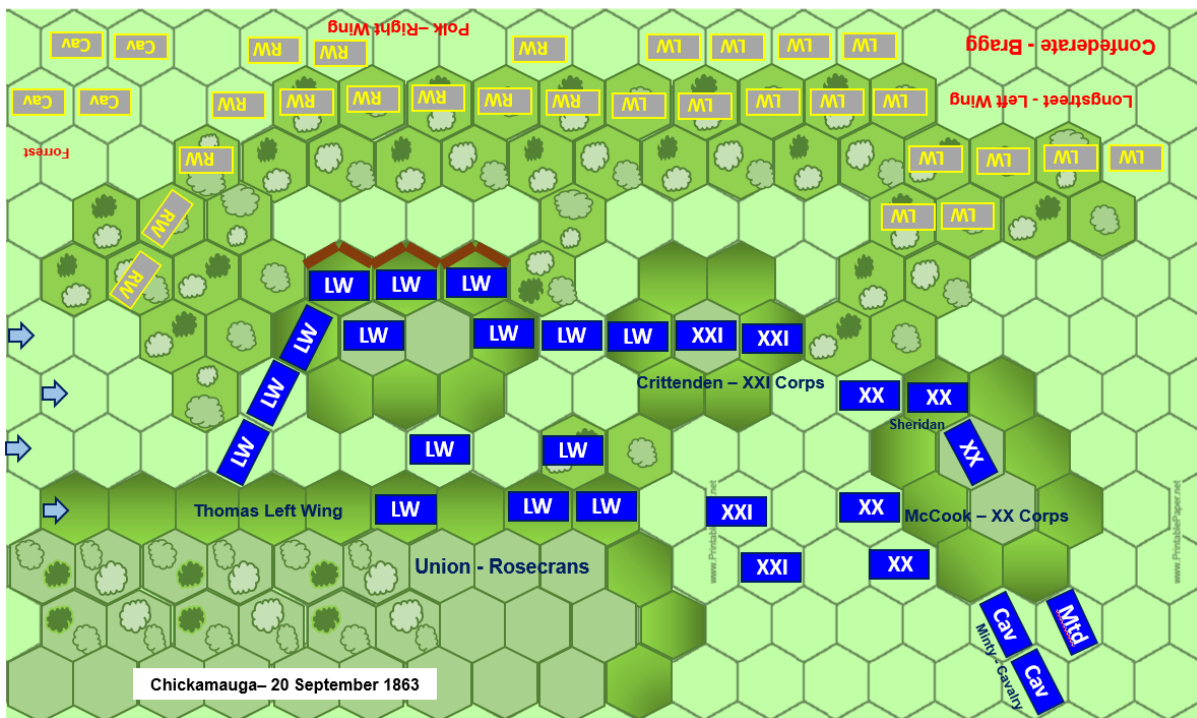




AMERICAN CIVIL WAR – HEX SCENARIO

Battle Of Chickamauga – 20 September 1863



Standard Map Symbols

	River/stream		Impassible mountains
	Hillside		Woods on a hilltop
	Hill top		Woods on the flat
	Rough Ground [fields, orchards etc]		Towns
	Impassable cliff edges		Defensive Works
	Swamp		Major River
	Reinforcement Arrival Point		Bridge
Note: Only full hexes can be entered by stands			

