	10	8	5	3						
	Darnell's Detachment	RM - "	"	1	14	6											
	43rd Illinois	RM - 1.5 / 1 / 0.5	3rd Brigade	4	14	12	10	8	6	5	3						
	40th Iowa	RM - "	"	3	14	11	9	7	4								
	27th Wisconsin	RM - "	"	5	14	12	11	10	8	5	3						
	Vaughn's Illinois Btry. (-)	12lb How-3 /1 /0.5/0.5		2	14	11	9	6									
	1st Arkansas	RM - 1.5 / 1 / 0.5	Frontier Div Detachments	3	14	11	9	7	4								
	2nd Kansas (Colored)	RM - "	"	4	15	13	11	9	7	6	4						
	12th Kansas	RM - "	"	4	14	12	10	8	6	5	3						

Deployment & Arrivals:

1. The 1st deploys as shown in line formation and 3rd Brigade deploys as shown on the map all in disorder.
2. The 1st Arkansas (USA), 2nd Kansas Colored and the 12th Kansas enter on the east edge of the map along the military road on turn 3.
3. Vaughn's Illinois Battery is unlimbered and facing west.
4. All Union cavalry may start the scenario or enter the map mounted or dismounted.

CONFEDERATE PLAYER

Scenario 11.9 The Battle of Jenkins Ferry

CSA Morning Report

Commander	Level	Radius	Modifier	Cohesion
Gen. Edmund Kirby Smith (Army)	0	8"	0	14
Brig. Gen. Thomas Churchill (Arkansas Div.)	1	10"	-1	15
Brig. Gen. Alexander Hawthorn	1	10"	-1	15
Col. Lucien Gause	1	10"	-1	15
Brig. Gen. James Tappan	1	10"	-1	15

ID	Unit	Weapons - AVs	Special Notes	Stands	Unit Cohesion										1st Volley	
					14	11	9	7	4							
	34th Arkansas	RM - 1.5 / 1 / 0.5	Hawthorn's Brig.	3	14	11	9	7	4							
	35th Arkansas	RM - "	"	3	14	11	9	7	4							
	37th Arkansas	RM - "	"	3	14	11	9	7	4							
	26th Arkansas	RM - 1.5 / 1 / 0.5	Gause's Brigade	3	14	11	9	7	4							
	32nd Arkansas	RM - "	"	3	14	11	9	7	4							
	36th Arkansas	RM - "	"	3	14	11	9	7	4							
	19th & 24th Arkansas	RM - 1.5 / 1 / 0.5	Tappan's Brig.	3	14	11	9	7	4							
	27th & 38th Arkansas	RM - "	"	4	14	12	10	8	6	5						
	33rd Arkansas	RM - "	"	2	14	10	6	2								
	William's Provisional Regt.	RM - "	"	5	13	13	11	10	9	8	5	4				

Commander	Level	Radius	Modifier	Cohesion
Brig. Gen. Mosby Parsons (Missouri Division)	2	12"	-2	16
Col. Simon Burns	1	10"	-1	15
Brig. Gen. John Clark	1	10"	-1	15

ID	Unit	Weapons - AVs	Special Notes	Stands	Unit Cohesion										1st Volley	
					15	12	10	8	5	2						
	10th Missouri	SB - 2 / 1 / 0.5	Burn's Brigade	3	15	12	10	8	5	2						
	11th Missouri	SB - "	"	4	15	13	11	9	7	6	4					
	12th Missouri	RM - 1.5 / 1 / 0.5	"	3	15	12	10	8	5	2						
	16th Missouri	RM - "	"	3	15	12	10	8	5	2						
	9th Missouri Sharpshooters	RM - "	"	3	15	12	10	8	5	2						
	Lesueur's Mo. Battery	12lb How - 3 / 1 / 0.5 / 0.5 & 6lb Gun - 1.5 / 1 / 0.5 / 0.5	Burn's Brigade	2	14	11	9	6								
	8th Missouri	RM - 1.5 / 1 / 0.5	Clark's Brigade	3	15	12	10	8	5	2						
	9th Missouri	RM - "	"	3	15	12	10	8	5	2						
	Lockhart's Section	6lb Gun - 1.5 / 1 / 0.5 / 0.5	Ruffner's Missouri Battery	1	14	9										

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CONFEDERATE PLAYER

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Commander	Level	Radius	Modifier	Cohesion
Maj. Gen. John Walker (Texas Division)	1	10"	-1	15
Col. Horace Randal	1	10"	-1	15
Brig. Gen. William Scurry	1	10"	-1	15
Brig. Gen. Thomas Waul	1	10"	-1	15
Col. Colton Greene	1	10"	-1	15

ID	Unit	Weapons - AVs	Special Notes	Stands	Unit Cohesion										1st Volley		
					12	9	7	5									
	11th Texas	RM - 1.5 / 1 / 0.5	Randal's Brigade	3	12	9	7	5									
	14th Texas	RM - "	"	3	13	10	8	6	3								
	6th & 28th Tex Cavalry	RM - "	"	4	13												
	3rd Texas	SB - 2 / 1 / 0.5	Scurry's Brigade	3	13	10	8	6	3								
	16th Texas	RM - 1.5 / 1 / 0.5	"	3	13	10	8	6	3								
	17th Texas	RM - "	"	3	13	10	8	6	3								
	19th Texas	RM - "	"	3	13	10	8	6	3								
	16th Texas Cavalry	SG - 2 / 1.5 / 1	"	2	13	9	5										
	12th Texas	RM - 1.5 / 1 / 0.5	Waul's Brigade	3	13	10	8	6	3								
	18th Texas	RM - "	"	3	13	10	8	6	3								
	22nd Texas	RM - "	"	3	13	10	8	6	3								
	13th Texas Cavalry	SG - 2 / 1.5 / 1	"	2	13	10	8	6	3								
	3rd Missouri Cavalry	SG - 2 / 1.5 / 1	Greene's Brigade	2	14	10	6										
	4th Missouri Cavalry	SG - "	"	2	14	10	6										

Special Rules: The Confederates may combine any 2 regiments of the same Brigade into one unit before they arrive on the battlefield following the rules for combining regiments in Section 8.2 (p.21) of the rules.

Deployment & Arrivals:

1. Tappan's Brigade begins the game as shown on the map in any formation.
2. Hawthorn's Brigade and William's Provisional Regiment arrives on turn 2. They enter at the western side of the map on the military road in column formation.
3. Gause's Brigade arrives on turn 4 on the western side of the map on any formation.
4. Parson's Missouri Division arrives on turn 8 on the map's western edge in any formation.
5. Walker's Texas Division arrives on turn 12 on the western edge of the map in any formation.
6. All Confederate cavalry may begin the scenario mounted or dismounted.
7. General E.K. Smith may deploy with Tappan's Brigade or arrive with any Confederate reinforcement unit.