



018 Falling Waters, West Virginia - July 2, 1861 (Scenario: Richard Borg)

Historical Overview

The Battle of Falling Waters, also known as the Battle of Hoke's Run, took place as part of the Manassas Campaign. On July 2, Maj. Gen. Robert Patterson's division crossed the Potomac River near Williamsport and marched along the main road to Martinsburg. At about 7:30 a.m., Col. Stuart informed Jackson that the Union troops had advanced to within four miles of Camp Stephens. Jackson prepared his force for battle.

As Abercrombie's and Thomas's Union brigades left the trees, they encountered regiments of Jackson's brigade, near Hoke's Run. The Confederates, after delivering a number of volleys, fell back, with the Union following right behind them. The fighting then spread through the wooded areas and farms. While this was happening, Stuart's cavalry force outflanked the Union left. Stuart found the 15th Pennsylvania Volunteers, Company I, isolated in a clearing and ordered them to surrender, which they did. Stuart then marched the Union prisoners back to the Confederate lines.

The intensity of the Confederate fighting withdrawal at Falling Waters, although tactically a Union victory, strategically was a Confederate victory, because not only was the Union advance delayed, it also allowed Jackson to slip away and reinforce the Confederate troops preparing to fight along Bull Run.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Staffing Notes

Union: Robert Patterson 4 Command cards Move first

Confederate: Thomas J. "Stonewall" Jackson

W BATTLE CRY

5 Command cards

Victory Conditions:

5 VP

Special Rules:

None