

# LAZARUS MACHU

## Cross Keys and Port Republic



# LAST FULL MEASURE

## Cross Keys & Port Republic

Fremont and McDowell were pursuing Jackson up the Valley with the intent of destroying his army. McDowell's lead division under Shields was trudging along east of the Shenandoah on muddy roads, while Fremont reached Harrisonburg via the Valley Turnpike on June 5 with some 11,500 men. Jackson advanced Ewell to engage Fremont who, after some skirmishing near Harrisonburg, takes positions near Cross Keys behind Mill Creek.

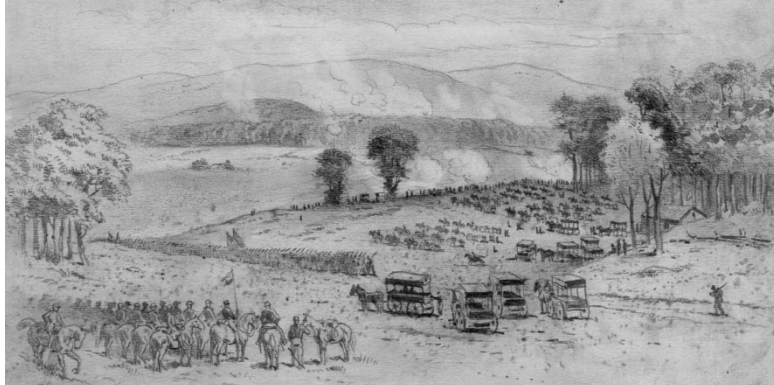
Shields Tyler with his own brigade and Carroll's, amounting to about 3,500 men, ahead to secure the only intact bridge at Port Republic. At dawn on June 6th, Carroll attacks Port Republic with a regiment of cavalry and a section of guns, nearly bagging Jackson, who raced with his staff down the main street across the bridge, narrowly escaping, though two members of his staff were captured. Carroll aimed his guns at the bridge and waited for his infantry to come up. Jackson had Poague's battery unlimber on the north bank. Captain James Carrington brought up a gun from Madison Hall to fire down the main street, and then the 37th Virginia Infantry charged across the bridge. Carroll retreated, losing both of his guns, before his infantry could arrive. Confederate batteries unlimbered on the bluffs east of Port Republic on the north bank of the South Fork and fired on the retreating Federals. Carroll retired several miles north on the Luray Road. Jackson stationed Taliaferro's brigade in Port Republic and positioned the Stonewall Brigade near Bogota with the artillery to prevent any further surprises.

Meanwhile, Fremont, advanced from Harrisonburg. On June 8<sup>th</sup>, after driving off the Confederate skirmishers, Cluseret's brigade deployed with his right flank along the Keezletown Road near Union Church. One by one, the Union brigades came onto line about a mile west of Mill Creek; Schenck, on Cluseret's right, Milroy's on his left, and Stahel on the far left, with his left flank near Congers Creek. Bohlen's and Koltes's brigades were held in reserve behind the center of the line. Cavalry was sent south on Keezletown Road to secure the right flank, and the artillery was brought to the front.

Ewell deployed his division behind Mill Creek, Trimble's brigade on the right across the Port Republic Road, Elzey's in the center along the bluffs. His 4 artillery batteries were at the center of the line. As Union troops deployed along Keezletown Road, Trimble advanced his brigade a quarter of a mile and deployed Courtney's battery on a hill to his left supported by the 21st North Carolina Infantry. The 15th Alabama, which had been skirmishing near Union Church, rejoined the brigade. Trimble kept his regiments out of sight behind the crest of the hill.

Fremont determined to advance his battle line with the intention of enveloping the Confederate position, which he assumed to be behind Mill Creek. This required an elaborate right wheel movement with Stahel's brigade, on the far left, having the farthest distance to go, and so was advanced first. Milroy moved forward on Stahel's right and rear. The artillery was advanced with the infantry south of Keezletown Road and engaged the Confederate artillery. Stahel was unaware of Trimble's brigade as his line passed down into the valley, crossed the run, and began climbing Victory Hill. At close range, Trimble's men stood up and fired. Stahel's brigade recoiled in confusion with heavy casualties. They regrouped on the height opposite Victory Hill but made no effort to renew the assault.

