



16	6	1	2	3							5	2	2	3		10	1	1	2

021 Belmont, Missouri - November 7, 1861
(Scenario: Richard Borg)

Historical Overview

The Confederates in the west tried to defend a huge area by establishing strong points along the borders. Ulysses S. Grant, unlike many of his contemporaries, was ready to take action. On November 6, he embarked on transports with the main body of troops, with the objective to capture Belmont, Missouri, across the river from Columbus. The Union force disembarked the next morning about three miles from their objective and advanced quickly to capture the Confederate camp. Gen. Pillow's regiments were deployed in the fields and woods in front of the camp, but failed to slow Grant's advance. The Union regiments, believing the fight won, moved forward to take the Confederate camp. Cheatham, however, had crossed the river north of the camp and advanced through the woods and opened fire on the Union troops. Surprised that the Confederates still had some fight left, Grant withdrew.

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

Staffing Notes

Union: Ulysses S. Grant
5 Command cards
Move first

Confederate: Gideon J. Pillow
3 Command cards

Victory Conditions:
6 VP

Special Rules:

- At the start of the Union turn, if a Union unit occupies any fieldwork hex or the building, it counts as one Union victory flag. Place the flag token on Union victory stand. As long as the Union unit occupies the hex, it continues to count toward Union victory. If the unit moves off or is eliminated, remove the flag token tokens from the victory stand.
- All infantry units for both sides are "green" units. Green units must retreat 2 hexes when forced to retreat.

