

Christopher Moeller's

BROTHERS

AT

WAR

APACHE CANYON

GLORIFITA PASS

PIGEON RANCH

1862



Compass Games
New Directions in Gaming

17.0 BATTLE OF GLORIETA PASS

March 26-28th, 1862

The Battle of Glorieta Pass was a pivotal engagement of the American Civil War that took place in New Mexico in 1862. The battle was fought between Confederate forces, who sought to control the western territories and gain access to the rich gold and silver mines of Colorado, and Union forces, who sought to maintain control of the region and protect the vital Santa Fe Trail. The battle took place over three days in March of 1862 and was fought in rugged terrain near the Sangre de Cristo Mountains. The outcome of the battle would ultimately determine the fate of the southwestern territories and the course of the Civil War in the West.

The Battle of Valverde on February 21st, 1862 (Scenarios 11-13 of Brother at War) was a Confederate victory, forcing general Edward Canby's defeated Union brigade to withdraw into Fort Craig. Rather than stage a costly assault on the fort, the Confederate commander, Henry Hopkins Sibley decided to continue north and capture the city of Albuquerque, preparatory to conquering Colorado. In doing so, he left Canby's defeated but largely intact Union brigade astride his supply line back to Texas.

As the Rebels advanced north, barren deserts, harsh winter weather and rugged mountains were their primary opponents. The Sangre de Cristo

mountain range ran down from Colorado to the east of the territory's capital of Santa Fe, and could only be crossed via the famous Santa Fe Trail through Glorieta Pass. Near the eastern exit of the pass, astride the Santa Fe Trail, lay Fort Union. If Sibley were to advance north into Colorado, Fort Union must be defeated.

The Texans entered Albuquerque on March 2nd, hoping to find military supplies, but discovered the town had been stripped by withdrawing Federals. Sibley established his headquarters in the town anyway and sent Charles Pyron (2nd Texas Volunteers) north to capture Santa Fe. Keeping a detachment with him in Albuquerque to guard against Canby's brigade lurking in his rear, Sibley sent the remainder of his force north, under command of William Scurry (4th Texas Volunteers, converted to an Infantry Regiment after losing its horses at Valverde). Scurry would unite with the 2nd and 5th Texas at Glorieta Pass and together they would storm Fort Union, where military supplies were sure to be found.

Meanwhile, Canby had dispatched riders to shadow Sibley's army and open communications with Colonel Gabriel Paul's small garrison inside Fort Union. The fort received a welcome gift on March 11th: the 1st Colorado Volunteers. Under command of Colonel John P. Slough, the regiment had completed a grueling forced march through rugged terrain, facing harsh weather conditions, lack of food and water, and exposure to disease. The volunteers averaged a heroic forty miles marching per day, in near-blizzard conditions, reaching Fort Union in thirteen days, covering over 400 miles.

Colonel Slough assumed command of the combined Federal force at Fort Union, and prepared to strike the Texans in Santa Fe. He marched south to Bernal Springs, establishing his headquarters at Kozlowski's Ranch astride the Santa Fe Trail, at the mouth of the eastern end of Glorieta Pass.

Slough learned from captured Rebels that a Texan force was camped at Johnson's Ranch at the opposite



end of the pass. The chessboard was set for the climactic battle of the Western Territories.

March 26th: Apache Canyon

Having confirmed the location of the Rebels, Slough sent Major John N. Chivington, "The Fighting Parson", west with a mixed force of infantry and cavalry to scout out the terrain and gain information about the enemy. Simultaneously, Charles Pyron entered Glorieta Pass with elements of the 2nd and 7th Texas Mounted Volunteers and a section of 6-lb artillery pieces under Adolphus Norman. The parties collided in a rugged section of Glorieta Pass known as Apache Canyon, and a brisk fight ensued. Union sharpshooters clambered onto the high ground along both sides of the canyon, harrassing the Rebel artillerymen until a well-executed Union cavalry charge forced Pyron to withdraw. The day ended with Chivington holding the field, having ejected Pyron from the pass.

