

Damn Cavalry!
Havoc at Holly Springs
Scenario and Notes by
Richard A. Dengel
©2007 Richard A. Dengel

1. Introduction

Late December, 1862, somewhere near the Tennessee, Mississippi border. After his victories at Shiloh and Forts Henry and Donelson, U. S. Grant invaded Mississippi. His objective: the Rebel fortress city of Vicksburg. Probing well south of the Tennessee line, he established a forward supply base at Holly Springs, MS. From this source the lead and flour that sustained Grant's army flowed along the precarious conduit of the Mississippi Central Railroad.

John Pemberton was the commander of the Confederate forces in the district. Over-matched in a stand-up fight, he determined to strike Grant indirectly. His blows would be aimed not at the arms or the head of the Union army, but at its belly. Summoning Earl Van Dorn to his headquarters, Pemberton outlined his strategy. With a force of 3,500 horsemen, Van Dorn would swing the Yankee's flank and then descend on his supply lines burning and slashing the entire way. Eager to redeem his reputation so recently sullied at Pea Ridge and Corinth, Van Dorn and his cavalry set off on December 18. Within ten days he had thoroughly wrecked Grant's operation. Holly Springs smoldered while whole sections of the Mississippi Central lay charred and twisted. With "pain and mortification," Grant turned about and returned to Tennessee from whence he came.

The scenario below is a loose interpretation of this action, as a detachment of Van Dorn's cavalry wreaks havoc on a Union supply depot. Speed is the essential element here. The CSA player must cause as much damage as possible and then get quickly off the board before Yankee numbers begin to tell.

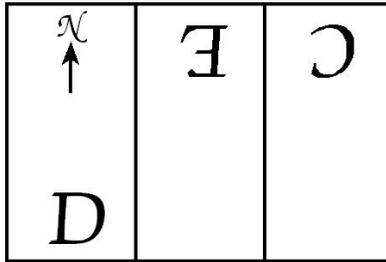
This scenario originally appeared in GameFix Magazine, issue and year unknown. This presentation includes several revisions, as well as "non-generic" game units (available as a separate download). The scenario is playable with the components originally provided in Rebel Yell. The rules reference both the revised and generic unit designations.

The designer strongly urges the players to download the latest Combat and Movement tables found at www.consimworld.com/. Go to Forum/Boardgaming/Era:Gunpowder(American Civil War). Select the Rebel Yell topic and then go to thread #75.

A further note on the game counters: Though hypothetical, the counters are hopefully more flavorful than those originally supplied in the game. The units designated may or may not have actually participated in the raid. The personalities, aside from Earle and Mizner, are fictitious. The CSA leader Earle seems to have been a low-level commander, briefly associated with Van Dorn. His unit displays Van Dorn's Department of the Trans-Mississippi flag. The USA officer Mizner, was a brigade leader who participated in the Holly Springs engagement, though probably not in the fashion simulated here.

2. Game Set Up and Orders of Battle

2.1. The Mapboard. See the map configuration, below.



2.1.1. Consider all road hexes on Board E to be railroads for this scenario. For movement purposes, treat as Road hexes, except for Wagons. Wagon may not enter non-clear railroad hexes.

2.1.2. Treat all Heavy Woods hexes as Light Woods in this scenario, both for movement and combat purposes.

2.2. Notes on the Orders of Battle

2.2.1. Each unit equals 40 men.

2.2.2. Artillery, both USA and CSA, have a morale of 6.

2.2.3. Wagons do not have morale.

2.3. CSA (Player 1) Order of Battle.

Regiment	Strength	Morale	Weaponry*
3 AR (1/1 Cv)	7	7	S
9 TX (2/1 Cv)	6	6	R
7 TN (3/1 Cv)	5	5	C
1 TX Lgn (4/1 Cv)	5	5	M

2.3.1. Horse Artillery: 1st Battalion: 4H

2.3.2. Command range of CSA leader: Earle (1/1 Cav) = 5.

2.3.3. The CSA player does not receive the divisional commander.

2.3.4. Cavalry with "S" weaponry are armed with shotguns. Shotguns have a range of 1 and a fire factor of 4.

2.3.5. Mounted cavalry are armed with pistols. Dismounted they have the weaponry shown.

2.3.6. *When using the revised counters, the regiments are comprised of mixed weaponry.

