



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

## Scenario 11.10

### PIEDMONT

West Virginia - June 5th, 1864

Major General David "Black Dave" Hunter (USA) wasted no time after taking command of the Union forces in the Shenandoah Valley. He aggressively attacked the Confederates under Brig. General William "Grumble" Jones (CSA) just north of the small town of Piedmont in West Virginia.

The rebel soldiers of Brewer's Battalion and the Marquis Augusta battery fought a desperate delaying action against the advancing Union

Brigades to allow the Confederate brigades to come up and move into good defensive positions north of Piedmont.

After hours of sharp action Col. Joseph Thorburn's (USA) brigade managed to turn the Confederate flank and the battle became a rout with more than 1100 rebel soldiers being captured and 3 guns lost.

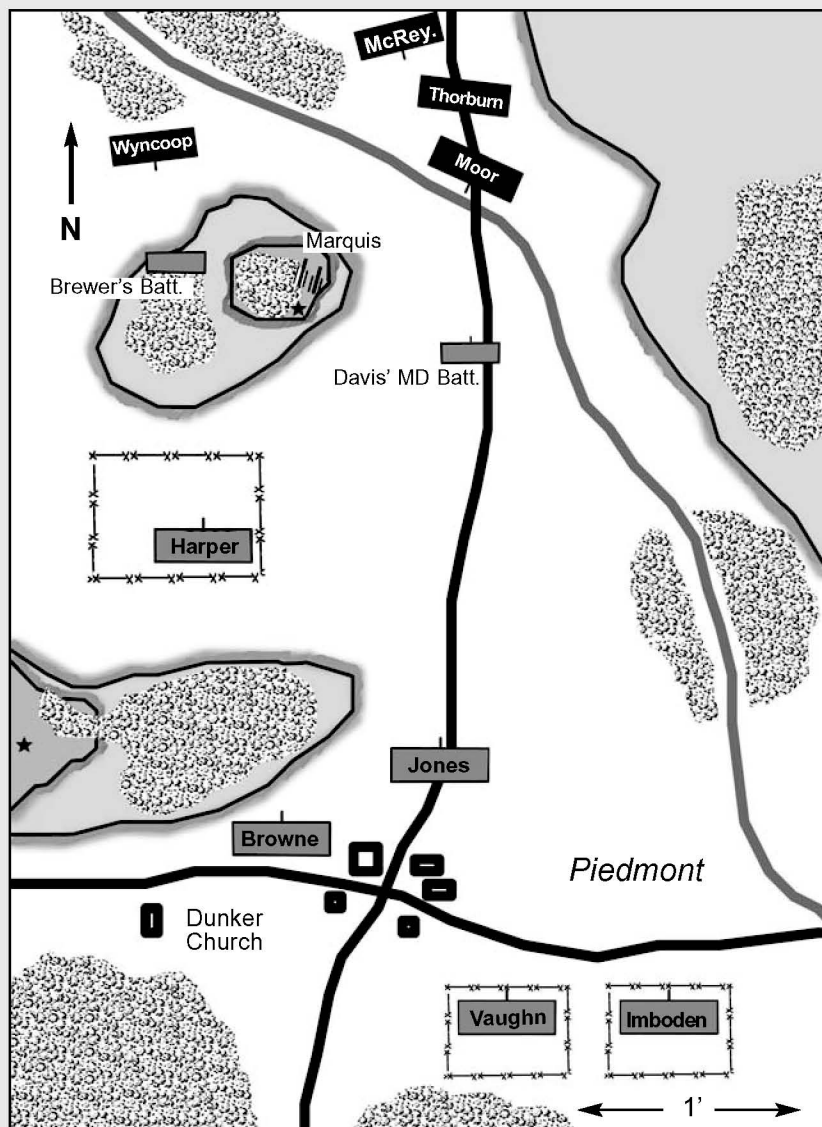
The Union army then continued their advance, occupying Staunton on June 6th and then they marched on to Lynchburg destroying a significant amount of desperately needed Confederate supplies.

### VICTORY CONDITIONS:

The Union wins by having no Confederate units in good order within 18" of the Piedmont crossroads.

The Confederates win by avoiding the Union victory conditions.

**GAME LENGTH: 24 TURNS**



## UNION PLAYER

### Scenario 11.10 Piedmont

#### USA Morning Report

Commander	Level	Radius	Modifier	Cohesion
Brig. Gen. Jeremiah Sullivan (Div. Cmdr.)	1	10"	-1	15
Col. Augustus Moor	1	10"	-1	15
Col. Joseph Thornburn	1	10"	-1	15
Capt. Henry Dupont (Artillery Cmdr.)	2	12"	-2	16
Maj. Gen. Julius Stahel (Div. Cmdr.)	1	10"	-1	15
Col. Andrew McReynolds	0	8"	0	14
Col. John Wyncoop	1	10"	-1	15

