This is an old SPI civil war game (GBACW Series) it is a great one in my opinion.

Turn 1

9:00 AM March 7, 1862

Major General Earl Van Dorn is in command of the Confederate Army of the West. His Right Wing is led by Brigadier General Benjamin McCulloch. McCulloch’s Division enters from the north along a road that connects to the Bentonville Detour. The Confederate forces all enter in
column, which inhibits their stacking ability but facilitates movement through the terrain along the road. The Union has the 24th Missouri Regiment at Elkhorn Tavern. This unit is prohibited from movement until turn two. Apparently the Union doesn’t see the Confederate threat yet.
Gen. McCulloch continues to march with his division from the north, heading toward the Ford Road. His division consists of Colonel Hebert’s Infantry Brigade and General McIntosh’s Cavalry Brigade. General Pike’s Brigade is largely Cherokee, Choctaw and Creek Indians.
The Union player gets some action this time. Colonel Bussey and the 3rd Iowa Cavalry enter play near Leetown. These troops head toward Oberson’s Cornfield. Meanwhile, Major Weston’s 24th Missouri Regiment marches along the Telegraph Road near Elkhorn Tavern toward Crescent Hollow to gain the better defensive terrain.
10:00 AM

General McCulloch reaches the intersection and turns in an easterly direction toward Round Top. Hebert’s Brigade follows suit. From the northeast, General Van Dorn begins to maneuver onto the battlefield with Major-Gen. Sterling Price’s Division. It should be noted that General Van Dorn is ill and will have some significant effects from this in the play. Price’s Division consists of Colonel Slack and Colonel Little’s Brigades. These enter along the Telegraph Road and march in column toward the Elkhorn Tavern.
Colonel Bussey rides through Leetown and gets his horse drawn artillery set up along the edge of the cornfield. As this unfolds, Colonel Dodge arrives with his brigade. Dodge’s Brigade enters the map along the Bentonville Road and marches in column to General Curtis’s headquarters, which is at Pratt’s Store.

**Turn 4**

10:30 AM

General McIntosh leads his cavalry east toward Round Top. On the other end of the battlefield, General Van Dorn continues toward the Elkhorn Tavern. Unfortunately, the Confederate player has Colonel Slack in the front. Slack’s formation consists of green troops of the 2nd Missouri Brigade. (These will have to roll on the Seeing the Elephant Table to be assigned a morale rating.) Nonetheless, Slack gets his men in position as Colonel Little drags his feet. One battery of howitzers is unlimbered. As this is going on, General Price enters from the rear, behind Colonel Little’s Brigade. Following him is a host of limbered artillery batteries. The 24th Missouri fires defensively and this causes Rosser’s Battalion to rout.

Union Colonel Osterhaus is in command of the First Division. He begins arriving now, near Leetown. Colonel Osterhaus is also in command of one of the Brigades as well. The first of his brigades to enter is led by Colonel Gruesel. The rest of the division is soon to follow.
Turn 5

11:00 AM

General McIntosh marches on the road along the western side of Round Top. Part of his division splits off to the east an proceeds through he field and then the woods. Pike’s Brigade marches along the road to the east in order to attack from the flank position. Colonel Hebert’s Brigade continues in column to the intersection with the Ford Road. Near the Elkhorn Tavern, Colonel Slack proceeds with an attack on the 24th Missouri Regiment. The Union troops use defensive fire and manage a hit on Bevier’s Battalion. Bevier’s unit is green and it receives a morale rating of 2. It passes its morale check but Colonel Slack is killed. Riggins’ Battalion is using shotguns, which are rather effective at one hex range. This inflicts a step loss on the 24th Missouri. The Rebels would like to enter melee, but cannot as the leader was killed and the 2nd Missouri Brigade is in disarray without a leader. (It would need to roll a 1 on the d6 to be allowed to enter melee.

Colonel Osterhaus continues with Gruesel’s Brigade to Leetown. Simultaneous to this, Colonel Bussey deploys all of his artillery along the south edge of the cornfield. Meanwhile, Vandever and the 2nd Brigade enter along the pike an march to Curtis’ headquarters at Pratt’s Store. Colonel Carr of the Fourth Division is present with them. Near Elkhorn Tavern, Riggins and Bevier’s battalions use defensive fire against the 24th Missouri Regiment. There is no effect, but when the Union infantry fires back, Riggins’ battalion suffers a step loss and then routs. (Riggins’ receives a morale rating of 3).
Turn 6

11:30 AM

Slack’s Brigade is the victim of further defensive fire from the 24th Missouri. This time Bevier’s battalion is eliminated. Jackson’s artillery fires and puts the 24th Missouri to rout after the regiment suffers its second step loss. McCulloch’s Division continues to deploy along the northern side of Oberson’s Cornfield. Pike’s Brigade marches in column to the west near Lee’s Cornfield. Then Colonel Hebert’s Brigade cuts across the field in the center of Pike and McIntosh’s positions. Both sides exchange artillery counter-battery fire.

