

JACKSON'S Valley Campaign – May - August 1862

Start with Reserve Token



Start with Reserve Token

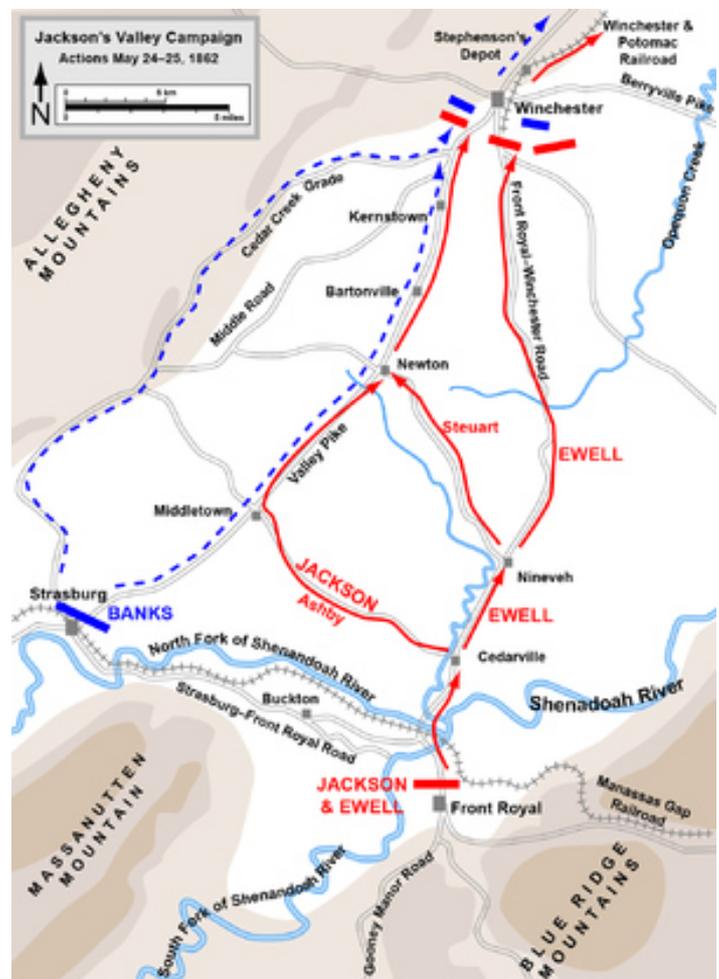


Jackson's Valley Campaign was Confederate Maj. Gen. Thomas J. "Stonewall" Jackson's famous spring 1862 campaign through the Shenandoah Valley in Virginia during the American Civil War. Employing audacity and rapid, unpredictable movements on interior lines, Jackson's 17,000 men marched 646 miles (1,040 km) in 48 days and won several minor battles as they successfully engaged three Union armies (52,000 men), preventing them from reinforcing the Union offensive against Richmond.

Jackson suffered a defeat (his sole defeat of the war) at the First Battle of Kernstown (March 23, 1862) against Col. Nathan Kimball (part of Union Maj. Gen. Nathaniel P. Banks's army), but it proved to be a strategic Confederate victory because President Abraham Lincoln reinforced the Union's Valley forces with troops that had originally been designated for the Peninsula Campaign against Richmond. On May 8, after more than a month of skirmishing with Banks, Jackson moved deceptively to the west of the Valley and drove back elements of Maj. Gen. John C. Frémont's army in the Battle of McDowell, preventing a potential combination of the two Union armies against him. Jackson then headed down the Valley once again to confront Banks. Concealing his movement in the Luray Valley, Jackson joined forces with Maj. Gen. Richard S. Ewell and captured the Federal garrison at Front Royal on May 23, causing Banks to retreat to the north. On May 25, in the First Battle of Winchester, Jackson defeated Banks and pursued him until the Union Army crossed the Potomac River into Maryland.