ID	Unit	Weapons - AVs	Special Notes	Stands	Unit Cohesion													1st Volley
	18th Connecticut	RM - 1.5 / 1 / 0.5	Moor's Brigade	5	15	13	12	11	9	7	6	4						
	1st New York	RM - "	"	4	13	11	9	7	5	4								
	28th Ohio	RM - "	"	5	15	13	12	11	9	7	6	4						
	1/116th Ohio	RM - "	"	4	15	13	11	9	7	6	4							
	2/116th Ohio	RM - "	"	3	15	12	10	8	5									
	123rd Ohio	RM - "	"	5	15	13	12	11	9	7	6	4						
	Peale's Battalion	RM - "	"	3	14	11	9	7	4									
	2nd Maryland E. Shore	RM - 1.5 / 1 / 0.5	Thornburn's Brig.	4	13	11	9	7	5									
	34th Massachusetts	RM - "	"	5	14	12	11	10	8	6	5							
	54th Pennsylvania	RM - "	"	4	14	12	10	8	5	3								
	1st West Virginia	RM - "	"	5	15	13	12	11	9	7	6	4						
	12th West Virginia	RM - "	"	5	15	13	12	11	9	7	6	4						
	1st Maryland H.G.B.	Carbine - 1.5 / 1 / 0.5	McReynold's Brig.	5	13	11	10	9	7	5								
	1st New York "Lincoln"	Carbine - "	"	4	13	11	9	7	5	4								
	1st New York "Veteran"	Carbine - "	"	4	14	12	10	8	5	3								
	21st New York/14th Penn	Carbine - "	"	4	13	11	9	7	5	4								
	20th Pennsylvania	Carbine - 1.5 / 1 / 0.5	Wyncoop's Brig.	4	15	13	11	9	7	6	4							
	Ringold Battalion	Carbine - "	"	3	14	11	9	7	4									
	B/Massachusetts	3" Rifle - 2 / 1 / 0.5 / 0.5	Dupont's Art. Batt.	3	15	12	10	8	5									
	30th New York	12lb Nap - 3 / 1.5 / 1 / 0.5	"	3	15	12	10	8	5									
	B/5th New York	3" Rifle - 2 / 1 / 0.5 / 0.5	"	3	14	11	9	7	4									
	D/1st West Virginia	3" Rifle - "	"	3	14	11	9	7	4									

#### Deployment & Arrivals:

1. All Union units deploy within the general area of the unit icons on the map. They may begin in any formation the player chooses.
2. Captain Dupont's artillery brigade enters on the road at the north edge of the map on turn 4.



A Federal skirmish line occupies an orchard. The troops are a mix of GHQ Micro Force® 10mm Federal figures.

## CONFEDERATE PLAYER

### Scenario 11.10 Piedmont

#### CSA Morning Report

Commander	Level	Radius	Modifier	Cohesion
Brig. Gen. William E. "Grumble" Jones (Div. Cmdr.)	1	10"	-1	15
Col. Buering Jones	1	10"	-1	15
Col. William Browne	1	10"	-1	15
Brig. Gen. John Crawford Vaughn	2	12"	-2	16
Col. Harper	1	10"	-1	15
Brig. Gen. John Daniel Imboden	2	12"	-2	16

ID	Unit	Weapons - AVs	Special Notes	Stands	Unit Cohesion													1st Volley
	36th Virginia	RM - 1.5 / 1 /0.5	B. Jones' Brig.	5	14	12	11	10	8	6	5							
	60th Virginia	RM - "	"	5	14	12	11	10	8	6	5							
	45th Virginia	RM - "	"	3	15	12	10	8	5									
	Bryan's Virginia Bttry.	12lb How -3/ 1 /0.5 /0.5	"	3	14	11	9	7	4									
	2/45th Virginia	RM - 1.5 / 1 /0.5	Browne's Brig.	5	15	13	12	11	9	7	6	4						
	Thomas Legion	RM - "	"	5	15	13	12	11	9	7	6	4						
	Brewer's Batt.	RM - "	"	4	14	12	10	8	5	3								
	31/39/59th Virginia	RM - 1.5 / 1 /0.5	Vaughn's Brig.	4	14	12	10	8	5	3								
	1st Tennessee Cavalry	RM - "	"	4	14	12	10	8	5	3								
	3/43/12th Batt.	RM - "	"	3	14	11	9	7	4									
	Chrisman's Batt.	RM - 1.5 / 1 /0.5	Harper's Brig.	4	14	12	10	8	5	3								
	Kenton's Batt.	RM - "	"	4	14	12	10	8	5	3								
	Harnsberger's Batt.	RM - "	"	3	13	10	8	6										
	Marquis' Augusta Battery	3" Ordnance- 2 / 1/0.5/0.5	"	2	15	11	7											
	18th Virginia	RM - 1.5 / 1 /0.5	Imboden's Brig.	5	15	13	12	11	9	7	6	4						
	23rd Virginia	Carbine - 1.5 / 1 / 0.5	"	4	14	12	10	8	5	3								
	Davis' Batt. Cavalry	SB - 2 / 1 / 0.5	"	2	14	10	6											
	Opies Reserve Cavalry	RM - 1.5 / 1 /0.5	"	2	13	9	5											
	McClanahan's Virginia Battery	12lb Nap - 3 / 1.5/ 1 /0.5	"	3	14	11	9	7	4									

#### Deployment & Arrivals:

1. All Confederate units deploy within the general area of the unit icons on the map. They may begin in any formation the player forces.
2. Brigade officers must deploy with the main body of the brigade. For example, Col. Browne may not deploy with Brewer's Batt.