

Welcome to "CHARGE!"

This is the official newsletter of the Johnny Reb Gaming Society, an international association of miniature wargamers who use regimental-level rules such as the Johnny Reb™ gaming rules developed by John Hill. The newsletter will provide a quarterly forum for exchanging information regarding the rules, original wargaming scenarios written with JR in mind, and historical articles of general interest to the regimental ACW gamer.

US membership in the society is only \$20 per year, which will partially cover the cost of assembling, printing, and mailing the newsletter. Dues are payable via money order or personal check, which must be made out to Deborah Mingus (society treasurer and secretary). Our mailing address and e-mail address are as follows:

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We welcome your submissions of articles, scenarios, advertising, and related information, as well as letters to the editor. The copyrighted name Johnny Reb is used by written permission of John Hill.

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CHARGE! #11 is scheduled for shipment in May 2006. Scenarios for Champion Hill, Trimble's proposed attack on Cemetery Hill, + others! More from Peter Griffith on CSA troops and uniforms. Another great article from Doug Kline. Plenty more in the works as well!

From the Editor's Desk

Fall-In 2005 in Gettysburg was another very successful wargaming convention, with a large number of regimental ACW games, including several JR3 games and Regimental Fire & Fury™, as well as other rules sets. This time, the Rebels held out at Sailor's Creek, and Ewell made it back to Lee's main lines in time to surrender at Appomattox C.H. My new *Undying Courage: Antietam in Miniature* scenario book debuted to good sales and reviews. I led a group tour of the fighting on East Cemetery Hill for a dozen interested Fall-In attendees.

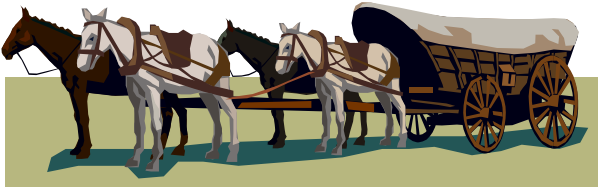
In this issue of **CHARGE!**, we are pleased to offer the first installment of a 2-part series by **Scot Gore** covering the Vicksburg Campaign. Part 1 is the fight for the Mississippi state capital, Jackson. Part 2 will be in Issue #11 and will cover the decisive battle of Champion's Hill, which paved the way for Grant's eventual siege of Vicksburg. Many readers have requested more scenarios from the Western Theater, and we encourage our readers to design, playtest and submit appropriate scenarios.

In that vein, Atlantan **Scott Monsour** has offered in this issue an interesting scenario for the fight at Pickett's Mill, a scenario written specifically for his new "Rally Round The Flag" miniature rules, but readily adaptable for JR3 and Regimental Fire & Fury, as well as Mr. Lincoln's War and other leading regimental rules sets. In future issues of **CHARGE!**, we will feature other original scenarios from Scott, including Resaca and others.

Finishing off our "all-Scot(t) scenario" issue, your editor, **Scott Mingus**, has submitted a scenario for the cavalry clash at Quebec Schoolhouse, a prelude to the vicious fighting on South Mountain. This ties into two thought provoking articles on new or optional cavalry rules from **Robert Sweeney** and **Doug Kline**. Why not try this little scenario and play around with the proposed rules?

We continue our line of interesting articles on making terrain by featuring **Marc Storch's** techniques to scratch-build large quantities of good looking and low cost trees. Marc is a veteran writer, gamer and reenactor from Wisconsin who co-authored an outstanding article on the Iron Brigade at Antietam that appeared in the Holiday 2004 issue of *Blue & Gray* magazine. He was also a historical consultant to the *Undying Courage* scenario book.

Veteran gamer and master modeler **Bill Moreno** from sunny Florida gives us some neat ideas on making command stand labels for Regimental F&F or JR3. Watch for more articles and scenarios from Bill in future issues!



Variant Rules for your Campaign: Part II -Supply Wagons

By Robert Sweeney

Want to kick up your game a bit? Try some of these variant rules in your game. Let me know how they did or didn't work (LimboLance@aol.com). Part 1 (Gatling guns) appeared in Issue #9 of CHARGE!

Either four horses or six mules normally pulled army wagons during the American Civil War. There were no references to six horses being the normal number of draught animals.

Furthermore, the statements on the weight a wagon could carry under good circumstances vary quite a bit. But, this is not surprising since horse-drawn wagons are not as standardized as are modern motor vehicles. Also, the effective load of a wagon was not measured as exactly as we can today.

