

LAST FULL MAJOR

Plesanton's Reconnaissance

The Battles of Aldie, Middleburg, & Upperville



LAST FULL MEASURE

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Lee was on the move north in what would become the Gettysburg Campaign. Now, a week after the fight at Brandy Station, Pleasanton was tasked with finding Lee's army to determine if it was headed north to invade Maryland and Pennsylvania, or moving to attack Washington.

Pleasanton went forward with David M. Gregg's division of Kilpatrick's and James Gregg's brigades. The 1st Rhode Island cavalry was sent by way of Thoroughfare Gap to Middleburg to scout and cover the left. Buford's division was sent...

Stuart screened Lee's army from the Union scouting attempts by denying them the gaps, and spreading his brigades about Fauquier and Loudoun Counties, focused mostly on covering Ashby's and Snickersville gaps; the roads to each converging at the village of Aldie.

As Kilpatrick headed west on the Little River Turnpike and approached Gilbert's Corners at the Carolina Road, he ran into the pickets of Fitz Lee's brigade currently commanded by Thomas Munford. Kilpatrick drove them through the village, where Munford made a stand at the Adam's farm just west of Aldie. After several piecemeal attacks, Kilpatrick eventually captured a 50 man detachment of the 5th Virginia Cavalry, posted some 600 yards ahead of the main Confederate line.

To the North, the Munford's men were posted behind stone walls around a blind curve. Kilpatrick sent his regiments against the position piecemeal and each was chewed up and spat out until the 1st Maine of David Gregg's brigade made a final charge and drove the Confederates from the wall.

Duffie's 1st Rhode Island arrived at Middleburg about 4pm and drove off some Confederate pickets guarding the town and Stuart and his staff, who road off to Rector's Crossroads where Robertson's brigade was posted. Duffie sent word to Kilpatrick that he had taken the town and was preparing its defense and needed help to hold it. Around 7pm Stuart returned with Robertson's brigade and attacked. Chambliss, commanding Rooney Lee's brigade, came up east of Duffie, cutting off his retreat, and most of the regiment was captured after some hard fighting.

On the 18th, Pleasanton sent probes towards Ashby's and Snickers gaps and encountered Stuart's pickets at Middleburg. Stuart pulled back to Mount Defiance, a ridge just west of Middleburg. Pleasanton thinking this was meant to draw him into a trap, withdrew to Aldie.

On the 19th, J. Gregg's brigade went at the Confederates at Middleburg, while Buford's division was sent north towards Pot House running into and skirmishing with "Grumble" Jones brigade.

Gregg requested support and Kilpatrick sent two regiments up to assist. Several Union charges and dismounted assaults forced first Stuart's artillery off the ridge, then his cavalry. Several Confederate counter attacks failed to retake the ridge and Stuart fell back behind Kirk's Branch.

Buford sent his Reserve Brigade back from Pot House, where they took a hill at sunset that overlooked the Confederate flank south of Millville, causing Stuart to fall back further to Rockey Creek.

Heavy rains soaked the area on the night of the 19th, ending a six-week drought. Hampton's brigade came up and Stuart posted it beside Robertson's brigade sending Chambliss' brigade north to join Jones near Union. Munford's brigade was further north, near Philomont, still covering the Snickersville Turnpike.

On June 20th, Pleasanton requested infantry support, and Strong Vincent's brigade of Meade's V corps was sent up.

Goaded into movement by Hooker, Pleasanton pressed forward on the 21st with Gregg's division supported by the infantry on the turnpike, and Buford's division on the right. Stuart had fallen further back to Goose Creek where the turnpike crossed it on an arched stone bridge.

Union artillery opened on the position as infantry skirmishers and sharpshooters harried the Confederate artillery. After two hours the Confederate artillery retired, losing a Blakely Rifle, and two more guns disabled. Union cavalry finally charged the bridge.