The Union moves Colonel Carr forward to assist the 24th Missouri. He wants a firsthand view of the action. Some of Carr’s artillery unlimbers near the Elkhorn Tavern. Meanwhile, Vandeveer’s Brigade marches past Ruddick’s Field. Near Leetown, Colonel Gruesel sets up his troops on the right flank of Colonel Bussey’s Brigade.
Counterbattery in the corn field
**Turn 7**

12:00 Noon

Colonel Slack’s Brigade attempts to reorganize itself. The replacement leader enters play. (We’ll say that Hughes has taken command.) Colonel Little has the 1st Missouri Brigade and he moves into position to face the 24th Missouri Regiment. These are still not in contact though. The fire combat has no effect. Then McIntosh’s Cavalry Brigade prepares for an all out attack on the Union in an attempt to wrest Leetown.

Bowen’s Missouri Cavalry Battalion arrives as reinforcements and enters the map along the Pike. He advances to Curtis’s headquarters with his horse artillery. Both Dodge and Vandever get to the area about Elkhorn Tavern and prepare for battle. At Oberson’s Cornfield, both sides exchange counterbattery fire with limited success.
Turn 8

12:30 PM

Neither side has reinforcements this time. In Oberson’s Cornfield the battle rages on as McIntosh begins to cross the field. Hebert’s Brigade advances too. Both sides exchange fire. There are some losses and the 2nd Arkansas is routed. Near Elkhorn Tavern, Little’s Brigade moves into range of the Union position. The 24th Missouri is still there along with some artillery guns. Gates’ unit is hit hard by fire combat and is routed. Then the 2nd Missouri follows suit. All in all the Union troops fare well.

Colonel Dodge moves in to assist the 24th Missouri, which is defending the Pike on the northern side of the Tavern. Colonel Vandeaver deploys in the wood lot. Both sides exchange fire with little effect. The Rebel’s cannon crews are hit by small arms fire. To the west, Colonel Osterhaus trades volleys with McCulloch’s Division. The Confederate units are largely armed with smoothbore muskets and they are no match for the Union at a two-hex range. At the same time, the Union gun emplacements are enough to give pause to an advance.
Turn 9

1:00 PM

General Van Dorn orders Price and Little to attack the Union position near Elkhorn Tavern. Colonel Dodge has arrived to buttress the Union defense. During the defensive fire, Cearnal’s battalion is eliminated and the 1st Missouri Cavalry routs. This is followed by the 8th MSG which also routs. This leaves General Price and the 7th and 9th MSG to enter melee with the 3rd Illinois. Here the Confederates are repulsed and consequently retreated.

Perhaps things will go a little better for McCulloch in the western part of the battle. General McIntosh, Hebert and Pike all advance on the Union position and face heavy defensive fire. Colonel Osterhaus has numerous guns placed to inhibit this advance. McIntosh’s men face the defensive fire. The 3rd and 11th Texas Cavalry suffer step losses as does the 2nd Arkansas Infantry. Colonel Hebert’s 3rd Louisiana infantry also suffer a step loss. During offensive fire, the 11th Texas hits the Union 36th Illinois Regiment, which suffers a step loss. Colonel Gruesel is wounded.