Bringing in Union reinforcements from eastern Virginia, Brig. Gen. James Shields recaptured Front Royal and planned to link up with Frémont in Strasburg. Jackson was now threatened by three small Union armies. Withdrawing up the Valley from Winchester, Jackson was pursued by Frémont and Shields. On June 8, Ewell defeated Frémont in the Battle of Cross Keys and on the following day, crossed the North River to join forces with Jackson to defeat Shields in the Battle of Port Republic, bringing the campaign to a close.

Jackson followed up his successful campaign by forced marches to join Gen. Robert E. Lee for the Seven Days Battles outside Richmond. His audacious campaign elevated him to the position of the most famous general in the Confederacy (until this reputation was later supplanted by Lee) and has been studied ever since by military organizations around the world.



1) McDowell - 8 May 1862

Historical Background:

At the beginning of May 1862, the defeats at Pea Ridge and Shiloh, and a federal Army advancing on Richmond, gave little hope for the Confederacy. Even "Stonewall" Jackson, a few months earlier, in his first battle as an independent commander, was defeated at Kernstown.

Jackson, who now led a small Confederate army of about 9,000 soldiers,

knew General Robert H. Milroy was near the town of McDowell. His force of 3,500 was reinforced by Brigadier General Robert C. Schenck's Brigade of 2,500. On May 8th, forward elements of Jackson's infantry, his "foot cavalry" as they came to be known, were in sight of McDowell. Having completed a series of tough marches, they now stood atop Sitlington's Hill. exposed position. As one soldier screamed "We did not come all this way to Virginia to run before the Yankee."

At this point, both sides were losing cohesion. Then General Johnson was severely wounded, but Taliaferro took charge and, despite the confusion, was able to blunt a final enemy attempt to take Sitlington's Hill.

Around 9 p.m. the musketry sputtered to a conclusion. Milroy burned his camps and retreated northward toward Franklin. The next day Jackson entered McDowell and found that the enemy had withdrawn. Jackson did not launch an immediate pursuit, but rested and refitted his force.

Although outnumbered, the Union made the first move. General Milroy launched an assault up the jagged slopes and through the tangled forest of Sitlington's Hill. Taking advantage of depressions and the trees the Union force dealt Johnson's Confederates an alarming number of casualties. Johnson appealed to the nearest of Jackson's Brigades, Taliaferro's for help. The fighting became increasingly intense. In the center of the Confederate line the 12th Georgia refused to evacuate it. The Confederate army had won the battle. Though, compared to later engagements, the fight at McDowell would have been rated as a mere skirmish, it still served notice to the Federals that the Confederates were still in the War.

Special Rules - McDowell:

Union Reserve Roll:

= plus 2 Tactician Cards **OR**
Move 1-2 units up to 4 hexes (movement rules apply)

Confederate Reserve Roll:

= plus 1 Command Card **OR**
First turn in game

2) Winchester - 25 May 1862

Historical Background:

Jackson's victory at Front Royal on May 23rd threatened Bank's line of retreat, so he evacuated Strasburg and marched toward Winchester. Jackson also headed north, but General Bank's Federal forces reached Winchester before Jackson and deployed south of the city. Despite religious scruples, Jackson prepared to order the attack on Sunday May 25th.

A morning mist was gathering as Winder, now commanding the Stonewall Brigade, pushed forward in the center. The main Federal force occupied the hills just west of Winchester and, in the mist, looked much stronger to Winder as his force took the forward hill. No sooner was the hill secure then the Union guns began to plaster the rebel position.

Ewell's force, which had advanced up the Front Royal-Winchester Road, was just south of Abraham's creek when he heard this cannon fire. During the night, Jackson had sent orders to Ewell to attack at daylight. Eager to advance, his progress was slow because the mist had now become a dense fog. As Jackson rode to find Taylor's Louisiana Brigade he knew, if he was to win, the Union right flank must be turned. When Jackson found Taylor, he pointed with his index finger toward the Union artillery position on the hills and said four words, "You must carry it." Three thousand men, with strict cadence, advanced in perfect formation. Northern cavalry advanced on the force, but was repulsed. The rebels now could see the Union gunners limbering their pieces as the command "Forward, double quick, charge" rang out over the field. As Taylor's attack succeeded, Ewell and Winder were also pressing toward Winchester.