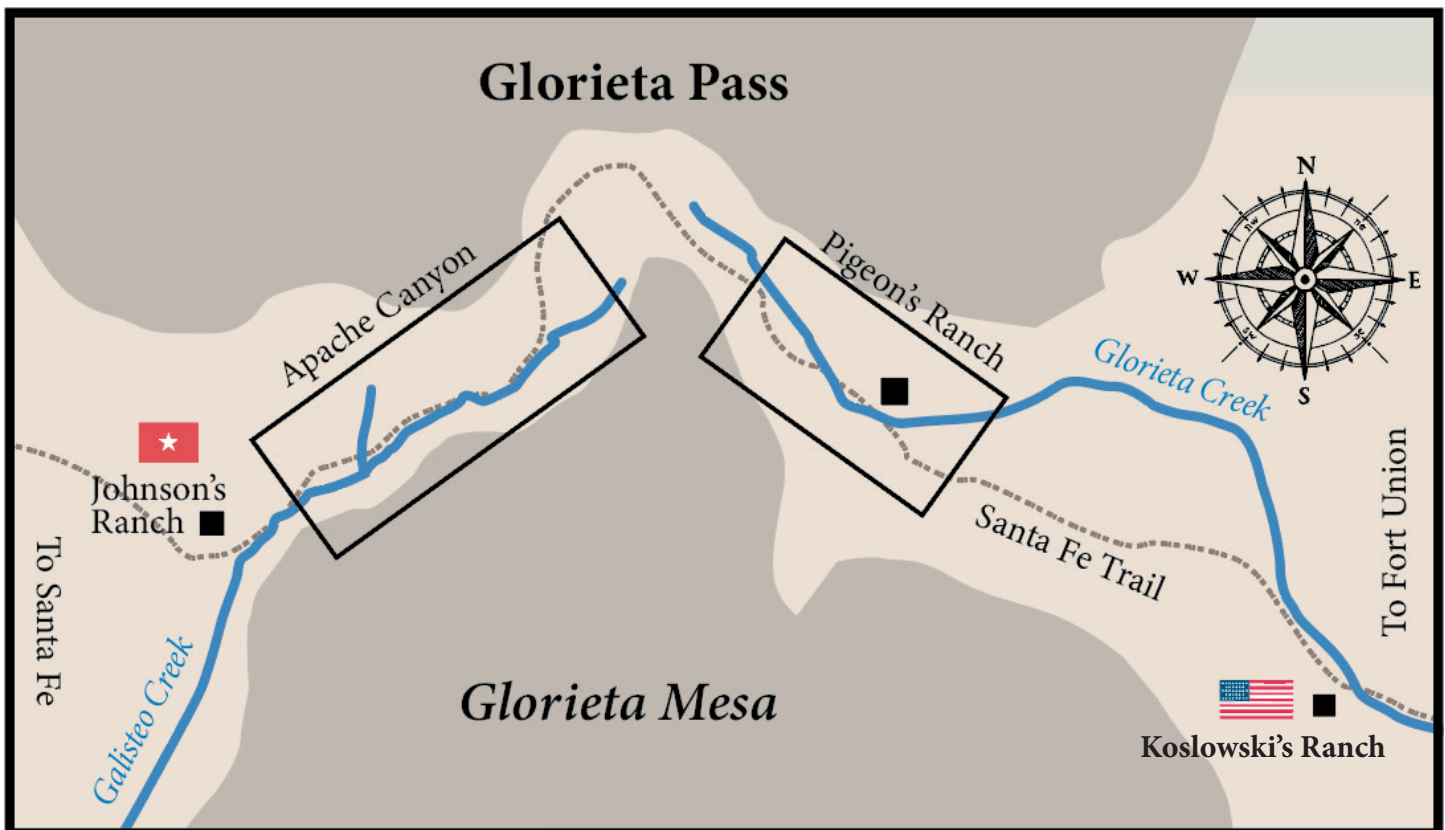
Pyron's little force hunkered down at Johnson's Ranch on the 27th, erecting breastworks while it awaited the arrival of Scurry's reinforcements. At Koslowski's Ranch, Union troops dealt with their wounded and planned for the following day.

