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CB01 - Five Forks - April 1st, 1865

(Scenario Chris Ballinger)

Historical Overview

In the spring of 1865 Gen. Grant saw an opportunity to break the stalemate at Petersburg by threatening Gen. Lee's last supply line, the Southside Railroad. Grant sent Gen. Sheridan with his cavalry and elements of the V Corps. under Gen. Warren to advance on the railroad via an important road junction known as Five Forks. Lee countered with Gen. Pickett's infantry along with elements of cavalry and artillery. Gen. Lee's orders to Pickett were to "Hold the Junction at all hazards". After placing his troops, Gen. Pickett and other top officers retired to the rear to attend a "Shad Bake", but Gen. Sheridan was massing to attack. Cavalry units attacked on the confederate left while the V Corps. rolled up the Confederate left flank. Pickett was unaware of the fighting until it was too late.

The next day Gen. Lee advised Jefferson Davis that Richmond and Petersburg would have to be evacuated. Seven days later Lee surrendered to Grant.

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

Staffing Notes

Union: Philip Sheridan
6 Command cards
Move first

Confederate: George Pickett
4 Command cards

Victory Conditions:
6 VP

Special Rules:

Entrenchment Rules are in effect for THE ANGLE (blue marked hex), but a fence hex is used to denote the entrenchment is 3sided

Place a victory flag on the Angle. As long a Union unit occupies this hex it counts as a Victory Flag for the Union

Remove the Construct Fieldworks card from the Command Deck prior to play.