Gen. William Tecumseh Sherman marched through Georgia with an entire army and thus certainly knew how much weight his wagons were able to carry. In his memoirs, General Sherman wrote: "An ordinary army-wagon drawn by six mules may be counted on to carry three thousand pounds net, equal to the food of a full regiment for one day." [1]

Francis T. Miller's "The Photographic History of the Civil War": "The dimensions of the box of these useful vehicles were as follows: length (inside), 120 inches; width (inside) 43 inches; height, 22 inches. Such a wagon could carry a load weighing about 2536 pounds, or 1500 rations of hard bread, coffee, sugar and salt. Each wagon was drawn by a team of four horses or six mules." [2]

Finally, U.S. Army Center of Military History historian Ted Ballard: "An Army wagon, drawn by four horses over good roads, could carry 2,800 pounds. A good six-mule team, in the best season of the year, could haul 4,000 pounds. In practice, wagons seldom hauled such loads because of poor roads." [3]

So despite the varying figures, the general image is rather clear: under good circumstances, a normal military wagon could carry a load of about 3000 pounds. Article taken from thread:

<http://answers.google.com/answers/threadview?id=563978>

Quoted Sources:

[1] FullBooks.com: *The Memoirs of General W. T. Sherman*, Vol. II, Part 4, by William T. Sherman

[2] Civil War Arms & Equipment Message Board: Mike Bailey in "Re: Supply Wagons" (30 November 2003)

[3] U.S. Army Center of Military History: "Staff Ride Guide - Battle of Ball's Bluff; Logistics," by Ted Ballard

JRIII Game Effects

Wagons in JRIII represent portions of the supply train. They must be at least 12 inches behind friendly units. Wagons may not enter ROUGH terrain or use *Push March*.

They may not fire upon enemy units in any manner, and if *Charged*, surrender. If fired upon by opposing artillery, the supply wagon cannot be used for supply replenishment (or moved) for 1 turn for each casualty result.

Wagons carry limited supplies and thus can re-supply 6 cavalry and/or infantry units and 2 batteries. They must retire when empty (they can re-enter the battlefield 4 turns afterwards with a fresh supply of reloads). Limit the number of wagons to one per division. For Command Level purposes (pp. 32, JRIII rule book), supply wagons count as 4 points.



A fully loaded Rebel supply wagon passes through the city of Jackson, Mississippi, during the Vicksburg Campaign. 15mm collection of Scott Mingus. Photograph courtesy of Melissa Mingus.

During the battle of Gettysburg, the main Federal wagon train remained behind in Westminster, MD. A number of regiments that guarded these supplies later erected monuments to themselves on the Gettysburg battlefield, even though they never entered Pennsylvania. - SLM

Quebec Schoolhouse

Saturday, September 13, 1862
By Scott Mingus

*“...that innocent looking schoolhouse
concealed our enemies...”*

Corp. Wm. N. Pickerrill, 3rd Indiana Cavalry

Historical Setting

Maj. Gen. George McClellan’s Army of the Potomac was on the move, having inadvertently discovered Confederate General Robert E. Lee’s Special Orders #191, which included detailed information including proposed routes of march that Lee’s scattered army was to take into Maryland. Federal cavalry commander Alfred Pleasonton was ordered to locate Lee’s army. At Braddock’s Gap on Catoctin Mountain, Pleasonton’s main body clashed with Rebel cavalry under J. E. B. Stuart, pushing them back on the National Road into Catoctin Valley. Stuart conducted a pair of small delaying actions at Middletown, and again at the wooden bridge over Catoctin Creek to the west. Burning this bridge, Stuart headed for the relative safety of South Mountain where he knew D. H. Hill’s division was forming.

Col. John F. Farnsworth’s Federal Cavalry brigade closely followed Stuart’s withdrawal from Middletown. Hearing from local residents that Wade Hampton’s brigade of Stuart’s cavalry had departed only moments before, Farnsworth dispatched Maj. William H. Medill with portions of the 8th Illinois and 3rd Indiana Cavalry to intercept Hampton, and perhaps capture his baggage wagons. Hampton headed for Burkittsville, hoping to form a junction with Col. Thomas Munford’s brigade. Passing near the rural Quebec Schoolhouse (where school was still in session this Saturday late afternoon), Hampton detected signs of his pursuers, spotting a Yankee regiment on a parallel road. Hampton sent the bulk of his brigade on toward Burkittsville, and ordered Cobb’s Georgia Legion to attack the Yankee pursuers.

Spotting the Confederate wagon train in front of him escorted by six brass cannon and Rebel cavalry, Medill quickly turned his cavalry around and headed back down the road to Middletown, abandoning the pursuit as he perceived the Union cavalry was outnumbered. However Hampton ordered a few companies of mounted Georgians to draw their sabers, and with a shout they attacked the

startled Federals. With dismounted men providing cover fire from a fence by the school’s playground, the Legion attacked ferociously. The Yankees fled, and the Legion chased them “for some distance,” according to Hampton, before heading to Burkittsville. All the while, teacher John W. Castle and his students hid in the schoolhouse while the sounds of gunfire mixed with the shouts of the angry men in the playground and in the fields beyond. Classes were finally formally dismissed after the Legion and the 8th Illinois departed near twilight. The excited school children, witnesses to the opening act of the fighting at South Mountain, went back to their respective homes to tell their families what they had experienced. On the morrow, the rugged hills and lush valleys near Crampton’s Gap would resonate with the deafening roar of many, many more guns.

Wargame

This scenario is a small kitchen table scenario meant to introduce new players to using cavalry, or for a quick game between 2 players. There are two variants - the historical battle, which requires just a few cavalry figures, and an expanded hypothetical scenario for a larger fight. Much of the general area remains relatively unchanged today, but modern urban sprawl threatens this scenic valley.