The 3rd Texas enters melee with the 12th Missouri Regiment. The Texans suffer one step loss, but a step of the 12th Missouri is captured. (Note: Captured troops are worth more VP than kills.) The rest of the 12th Regiment retreats. The 2nd Arkansas would like to enter melee but there is no leader in sight. (A die roll of one is needed to melee in this case.) A one is rolled on the d6 and the 3rd Arkansas enters melee with the gun crew of Welfrey’s battery a. Consequently, the guns are captured. The 11th Texas fails its melee die roll and must remain stalled in place. The 3rd Louisiana is adjacent to its leader, Colonel Hebert, so it can melee on a die roll of 1-2. This is a success. As a result, Hoffman’s a battery is captured.
Cornfield Gruesel wounded
Gruesel’s Brigade is out of command so it will have limited movement. As it retreats to get back into command it faces withdrawal fire. Nothing hits, fortunately. The 3rd Louisiana uses defensive fire and takes out some of Hoffman’s gun crew with small arms fire. The 22nd Indiana Regiment fires at the 3rd Texas which is routed as a result. Benton and the 3rd Iowa fire at the 2nd Arkansas. The Confederate battalion is hit and suffers a step loss. Benton’s formation is now low on ammunition. Near Elkhorn Tavern, Dodge tries to stave off the attacks from Price and Little’s forces. The Confederate defensive fire neutralizes some of the Union’s guns. Dodge’s offensive fire pins the Rebels along the turnpike.
Elkhorn Tarvern
Both McIntosh and Hebert renew their charge into the Yankees’ position at Leetown. During the defensive fire the 1st Arkansas and 2nd Arkansas Battalions each suffer a step loss. The offensive fire near Leetown is completely ineffective. General McIntosh leads the 1st Arkansas MB and the 6th Texas into melee with the 36th Illinois Regiment. The 6th Texas suffers a loss but the 36th Illinois loses a step captured. The rest of the unit is retreated. The 3rd Louisiana fails its melee die roll and cannot assault. In the eastern battlefield, Slack’s Brigade tries to get back into contact with Union troops at Elkhorn Tavern. The defensive fire sends Hughes away routed. The rest of the defensive fire is largely ineffective, however, the 2nd MSG routs as well. There is nothing to the offensive fire, but the Wade’s artillery has some success firing grape.

The Union receives more reinforcements, and none too soon! Colonel Davis arrives with the Third Division. This consists of White’s Brigade and Pattison’s Brigade. Since Leetown is in trouble, these troops are sent there. At this point Colonel Dodge is holding up at the Elkhorn Tavern. Gruesel’s Brigade experiences some defensive fire but the effects are negligible. In the eastern section of the battle, defensive fire from the Confederates under Colonel Little forces the 24th Missouri (what’s left of it) to rout. Then the 8th Missouri State Guard is hit by Dodies offensive fire. It routs.
Turn 11

2:00 PM

At this point the Union has 45 VP and the Confederates have 28 VP. This discounts geographical objectives. Van Dorn orders Price, Slack and Little to press the attack at Elkhorn Tavern. Colonel Dodge’s Brigade barrages defensive fire and manages to pin Price’s formation on the Turnpike. The 3rd MSG is routed after suffering some losses. Then the 35th Illinois Regiment is hit by Confederate fire. This has a cost because some of Little’s units become ammo depleted. Still, the Union’s troops are pinned. Slack’s Brigade enters melee with the 9th Iowa Regiment. One of the Yankee steps is captured and the others retreat. Then Little melees with the 35th Illinois Regiment. Another of the Union steps is captured and the rest fall back.

Near Leetown, General McCulloch drives his forces deeper into the Union position. The Yankee defensive fire routs the 1st Arkansas MB and General McIntosh is pinned. Then White’s artillery fire pins the 2nd Arkansas battalion. Hebert’s Brigade kills the rest of Hoffman’s gun crew. The guns are captured during melee. The 9th Texas attempts a melee attack. (A die roll of “1” is needed to enter melee.) This is successful and the 22nd Indiana Regiment has one step captured while the regiment retreats.

Near Elkhorn Tavern, Hayden’s gun crew is hit by small arms fire from both Price and Little’s forces. The 7th and 9th MSG are hit with Union artillery fire, suffering a step loss. At Leetown, McIntosh and Hebert use defensive fire without effect. The Union offensive fire drives the Rebels backwards. The 6th Texas Battalion is routed. They are followed by the 14th and 16th Arkansas Battalions.
Elkhorn

**Turn 12**

2:30 PM

Near Elkhorn Tavern, the Union defensive fire has no effect. Van Dorn’s forces also fire with no effect. General Little enters melee with the remnants of Hayden’s artillery battery on the turnpike. All of these guns are captured. In the western part of the action, McIntosh advances on the position at Leetown. The Union commander orders defensive fire. The 1st Arkansas is Pinned and the 4th Arkansas routs. McIntosh enters melee with the Union cavalry. Benton’s men are captured and the 1st Missouri retreats. Colonel Pike and the Indians enter melee with Elbert’s A Battery. Three guns are captured. I suspect some of the crew was scalped.
Leetown
Next, the 22nd Indiana Regiment routs after receiving defensive fire from the 9th Texas Battalion. The 36th Illinois Regiment fixes bayonets and enters melee with the 9th Texas. The Yankees lose a step and the 9th Texas has a step captured, then retreats. At Elkhorn Tavern, the 35th Illinois is pinned by defensive fire. Then the 24th Missouri is hit with a step loss. The offensive fire is impotent and the Union commander holds on tight.
Turn 13

