

Forgotten Campaigns Designer Notes

My heartfelt thanks go out to the following individuals (list is not conclusive) who helped with the "Forgotten Campaigns" project. My thanks for their skills, but also their patience. Nick Bell, Robert Osterlund, David Freer, Rich Hamilton, Joe Amoral, Ken Miller, Ken Jones, and especially to Rich Walker, who helped me bring it home.

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New Mexico 1862

Our Forgotten Campaigns begin in the badlands of New Mexico. Although it was waged by small forces in remote locations, the New Mexico Campaign was born from big designs for glory and conquest: A Confederate empire stretching to the Pacific, California gold for Confederate coffers, and a conquering hero by the name of Brigadier General Joe Sibley.

Sibley recruited an elite brigade of four Texas cavalry regiments and led it out of El Paso in the early winter of 1862. Battles were fought at places like Valverde and Glorieta, waged on the Union side by a pickup team of scattered companies of U.S. regulars, New Mexico volunteers and militia, and a regiment from Colorado. By and large, the forces were evenly matched, but Sibley drank too much, and the Union had a solid leader by the name of Colonel E R S Canby, one of the forgotten leaders of our forgotten campaigns.

Charleston 1862 – 1863

Charleston was where it all started. Many other cities throughout the south – and the north – were important for various reasons, militarily, commercially, politically – but Charleston held a special place as the "Cradle of Secession" as the Yankees longed to avenge the humbling of the national flag – in 1865 Robert Anderson, as a major general, raised the same flag over the ruins of Fort Sumter that he, as a captain, had been forced to strike exactly four years earlier. Confederates vowed to see the city destroyed rather than yield it.

Secessionville, occurring in June 1862 was a Confederate victory, after which the Union did not make another offensive effort against the city for almost a year.

Baton Rouge August 1862

The first stop for the Union after capturing New Orleans. A Union brigade held the city, the capitol of Louisiana. The Confederates sent a corps to take it back.

Port Hudson March-July 1863

The Union fleet bypassed Port Hudson after dark in March 1863. In order to depict that passage we had to change the parameters of darkness and daylight for the game. Two months later, the Yankees

surrounded the place and a siege ensued in which the vastly outnumbered garrison held out longer than did Vicksburg.

Olustee February 1864

Simply a political ploy by the Lincoln administration to capture the state capitol of Florida, to install loyalists and have an election. It was the only show in town at the time, with Chattanooga having been fought and all the armies resting up for the spring campaign, so the South was able to send some good troops – and plenty of them – to give Truman Seymour a good drubbing.

The Red River Campaign March-May 1864

The Red River Campaign was a direct attack on “King Cotton.” The scandalous behavior of army and navy leaders was overshadowed only by the disasters inflicted on them by the undermanned Confederate army. It was written into navy regulations that commanders and crew were legally authorized to share booty captured by their ship, and many were made rich during the campaign. The army committed sizable numbers of wagons to carry away captured cotton. If Maj. Gen. Taylor had had his way after defeating Banks at Pleasant Hill, it is entirely possible that he could have destroyed the Union army and captured its navy.

War in Mississippi June-August 1864

Mississippi entered the Civil War as the richest state in the Union, but since the war has never been able to rise from more than second or third from the bottom. There was no romance on the back roads of Mississippi. Brice’s Crossroads was fought in insufferable heat, which Bedford Forrest weaponized in taking on the Yanks, drawing them on, wearing them out, and then overwhelming them. The heroes of Brice’s Crossroads were two regiments of USCT (United States Colored Troops) who covered the army’s retreat. Those regiments fought so stubbornly because every dark-skinned soldier knew that surrender meant a bullet and a place in a roadside ditch. A month later the tables were turned when the Confederates attacked the Yankees at Tupelo. Both sides were under different commanders. Gruff, no-nonsense A J Smith was the able Yankee leader, while his foe was Lt. Gen. S D Lee, who did not seem to have Forrest’s wholehearted support in a subordinate role.

Mobile 1864

Once U.S. Grant had dispatched Vicksburg, in July of 1863, he set his sights on Mobile. He pictured a campaign which would capture the port city, and then an advance on Atlanta from the southwest, but events kept tripping him up. First, he had to go save the day at Chattanooga, and then he got promoted, which meant someone else would have to do the heavy lifting at Mobile. Finally in August 1864, in an operation loosely coordinated with A J Smith’s Tupelo Campaign, a combined army-navy force made the first moves to close the port of Mobile. A powerful fleet, led by Rear Admiral David G Farragut, attacked Fort Morgan and the little Confederate fleet protecting it. A small contingent of the army, under Maj. Gen. Gordon Granger, commenced operations to capture, first, Fort Gaines, and then Fort Morgan.

