

Allegheny Mountain

December 13, 1861 Virginia

"Many of the men had left the field with the wounded, and some without cause, which had very much reduced our number...."

Col. James. A. Jones, 25th Ohio

Background

This small action was once again the result of a federal probe against the line of Confederate defenses in the mountains of West Virginia. Following the battle of Greenbrier River, the Confederates felt that their position in the Greenbrier Valley was too exposed and withdrew several miles up onto the top of Allegheny Mountain. Here they established a fortified camp and prepared for the oncoming winter. In early December Brigadier General Robert Milroy newly promoted to the command of the District of Cheat Mountain, decided to try to destroy the Rebel camp.

After occupying the fortified position, the Southerners had held on the Greenbrier River, Milroy split his forces for the march up Allegheny Mountain to confuse the enemy. Unfortunately, the distances and terrain worked against a coordinated attack and the two Federal pincers assaulted at different times. The Rebels were therefore able to move against each assault column separately, halting the Federal attack. After four hours of inconclusive combat, Milroy ordered a withdrawal. Camp Allegheny was subsequently occupied by the Confederates through the rest of the winter until its abandonment in April of 1862.

The action was a spirited affair and casualties were heavy for such a small fight. Union losses were reported as 20 killed, 107 wounded, 10 missing while the Confederates lost 20 killed, 98 wounded and 28 missing.

THE WARGAME

Begins at 7:30 a.m. and finishes at 2:30 p.m.

The Confederates had been in the act of abandoning Camp Alleghany and most of their artillery ammunition had been sent to the rear, therefore they will run out of ammunition on a die roll of 4 or below. Roll 1d6 each turn for each gun battery before the movement phase.

Both sides had small cavalry detachments present which have been added to complete the O.O.B.

DEPLOYMENT

As detailed on the map.

Both cavalry units start the game mounted.

Col. Moody's command arrives at point A at 9 a.m.

TERRAIN

All woods (simple & cover) and slopes (uphill) are normal movement.

The rough ground around the edge of the woods (difficult) has either been cut to obtain a field of fire or is fallen timber. Either way this offers cover.

The Confederate works are ditches and are considered entrenched, (cover) and Attacker -1d6.

VICTORY CONDITIONS

The Federals must capture the works or inflict 60% casualties.

The Confederates must inflict 60% losses on the Yankees.

COMMANDS:

Union - 2

Confederate - 1

SCALES:

Time – 15 minutes per turn

Units – Strengths are base roughly on 100 to 1000 man Regiments and their Experience.

The nonlinear numbers for Infantry and Cavalry can be changed to a linear numbers, by reducing the next number in the row by one, down to the last number which should be a one.

Map - 1" = 40 yards / Each square is 12 inches

This Scenario was developed from **“Across a Deadly Space!”** by George Anderson & Ryan Toews, Potomac Publications. Their scenarios books can be Purchased at the Wargames Vault:

<https://www.wargamevault.com/browse/pub/4892/Potomac-Publications?term=potomac> **Highly recommend!**

To use this scenario, you will need a copy of the **“Blücher”** rules by Sam Mustafa are available at:

<https://sammustafa.com/store/> **Also, highly recommended!**

Updated: 01.17.22

UNION ORDER OF BATTLE	CONFEDERATE ORDER OF BATTLE
<p>District of Cheat Mountain Milroy's Command <u>BG Robert H. Milroy</u> (2+1d6) 13th IN (6)(5)(4)(3)(3)(2) -/- 25th OH (5)(4)(4)(3)(2) -/+1 II 32nd OH (5)(4)(3)(2)(1) -/+1 II Bracken's OH Cav. (4)(3)(2)(1) +1/- CC-RR-II</p> <p>Moody's Command <u>Col. Gideon C. Moody</u> (2) 9th IN (6)(5)(4)(3)(2) -/+1 II 2nd WV (5)(4)(3)(2)(2) -/+1 II</p>	<p>Detachment, Army of North West Virginia <u>Col. Edward Johnson</u> (4+1d6) 12th GA (8)(7)(6)(5)(4)(4)(3)(2) -/+1 25th VA (6)(5)(4)(3)(2)(2) -/+1 9th VA (6)(5)(4)(3)(2)(2) +1/- 31st VA (6)(5)(4)(3)(3)(2) +1/- 52nd VA (6)(5)(4)(3)(2)(1) +1/- Lee's VA (5)(4)(4)(3)(2)(2) SBL +1/- 2nd Rockbridge VA (5)(4)(4)(3)(2)(2) SBL +1/- Dabney's VA Cav. (4)(3)(2)(1) +1/- CC-RR-II</p>
<p>Cavalry & Mobile = © CC Impetuous = # II Counter Battery = ꝥ CB</p>	<p>Sharpshooters = SS Repeaters = RR (7)(6)(5)(4)(3)(2)(1) (1)(2)(3)</p>

