Fort Donelson

15th February 1862 Tennesse

Union Order of Battle (4 artillery stands, 72 infantry stands)

1st Division - McClernand Regular (4)

61 infantry stands)

Johnsons Division - Johnson Regular (4)

Confederate Order of Battle (5 artillery stands,

1st Brigade, Ogelsby Regular (4)								
	TQ	Std	Wpn	BP				
8th Illinois	Grn	6	SB	7				
18th Illinois	Grn	7	SB	8				
29th Illinois	Grn	5	RM	6				
30th Illinois	Grn	6	RM	7				
31st Illinois	Grn	6	RM	7				
Co.E 2nd III Bty	Reg	1	Med SB	4				
		1	Hvy How					

2nd Brigade, Wallace Regular (4)								
	TQ	Std	Wpn	BP				
11th Illinois	Grn	6	SB	7				
20th Illinois	Grn	8	SB	9				
45th Illinois	Grn	6	SB	7				
48th Illinois	Grn	5	SB	6				

Attached Brigade, McArthur Regular (4)								
TQ Std Wpn								
9th Illinois	Grn	7	SB	8				
12th Illinois	Grn	5	SB	6				
41st Illinois	Grn	5	RM	6				
Co.H 1st Mo Bty	Reg	2	Med Rif	4				

Drakes Brigade, Drake Regular (4)							
TQ Std Wpn E							
4th Miss	Grn	6	SB	7			
15th Ark	Grn	8	SB	9			
1st Tenn	Grn	3	SB	4			

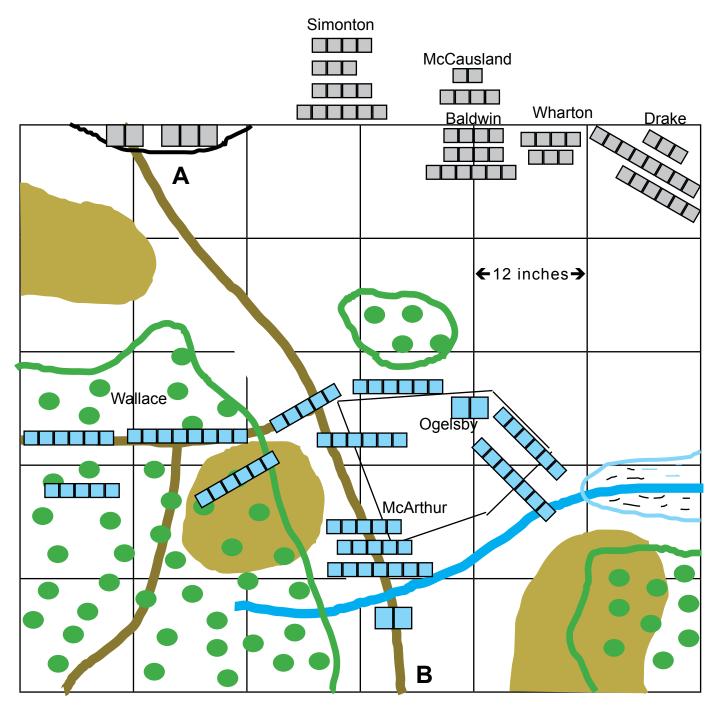
Whartons Brigade, Wharton Regular (4)							
TQ Std Wpn							
51st Va	Reg	4	RM	6			
56th Va	Reg	3	RM	5			

Baldwins Brigade, Baldwin Regular (4)							
	TQ	Std	Wpn	BP			
26th Tenn	Grn	4	RM	5			
20th Miss	Grn	6	SB	7			
26th Miss	Grn	4	SB	5			

McCauslands Bgd, McCausland Regular (4)							
	TQ Std Wpn B						
36th Va	Reg	2	RM	4			
50th Va	Reg	4	RM	6			

Simontons Brigade, Simonton Regular (4)								
TQ Std Wpn								
1st Miss	Grn	4	RM	5				
3rd Miss	Grn	6	RM	7				
7th Tex	Grn	4	SB	5				
8th Ky	Grn	3	SB	4				

Artillery									
	TQ	Std	Wpn	BP					
Guys Va Bty	Reg	2	Med SB	4					
Greens Tenn Bty	Reg	3	Med SB	5					



Confederate artillery are fixed in fortifications and cannot move throughout the battle.

No Union brigade can move on turn 1. Only Ogelsby on turn two and then all brigades from turn 3 onwards.

Confederate objective is to clear the road from A to B. There must be no unrouting Union units within 12" of this stretch of the road.

Fence near Ogelsbys position is light cover.

Confederate artillery fortifications are heavy cover.

The stream is crossable at half speed unless march column using the ford in which case no penalty.

The woods and marsh are bad going, half speed to infantry and quarter speed for artillery.

The hills are gentle and no movement penalty.

Battle start 6.20 am, ends at 3pm (30 turns)

6.20	6.40	7.00	7.20	7.40	8.00	8.20	8.40	9.00	9.20	9.40	10.00	9.15	9.30	9.45	10.00	10.20	10.40	11.00	11.20
11.40	12.00	12.20	12.40	13.00	13.20	13.40	14.00	14.20	14.40										