The Missouri Campaign September-October 1864

Maj. Gen. Sterling Price raised an army of cavalry and mounted infantry for the invasion of Missouri. Goals were: Establish a pro-Confederate government in Missouri; recruit thousands of willing Missourians into the Confederate army; and to pillage and plunder the countryside. As for changing the

government, Price was never able to take and hold a major city, let alone the state capitol at Jefferson City; thousands of recruits rallied to Price's banner, but he was only to arm a fraction of them, and many melted away as the campaign was ending; but Price was able to fill a large, slow moving wagon train with the wealth of Missouri. Tethered to the wagon train's slow pace, many soldiers began to hate the train more than the enemy as it slowed them down and made them vulnerable to death or capture.

Fort Fisher December 1864

With Mobile gone up, Wilmington North Carolina became the sole surviving port open to blockade runners. Gideon Welles, Secretary of the Navy, tried to interest army leaders, starting with Grant, in mounting an expedition to take Fort Fisher. Ben Butler, commander of the Army of the James, was one of the first to be on board to the idea, but Butler being Butler, if he was for the idea, Grant was "against it." Finally, the expedition was organized and Butler, as was his right, announced that if his troops were making the effort, he was going to command them. This resulted in a heavy bombardment of the fort, the landing of troops and a half-hearted advance, then withdrawing everybody and sailing back to Norfolk.

Fort Fisher January 1865

The same troops, but with a new leader, returned to Fort Fisher in a few weeks. Maj. Gen. Alfred Terry commanded the troops. While the navy bombarded the fort, he methodically landed and fortified his bridgehead, then with a cordon facing north to prevent interference by Robert Hoke's division, he advanced on the fort. The navy had perfected their preparatory bombardment so that few guns remained to resist the assault. The fort was taken at a cost of about fifteen hundred men, including nearly four hundred sailors, out of an assault force of almost nine thousand.

Bentonville March 1865

Joe Johnston was fired from command of the Army of Tennessee in July 1864. Now, as Yankee forces converged from every direction, Robert E Lee placed Johnston back in command of a scraped together army of about twenty thousand. After a delaying action at Averasboro, Johnston saw an opportunity to strike the unsupported Fourteenth Corps with the hope of routing it and then turning on a follow-on corp. The Fourteenth had to fight for their lives, but they finally rallied and held Johnston while Sherman's entire army (four corps, fifty thousand men) concentrated and finally drove Johnston from the field, in this three-day battle.

Mobile March-April 1865

Finally, with Mobile Bay closed to blockade runners, and Confederate armies beginning to surrender across the breadth of the country, The Union gathered a powerful army to subjugate Mobile. Players are supplied with maps and oobs to enable several what if scenarios, but the major battles illustrate the final efforts of total war. An accurate siege scenario would entail the entire map and a game of about three weeks' duration. Maj. Gen. Richard Taylor finally surrendered his army to Maj. Gen. E R S Canby at Citronelle, Alabama in May 1865. Canby also accepted the surrender of the Trans-Mississippi army the same month.

NOTES:

* There are many scenarios in CFC where the forces are closely balanced, even a few where the CSA has the edge on numbers.

* Players need to have a good understanding of the trench building system, and of bridge construction and destruction. Added in a few scenarios: Laborers (but we know what they really were) These units are non-combatant, they are not armed, but they can build trenches and bridges.

* We also introduce several new dimensions of naval combat in Forgotten Campaigns, including armored ships and mines, known as torpedoes in the 1860s. The mine is designed to explode when a ship makes contact. Mines do not choose sides. Either side can lose ships to mines. Some scenarios have as many as five versions, with the only difference being the Mine deployment pattern. It should be noted that Mines are not displayed on the game map but are only revealed when a ship bumps into one.

* Forgotten Leaders

Students who focus on the battles in and around Virginia will read about leaders who failed under harsh conditions, and harsher taskmasters, and simply "disappeared" from the story, never to be heard of again. They may be surprised to learn that most, if they lived, showed up again on western battlefields, where some lived up to their deserved reputation for incompetence, while others put in yeoman performances, some even excelling when given another chance.

* Maps and big scenarios:

There are some very large scenarios in Forgotten Campaigns. The maps for those large scenarios are the basis for submaps which are used in smaller, more practicable scenarios. The maps and scenarios are useful for putting the smaller scenarios in context, and to reference the locations of smaller actions.

THE COVER

Starting in New Mexico, the game cover features leaders of Forgotten Campaigns.

In West Texas: Kit Carson, the famous frontiersman, became a colonel in the New Mexico forces. When my father was courting my mother in England in 1942, he mentioned that as a kid when he and his brothers would play cowboys and Indians, he would adopt Kit's persona. From then on, Dad was always "Kit" to my mother's family.