3:00 PM

In the fighting at Leetown, General McIntosh brings two battalions forward to attack White’s position in the northern side of Leetown. The Yankee use defensive fire and this knocks a step out of the 11th Texas, which subsequently routs. The 3rd Texas remains in place. The Confederate counter-fire has no effect. McIntosh decides not to enter melee. More action opens up near the Tavern. The 24th Missouri runs low on small arms ammunition as the MSG 7th and 9th Battalions suffer a step loss. Colonel Little and the 7th and 9th MSG and the 1st Missouri enter melee with the 24th Missouri. What remains of this regiment is captured. Then Hughes charges the 35th Illinois Regiment from the Orchard. Some of the Yankees are captured while the rest of the 35th Regiment retreats. The 2nd Missouri also suffers a step loss.
General Asboth enters as reinforcements for the Union. Colonel Davis orders White and Pattison to counterattack the Rebels just north of Leetown. McIntosh’s defensive fire fails to inflict any damage. The 3rd Texas Battalion loses a step from White’s Brigade small arms fire. The 12th Missouri runs low on small arms ammo. Next, the 18th Indiana Regiment enters melee with the 2nd Arkansas Cavalry. The Union loses a step killed and the Rebels have one step captured. The rest retreat. Meanwhile, the 3rd Illinois Regiment is moved into Elkhorn Tavern. The Rebels use defensive fire, attempting to pin the Union troops. The Yankees pass their morale check though, as the 3rd Illinois has a 5-rating unit, plus Colonel Dodge. The Union takes fire and hits the 2nd Missouri, which loses a step.
Turn 14

3:30 PM

General McCulloch orders his troops to fall back. Unfortunately, it seems too late for McIntosh’s Cavalry Brigade which is wrecked. AT the Tavern, Colonel Little and General Price resume their attack against Elkhorn Tavern. The defensive fire eliminated the 7th and 9th MSG battalions. The offensive fire has little effect, but Hughes leads the attack against Colonel Dodge at Elkhorn Tavern. The melee results in one of the 5th MSG steps killed, but the 3rd Illinois has one step captured. The forces retreat. Oh, and Colonel Dodge is killed.
Elkhorn Tavern is captured by the rebels
Dodge’s and Vandever’s Brigades fall back to the southern edge of the wood lot. The artillery is poised to make Van Dorn pay for any advance toward General Curtis’s headquarters farther south. Major Bowen is covering the flank of Leetown with cavalry and artillery. Meanwhile Jenks and Smith ride toward General Curtis’s headquarters. Not much fighting.

**Turn 15**

4:00 PM

General Van Dorn deploys his troops now that Elkhorn Tavern is captured. Slack’s Brigade (led by Hughes) sets up on the right in the woods on the northern side of the wood lot. General Price’s Brigade takes control of the center including Elkhorn Tavern. Then Colonel Little covers the left on the eastern side of the turnpike. The Union commander uses defensive fire from the artillery as well as small arms. There is no effect.

In the western sector, General McIntosh holds Oberson’s Cornfield. Meanwhile, Colonel Hebert and General Pike attempt an attack on the Union western flank. Defensive fire against these units is ineffective, but McIntosh’s 3rd Texas Cavalry is hit. McIntosh’s Cavalry fire to no effect. Then Pike’s Indian units fire and Fremont’s Cavalry is eliminated. Colonel Hebert and the 3rd Louisiana Battalion try to enter melee, but the 18th Indiana Regiment attempts to retreat. Unfortunately, the unit is pinned by withdrawal fire and must face the enemy bayonets. The Confederate unit suffers a step loss, and the 18th Indiana has one step captured.
General Sigel and Coler’s Brigade arrive as reinforcements. These traverse the road east of Leetown. They are in column. The 59th Illinois Regiment is hit with defensive fire. Colonel White is wounded. Next, Pike’s defensive fire hits the 3rd Iowa Cavalry, which then routs. In the eastern battlefield, Jackson and Clark’s artillery fire grapeshot at Dodge’s Brigade. This has no other effect but to pin the units.
Turn 16

4:30 PM

McCulloch is still not giving up on Leetown, due to his revised flanking plan. Pike’s Indian troops are hit with artillery fire from Pattison’s Brigade. A step loss is taken and the unit routs in the face of the fire wagons. General Pike is wounded besides. Then the 59th Illinois suffers another step loss and the 4th Arkansas runs low on ammunition.