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Union Units	Corps	Elan	Traits	Move
			Army of the Cumberland Units 29 Morale 10	
Rosecrans			Overall Commander	
			Army Troops	
Mounted Infantry x 1	AT	4	Sk, Mobile, Improved fire	3-2
Minty	LW		Cavalry	
Cavalry x 2	LW	3	Hit and Run	4-2
Thomas [Steadfast]	LW		Left Wing	
Baird	LW			
Infantry x 1	LW	6	Sk, Art attached	2-1
Infantry x 2	LW	6	Sk	2-1
Negley	LW			
Infantry x 3	LW	6	Sk	2-1
Brannon	LW			
Infantry x 1	LW	6	Sk, Art attached	2-1
Infantry x 2	LW	6	Sk	2-1
Reynolds	LW			
Infantry x 3	LW	6	Sk	2-1
Johnson	LW			
Infantry x 1	LW	6	Sk	2-1
Palmer	LW			
Infantry x 1	LW	6	Sk, Art attached	2-1
Infantry x 1	LW	6	Sk	2-1
McCook	XX		XX Corps	
Davis	XX		1 st Division	
Infantry x 2	XX	6	Sk	2-1
Sheridan [Steadfast]	XX		3 rd Division	
Infantry x 3	XX	6	Sk	2-1
Crittenden	XXI		XXI Corps	
Wood	XXI		1 st Division	
Infantry x 2	XXI	6	Sk	2-1
Van Cleve	XXI		3 rd Division	
Infantry x 2	XXI	6	Sk	2-1
Granger	RC		Reserve Corps	
Infantry x 2	RC	6	Sk	2-1

AMERICAN CIVIL WAR – HEX SCENARIO

Confederate Units	Corps	Elan	Traits	Move
			Army of Tennessee Units 31 Morale 11	
Bragg			Overall Commander	
Polk	RW		Right Wing	
Breckinridge	RW			
Infantry x 2	RW	6	Sk	2-1
Cleburne	RW			
Infantry x 3	RW	6	Sk	2-1
Cheatham	RW			
Infantry x 1	RW	6	Sk, Art Attached	2-1
Infantry x 2	RW	6	Sk	2-1
Liddell	RW			
Infantry x 2	RW	6	Sk	2-1
Gist	RW			
Infantry x 2	RW	6	Sk	2-1
Longstreet	LW		Left Wing	
Stewart	LW			
Infantry x 1	LW	6	Sk, Art Attached	2-1
Infantry x 2	LW	6	Sk	2-1
Law [Hood]	LW			
Infantry x 2	LW	6	Sk	2-1
Johnson	LW			
Infantry x 2	LW	6	Sk	2-1
McLaws	LW			
Infantry x 2	LW	6	Sk	2-1
Hindman	LW			
Infantry x 3	LW	6	Sk	2-1
Preston	LW			
Infantry x 3	LW	6	Sk	2-1
Forrest	CC		Cavalry Corps	
Cavalry x 1	CC	4	Hit and Run, Mobile, Art Attached	4-2
Cavalry x 3	CC	4	Hit and Run, Mobile	4-2

AMERICAN CIVIL WAR – HEX SCENARIO

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

Background

Union General Rosecrans had driven the Confederate army under Bragg from Chattanooga. The Union army pursued Bragg southward, but Bragg reinforced by Longstreet's Corp was determined to get Chattanooga back. The first day of battle saw units arriving and being committed piecemeal on both sides.

Organisation

For the second day of the battle Bragg divided the Confederate Army of Tennessee into two wings which intermingled some of the existing Corps. There are 3 corps for Confederate activation purposes.

The corps of the Union army had become entangled during the first days fighting. General Thomas, the XIV Corps commander started the second day effectively in control of all the units that had been used to anchor the left hand [Northern] end of the Union line. There are 4 corps for Union activation purposes.

The mounted infantry and Minty's cavalry are considered army resources and can be activated as part of any Union corps activation.

Reinforcements

Union

Turn 14 Granger's Reserve Corps at the marked reinforcement points. er's Normal Blucher reinforcement rules apply and any units blocking Grangers entrance will be forced to retreat.

Terrain

The union defences count as entrenchments when attacked frontally.

Scenario Rules

Fresh Confederate infantry units of Longstreet's wing [ones that have taken no more than 1 loss] can use the Rebel Yell [equivalent to Blucher shock] when attacking.

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

The union mounted infantry hit when firing on 4,5,6 at skirmish range [5,6 in the situations where skirmish fire is reduced to 6 for normal units] and 5,6 at close range. They fight as per normal infantry.

Victory Conditions

If neither side breaks the game is a draw.