2.4. USA (Player 2) Order of Battle.

Regiment	Strength	Morale	Weaponry
Garrison (1/1)	4	3	R
12 IL (1/2)	8	4	R
8 WS (2/2)*	10	3	R
19 KS (3/2)	5	5	R
7 KS (1/1 Cv)	4	5	H**
4 IL (2/1 Cv)	4	3	C
3 MI (3/1 Cv)	4	4	C
13 IA (4/1 Cv)	4	5	C
10 MO (1/2Cv)	5	5	C
4 IA (2/2 Cv)	5	5	C

2.4.1. Mounted cavalry are armed with pistols. Dismounted they have the weaponry shown.

2.4.2. *This unit actually numbered about 1,100 men and surrendered en masse at Holly Springs.

2.4.3. **These are Henry Repeaters. Use C weaponry if not using the revised Combat/Movement tables.

2.4.4. Horse Artillery: 4N

2.4.5. Regular Artillery: 6Rf

2.4.6. Wagons: 6H unless using the revised counters.

Damn Cavalry!

2.4.7. Command range of USA leaders.

- ? 2nd Bg. Leader (Bishop) = 3
- ? 1st Cv 5g. Leader (Mizner) = 2
- ? 2nd Cv Bg Leader (Young) = 2
- ? The USA player *does* receive the Divisional commander (Barnum).

2.5. Deployment

The units listed below deploy before the start of the game. All other units will enter as reinforcements.

2.5.1. USA Deployment.

- ? Install the USA HQ on the pike hex on board D, exactly 5 hexes from the western board edge. There is a pike/road intersection in this hex. If the player is not using the revised counters, use any un-used flag unit to designate the HQ.
- ? The 4th IA Cavalry, (2/2 Cav), USA Divisional Leader (Barnum 1 section of 2nd IL Lt Horse artillery (2N) deploy on or adjacent to the HQ. The artillery is unlimbered and the cavalry is dismounted.
- ? The Garrison Units (1/1) deploy on the encampment hexes on board E and C, one unit to each hex. These units may be STF, STM, or Cover at the player's discretion.
- ? The 3 Wagon Units begin on board C on the pike adjacent to and west of the encampment hex. They begin the game stacked. If the players do not use the custom units provided, then they should use 3 H class artillery units to represent the wagons.
- ? Place all remaining regimental flags and all remaining artillery in an opaque container. This is his Reinforcement Queue. These will be randomly drawn as reinforcements during the USA Reinforcement Activation process (see 4.3).

2.5.2. No CSA units deploy on the map. All units enter turn 1 as reinforcements.

2.6. Player Designation and Game Length.

- 2.6.1. The CSA is player 1.
- 2.6.2. Begin the game on the first CSA Cavalry Segment (segment C).
- 2.6.3. The scenario lasts 15 turns.

3. Retreat Constraints

3.1. Consider all board edges friendly to the USA player.

- 3.1.1. When a USA unit executes retreat movement it may move towards any friendly board edge. However, once it starts its retreat towards a board edge it must continue to retreat only to that board edge as long as it maintains its current state of disorganization. If necessary the USA player should state which board edge a unit is retreating towards.
- 3.1.2. Yankee units must end up further from all CSA units than when they began their retreat. If necessary, retreat them 4 or more hexes until this requirement is satisfied. Units so retreated lose an additional O hit.

3.2. No friendly board edges are friendly to the CSA player.

- 3.2.1. When a CSA unit executes retreat movement it may move in any manner desired as long as it moves generally west, away from the majority of USA units and ends up 3 or more hexes from where it first began its retreat.
- 3.2.2. A CSA unit *may* retreat off the western board edge and not be considered destroyed. In anomalous situations, the CSA player has the final say in how to retreat his units.

4. Reinforcements

4.1. CSA Reinforcements. Turn 1, Segment C (Player 1 Cavalry Segment) all units enter the eastern edge of board C. The units may be in any formation.

4.2. USA Reinforcements.

- 4.2.1. USA reinforcements enter via a 2-step process. First, the USA player attempts to ACTIVATE his reinforcements during a given P2 Action Segment. Then, if successful, he determines the location of the reinforcements' arrival.
- 4.2.2. Reinforcements may arrive in any formation the USA player desires.

4.3. USA Reinforcement Activation (RA).

- 4.3.1. An RA attempt occurs on the first P2 Action Segment of a given turn (segment F).

- 4.3.2. If successful, then no further RA may occur that turn.
- 4.3.3. If unsuccessful, then the player may make an RA attempt on the second Action Segment of the given turn (segment N).
- 4.3.4. To activate a reinforcement, the USA player rolls a 10-sided die. If the number rolled is \leq the current game turn then a reinforcement has been activated. If the number is $>$ than the current game turn then the RA attempt has failed. Remember a roll of 0 (zero) is a 0, NOT a 10.
- 4.3.5. If the RA attempt was successful then the USA player blindly draws a counter from his Reinforcement Queue. If a flag is drawn, then that regiment is available as a reinforcement. If an artillery section is drawn, then that section is now available.
- 4.3.6. A Brigade Leader may arrive with any of his activated regiments.
- 4.3.7. The player now determines the entry hex of that reinforcement.