March 28th: Pigeon's Ranch

Both Scurry and Slough would divide their forces on the 28th. Slough wanted to attack Johnson's Ranch, but avoid a bloody frontal assault on a dug-in position. He decided to form a flanking column, consisting of one third of his total force, placing it under Chivington's command. It would clamber up onto the Glorieta Mesa, guided by local scouts under Col. Manuel Chaves, and follow narrow frontier tracks through the uplands, to a position above the Rebel right. Then, while Slough attacked out of the mouth of the pass, Chivington would descend onto the Rebel flank and roll it up, delivering a smashing Union victory.

Meanwhile, at Johnson's Ranch, William Scurry's column had arrived and he had taken command. He too planned to advance into the canyon on the 28th and attack the Union army, but, concerned for the irreplaceable supplies and horses assembled at Johnson's Ranch, would leave 200 men and one of his 6-lb artillery pieces behind as security.

As the 28th dawned, both armies were in motion. A mile or so before arriving at Pigeon's Ranch, Chivington's force turned south, following a narrow



track up onto the high Mesa. Slough continued slowly along the Santa Fe Trail, stopping at Pigeon's Ranch for a few hours, to give Chivington time to traverse the rugged mesa. Sending out pickets, Slough was shocked to discover that the Rebels were no longer at Johnson's Ranch, but were approaching his position from the west. Sending a rider to recall Chivington, Slough deployed his forces across the pass. Artillery opened the fight, which raged across the narrow canyon for four hours, with a lull around 2pm as both sides gathered themselves. Chivington did not return and the weight of Scurry's attacks gradually drove the Union forces back. By the time the sun disappeared behind the mountains and the cold grew bitter, both sides were exhausted. The Texans settled in at Pigeon's Ranch, congratulating themselves that they had driven the enemy from the field, while Slough's beaten army withdrew to Koslowski's Ranch.

1000 Miles From Home

What had happened to Chivington? Once the flanking column had gained the top of the Mesa, it was unable to hear cannons booming just a mile or so north at Pigeon's Ranch. Five hundred feet above the canyon floor, the vagueries of the terrain prevented sounds of battle from carrying. So, oblivious to the battle raging behind them, they continued on towards the western rim of the Mesa, arriving at about 2pm. Below, they could see the Texan camp, filled with relaxed guards playing cards and milling about. Slough's army was nowhere to be seen. Sensing an opportunity, Chivington ordered William Lewis' regiment to attack the camp. Sliding and stumbling down the steep rim of the Mesa, the Union men charged, scattering the Rebels and setting fire to their precious supplies. Wagons filled with ammunition exploded spectacularly. The raid complete, the Federals clambered back up the Mesa, leaving a trail of burning wagons behind them. They wound their way home to Koslowski's Ranch, rejoining Slough well after dark.

The destruction of the Rebel supplies negated the Texans' hard-fought victory. They would be unable to continue campaigning in a hostile, inhospitable wilderness without food or ammunition. As one Confederate soldier wrote: "Here we are... 1,000 miles from home, not a wagon, not a dust of flour, not a pound of meat."

Disconsolate, Scurry withdrew south and rejoined Sibley. The army embarked on a long, perilous trudge back to Texas, harrassed by Canby's force from Fort Craig. The Confederacy's invasion of the New Mexico Territory was over.

17.01 NOTES ON THE MAP: The Glorieta Map has some unique elements not present on other maps in the series, reflecting the rugged wilderness terrain.

- **Galisteo Creek:** All Creeks on the *Apache Canyon* map are decorative only. They do not affect movement. They were dry, shallow stream beds at the time of the battle. Glorieta Creek on the *Pigeon's Ranch* map uses the normal Stream rules.

- **Fences:** Fences in the southwest are constructed of close-spaced vertical poles. Fence iconography on the Pigeon's Ranch map differs from the other maps in the series, but they are normal Fence terrain.

- **Canyon Walls:** Slope hexsides in these scenarios represent steep, rocky elevation changes. Only unformed infantry, dismounted cavalry and skirmishers may cross slope hexsides (unless traversed by a road or trail). Crossing a slope hexside, moving uphill, costs a unit +2 movement points. Crossing a slope hexside moving downhill costs a unit +1 movement point.

- **Cliff Hexsides:** The two cliff hexsides in the Sharpshooter Ridge hex (*Pigeon's Ranch* map) are impassable to all units.

