

I. Situation

Union and Confederate forces are gathering near a portion of the wilderness known as “Woodland”. Reference map in attachment one.

Both forces are encamped and have posted pickets to protect camps and supply lines.

Attached to both camps are refugees, civilians, and other noncombatants.

II. Mission

Camps are considered “Safe Zones” meaning that there will be no combat actions or infiltrations into opposing camps. Having said that, each force will protect their camps with picket lines and combined elements of infantry, cavalry, and artillery.

(The real goal is **not** to capture camps, flags, etc. but to experience the life of the Civil War soldier on the picket line, including but not limited to primitive camp, patrols, picket trading with the enemy, and around the clock operations as an authentic soldier.

III. Execution

- A. **Event coordinator and subordinate commanders’ intent:** This is not a paintball match or capture the flag event. This is a full immersion event where we will be operating from late Friday night through Sunday at noon in a combat environment. Soldiers are expected to carry what food, ammunition, and sleeping gear they may need for an undetermined amount of time. Any exceptions will be conducted in the “safe zone” camps. Soldiers in the “tactical” zone will eat off rations and refrain from 21st century habits such as cell phones, etc.
- B. **Concept of the operation:** Spend two days in a tactical environment safely conducting full historical immersion combat operations, respectful of those occupying the camp.
- C. **Ammunition limitation.** All soldiers will be limited to 40 rounds per person at any one time. All ammunition will be put into a bag or box with your name on it and handed in to the respective

battalion Ordinance sergeant. When you run out of ammunition you will be required to return to camp to replenish your ammo after getting permission from your commanding officer. During your retreat to camp to rearm, while on the battle zone you are still an alive combatant and susceptible to capture. Full scale combat between both battalions is NOT exempt from this rule.

- D. **Full scale field battle:** Battalion command's reserves the option to force a full-scale field battle at the discretion of commanding officers.
- E. **Referring:** Cav run messages back and forth between battalion commanders as needed during a full-scale battalion on battalion battle. Cav will also act as referee during this battle.
- F. **Scoring:** Each kill represents one point. Kills left on the field are at the discretion of each company commander's good judgment or the referee. No one has Kevlar vests. Take hits! If the referee sees a company refusing to take hits (Kevlar vested soldiers) They can at their discretion inform the company commander that the entire company has been killed and must follow tactical rules for withdrawal to assembly point. Points will be awarded to the opposition for each member of that company that refused to take hits. If you are captured and your haversack has period correct items that would be carried on the field by a soldier, your battalion gets awarded one additional point.
- G. **Tabulation of score:** As killed combatants retreat to their respective assembly zones, the battalion sergeant major (or designated battalion member) will keep a running tally of there dead. At the conclusion of the event, both battalion commanders will announce the winner of the event.

Battalion commands will direct a around the clock operational schedule to affect a night shift/day shift or 6 on/6 off schedule as the respective commander prefers. This will ensure a constant infantry operation,

constant cavalry surveillance, and constant artillery support.

The mission of the cavalry is to scout and report to their respective commands, allowing command to make informed decisions that strategically effect the engagement as well as act as scoring referee during full scale battle engagements. In this respect mounted cav cannot be captured or killed during full scale engagements. Outside of this, cav is subject to the same rules as any other combatant. During non full scale combat, capturing mounted cav is worth two points.

The mission of the infantry is to provide security to the battalion camp by way of picket line, probe, and where possible overcome enemy positions.

The mission of the Field Artillery is to provide accurate fire support to the infantry. As Infantry commanders send runners to the artillery, Artillery commanders will calculate the fire mission, traverse the guns, and fire support missions. Direct fire practices will be followed when the gun sections are in danger of infantry or cavalry assault. Guns will emplace at the start of the weekend and mark their direct fire cones. Cone markings are irrelevant for indirect fire or infantry support missions where no enemy is present near the gunline. Cannoneers with cross-dress impressions are encouraged to keep said impression in a box near the guns. During full scale combat, capturing a gun is worth ten points. During non-full scale combat, capturing of an enemy's guns is worth five points.

IV. Support

- A. Water: You must bring your own water.
- B. Road: The MSR (parking lot to camp) is a no-go zone
- C. Fires/cooking: WCWA will follow county guidelines for open fires. At the writing of this years rules above ground fires are ok. They cannot touch the ground in any way. You must bring some form of above ground burn pit to burn wood. This is county mandated. No exceptions.

V. Command/Control

-A. **Coordinating instructions:** battalion officers will meet regularly under flag of truce to sync operational standards (ie. Coordinate for safety and operational purposes.)

Each battalion command is encouraged to establish a command and control position to have a map open, receive runners, and send runners to subordinate commanders.

-No combat action (any trigger pull, or lanyard pull) will be conducted without a WCWA officer present to approve such action. All WCWA rules are to be adhered to.

-Prisoners will be treated humanely and will be paroled (released) within thirty minutes of capture under a white flag of truce, following a brief interrogation designed specifically to probe first person impression (for example dock worker in New York, pay was \$10, glass of whiskey in the five points cost \$0.05, governor was Horatio Seymour... etc.). A captured infantry enemy combatant is worth one point unless otherwise noted. Captured civilians are worth one point. All captured participants will be removed under escort from the battle zone back to the capturing battalions HQ where they will be held until released. Men escorting prisoners back to camp are not targets and cannot be captured themselves.

-Killed soldiers will at earliest safe convenience remove themselves from the battle field and return to their respective battalion assembly area. Each attending member will be issued a kill card. When you retreat from the battle field you will hold up your kill card to represent a kill. This will show other participants that you are not to be captured or harassed on your way back to your respective assembly points. Where you will wait 30 minutes before returning to the battle zone.

VI. Additional safety rules not covered above

-Safety word to stop pause on the battle field will be STOP ACTION

-Any musket or pistol fire within WCWA minimum distance will be announced SAFETY KILL instead of actually shooting, to prevent hitting opposing forces with burning powder or debris from the muzzle

-All WCWA safety and conduct rules will be adhered to!

VII. Impression

-1864 Wilderness Campaign

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