Battle 0f Stones River - 31 December 1862

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McCook – Right Wing | Union – Rosecrans

Rousseau | Cen

Thomas - Centre

Cen | Cen

Negley | Cen

Crittenden – Left Wing

LW | LW | LW | LW | LW | LW | LW | LW

RW | RW | RW | RW | RW

Wharton | CB | CB

Sheridan | RW3 | Cen | RW3 | RW | RW3 | RW | RW | Cen | Cen | LW | LW | LW | Cen | LW

Hardee's Corps

McCown | HC | HC | HC

HC | HC | HC | PC | PC | PC | PC | PC | PC

Cleburne

Polk's Corps

HC | HC | PC | PC | PC | PC

HC | HC | CD

HC

HC | HC

HC | **Breckinridge**

Confederate - Bragg

Standard Map Symbols

Symbol	Description	Symbol	Description
River/stream			Impassible mountains
Hillside			Woods on a hilltop Woods on the flat
Hill top			Towns
Rough Ground [fields, orchards etc]			Defensive Works
Impassable cliff edges			Major River
Swamp			Bridge
Reinforcement Arrival Point			

Note: Only full hexes can be entered by stands

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Union Units	Corps	Elan	Traits	Move
			Army of the Cumberland **Units 30 Morale** 11	
Rosecrans			**Overall Commander**	
McCook	**RW**		**Right Wing**	
Davis	RW		1st Division	
Infantry x 3	RW	6	Sk	2-1
Johnson	RW		2nd Division	
Infantry x 4	RW	6	Sk	2-1
Sheridan [Steadfast]	RW		3rd Division	
Infantry x 3	RW	6	Sk	2-1
Thomas	**Cen**		**Centre**	
Rousseau	Cen		1st Division	
Infantry x 3	Cen	6	Sk	2-1
Negley	Cen		2nd Division & 3rd Division	
Infantry x 1	Cen	6	Sk, Art Attached	2-1
Infantry x 3	Cen	6	Sk	2-1
Crittenden	**LW**		**Left Wing**	
Wood	LW		1st Division	
Infantry x 4	LW	6	Sk	2-1
Palmer	LW		2nd Division	
Infantry x 3	LW	6	Sk	2-1
Van Cleve	LW		3rd Division	
Infantry x 3	LW	6	Sk	2-1
Stanley	**CC**		**Cavalry Corps**	
Cavalry x 3	CC	3	Hit and Run, Mobile	4-2

Confederate Units	Corps	Elan	Traits	Move
			Army of Tennessee Units 27 Morale 10	
Bragg			Overall Commander	
Polk	**PC**		**Polk's Corp**	
Cheatham	PC		1st Division	
Infantry x 5	PC	6	Sk	2-1
Withers	PC		2nd Division	
Infantry x 5	PC	6	Sk	2-1
Hardee	**HC**		**Hardee's Corps**	
Breckinridge	HC		3rd Division	
Infantry x 2	HC	6	Sk, Art attached	2-1
Infantry x 3	HC	6	Sk	2-1
Cleburne	HC		4th Division	
Infantry x 5	HC	6	Sk	2-1
McCown	HC		5th Division	
Infantry x 3	HC	6	Sk	2-1
Wheeler	**CD**		**Cavalry Division**	
Cavalry x 2	CD	4	Hit and Run, Mobile	4-2
Wharton	**CB**		**Cavalry Brigade**	
Cavalry x 2	CB	4	Hit and Run, Mobile	4-2

CS	1	3	5	7	9
US	2	4	6	8	10
CS	11	13	15R	17	19
US	12	14 R	16	18	20R
CS	21	23	25	27	29
US	22	24	26	28	30

Background

Confederate General Bragg had led a disappointing invasion of Kentucky which failed to raise support for the Confederacy. He fell back into Tennessee and took up a position near the Union base at Nashville.   Union General Rosecrans moved the Army of the Cumberland to Nashville to face Bragg. Almost 2 months of stalemate ensued before Rosecrans was pressured by Washington to act. Both General's planned to attack with their left flanks, but Bragg got in first, catching McCook's corps disorganised and unprepared.

Organisation

The Union have four corps for activation purposes. The Confederates have four corps

Reinforcements
Union
Turn 14 2 Cavalry Units at the marked reinforcement point.
Turn
Confederate
Turn 15 1 Cavalry Unit at the marked reinforcement point.

Terrain
The Stones River can only be crossed at fords and bridges. Normal hill effects apply. Woods are difficult terrain for combat and moving.

Scenario Rules
Fresh Confederate infantry units [ones that have taken no more than 1 loss eg are strength 5+] of McCown and Cleburne's Divisions can use the Rebel Yell [equivalent to Blucher shock] when attacking.

McCooks Corps will not move in its first turn [turn 2]. It can fire. In the second turn [turn 4] it can move by individual unit only, it cannot make corps moves or be activated by the CiC.   After that it moves normally.

Sheridan's steadfast trait can only be used with the 3 units of his division.

In its first turn [turn2] Crittenden's Corps can move by individual unit only, it cannot make corps moves or be activated by the CiC.   After that it moves normally.
Rosecrans cannot make CiC activations in the first 2 Union turns [2 and 4].

Victory Conditions
If neither side breaks the game is a draw.