17.02 SHOTGUNS AND FOULING PIECES: The Texans were poorly armed. The infantry carried a variety of non-military firearms, and the cavalry had few weapons with which to fight mounted (with the exception of Pyron's regiment).

USA units gain 1 save roll when attacked at range 2 or more.

This additional save roll does not apply to fire from Confederate artillery or skirmishers.

17.03 INDEPENDENT SKIRMISHERS: See rule 9.19 in the Rulebook.

17.04 MULTIPLE SKIRMISHERS: Some brigades can create two skirmishers. A skirmish zone generated by one skirmisher blocks LOS to another skirmisher from the same brigade. Cavalry skirmishers may only be deployed by Cavalry units. The same is true of Infantry skirmishers and Infantry units. A brigade with two skirmishers may only eliminate one of them to regain a lost reserve (8.133). The skirmisher chosen must be an Infantry skirmisher if the brigade has one. When a brigade with multiple skirmishers eliminates one of them, the remaining skirmisher continues to operate normally.

The battles in the West were smaller and less formal than the battles in the East. The entire Texan brigade was mounted, though it fought dismounted. Entire regiments dispersed into small groups, firing from behind rocks and trees. The prevalence of skirmishers reflects this freewheeling type of fighting.



17.1 SCENARIO 14:

APACHE CANYON

On the afternoon of March 26th, advanced guards of both armies stumbled into each other along a stretch of Glorieta Pass called Apache Canyon. The Rebels opened fire with a pair of 6-pounders, and the Union

cavalry charged. After savage fighting, in which Federal sharpshooters repeatedly scaled the heights on either side of the canyon, outflanking the rebel positions below, Pyron was driven out of the canyon, nearly losing his precious guns to pursuing Union troopers.

17.11 SET UP:

- Display 17.4
- 7 Turns (2:40pm - 4:40pm)

17.12 VICTORY CONDITIONS:

The CSA player wins by breaking the US brigade. The USA player wins by breaking the CSA brigade. If neither brigade is broken at the end of the game, the USA player wins if the CSA artillery unit is eliminated, or the USA controls the CSA rally point, otherwise the CSA wins.

17.13 NORMAN'S ARTILLERY

The artillery unit in this scenario is not divisional (9.3), it is part of Pyron's brigade. It activates when Pyron's activation markers are drawn and may stack with any non-skirmisher unit in its brigade.

17.14 ORDER OF BATTLE

UNION:

At Start:

Activation Markers: 2x Chivington

On Map: 1st U.S. Cavalry Regiment (0002), 3rd U.S. Cavalry Regiment (0002), 1st Colorado-c (0102)

On Brigade Display: *Chivington's Bde:* 2nd CO/A (Infantry Skirmisher), 3rd U.S./E (Cavalry Skirmisher), Chaves New Mexico Volunteers (Independent Cavalry Skirmisher).

CONFEDERACY:

At Start:

Activation Markers: 2x Pyron

On Map: 2nd Texas Cavalry Regiment (0603), Norman/TX Artillery (0603), 5th Texas Cavalry Regiment (1503).

On Brigade Display: *Pyron's Bde:* 5th TX/A (Cavalry Skirmisher), Phillips' Brigands (Independent Cavalry Skirmisher).

17.2 SCENARIO 15

PIGEON'S RANCH

William Scurry's defeat of John Slough at Pigeon's Ranch on March 28th 1862 was a tactical victory only, since Chivington's destruction of the Confederate supply wagons spelled the end of the Texan campaign in New Mexico.

17.21 SET UP:

- Display 17.5
- 16 Turns (11:00 - 3:40pm)

17.22 VICTORY CONDITIONS:

Victory goes to the player who breaks the opposing brigade. If neither brigade is broken at the end of the game, the CSA player wins by controlling the Pigeon Ranch hex (otherwise the USA Player wins).

17.23 ARTILLERY ACTIVATION MARKERS

Unlike scenario 1, artillery for both sides is considered Divisional (9.3). Both players add two artillery activation markers to the opaque container at the start of the game.

