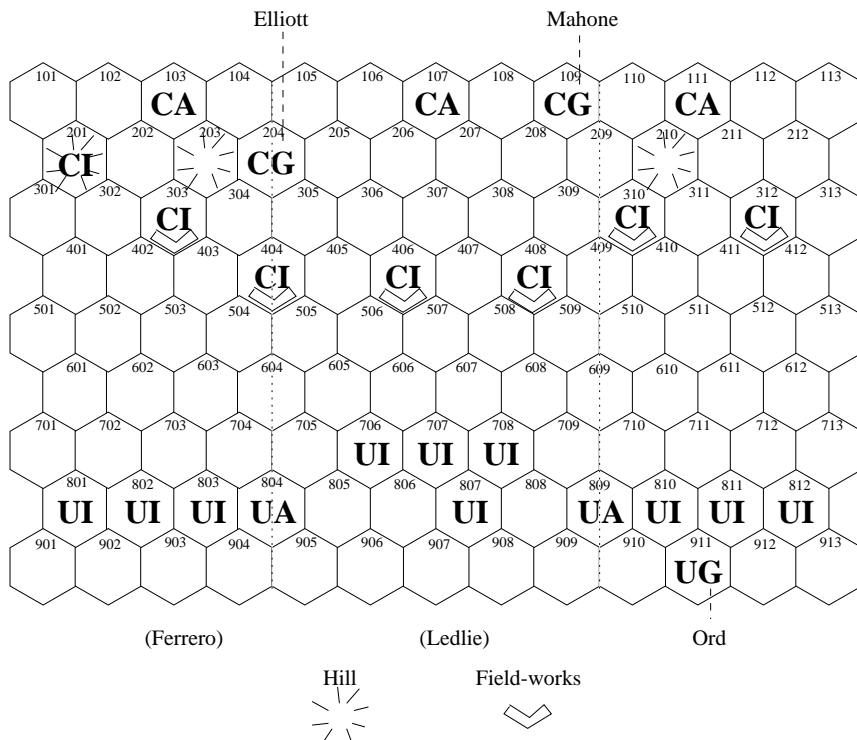


BATTLE CRY SCENARIO
PETERSBURG—THE BATTLE OF THE CRATER, JULY 30, 1864



U = Union C = Confederate I = Infantry A = Artillery G = General

Infantry units firing *into* the crater must be adjacent to the crater and gain a +1 die bonus. Units firing *from* the crater may only fire at units adjacent to the crater and suffer a -1 die penalty. The crater does not otherwise block line of sight.

Remove the “Construct Field-Works” command card before play.

By the middle of July, 1864, Grant and Meade were stalled in front of Petersburg, and Sherman was stalled in front of Atlanta. The Confederate strongholds were unconquered, and Northerners began to find the prospect discouraging. They became even more discouraged late in July, when Grant’s army failed in a stroke that should have taken Petersburg. Frontal attacks on properly held entrenchments were doomed to failure, and even Grant, not easily convinced, had had to admit this. But at Petersburg a new chance offered itself. A regiment of Pennsylvania coal miners dug a five hundred-foot tunnel under the Confederate lines, several tons of powder were planted there, and at dawn on July 30 the mine was exploded. It blew an enormous gap in the defensive entrenchments, and for an hour or more the way was open for the Federal army to march almost unopposed into Petersburg. Burnside’s corps made the attempt and bungled it fearfully; the assault failed, and Grant’s one great chance to end the war in one day vanished. Grant pronounced the epitaph in a message to Halleck: “It was the saddest affair I have witnessed in the war. Such opportunity for carrying fortifications I have never seen and do not expect again to have.”

[During the assault Federal Generals Ledlie and Ferrero stayed in a bombproof shelter 400 yards behind the lines drinking rum.]

STAFFING NOTES

Union Player

Ambrose E. Burnside
 Take 5 command cards
You move first

Confederate Player

Bushrod Johnson
 Take 5 command cards

Special Rules

The Crater: During one of his turns the Union Player may set off a mine in any two adjacent hexes of his choosing. The explosion destroys any units present in those hexes and creates a crater—replace existing terrain with rough terrain hexes. Units may enter the crater but they must stop and may move no further on that turn.

Source: Bruce Catton, *The Civil War*