Wargame setup notes

- Table size is 3’x5’ for Johnny Reb III using a 15mm scale. Adjust as needed for other ground scales or rules sets.
- The scenario begins at 4PM and runs for 7 game turns (ends after the 6 PM game turn).
- Woods were light in this area. Roll for combat visibility in full inches. Woods serve as cover for morale and rally die rolls.
- All other terrain on the battle map is broken. Subtract 1” movement for each fence that a unit crosses.
- Each slope line requires a +1” movement penalty to ascend for any unit
- Neither side may occupy the tiny schoolhouse, nor does it provide any cover benefits or block LOS.
- I have chosen to assign each unit short-range weapons to facilitate close quarter fighting.
- Major Medill was mortally wounded on July 6, 1863, in a skirmish at Williamsport shortly after the Battle of Gettysburg. He died ten days later in Frederick, Maryland. His brigade commander, Col. William Gamble, deeply lamented his loss.

Victory Conditions (historical scenario 8 IL / 3 IN vs. Cobb's GA Legion)

- Union – Inflict more casualties than you take, or force the Rebels to retire from the table.
- CSA – Inflict more casualties than you take, or force the Yankees to retire from the table.

Confederate Order of Battle

Elements of Hampton's Brigade, Stuart's Cavalry Division - *Brig. Gen. Wade Hampton +1*

Cobb's (Georgia) Legion – 200 men, 7 figures, elite, pistols / sabers

The right 2 stands are dismounted in battle line; the left 2 stands are mounted in battle line.

Union Order of Battle

Elements of Farnsworth's (2nd) Brigade, Pleasonton's Cavalry Division (Medill's Detachment)

8th Illinois (Co. A and G) / 3rd Indiana (Co. E and F) - 230 men, 8 figures, P/S, veteran, *mounted, in column*

EXPANDED SCENARIO

Wade Hampton was setting a trap for the Yankees, hoping that they would draw close enough that he could spring the rear door shut with Cobb's Legion. In this variant from the actual fighting outlined in the regular scenario, assume that Hampton upon hearing the fighting near the intersection had ordered forward the rest of his brigade. [Note – the Jeff Davis Legion had previously been detached to guard the Boonsboro Gap, but is assumed to be present for this variant.] Add the remaining units of Hampton's brigade on turn 3 mounted in column coming from the south on the Burkittsville Road (point A). This assumes the three sections of artillery had been left behind farther up the road to guard the baggage wagons and to any block Federal pursuit.

Also assume that Farnsworth had pursued Hampton with the rest of his brigade in close support of Medill. On turn 4, add the remainder of Farnsworth's brigade coming from the north (mounted in column at point B). Assume that Medill's detachment is actually 4 figures from each of the 8th IL and 3rd IN. Therefore, the remainder of the 8th IL should be represented as a battalion of 3 figures, and the second battalion of the 3rd IN as 2 figures. The Union player may recombine these battalions with their respective battalions already on

the table by physically contacting the separate battalions and using a FORM command the next turn to reform into individual regiments. Otherwise treat these battalions as independent for morale and loss purposes.

The winner is the side that controls the objective (marked by a star on the terrain map) at the end of the game (extended to 7:00PM for a total of 10 game turns).

CSA - Hampton's Brigade – Brig. Gen. Wade Hampton +1

1st NC – 237 men, 8 figures, pistols / sabers, veteran

2nd SC – 258 men, 9 figures, pistols / sabers, veteran

10th VA – 235 men, 8 figures, pistols / sabers, veteran

Cobb's (Georgia) Legion – 200 men, 7 figures, pistols / sabers, elite

Jeff Davis Legion – 154 men, 5 figures, pistols / sabers, veteran

CSA - Farnsworth's Brigade – Col. John F. Farnsworth +1

8th IL – 219 men, 7 figures, P/S, veteran
(Use 3 figures as reinforcing battalion; other 4 start on the board per the historical scenario)

3rd IN – 184 men, 6 figures, P/S, veteran
(Use 2 figures as reinforcing battalion)

1st MA – 234 men, 8 figures, P/S, veteran

8th PA – 253 men, 8 figures, P/S, veteran

John Franklin Farnsworth (1820-1897) was born in Canada, but moved to Michigan as a young adult. Admitted to the bar in 1841, he moved to St. Charles, Illinois and established a private law practice. He was elected as a Republican to Congress (1857-61). Early in the Civil War, Farnsworth organized the 8th Illinois Cavalry at President Abraham Lincoln's direction and was commissioned as its first colonel. Through his political influence, he was able to help secure a lieutenant's commission for his 24-year-old nephew Elon John Farnsworth, who was destined to die at Gettysburg. In December of 1862, John Farnsworth became a brigadier general of volunteers. He resigned in March of 1863 to resume his duties as a congressman, serving until 1873. He was a member of the Committee on Post Office and Post Roads. An unsuccessful candidate for re-nomination in 1872, he resumed practicing law in Chicago. He moved to Washington, D.C., in 1880 and continued as an attorney until his death on July 14, 1897. Farnsworth was interred in North Cemetery in St. Charles.