[27.0] THE HISTORICAL SCENARIO

COMMENTARY:

In the actual battle, the Rebels succeeded in holding off the Union surprise attack from Bloody Hill and wiped out Sigel's encircling force. However, the Confederates were unable to dislodge the Union force on the summit of Bloody Hill. The Federals left the field because they were nearly out of ammo, not due to a successful Rebel attack. In this scenario, the Confederates have a decided advantage and will usually be the victors.

CASES:

[27.1] UNION DEPLOYMENT

When playing the historical scenario, the Union units are deployed in the following hexes and the facing of the units is determined by the Union player. The formation is indicated by the following

Code: C: column; Ln: line; M: mounted; D: dismounted; L: limbered; U: unlimbered; R: routed. (Unit/Leader: Set-up Hex/Formation):

LYON: 2641.

STURGIS: 2641; **Plummer**: 2441 Ln; **2 Mo**: 2742 C; **Kan c**: 2542 D; **1 US D c**: 2542 D.

SIGEL: 1004; **3 Mo**: 0905 C; **5 Mo**: 1004 C; **1 US Ic**: 1309 D; **2 US C c**: 1104 M.

ANDREWS: 2641; **1 Mo 1**: 2640 Ln; **1 Mo 2**: 2640 Ln; **Steele**: 2647 C.

DEITZLER: 2641; **1 Io 1**: 2644 C; **1 Io 2**: 2645 C; **1 Kan 1**: 2541 Ln; **1 Kan 2**: 2541 Ln; **2 Kan 1**: 2642 C; **2 Kan 2**: 2643 C.

BATTERIES: **Totten**: 2641 L; **Backoff**: 1008L; **DuBois**: 2646 L.

[27.2] CONFEDERATE DEPLOYMENT

McCULLOCH: 1926; **1 Ark 1c**: 2216 R/M; **1 Ark 2c**: 2516 R/M; **3 Kt 1c**: 1819 R/M; **S KT 2c**: 1923 R/M; **2 Ark c**: 1829 D; **3 La 1**: 1528 Ln; **3 La 2**: 1529 Ln; **3 Ark 1**: 1428 Ln.

PEARCE: 1525; **1 Cav c**: 2414 R/M; **Carroll c**: 1525 D; **3 Ark 2**: 1526 Ln; **4 Ark 1**: 1425 Ln; **4 Ark 2**: 1426 Ln; **5 Ark 1**: 1424 Ln; **5 Ark 2**: 1524 Ln.

PRICE: 1926; **Rains**: 1937; **Hunter c**: 2435 D; **McCowan c**: 2635 D; **Peyton c**: 2835 D; **1 MSG 1**: 0925 C; **1 MSG 2**: 1025 C; **1 MSG 3**: 1026 C; **1 MSG 4**:1027 C.

PARSONS: 1824; **Kelley**: 1824 Ln; **Brown**: 2513 R/M.

CLARK: 1726; **Burbridge**: 1726 Ln; **Major**: 2213 R/M.

SLACK: 1727; **Hughes**: 1727 Ln; **Thornton**: 1827 Ln; **Rives c:** 2433 D.

McBRIDE: 2025; **Wingo**: 1925 Ln; **Foster**: 2026 Ln; **Campbell** c: 2025 D.

BATTERIES; **Guibor**: 1825 UL;

Woodruff: 1732 UL; **Reid**: 1622 UL; **Bledsoe**: 1024 L.

SUPPLY WAGONS; **Wagon 1**; 1530; **Wagon 2**: 1629; **Wagon 3**: 1729.

[27.3] SPECIAL RULES

[27.31] During the Confederate Player-Turn of Game-Turn One only, Confederate leaders may move voluntarily. The Confederate unit in hex 2433 must make a Morale Check at the start of the Confederate Movement Phase and performs rout movement if necessary.

[27.32] During Game-Turn One, all Union units north of hex row xx10 may move (all of Lyon's Division plus independents) and all Union leaders may move. Sigel's force cannot move except Sigel himself on Game-Turn One.