4.4. Reinforcement Entry Determination.

- 4.4.1. The USA player again rolls a d10, consulting the table below to determine the entry hex of the reinforcement.

Die Roll	Entry Hex
0	Road exiting southern edge board E
1	Trail exiting southern edge board D
2	Either Pike exiting western edge board D
3	Trail exiting northern edge board D
4	Road exiting northern edge board E
5	Trail exiting northern edge board E
6-7	Road exiting northern edge board C
8	Either Pike, exiting eastern edge board C
9	Reinforcements DELAYED. Roll next Action Segment. No activation roll allowed that segment.

- 4.4.2. When a 9 is rolled, the activated reinforcement is delayed until the next friendly Action Segment. No RA may occur on that segment. Make a second Entry roll on the next Action Segment, with the possibility of reinforcement delay.

5. Wagons

Use Union “H” class artillery units to represent wagons. Alternately, use the revised wagon counters. Each counter equals three wagons.

5.1. Wagons and Movement.

- 5.1.1. Wagons have a movement factor of 10 and may only move in friendly Action Segments.
- 5.1.2. Wagons may only move on pike, road, or clear hexes.
- 5.1.3. It costs a wagon unit 1 MP to enter a pike hex, 2 MPs to enter a road, and 3 MPs to enter a clear hex.
- 5.1.4. Once moved from its original deployment hex, a maximum of 1 wagon unit may occupy a hex.
- 5.1.5. Wagons may never enter a hex occupied by another wagon unit. *Exception:* An overturned wagon’s hex may be entered by a different wagon, but only if it has enough MP to also exit that hex. See (5.2.3) below.
- 5.1.6. Friendly units may never end a move in a wagon-occupied hex.
- 5.1.7. Unfriendly units, in any formation, may end a move in a wagon’s hex in order to capture it.
- 5.1.8. Wagons may move through line or unlimbered artillery (and vice-versa), but may not end a move stacked with such units.
- 5.1.9. Column or limbered units entering a wagon’s hex on a thoroughfare use the non-thoroughfare movement cost.
- 5.1.10. Wagons may not change elevations nor traverse stream or any type of fence hexsides except when moving along a road or pike.
- 5.1.11. Note that all road hexes on board E are Railroad hexes. Wagon may NOT enter Railroad hexes.

5.2. Wagon Panic

- 5.2.1. A wagon’s “march movement rate” is between 0 and 8 MPs. A wagon expending 9 or 10 MPs is executing Panic Movement.
- 5.2.2. There is a chance that a wagon executing Panic Movement may *Overturn*. Roll a d10 for each wagon doing

Panic Movement. A roll of 0 or 1 indicates an Overturned wagon. Make the Panic roll at the end of the wagon's movement.

- 5.2.3. An overturned wagon blocks the road or pike in that hex. A different wagon may not use the road or pike in a hex occupied by an overturned wagon. It may only enter that hex if the overturned wagon occupies clear terrain using the clear terrain movement costs. It may not end its move stacked with the overturned wagon..
- 5.2.4. Likewise, units in column may not use the road or pike in a hex occupied by an overturned wagon; use the non-thoroughfare movement rate.
- 5.2.5. An overturned wagon may be "righted." This occurs at the beginning of an Action segment and consumes all of the wagon's movement. To "right" a wagon, the owning player rolls a d10. A roll ≥ 2 will "right" the wagon.
- 5.2.6. Overturned Wagons may be burned, but never in the same segment that they overturned.

5.3. Wagons, Combat and Morale

- 5.3.1. Wagons are not combat units. They do not have a zone of control.
- 5.3.2. Wagons have no combat factor. They may not fire, initiate, nor defend in an assault.
- 5.3.3. In this scenario, Wagons may never be the target of small-arms or artillery fire.
- 5.3.4. Wagons do not have morale and never make Organization checks.