Henry H Sibley sold the concept of a New Mexico invasion to Jeff Davis and was authorized to recruit and train a brigade for the purpose. The brigade became one of the best in the Trans-Mississippi, but Sibley failed in his quest, possibly due to excessive alcohol intake, becoming better remembered as the pre-war inventor of the Sibley stove and the Sibley tent.

Next in Texas is LtGen S D Lee. In September 1862 he was commanding an artillery battalion at Antietam, but by mid-1864 he had command over Nathan B Forrest at Tupelo; and ended the war in North Carolina as a corps commander under Joe Johnston.

In southern Mississippi is MajGen E R S Canby. He commanded the Union Forces at Valverde, the first action, chronologically, in Forgotten Campaigns. He started the war as a colonel and ended the war

accepting the surrender of forces in Alabama, Mississippi, and the Trans-Mississippi. Canby commanded the troops that finally captured Fort Blakely at Mobile, on the same day that Lee surrendered, chronologically the last campaign of the Forgotten Campaigns. He was murdered by the Modoc Indians in 1873, becoming the highest-ranking casualty of the Indian Wars.

The naval scene in the Gulf, during the Battle of Mobile Bay, features Rear Admiral David G Farragut, lashed to the rigging as his ship, the majestic U.S.S. Hartford, scrapes along-side the Confederate ironclad Tennessee. Earlier, Farragut had shouted the commands which became famous, if misquoted, "Damn the Torpedoes! Four bells! Captain Drayton, go ahead! Jouett, full speed!"

Next to northern Florida where the Yankee BrGen Truman Seymour and Confederate BrGen Joe Finegan are shown. They commanded at the Battle of Olustee, the only major battle to take place in Florida. In a few months they would both wind up in Virginia, where Seymour was captured at the Wilderness.

In Alabama are the likenesses of MajGen A J Smith and MajGen Nathan B Forrest. Forrest had defeated the Yankees at Brice's Crossroads in June, but he and S D Lee were in turn defeated by Smith at Tupelo, a month later. Smith likened his detachment of the 16th Corps to the "Wandering Tribe of Israel." With it, he had fought at Vicksburg, the Red River Campaign, Tupelo, Nashville, the Missouri Campaign, and the final campaign to take Mobile. Except for Vicksburg and Franklin, his corps' feats are covered in Forgotten Campaigns.

The scene in northern Louisiana depicts the Red River Campaign, a union defeat. MajGen Richard Taylor defeated Nathaniel Banks at Mansfield but came up short at Pleasant Hill. An interesting feature of the Red River battles is cavalry fighting against gunboats!

The battle scene in Oklahoma--actually, "Indian Territory" in the 1860s--is from the Battle of Westport in October 1864. The adversaries were Sterling Price (in Arkansas) versus MajGen Samuel Curtis, and MajGen William S Rosecrans, sent to Missouri after losing at Chickamauga. Other participants (not shown) were BrGen James G Blunt, a hard fighting cavalryman, and MajGen Alfred Pleasonton, previous commander of the Army of the Potomac's Cavalry Corps.

On the eastern seaboard, we see Fort Sumter in flames, finally pounded into rubble by a combination of sea-power and land-based guns. P G T Beauregard commanded here in 1863, having replaced LtGen John C Pemberton, who went on to Vicksburg.

In North Carolina the Second Battle of Fort Fisher closed Wilmington, the last harbor remaining to the Confederacy. Fort Fisher was commanded by Col William Lamb, and the vanguard of the infantry that stormed the fort was commanded by BrGen Newton M Curtis. Curtis won a Medal of Honor in the assault but lost an eye. After the war Curtis and Lamb became fast friends. I visited Fort Fisher in the spring of 2021, and bought a little book titled "My Friend, the Enemy," the story of their friendship. Cannot resist saying also, that the mother of my son's significant other, lives across the street from General Curtis' old home, in Ogdensburg New York.

And last, two well-known rivals in the Civil War, General W T Sherman, and General Joseph E Johnston. They fought one of the last battles of the war, at Bentonville in March, and a month later Johnston surrendered to Sherman, several weeks after Appomattox.

One of the listed references for Forgotten Campaigns is the Civil War Dictionary, by Mark Boatner. It is a wealth of information and should be in every historian's library. One of the entries is "Sunrise, sunset and daylight." It features a map, and a chart. The chart lists the times of daylight and darkness for each month of the year, at latitudes of 40, 35 and 30 degrees. The columns listing the various times consist of B.M.N.T. (Beginning Morning Nautical Twilight) Sunrise, Sunset and E.E.N.T (End Evening Nautical Twilight). I used the entry to make up the pdts for the game, which causes the hours to be different in Missouri than they are in, say, Florida.

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