



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

Scenario 11.4

ASSAULT ON OAK RIDGE Gettysburg, Pennsylvania - July 1st, 1863

Many actions of the American Civil War were brutal, straight forward, head-to-head slugging matches. One force would stand and deliver, while the other came straight in with fire and cold steel: nothing fancy, nothing subtle.

The fight for Oak Ridge, northwest of Gettysburg, was not one of these. Brigadiers on both sides, commanding well trained and experienced veterans, used maneuver as well as fire to seek a decisive advantage. In a very fluid combat environment, units frequently changed front to right or left, utilized the terrain to protect their commands from enfilading fire, and wrestled to gain and maintain the initiative. Both Union and Confederate forces were credited with an odd mixture of brilliance and blunder. All in all, it's a perfect scenario for a miniatures game!

From the Confederate prospective, Maj. Gen. Richard Rodes' division appeared to be in a great position: marching south toward Gettysburg, they heard distant artillery and veered onto the battlefield, arriving off the

right flank of the Federal First Corps. Rodes enthusiastically deployed his division, intent to reprise its brilliant performance at Chancellorsville two months earlier. But meeting engagements are not always what they initially appear to be. He would rapidly discover that the Yankees were more numerous, much closer, and much more determined than he expected.

The Union perspective was altogether different. Fighting for the first time north of the Mason-Dixon line, the bulk of the forces on Oak Ridge were girded by a grim determination. Their beloved commander, John Reynolds, was dead. The other First Corps division had engaged and defeated a Rebel force in the morning, but more 'Secesh' were gathering to renew the assault. Then Rodes approached their right flank, supported by the distrusted 'flying Dutchmen' of the Eleventh Corps. Outnumbered and in a tough spot, Robinson's division prepared to 'aim low' and hold their ground.

Both sides were in for the fight of their lives.

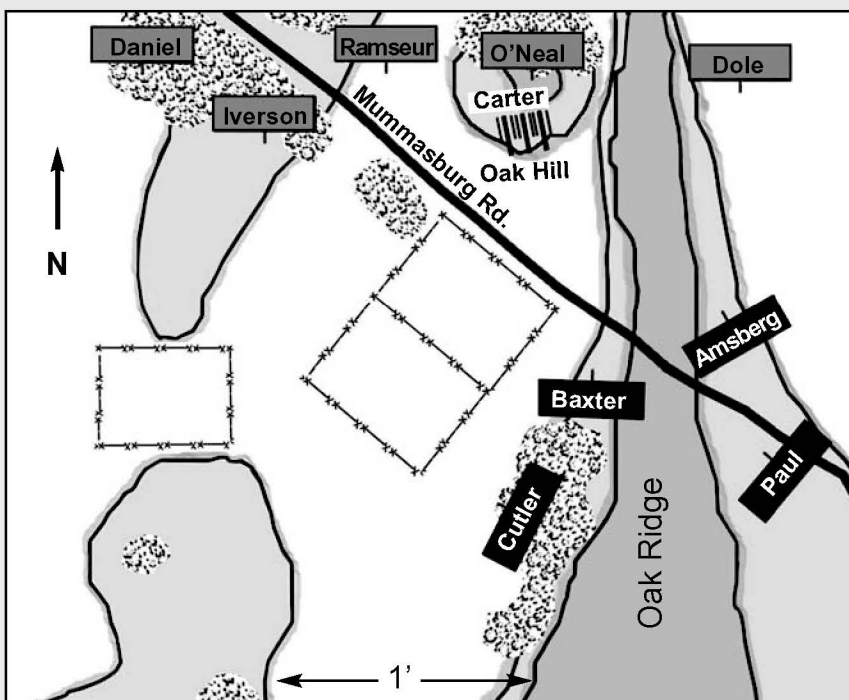
GAME LENGTH: 30 TURNS

SPECIAL RULE:

So steep and rugged was the terrain on both the Oak Ridge and Oak Hill that any unit moving from one elevation to another on either the ridge or the hill north of Mummasburg Road must make a cohesion check to avoid being placed in disorder at the conclusion of their movement.

VICTORY CONDITIONS:

The side that drives the enemy from the field of battle first wins the scenario. When a side has 60% of their stands broken or casualties, that side is considered to have been driven from the field and will withdraw from Oakridge. Any other result is considered an inconclusive draw.



UNION PLAYER

Scenario 11.4 Assault on Oak Ridge

USA Morning Report

Commander	Level	Radius	Modifier	Cohesion
Brig. Gen. John Robinson	0	8"	0	14
Brig. Gen. Gabriel Paul	1	10"	-1	15
Brig. Gen. Henry Baxter	2	12"	-2	16
Brig. Gen. Lysander Cutler	2	12"	-2	16
Col. Charles Wainwright	2	12"	-2	16

