

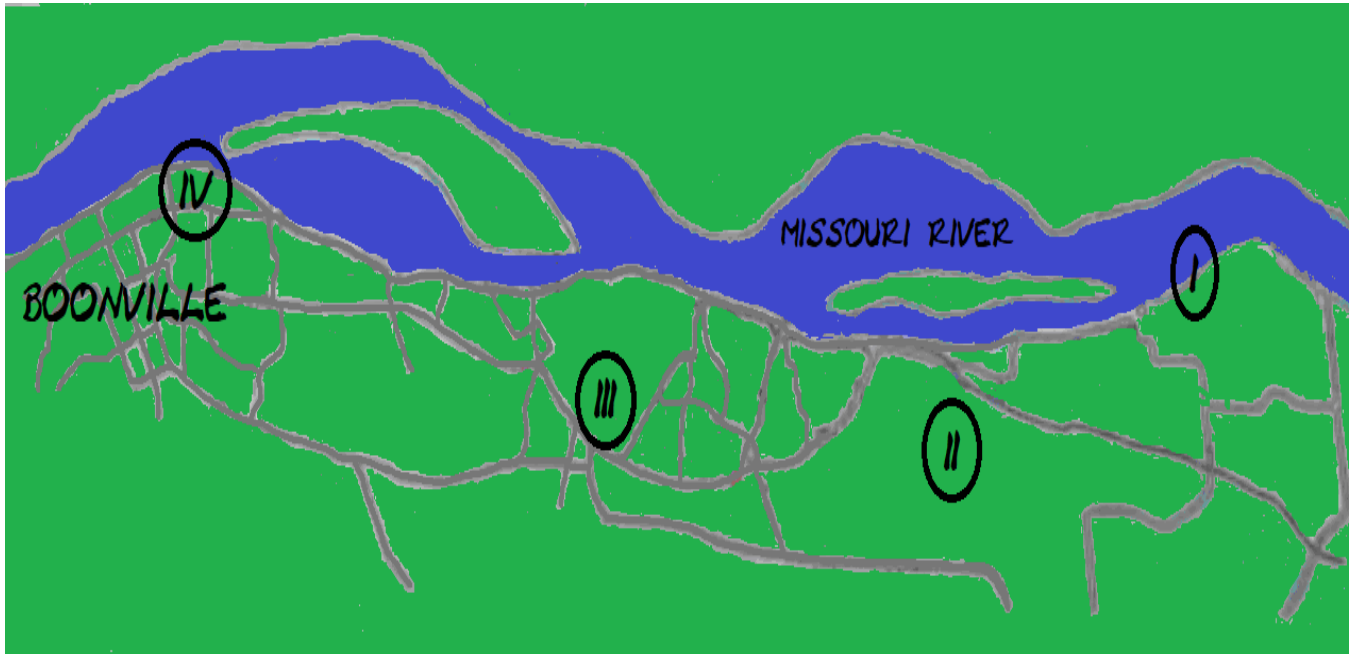
First Battle of Boonville

June 17 1861

Boonville, Cooper County, Missouri

The battle itself was actually little more than a skirmish, but it was one of the first significant land actions of the American Civil War.

Map of area:



What happened on the Day(location key on map)

- I. Lyon's troops disembarked from the Union Steamboat McDowell at 7am and marched along the Rocheport Road toward Boonville.
- II. Part of Marmaduke's eager but ill-equipped State Guard force waited on a ridge behind the bluff, totaling about 500 men. The confederates fired on the union forces then fell back. The Union forces formed line, and continued there advance along the Rocheport Road at about 8am they encountered a large body of confederate, but out numbered and facing artillery they fell back to Camp Bacon.
- III. The McDowell fires on Camp Bacon, and when the Union forces arrive they find the camp evacuated.
- IV. The Missouri State Guard make there final stand at their armoury in the fairgrounds, just outside Boonville, Shelling from the McDowell forces the troops to withdraw and they retreated south with the Governor. General Lyon took possession of Boonville at 11 am from a delegation of citizens.

The short fight at Boonville and the State Guard's precipitate retreat earned the battle the nickname of "The Boonville Races."

Scenario Overview:

This is based on the final stand of the Missouri State Guard at the Armoury, for this scenario we will assume the McDowell was never there and forced the guard to withdraw.

Order of Battle:

Forces Involved	
Union	Confederate
Commander: Nathaniel Lyon Lt7	Commander: John S Marmaduke Lt7
1 st Missouri Infantry (Reliable) 2 nd Missouri Infantry (Reliable) 2 nd US Infantry (Reliable) 2 nd US Artillery (Reliable)	Missouri State Guard (Unreliable) Missouri State Guard (Unreliable) Missouri State Guard (Unreliable)
Total Strength 1700 men	Total Strength 1500 men

Scenario Map.



Deployment:

The Confederate forces set up first, in the red rectangle along west side of the board. Infantry may deploy in any formation and in any square. The confederate forces had no artillery. The Confederate player places an objective marker anywhere along the road in there deployment zone.

The Union forces set up second, they approach along the road and deploy within the light blue box in the bottom east of the map, anywhere in any of the bottom/Southern row of squares as well as in the woods in the left hand square in the second row from the bottom. The 2nd US artillery battery starts the game limbered and on the road.

Objective:

The Union is trying to seize the Armoury (objective Marker) from the confederates; the confederates must try to stop them

Wining the scenario

The game ends if one side is broken, the side that is not broken is the winner, If no side is Broken then the side that controls the objective after six turns is the winner.