[27.33] The Confederate cavalry units which begin play already routed may not rally until the Confederate Rally Phase of Game-Turn Four. These units were routed before the time frame covered by this scenario and were considerably disorganized. Union units do not get the movement bonus in this scenario; delete Section 24.0.

[27.34] The supply wagons and Pearce's Brigade may not move till Confederate Game-Turn Four.

[27.35] The alert rules (Section 22.0) are not used in this scenario, and all Confederate units are already alerted at the start of the game.

[27.36] The Confederate units are deployed in the hexes and formations listed in Case 27.2.

[27.371 Victory conditions are the same as those used in Option #3. See Section 26.0 of Wilson's Creek Exclusive Rules.[27.34] The supply wagons and Pearce's Brigade may not move till Confederate Game-Turn Four.

[27.35] The alert rules (Section 22.0) are not used in this scenario, and all Confederate units are already alerted at the start of the game.

[27.36] The Confederate units are deployed in the hexes and formations listed in Case 27.2.

[27.371 Victory conditions are the same as those used in Option #3. See Section 26.0 of Wilson's Creek Exclusive Rules.

Designer Notes

Overall, the game developed very smoothly. It seems to be a real Player's game. It allows the Union Player many options of strategy and tactics, while the Rebel Player's reaction techniques are tested to the limit. Both Players must be adept at offense as well as defense. Most of my design material came from source number six in my bibliography and from my personal correspondence with Mr. Edwin C. Bearss.

The biggest problem in designing the game was that the TSS system was revised after my initial design was submitted to SPI. From that revision, two problems arose. First, the

map had to be scrapped. My geological survey map made creation of another map easier than anticipated, but unfortunately I did not ask to approve the final version of the map before blind-testing was initiated. I say "unfortunately," because most of my errata did not get onto the final printed map. The original map was filled with steep crest hexsides. While they, as well as other corrections, did not get onto the map, I found that during the play of the game the many contour changes achieved the same result. Brush hexes were the second problem. The area around Wilson Creek abounds with large oak trees and considerable dense undergrowth. However, none of this type of terrain deterred artillery from firing to various contour levels as desired: hence the rule that ignores brush hexes for artillery fire but retains a modified woods hex for infantry fire.

My next big hassle was the alert rules and the variable Union entry options. As originally conceived, my alert rules just did not provide the flavor of attacking an unsuspecting enemy camp. Tom Hudson, the SPI game developer, really coalesced the surprise attack situation with the many Union entry options. The entry options are actual avenues of attack that Union General Lyon had contemplated using. The only change that I had to make in the alert rules was the deletion of the possible loss of horses due to the Rebel camp being alerted during the Confederate Player-Turn. There is no historical fact to base that rule on. In the actual battle, all of the Rebel cavalry were routed from Sharp's cornfield by Sigel's guns, and somehow the Rebs managed to escape to the woods with their horses.

The ammo balance between the two sides was the last hurdle. The Union army stuffed their pockets with ammo and percussion caps just before leaving Springfield to attack the sleeping Rebel camp. The Rebels, on the other hand, had been carrying about25 rounds average per man since the campaign started two weeks before the battle. To add to the Rebels' problems, Price's army of Missourians was equipped with shotguns and flint-lock rifles/smoothbores, while McCulloch's men were equipped with Springfield rifles from the Little Rock arsenal. The Union force had a common weapon — also the Springfield. My dilemma was that if I increased the chances of the Rebel Player ammo depleting, then in game strategy it would greatly benefit the Union Player to sit and wait for the Rebels to ammo deplete themselves and then attack. I decided to leave ammo depletion at normal for the Confederate Player and decrease the chance for the Union Player while changing the original victory conditions. Only half a point was awarded to each Union strength point still on the map with a line of communications, instead of a full point. The game balanced out nicely during the play-testing.

There were many people who aided my effort in the design of Wilson's Creek. I first wish to thank Jim Dunnigan for listening to my comments in a seminar at Origins '79 and then enlisting me to make this game for SPI. Tom Bennett has given me constant and un-tiring support on this game. He was primary blind-tester in the early stages of the game's design.   ---Richard Wright