Stahel brought up Buell's battery to support his position. Trimble moved the 15th Alabama up a ravine to get on the battery's flank. Meanwhile, Ewell sent the 13th and 25th Virginia regiments along the ridge to Trimble's right, drawing fire from the Union artillery. The 15th Alabama debouched from the ravine and climbed the hill toward the battery. Trimble advanced the 16th Mississippi on the left and 21st Georgia on the right from Victory Hill, which forced back the Union line. Buell's battery limbered and withdrew, saving its guns while infantry counterattacked the left flank of the 16th Mississippi, but was forced back.



Trimble continued advancing up the ravine on the Confederate right, outflanking successive Union positions. In the meantime, Milroy advanced on Stahel's right, supported by artillery. Milroy's line came within range of the Confederate center behind Mill Creek and opened fire. Union batteries continued to engage Confederate batteries in an artillery duel. Bohlen advanced on the far Union left to stiffen Stahel's crumbling defense. Milroy's left flank was endangered by Stahel's retreat, and Fremont ordered him to withdraw. Jackson ordered Taylor's brigade forward to support

Ewell if needed, but Taylor remained in reserve on the Port Republic Road near the Dunker Church.

Paralyzed by the decimation of Stahel's brigade on his left, Fremont couldn't manage to mount a coordinated attack. He ordered Schenck's brigade forward to find the Confederate left flank south of Union Church. Ewell reinforced his left with elements of Elzey's brigade. Severe firing erupted along the line for a short time and Elzey and Stuart were wounded in this exchange. Stalled, Fremont withdrew his force to Keezletown Road, placing his artillery on Oak Ridge. Artillery firing continued for the rest of the day.

At dusk, Trimble pushed his line to within a quarter mile of the Union position, intending a night attack, but after some debate, Ewell ordered him back without making the attack.

The next day, as Trimble's and Patton's brigades stood before Fremont, the rest of Ewell's division crossed the river into Port Republic.

June 9<sup>th</sup>, Jackson concentrated his forces east of the South Fork of the Shenandoah against the two brigades of Shields division, under Tyler's command. The Confederates crossed downriver at dawn and advanced north unopposed until they came upon the Union pickets.

Tyler held repulsed multiple assaults with heavy casualties. Winder, commanding Jackson's division, headed off a Union attack with a preemptive charge, but that put them where the Union guns could hit them better, and under this heavy artillery fire the Stonewall Brigade skedaddled for the rear.

Jackson's sent a flanking force against the guns on the Union left. Three charges by Taylor's Louisianans with heavy losses, eventually overran a battery. Tyler tried to turn and attack up the hill, but Taylor turned the guns on the Union troops and Confederate reinforcements arrived which Jackson ordered to charge, squashing Tyler's hopes.

Tyler's left flank had caved in, his own guns were firing on him, the Confederates had gained numerical superiority, and Fremont was nowhere to be seen. His counterattacks failed to reestablish his line; he had no option but to retreat. Tyler's men fell back in good order considering the pressure they were under, but about 500 stragglers still became prisoners.

Patten and Trimble came down to Port Republic and burned the North Bridge behind them to prevent Fremont crossing it. Fremont's army arrived too late to assist Tyler and Carroll, and just watched from across the river at Bagota. He had his artillery fire in support, but was actually shooting at ambulances retrieving Union wounded which Jackson called back because of the risk to his men. He then marched off to Brown's Gap.

On June 10, Jackson was in a strong position in Brown's Gap ready for attacks from Fremont or McDowell, but neither Union force advanced, and both had actually been ordered to fall back. Jackson then moved east to Richmond to join Lee for what would be the Seven Days Battles.

## Scenario 1: June 8<sup>th</sup> - Cross Keys and Port Republic.

### A. Time

If played just as a Cross Keys scenario, the game starts on the June 8<sup>th</sup>, 7am turn and plays through the 8pm turn.