As Gregg's division and the infantry continued toward Upperville on the turnpike, Buford headed north of the village trying to flank the Confederates. He ran into Chambliss and Jones escorting the supply wagons down the Trappe Road, and attacked. Meanwhile, Gregg attacked Hampton and Robertson on a ridge just east of Upperville called Vineyard Hill.

After several hours of heavy mounted fighting, Stuart withdrew into Ashby's Gap. Pleasanton did not pursue him.

In the end, Pleasanton never spotted the army of Northern Virginia, which was, even then, crossing the Potomac. Indirectly, he did confirm Lee's target was not Washington



Set-up:

A. Time

The game starts on the June 17th, 2 pm turn, and plays through the June 21st 8 pm turn. The Union player has the initiative on the first turn.

B. Victory Conditions

- At the end of the June 21st 8 pm turn, a victory check is made, and both players check their VP totals.
- The player with the greater number of VPs than his opponent wins.
- 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
2	3	each eliminated enemy cavalry strength point.
4	5	each eliminated enemy artillery strength point.
12	5	eliminated enemy corps or division commanders.
15	-	if the ANV is spotted (see C.3).

C. Special Rules

- Pleasanton is the cavalry corps commander, rolls against his command rating as being out-of-command, and has a normal command range for his rank. All Union units are under his command, including the attached infantry brigades.
- Stuart is the Confederate Cavalry division's commander; he rolls against his command rating as being out-of-command, and has a normal command range for his rank.
- Pleasanton's mission was to locate the Army of Northern Virginia and verify its movement either north, to Maryland and Pennsylvania, or towards Washington. If a Union regiment has exited the left map edge and therefore gotten into Ashby's Gap to see into the Valley before the end of the game, the Union player receives 10 victory points for discovering the ANV.

- Vincent's brigade of the V corps is attached to the cavalry and under the command of either division commander; Buford, or D.Gregg. The union player must announce which division the infantry is attached to before rolling for command. The infantry remains "attached" to that division until the Union player announces otherwise.
- Rain: heavy rain came through the area the night of June 19th ending a six-week drought. All rules pertaining to rain are in effect during both night turns of June 19th.

D. Reinforcements and Organization

- Reinforcements appear according to the Order of Appearance card.
Artillery may begin limbered or unlimbered. Units may be mounted or dismounted except those so designated which start dismounted.
- Normal reorganization and recovery rules apply.

E. Union Deployment

2095 Pleasanton, Kilpatrick, 4 NY
1995 1 MA
2196 2 NY, •1 US,E&G
1994 6 OH

F. Confederate Deployment

1390 Munford, 2 VA *dismounted*
2192 [1 VA] *dismounted*
1490 3 VA *dismounted*
2390 [4 VA]
2292 [5 VA] *dismounted*
2090 •Breathed

G. Notes:

Commander, regiment/brigade, •artillery [detached]
~ = within one hex
+ = within two hexes



Alfred Pleasanton



David M. Gregg



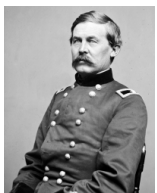
Judson Kilpatrick



James Gregg



Strong Vincent



John Buford



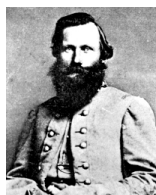
William Gamble



Thomas Devin



Samuel Starr



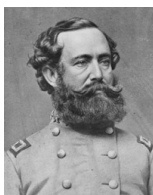
JEB Stuart



John Chambliss



Thomas Munford



Wade Hampton



Beverly Robertson



William Jones

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Initial Brigade Strengths

Army of the Potomac

Cavalry Corps: Pleasanton 4 artillery: 4

1st division: Buford 5

1st Bg: Gamble: 18

2nd Bg: Devin: 16

Res Bg: Starr: 12

2nd division: D.Gregg 4

2nd Bg: Kilpatrick: 17

3rd Bg: J.Gregg: 17

Army of Northern Virginia, Cavalry

Cavalry Division: Stuart 6 artillery: 6

Jones: 26

Chambliss: 17

Hampton: 23

Munford: 19

Robertson: 10



Custer joins a charge at Aldie