17.24 ORDER OF BATTLE

UNION:

At Start:

Activation Markers: 2x Slough, 2x USA Artillery

On Map: Slough (any hex), 1st Colorado Infantry-a (1103), 1st Colorado Infantry-b (1103), 1st U.S. Cavalry (1204), 3rd U.S. Cavalry (0203), Ritter/US Artillery (0303), Claflin/US Artillery (1004).

On Brigade Display: *Slough's Bde:* 1st CO/C (Infantry Skirmisher), 3rd U.S./E (Cavalry Skirmisher).

CONFEDERACY:

At Start:

Activation Markers: 2x Scurry, 2x CSA Artillery

On Map: Scurry (any hex), 4th Texas Cavalry Regiment-a (0004), 4th Texas Cavalry Regiment-b (0004)

On Brigade Display: *Scurry's Bde:* 4th TX/C (Infantry Skirmisher), 5th TX/A (Cavalry Skirmisher), Phillips' Brigands (Independent

Cavalry Skirmisher).

Reinforcements: enter on or adjacent to a friendly rally point.

Turn 1: 2nd Texas Cavalry Regiment, Bradford/TX Artillery.

Turn 2: 5th Texas Cavalry Regiment.

Turn 3: 7th Texas Cavalry Regiment.

17.3 SCENARIO 16

CHIVINGTON RETAINED

General Slough assumed that the Texans would be dug in at Johnson's Ranch, and divided his army to outflank them. John Chivington's detachment marched over the Glorieta Mesa to the south of the pass, while Slough's main body marched up the pass itself. When the Texans unexpectedly appeared at Pigeon's Ranch, Slough sent a rider to bring Chivington back. That didn't happen, fortunately for the Union cause. Chivington's column, descending on the Texan supply train at Johnson's Ranch, drove a stake through the heart of Sibley's campaign, even while they were busy winning the battle in the pass.

This variant explores what might have happened if Slough hadn't divided his army on March 28th. Instead of a defensive battle, he must break the Texans at Pigeon's Ranch.

17.31 SET UP:

- Display 17.5
- 16 Turns (11:00 - 3:40pm)

17.32 VICTORY CONDITIONS:

Victory goes to the player who breaks an opposing brigade. If no brigades are broken, the USA player wins at the end of the game by controlling the CSA rally hex, otherwise the CSA player wins.

17.33 ARTILLERY ACTIVATION MARKERS

Unlike scenario 1, artillery for both sides is considered Divisional (9.3). Both players add two artillery activation markers to the opaque container at the start of the game.

17.34 ORDER OF BATTLE

UNION:

At Start:

Activation Markers: 2x Chivington, 2x Slough, 2x USA Artillery

On Map: Slough (any hex), 1st Colorado Infantry-a (1103), 1st Colorado Infantry-b (1103), 1st U.S. Cavalry (1204), 3rd U.S. Cavalry (0203), Ritter/US Artillery (0303), Claflin/US Artillery (1004).

On Brigade Display: *Slough's Bde:* 1st CO/C (Infantry Skirmisher), 3rd U.S./E (Cavalry Skirmisher), *Chivington's Bde:* 2nd CO/A (Infantry Skirmisher), Chaves New Mexico Volunteers (Independent Cavalry Skirmisher)

Reinforcements: enter on or adjacent to a friendly rally point.

Turn 1: Chivington (2 Activation Markers), 5th U.S. Infantry (Lewis), 1st Colorado-c (Wynkoop), 1st CO/D (infantry skirmisher), Chaves New Mexico Volunteers (Independent Cavalry Skirmisher).

CONFEDERACY:

At Start:

Activation Markers: 2x Scurry, 2x CSA Artillery

On Map: Scurry (any hex), 4th Texas Cavalry Regiment-a (0004), 4th Texas Cavalry Regiment-b (0004)

On Brigade Display: *Scurry's Bde:* 4th TX/C (Infantry Skirmisher), 5th TX/A (Cavalry Skirmisher), Phillips' Brigands (Independent Cavalry Skirmisher).

Reinforcements: enter on or adjacent to a friendly rally point.

Turn 1: 2nd Texas Cavalry Regiment, Bradford/TX Artillery.

Turn 2: 5th Texas Cavalry Regiment.

Turn 3: 7th Texas Cavalry Regiment.