If the full two-days are played, the game starts on the June 8<sup>th</sup>, 7am turn and plays through the June 9<sup>th</sup> 8 pm turn.

The Union player has the initiative on the first turn.

### B. Victory Conditions

1. At the end of the last game turn, a victory check is made, and both players check their VP totals.
2. The player with the greater number of VPs than his opponent wins.
3. Each player gains a certain number of Victory Points (VP) for accomplishing the following objectives. Players should keep a running total in the spaces provided on the map.

US	CS	Objective
1	1	each eliminated enemy infantry strength point.
2	2	each eliminated enemy cavalry strength point.
4	2	each eliminated enemy artillery strength point.
*	*	eliminated enemy commander = 2 x command rating.
10	-	Controlling the North Bridge (hex 4516) at Port Republic intact. If burned, no one gets Vps for it.

### C. Special Rules

#### 1. *Command*

a. For turn initiative consider Ewell's to be the Army commander until Jackson is activated. at which point Jackson is the army commander. Jackson also commands his own division. Ewell is a division commander under Jackson and can be placed in-command by Jackson.

b. Fremont is a corps commander and commands his own "division" of assorted independent formations himself. Blenker is a division commander under Fremont.

c. Tyler has a division commander counter in addition to his brigade command counter, as he is commanding his own and Carroll's brigades from Shields's division (Shields is not present in the game). Tyler may come under Fremont's command if within command range otherwise he acts like any division commander out of command range.

#### 2. *Waiting for Shields.*

a. Taylor's (CS) brigade cannot move north of Mill Creek Church (hex-row 20xx) unless a Union unit has entered a hex south of Mill Creek between hexes 1504 and 1814 inclusive, or has entered the ZOI of any of Jackson's other brigades.

b. Jackson and the brigades of Winder and Taliaferro and the artillery parked at hex 3516 cannot move until a Union SP comes within 8 hexes of any of these units OR the June 9<sup>th</sup>, 7am turn; in either case they may move normally.

#### 3. *The River.*

This LFM game introduced the River terrain feature in the form of the Shenandoah River. Rivers are differentiated from creeks by being outlined with a different colored bank where creeks have no outlining. Units may not cross river hexsides except at bridges, pontoons, boats, or fords. There are no pontoons or boats in this game.

#### 4. *The North Bridge.*

Either player may burn the North Bridge at Port Republic if they choose to according to the Bridge Burning rule. There are no other bridges on the map.

#### 5. *The Wagon Bridge.*

A foot-bridge was formed of planks laid over wagon bodies at the Middle Ford across the South River at Port Republic. The river was running a bit high because of recent rains so this "bridge" was to help Jackson's troops get across, but was as much a bottleneck as it was a help. The bridge is printed on the map mostly as a historical note, but the hex-side functions as an ordinary ford in-game.

### D. Reinforcements and Organization

1. Reinforcements appear according to the

#### *Order of Appearance card.*

2. Normal reorganization and recovery rules apply.

### E. Union Deployment

0203 4 NY Cav (Blenker)

### F. Confederate Deployment

0508 2 VA Cav (J/M) [d]

0904 15 AL (J/E/Tr) [d]

1604 •Brockenbrough (J/E)

1605 1 MD (J/E/St)

1705 48 VA (J/E/Pa)

1706 **Patton**, 42 VA (J/E/Pa)

1707 1 VA Btn (J/E/Pa)

1708 **Steuart**, 44 VA, 58 VA (J/E/St)

1709 52 VA (J/E/St) •Courtney •Lusk •Raines •Rice[U] (J/E)

1810 12 GA (J/E/Ez) [d]

1811 **Ewell**, 21 NC (J/E/Tr)

1812 **Trimble**, 21 GA (J/E/Tr)

1813 16 MS (J/E/Tr)

1908 31 VA (J/E/Ez) [d]

1715 **Elzey**, 25 VA (J/E/Ez)

1616 13 VA (J/E/Ez)

3515 7 LA, LA Btn (J/Ty)\*\*

3415 **Taylor**, 6 LA, 8 LA (J/Ty)\*\*

3514 9 LA (J/Ty)\*\*

3516 •Wooding •Carpenter •Pogue (J) \*\*\*

4613 **Jackson, Munford**, 6 VA Cav •Chew (J/M) \*\*\*

4022 Winder+ (J/W) \*\*\*

4219 Taliaferro+ (J/T) \*\*\*

4516 CS Control marker

### G. Notes:

**Command** •artillery [U]nlimbered [D]ismounted [d]etached  
Name+ = full brigade

\*\* see Special Rule 2a.