ID	Unit	Weapons - AVs	Special Notes	Stands	Unit Cohesion													1st Volley
	16th Maine	RM - 1.5 / 1 / 0.5	Paul's Brig.	4	14	12	10	8	7	5	3							
	13th Massachusetts	RM - "	"	4	14	12	10	8	7	5	3							
	94th New York	RM - "	"	5	14	13	12	11	9	8	6	3	1					
	104th New York	RM - "	"	3	15	12	10	8	3									
	107th Pennsylvania	RM - "	"	3	15	12	10	8	3									
	107th Pennsylvania	RM - 1.5 / 1 / 0.5	Baxter Brig.	3	15	12	10	8	3									
	83rd New York	RM - "	"	2	13	9	5											
	97th New York	RM - "	"	3	15	12	10	8	3									
	11th Pennsylvania	RM - "	"	3	15	12	10	8	3									
	88th Pennsylvania	RM - "	"	3	15	12	10	8	3									
	90th Pennsylvania	RM - "	"	3	15	12	10	8	3									
	76th New York	RM - 1.5 / 1 / 0.5	Cutler's Brig.	5	14	13	12	11	9	8	6	3	1					
	84th New York	RM - "	"	3	15	12	10	8	3									
	95th New York	RM - "	"	2	13	9	5											
	56th Pennsylvania	RM - "	"	3	15	12	10	8	3									
	82nd Illinois	RM - 1.5 / 1 / 0.5	Amberg's Brig.	3	15	12	10	8	3									
	45th New York	RM - "	"	5	14	13	12	11	9	8	6	3	1					
	157th Pennsylvania	RM - "	"	5	14	13	12	11	9	8	6	3	1					
	61st Ohio	RM - "	"	3	15	12	10	8	3									
	74th Pennsylvania	RM - "	"	3	15	12	10	8	3									
	Btry B/4th US Art.	12lb Nap - 3 / 1.5 / 1 / 0.5	1st Corps Art.	3	15	13	11	10	7	5								
	Btry I/1st Ohio Light	12lb Nap - 3 / 1.5 / 1 / 0.5	11th Corps Art.	2	15	12	10	7										

Deployment: The Union units deploy as shown on the map.

CONFEDERATE PLAYER

Scenario 11.4 Assault on Oak Ridge

CSA Morning Report

Commander	Level	Radius	Modifier	Cohesion
Maj. Gen. Robert Rodes	0	8"	0	14
Brig. Gen. Junius Daniel	1	10"	-1	15
Brig. Gen. George Doles	2	12"	-2	16
Brig. Gen. Stephen Ramseur	2	12"	-2	16
Col. Edward O'Neal	2	12"	-2	16
Lt. Col. Thomas Carter	3	12"	-3	17

ID	Unit	Weapons - AVs	Special Notes	Stands	Unit Cohesion															1st Volley
	32nd North Carolina	RM - 1.5 / 1 / 0.5	Daniel's Brig.	7	15	14	13	12	11	10	9	7	6	5	4	3	2			
	43rd North Carolina	RM - "	"	8	14	13	12	11	10	9	8	7	6	5	4	3				
	45th North Carolina	RM - "	"	7	15	14	13	12	11	10	9	7	6	5	4	3	2			
	53rd North Carolina	RM - "	"	6	14	13	12	11	10	9	8	7	6	5	4	3				
	2nd North Carolina Batt.	RM - "	"	3	12	10	8	3												
	4th Georgia	RM - 1.5 / 1 / 0.5	Dole's Brig.	5	13	12	11	9	8	6	3	1								
	7th Tennessee	RM - "	"	5	13	12	11	9	8	6	3	1								
	44th Georgia	RM - "	"	5	13	12	11	9	8	6	3	1								
	21st Georgia	RM - "	"	4	12	10	8	7	5	3										
	5th North Carolina	RM - 1.5 / 1 / 0.5	Iverson's Brig.	7	15	14	13	12	11	10	9	7	6	5	4	3	2			
	12th North Carolina	RM - "	"	3	12	10	8	3												
	20th North Carolina	RM - "	"	5	13	12	11	9	8	6	3	1								
	23rd North Carolina	RM - "	"	4	12	10	8	7	5	3										
	2nd North Carolina	RM - 1.5 / 1 / 0.5	Ramseur's Brig.	3	12	10	8	3												
	4th North Carolina	RM - "	"	3	12	10	8	3												
	14th North Carolina	RM - "	"	4	12	10	8	7	5	3										
	30th North Carolina	RM - "	"	4	12	10	8	7	5	3										
	3rd Alabama	RM - 1.5 / 1 / 0.5	O'Neal's Brig.	5	13	12	11	9	8	6	3	1								
	5th Alabama	RM - "	"	4	12	10	8	7	5	3										
	6th Alabama	RM - "	"	5	13	12	11	9	8	6	3	1								
	12th Alabama	RM - "	"	4	12	10	8	7	5	3										
	26th Alabama	RM - "	"	4	12	10	8	7	5	3										
	Jeff Davis Alabama	3" Rifle - 2 / 1 / 0.5 / 0.5	Carter's Batt.	2	12	10	7													
	King William, VA	12 Nap - 3 / 1.5 / 1 / 0.5 10lb Parrott - 2 / 1 / 0.5 / 0.5	"	2	12	10	7													
	Louisa Morris, VA	12 Nap - 3 / 1.5 / 1 / 0.5	"	2	12	10	7													
	Richmond, Orange	3" Rifle - 2 / 1 / 0.5 / 0.5 10lb Parrott - 2 / 1 / 0.5 / 0.5	"	2	12	10	7													

Deployment:

The Confederate units deploy as shown on the map in any formation the Confederate player chooses.