To the east, both sides exchange fire with little effect. Then Colonel Little attempts to engage the 4th Iowa in melee. The Union troops retreat before melee. There is no withdrawal fire as Little is low on ammunition.

The Union counters by standing their ground at the wood lot. Slack’s units are routed under offensive fire. Then Little’s Brigade is also hit and it too is routed. There are no casualties. In fighting near Leetown, The Peoria artillery batteries pound Drew’s Indian Battalion. The Indians lose a step and then are routed. Meanwhile, Schaeffer and Coler head for Curtis’s Headquarters.

Turn 17

5:00 PM

Since both Slack and Little’s Brigades have routed on the flanks, General Van Dorn decides to bombard the enemy artillery with Confederate artillery. This knocks a gun out from Jones’ Battery. This buys the units on the two flanks time to recover from their demoralization. In the west, General McCulloch has to decide what to do. Pike’s Brigade is paralyzed while recovering from its leader loss. There is not much effect as both sides exchange fire.

The Union is subjected to defensive fire near Leetown, but there is no repercussion from this. Also, the 4th Arkansas Battalion is hit and consequently routs. The 17th Arkansas is in its path and this unit routs as well. Of course, Colonel Hebert is incensed. In the wood lot, the Rebels manage to disable Jones’ artillery crew.

Turn 18
5:30 PM

General McIntosh and Colonel Hebert make a last ditch effort near Leetown. White’s defensive fire hits the 3rd Louisiana for a step loss. The Confederate fire is ineffective. Then McIntosh enters melee with White’s regiments. As a result, the 59th Illinois has one step captured. Back over at the wood lot, the Confederate flanks, now recovered, advance on the Union troops. These remain out of range though. Then the Confederate artillery fires counterbattery. Another of Jones’ guns are destroyed. The Union engages in minimal exchanges at Leetown. Nothing hits from either side. Near the wood lot, both sides play with their artillery.

Everything winds down as the sun sets and night descends upon the battlefield. Now it is time to check the victory conditions to see who has won or if the battle must continue into March 8th. The Confederate have 82 VP for Union losses and Brigade Effectiveness losses. The Union has 114 points for enemy losses. Only McIntosh’s Brigade has lost effectiveness. The Union controls Leetown and Curtis’ headquarters. Elkhorn Tavern gives the Rebels another 10 points for 92 VP. The Union has Leetown and Curtis’s headquarters for 20 VP. This tallies to 134 VP. The Confederates have the 4 VPs needed to continue for another day. To win the Union needed at least 100 VP plus at least a 3:2 ratio versus the Confederate VP. They just fall short.

**Turn 19-22 Night**

Play proceeds into the night hours. McIntosh’s Brigade has to withdraw. Hebert’s Brigade and Pike’s Brigade are the question. If they all withdraw, then McCulloch can remain over McIntosh’s Brigade rather than handing them over to Van Dorn. The Confederates decide to withdraw all of them. It is decided. There will be a frontal attack from the northeast.

Both sides have some opportunities to recover stragglers. The 36th Illinois and the 59th Illinois recover some stragglers, The 3rd Missouri State Guard and the 8th Missouri State Guard both recover stragglers too. Then on Turn 22, both sides readjust their Brigade Effectiveness Values for the second day.
Turn 23

7:00 AM March 8, 1862

From this turn forward, the Union player is the first player. This represents a shifting of the initiative. White’s Brigade was originally left behind at Leetown to facilitate straggler recovery. Now the brigade marches toward the new part of the battlefield. The rest of the forces are somewhat static. Van Dorn still has plenty of artillery. Guibor and MacDonald’s batteries fire and pin Jones’ battery. During the offensive fire, Dodge’s Brigade fires and damages Gates’ Battalion. It suffers a step loss.

Colonel Hebert takes his Brigade on the eastern side of the turnpike, in an attempt to outflank the Union position. Herbert’s Brigade is one of the stronger of the Confederate formations at this point. Jones’ artillery uses defensive fire but this doesn’t connect. The Rebel artillery fires and knocks out another of Jones’ guns.
Hebert's flanking maneuver
**Turn 24**

7:30 AM

Sigel’s Division marches to Ruddick’s Field. The Union is still trying to establish its position. An independent brigade enters along the turnpike and heads for Curtis’s headquarters. Gorham and Kelly’s artillery fires and pins some of Dodge’s men. More artillery fire is used to conduct counterbattery. It has no effect. Jones has only one gun left though. The Union forces still are idle.