5.4. Capturing and Burning Wagons.

- 5.4.1. Wagons are captured whenever an enemy unit in good order enters a hex occupied by a wagon. Stacking restrictions are relaxed the turn a wagon is captured. In this case, the capturing unit must end its move in the wagon's hex.
- 5.4.2. It costs a unit 1 extra MP to enter a hex occupied by an enemy controlled wagon.
- 5.4.3. When a player captures a wagon he may *immediately* attempt to burn it. If he burns the wagon, remove it from the board. Consider the wagon destroyed.
- 5.4.4. If he doesn't burn it then the next friendly Action segment after capture all stacking restrictions must be restored. Either the captured wagon or the capturing unit (or both) must be moved.
- 5.4.5. Only undisrupted infantry or cavalry units (mounted, dismounted) may capture a wagon. The units may be in column.
- 5.4.6. All units must cease movement when they enter an enemy wagon hex.
- 5.4.7. A unit need not be in command to capture a wagon.
- 5.4.8. CSA-Captured Wagons may be re-captured by the USA player. Wagons may change hands any number of times in a game.
- 5.4.9. When using the revised counters, flip a wagon to the color of the controlling side (blue/gray). When using H class artillery, replace the counter with one of the appropriate color.
- 5.4.10. The owning player may burn a wagon at the beginning of any friendly Action or Cavalry segment. To burn the wagon, roll a d10. A roll of 0-7 burns the wagon. On an 8 or 9, the burn attempt fails.
- 5.4.11. The USA player may not attempt to burn wagons on the first turn.

5.5. Evacuating Wagons.

- 5.5.1. The controlling player may evacuate a wagon. Evacuated wagons are removed from play and may never be brought back on board.
- 5.5.2. Either player may evacuate a wagon only through the pike hexes that exit the western board edge.
- 5.5.3. At least one mounted cavalry unit must accompany an evacuated wagon. One unit must accompany each unit evacuated. The escort must exit the same hex as the wagon in the same segment.
- 5.5.4. Unescorted wagons may not be evacuated.

6. Command Control

6.1. CSA Command

- 6.1.1. The CSA player need not have a flag within the command radius of its leader to remain in command.
- 6.1.2. At the beginning CSA Action Segment the CSA player rolls a die for each flag not within the command radius of its leader. If the roll is equal to or less than the regiment's un-modified morale, it is in command that segment and the following Cavalry segment. If that roll exceeds its un-modified morale it is out of command that segment and the following Cavalry segment.
- 6.1.3. Regardless of the above outcome, a unit still needs to be stacked with or adjacent to its flag to be in command.
- 6.1.4. When using the revised counters use the Morale Factor printed on the flag to determine the command initiative of the flag. If it fails an initiative check, make sure to flip it to its Out of Command side. Note that its initiative is thereby decreased by one.

6.2. USA Command

- 6.2.1. A USA unit is in command if it is stacked with or is adjacent to their flag which is within the command radius of the appropriate brigade leader. Brigade leaders do not need divisional commanders to be in command.
- 6.2.2. The divisional leader may command any flag or unit with which he is stacked. He does not have a command radius in this game.

7. CSA Skedaddle.

- 7.1. CSA cavalry may voluntarily exit the map anywhere along the western board edge. Units so exited may never re-enter play.
- 7.2. Any CSA units left on the board at the conclusion of the game counts against that player. Thus, it behooves the CSA player to exit all units before the end of turn 15.
- 7.3. Units need not be in good order when exited along the western board edge. Even routed units may be exited to no ill effect.

8. Destroying Encampment (Depot) and Railroad Hexes

- 8.1. Depots. Each encampment hex on the map is a USA supply depot. These may be burned by the CSA player.
- 8.1.1. To burn a depot the CSA player must begin and end an Action Segment (only) in that hex. The unit may be mounted or dismounted, but may not be disrupted. The player simply announces that he will attempt to burn the depot.
- 8.1.2. Use the following procedure to burn a depot. One attempt per Action Segment may be made to burn a depot.
- Immediately after announcing his intention to burn a depot, the CSA player rolls a die.
 - If a 0, 1, or 2 is rolled, a barrel of premium Mississippi corn whiskey has been discovered. The unit suffers 1 O hit (signifying drunken carousers), is disrupted and the encampment is not burned that segment. Units with 2 O hits do not suffer the above loss, though they will be disrupted.
 - The affected unit *must* remain in place and *must* burn the encampment the next friendly Action Segment.
 - The encampment will be burned on the second attempt regardless of the fact that the units is disrupted. No roll is necessary.
 - If a 3 or greater is rolled, the encampment is destroyed with no loss to the unit doing the burning. The unit becomes Disrupted.
- 8.1.3. The USA may never burn depots.
- 8.1.4. The USA HQ is burned using the procedure above. Only the CSA player can burn the HQ.
- 8.2. Destroying Railroad Hexes
- 8.2.1. All road hexes on board D are Railroads.
- 8.2.2. The CSA player receives victory points for destroying railroad hexes.
- 8.2.3. To destroy a railroad hex an *unmounted* cavalry unit must begin and end an Action Segment on that railroad hex. This unit must be in good order and may not execute any type of Action.
- 8.2.4. The unit makes an unmodified morale check. If the roll is \leq the unit's unmodified morale, then the burn attempt succeeds. Place a Cover marker in the hex to signify a destroyed railroad.
- 8.2.5. RR hexes in an EZOC may not be burned.
- 8.2.6. Note that the encampment on board 3 is also a RR hex. It takes a minimum of 2 "Burn" actions to destroy both these features. Destroying the Depot does not automatically destroy the RR, or vice-versa. Two units in the hex may attempt to burn both features in one segment.

