12	6	1	6	3								8	1	2	3	
														8	2	2	3

023 Fort Donelson, Tennessee (Confederate Breakout) - February 15, 1862
(Scenario: Richard Borg)

Historical Overview
After the fall of Fort Henry, Grant marched on Fort Donelson and had almost completed encircling the Fort when the Confederate commanders realized, if they didn't move quickly, they would be cut off. During the night, they massed their troops against the Union right, and on the morning of February 15, the Confederates launched a surprise attack. The battle raged all morning. Grant attempted to relieve pressure on his right and ordered Smith's division on his left to attack the Confederate fieldworks in front of Fort Donelson, but by midday the Union's right flank was shattered. The way seemed clear to Nashville and safety, but the indecision of the Confederate commanders allowed Grant to counterattack, and the Confederate troops were ordered to return to their entrenchments. Floyd and Pillow turned over command to Buckner and then slipped away to Nashville while many of the troops escaped with Col. Nathan Bedford Forrest across Lick Creek. On the morning of February 16, Buckner asked Grant for terms. Grant's answer was short and direct: "No terms except an unconditional and immediate surrender."
Buckner surrendered.

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

Staffing Notes

Union: U. S. Grant
5 Command cards

Confederate: John B. Floyd
5 Command cards
Move First

Victory Conditions:
6 VP

Special Rules:

• At the start of a Confederate turn, if there are no Union units on the Confederate right flank, the Confederate army gains two victory flags. Place the flag tokens on the Confederate victory stand. As long as no Union unit occupies the Confederate right flank, keep the flags on the victory stand. If a Union moves onto the Confederate right flank, remove the flag tokens from the victory stand.

• At the start of a Union turn, if a Union unit occupies any fieldwork hex or hex behind the outer fieldwork hexes of Fort Donelson, it counts as one Union victory flag. Place the flag token on the Union victory stand. As long as the Union unit occupies one of these objective hexes, it continues to count toward the Union victory. If the unit moves off the objective hex or is eliminated, remove the flag token from the victory stand.