\*\*\* Not set-up in one day scenario; otherwise see Special Rule 2b.

## Scenario 2: June 9<sup>th</sup> - Port Republic.

### A. Time

The game starts on the June 9<sup>th</sup>, 7am turn and plays through the June 9<sup>th</sup> 8 pm turn. The Union player has the initiative on the first turn.

### B. Victory Conditions

1. At the end of the June 9<sup>th</sup>, 8 pm turn, a victory check is made, and both players check their VP totals.
2. The player with the greater number of VPs than his opponent wins.
3. Each player gains a certain number of Victory Points (VP) for accomplishing the following objectives. Players should keep a running total in the spaces provided on the map.

US	CS	Objective
1	1	each eliminated enemy infantry strength point.
2	2	each eliminated enemy cavalry strength point.
4	2	each eliminated enemy artillery strength point.
*	*	eliminated enemy commander = 2 x command rating.
10	-	Controlling the North Bridge at Port Republic (hex 4516) intact. If burned, no one gets Vps for it.

### C. Special Rules

1. **Command**
  - a. Jackson is a corps commander AND the commander of his division. Ewell is a division commander under Jackson. Each commands the units in their respective commands as normal division commanders.
  - b. Tyler is commanding his own and Carroll's brigades from Shield's division. There is a Tyler division commander to facilitate this as Shield's is not present in the game. Tyler may be placed in command by Fremont otherwise he acts like any division commander out of command range.
  - c. Bayard's brigade was attached to Fremont's command and under his command.
2. **The River.**

This game introduced the River terrain feature in the form of the Shenandoah River. Rivers are differentiated from creeks by being outlined with a

different colored bank where creeks have no outlining. Units may not cross river hexsides except at bridges or fords.

### 3. **The North Bridge.**

Either player may burn the North Bridge at Port Republic if they choose to according to the Bridge Burning rule. There are no other bridges on the map.

### 4. **The Wagon Bridge.**

A foot-bridge was formed of planks laid over wagon bodies at the Middle Ford across the South River at Port Republic. The river was running a bit high because of recent rains so this "bridge" was to help Jackson's troops get across, but was as much a bottleneck as it was a help. The bridge is printed on the map mostly as a historical note, but the hex is considered an ordinary ford.

### D. Reinforcements and Organization

1. Reinforcements appear according to the **Order of Appearance card**.
2. Artillery may begin limbered or unlimbered.
3. Normal reorganization and recovery rules apply.

### E. Union Deployment

No union forces begin on the map

### F. Confederate Deployment

4519 **Jackson**, Winder+ (J/W)  
4619 **Taylor**, 6 LA, 8 LA (J/Ty)  
4618 7 LA, LA Btn (J/Ty)  
4717 9 LA (J/Ty)  
4019 **Taliaferro**, 10 VA (J/T)  
4018 37 VA (J/T)  
4119 23 VA (J/T), •Carpenter, •Pogue, •Wooding [U]  
2313 **Ewell, Elzy**, 12 GA, 13 VA (J/E/Ez), •Raines, •Rice  
2213 25 VA, 31 VA (J/E/Ez), •Brockenbrough  
2113 **Steuart**, 1 MD, 58 VA (J/E/St), •Lusk  
2013 44 VA, 52 VA (J/E/St), •Courtney  
4516 CS Control marker

### G. Notes:

**Command** •artillery [U]nlimbered [D]ismounted [d]etached  
Name+ = *full brigade*

\*\* see Special Rule 1a.

\*\*\* see Special Rule 1b.



# Cross Keys and Port Republic Orders of Battle