For a time Banks had held off Jackson and Ewell, but broke under Taylor's grand assault. The Federal army pulled back in confusion toward Harper's Ferry as Confederate units entered Winchester. Half the town was in flames and the citizens pulled Jackson's exhausted men aside to celebrate. This aided the Union withdrawal and disrupted Jackson's pursuit.

The name of "Stonewall" was becoming legendary.

Special Rules - Winchester:

Union Reserve Roll:

= Move First in game (starting player)

Confederate Reserve Roll:

= plus 2 Tactician Cards **OR**
move one enemy unit/leader back to the opponent's board edge

3) Cedar Mountain - 9 August 1862

Historical Background:

Jackson's dazzling success in the Shenandoah Valley during the spring of 1862 had made his name a household word in both the North and the South. Yet on August 9th, he came close to suffering a trouncing at the hands of a smaller Union force.

Jackson faced Pope in early August and, on the 7th, he saw the opportunity to strike Banks at Culpeper, Virginia, before the latter could be reinforced. Pope, however, ordered Banks to advance to Cedar Mountain

and the battle opened when Early's and Taliaferro's Confederate troops moved forward. Hostile Union artillery could be seen on the ridge beyond the fields and Confederate guns were ordered into action. During the inconclusive artillery duel, Banks launched an all-out attack. Crawford's men broke through a gap in the Confederate line and shattered

the entire left flank. The support he looked for, however, did not arrive and his gallant advance halted. The Union attack near the Crittenden

House was also gaining ground. That is, until Jackson, at the height of the crisis, waded into the melee. Waving his sword and a battle flag, he rallied his troops. Jackson's valor may have stemmed the Union advance, but A.R Hill's reinforcements won the day. His fresh troops moved forward all along the line and cleared the fields, forcing the Federals back. As darkness closed on the battlefield, Bayard's Union cavalry made a final charge, but superior numbers turned the horsemen back. After dark, the Union withdrew to its first position north of Cedar Creek. The battle, ill fought on both sides, told the Confederates that Pope was moving south in a major offensive. Two days later, Jackson fell back south of the Rapidan to await Lee's arrival.

Special Rules – Cedar Mountain:

Union Reserve Roll:

= plus 2 Tactician Cards OR
Move 1-2 units up to 4 hexes (movement rules apply)

Confederate Reserve Roll:

= plus 2 Tactician Cards **OR**
you move first in game (starting player)



JACKSON'S VALLEY CAMPAIGN – MAY - AUGUST 1862

Player:					Player:												
	Campaign Tokens				Victory Event Dice					Campaign Tokens				Victory Event Dice			
	X	X	X	X	X	X				X	X			X	X		

McDowell - 8 May 1862											
	Objectives	-	-	-	-	-	Medals	+	Objective Track	=	Victory Points
	Points	-	-	-	-	-					
	Objectives	-	-	-	-	-	Medals	+	Objective Track	=	Victory Points
	Points	-	-	-	-	-					

Winchester - 25 May 1862											
	Objectives	-	-	-	-	-	Medals	+	Objective Track	=	Victory Points
	Points	-	-	-	-	-					
	Objectives	-	-	-	-	-	Medals	+	Objective Track	=	Victory Points
	Points	-	-	-	-	-					

Cedar Mountain - 9 August 1862											
	Objectives	-	-	-	-	-	Medals	+	Objective Track	=	Victory Points
	Points	-	-	-	-	-					
	Objectives	-	-	-	-	-	Medals	+	Objective Track	=	Victory Points
	Points	-	-	-	-	-					

Campaign Result							
	Victory Points	Great Campaign Points			Victory Points	Great Campaign Points	

Campaign Tie – 0 pt.
 Equal Points

Minor Victory – 1 pt.
 Up to 3 Victory Point advantage

Major Victory – 2 pts.
 Greater than 3 Victory Point advantage pts.

Decisive Victory – 3 pts.
 Twice or more than the opponent's VP