Colonel Hebert continues to march along the back road toward Clemens’ Field. Both sides exchange small arms fire and some artillery volleys. The remaining gun in Jones’ battery is taken out by Van Dorn’s cannon. Otherwise there is little to report. This is a Victory Check Turn. The Union has 133 VP to the Confederates 92. This is 9 VP shy of a Union Victory so the game continues.
General Curtis orders an attack on the Rebel position. As the infantry advances, the Confederate artillery fires grape. This could pin the Union troops but they pass their morale check. Gruesel’s Brigade fires on Price’s infantry. As a result, the 6th MSG routs. It in turn causes Clark’s battalion to rout as well. Then Bowen’s Cavalry hits the Rebels right flank. Hughes’ battalion is eliminated. Major Bowen’s men are armed with Colt Repeaters, which are deadly at the one-hex range. Hughes (Colonel Slack’s replacement) is wounded.

The Rebels continue their turning movement with Hebert going into Clemens’ Field. Price’s Brigade is in serious trouble and the right flank is about to
give way due to Slack’s Brigade, which is falling apart. The Rebels fire grape, which pins the Yankees, but nothing more. It is just a matter of buying
Turn 26

8:30 AM

Curtis’s troops redouble their attacks. The Rebel artillery fires and pins some of Osterhaus’s troops. This is not enough to dissuade the Yankees. Then Bowen’s Cavalry takes on Rosser’s Battalion. The Confederate unit disintegrates. Many of the Union troops on the front lines are pinned. The 35th Illinois and the 9th Iowa think about marching into Elkhorn Tavern. They decide to refrain as they would likely be greeted with Rebel artillery fire. The Confederates reform their defensive position. The Union defensive fire inflicts losses on the 8th MSG. Then the Confederates conduct their offensive fire. Nothing hits. Then VP are tallied. The Union is 2 VP shy of ending the game, so it continues for at least two more turns.

Turn 27

9:00 AM

The Union tries to break the Confederate position. Major Bowen’s Cavalry is hit with defensive fire from Price and is pinned. Then Price fires his artillery. Clark and Jackson’s artillery fires. The 12th Missouri Regiment suffers a step loss and then routs. The 22nd Indiana passes its morale check. The 22nd Indiana Regiment is hit by small arms fire and it routs. The 36th Illinois charges with bayonets fixed, losing a step. The 8th MSG has one captured and retreats. The Union’s routed units are out of command range.

Then the Confederate player tries to fix his compromised line. The 3rd MSG is hit my defensive fire from the 36th Illinois Regiment. Then the Confederate unit routs. Then the Union artillery fires. McDonald's battery is destroyed. This leaves the two artillery batteries. Unfortunately, Clark is out of ammunition, but Jackson has one set of volleys left. These are unleashed against the 36th Illinois Regiment. The Union troops suffer a step loss. Van Dorn fires his artillery at the Union batteries but this has no effect. Many of the Confederate artillery formations are running out of ammunition. Both Clark and Guibor’s a batteries are out completely. Three of Price’s infantry battalions recover from rout.
Turn 28

9:30 AM

The Union troops continue to attack. First, the enemy artillery fires defensively but nothing hits. The Union uses the Peoria artillery to bombard the enemy artillery. This pins one of the Confederate batteries. Next, the 36th Illinois jumps Jackson and Clark’s artillery batteries, both of which are out of ammunition. All of the guns are captured by the infantry during melee.

The Confederate player is just about finished. The 36th Illinois fires at the Guibor a battery. The crew routs, leaving the guns behind. The Peoria artillery fires counterbattery against the Rebel artillery. One of Gorham’s gun placements is disabled. The Confederate player barely has anything left to fire.

This is a victory check turn. The Union now has 197 VP to the Confederates’ 95 VP. The big factor is that Price’s Brigade went over the Combat Effectiveness allowance adding 35 VP to the Union.
Conclusion

The Confederate player was near to winning Leetown at the early part of the game, but when the Union player sent White and Pattison to deploy as a second defense line, those hopes were dashed. Then McIntosh’s Brigade lost its Combat Effectiveness. Hebert was still in good shape, but time ran out and Hebert would have had to face White, Pattison and Bussey at Leetown. Hebert was sent on a turning movement the second day, but he just didn’t have enough time before Price’s Brigade broke down. The Union wins as they did historically.