9. USA Garrisons

- 9.1. All USA units that begin the game in an encampment (depot) hex are garrisons. Garrisons may never move. They may change facing. They may also assume one of three sub-formations, STM, STF, or Cover.
- 9.2. Garrison units never rout, though they can be disrupted. Garrisons take an O hit in lieu of executing rout movement. Thus, a Disrupted unit that receives a "D" combat result takes an O hit and checks morale. If it fails the morale check it takes a second O hit rather than routing.
- 9.3. Garrisons may never rally.
- 9.4. Garrisons may never skedaddle. They live or die in the hex in which they began the game.
- 9.5. Garrisons may neither charge nor assault.
- 9.6. Garrisons are always in command.

10. Victory Point (VP) Awards

10.1. Only the CSA player accrues victory points. He must achieve at least 20 VPs to win the game. Any other result is a USA victory

10.2. Victory Point Schedule

- ? Each Depot burned, 1 VP
- ? Each CSA-Controlled Wagon Evacuated by the CSA Player, 3 VPs
- ? Each RR hex burned, 1 VP
- ? Each USA-Controlled Wagon evacuated by the USA player: 1 VP
- ? Each USA-Controlled Wagon burned by the USA player: 2 VP
- ? Burned USA HQ, 3 VPs
- ? Each unit exited from the western edge of board D regardless of organization 1 VP
- ? Each destroyed CSA unit, -3 VPs
- ? Each CSA-Controlled Wagon burned by the CSA player: -1 VP
- ? Each CSA unit remaining on the board at the end of the game, -1 VP
- ? Each un-evacuated Wagon at end of game (regardless of control), -3 VPs

Appendix: Mounting HomeGrown Design-Type Counters

With practice, and by carefully following the directions outlined below, a player can reliably mount double-sided game counters of the provided configuration. This is the method the designer follows to mount the units of all HomeGrown Design games. Although the directions seem involved, with experience, it can take as little as 15 minutes to mount and cut 100-150 counters (not including drying time for the glue).

1. Equipment needed

- ? Color printer
- ? matte photo paper (minimum 170 g/m, 8 mil, or 32 lb) (e.g. Brochure & Flyer paper available at Staples)
- ? Scissors
- ? utility (razor) knife
- ? ruler or metal straight edge
- ? white glue (e.g. Elmers)
- ? manila folder
- ? lint free cloth
- ? optional: brayer (rubber roller) or rolling pin
- ? optional: finishing spray (e.g. Krylon clear, gloss acrylic spray)

2. Procedure

- a. Print the counters on a color printer. Experiment with the printer settings to achieve the most satisfactory results.
- b. Optionally finish the print with acrylic spray. This will fix the ink to the paper and greatly enhance counter durability.
- c. Trim the print, leaving about ¼ inch of *flashing*, or white space, around the counters.
- d. Spread a consistent coat of white glue on the back of the counters. Do not apply too much glue, as this could cause buckling. Again, you may need to experiment. Do not fret at slight buckling, as this will not be noticed once the glue dries.
- e. Mount the counters on the manila folder, using a roller to smooth and level pockets of glue. Be careful to remove excess glue from the roller during the smoothing process.
- f. With the lint free cloth, carefully wipe the counters, pressing the edges into place as necessary.
- g. Let the counters dry for at least ½ hour. Note that the counters may curl, but this is normal and is of no concern.
- h. Trim the flashing from the counters, noting the location of the score line (the center of the print). Cut *along*, not *on*, the black line of the counters. Leave the black line around the counters. Do NOT trim this off. Make sure to use a sharp pair of scissors.
- i. With the utility knife, carefully score the counters along the score line (the center of the print out). To score the counters align a ruler along the score line and lightly run the utility knife along its edge. Do not cut through the counters, you just need to cut the surface of the mounted counters.
- j. Fold the counters along the score line and glue the folded halves together. Use a roller to seal the edges to and level any pockets of glue.
- k. Allow the glue to dry for about ¼ hour and cut.