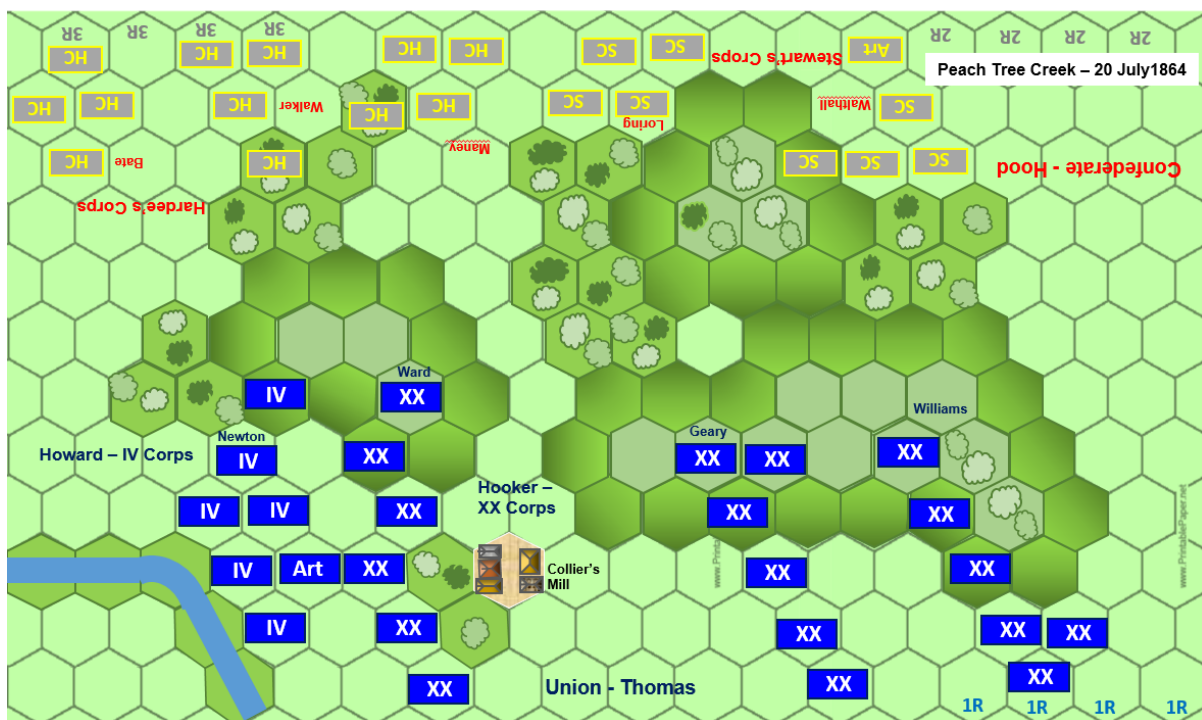


Battle Of Peach Tree Creek – 20 July 1864



Standard Map Symbols

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

Note: Only full hexes can be entered by stands

Background

Confederate General Johnston had been slowly pushed back to Atlanta by Union General Sherman. As Sherman moved to dispose his army around Atlanta Johnston looked for an opportunity to attack isolated parts of it in detail. That opportunity presented as the Union Army of the Cumberland moved to follow Johnston’s army across Peachtree Creek. Dissatisfaction with Johnston’s performance against Sherman led to him being replaced as commander by General Hood three days before the battle. The original conception of the battle was to catch the Army of the Cumberland as it was crossing the creek before it could dig in. Delays led to this not being achieved and the Confederate attack did not go in until very late in the day. This scenario assumes a somewhat more organised attack earlier in the day.

**AMERICAN CIVIL WAR – HEX SCENARIO**

Confederate Units	Corps	Elan	Traits	Move
			<b>Army of Tennessee Units 28 Morale 10</b>	
John Bell Hood			Overall Commander	
<b>Stewart</b>	<b>SC</b>		<b>Stewart's Corp</b>	
Walthall	SC		1 <sup>st</sup> Division	
Infantry x1	SC	6	Sk, Artillery attached	2-1
Infantry x3	SC	6	Sk	2-1
Loring	SC		2 <sup>nd</sup> Division	
Infantry x4	SC	6	Sk	2-1
French	SC		3 <sup>rd</sup> Division [reinforcement turn 3 – 2R]	
Infantry x 4	SC	6	Sk	2-1
<b>Hardee</b>	<b>HC</b>		<b>Hardee's Corps</b>	
Maney	HC		4 <sup>th</sup> Division	
Infantry x 1	HC	6	Sk, Art attached	2-1
Infantry x 3	HC	6	Sk	2-1
Walker	HC		5 <sup>th</sup> Division	
Infantry x 4	HC	6	Sk	2-1
Bate	HC		6 <sup>th</sup> Division	
Infantry x 4	HC	6	Sk	2-1
Cleburne	HC		7 <sup>th</sup> Division [reinforcement turn 3 – 3R]	
Infantry x 4	HC	6	Sk	2-1
Army Artillery				5 4 4 3 3 2 2-1

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

AMERICAN CIVIL WAR – HEX SCENARIO

Battle Of Peach Tree Creek – 20 July 1864

Union Units	Corps	Elan	Traits	Move
			Army of the Cumberland Units 28 Morale 10	
<b>Thomas</b>			<b>Overall Commander</b>	
<b>Howard</b>	<b>IV</b>		<b>IV Corps</b>	
Newton	IV		2 <sup>nd</sup> Division	
Infantry x 1	IV	6	Sk, Artillery Attached	2-1
Infantry x 5	IV	6	Sk,	2-1
<b>Hooker</b>	<b>XX</b>		<b>XX Corps</b>	
Williams	XX		1 <sup>st</sup> Division	
Infantry x 6	XX	6	Sk	2-1
Geary	XX		2 <sup>nd</sup> Division	
Infantry x 1	XX	6	Sk, Art Attached	2-1
Infantry x 5	XX	6	Sk	2-1
Ward			3 <sup>rd</sup> Division	
Infantry x 6	XX	6	Sk	2-1
<b>Palmer</b>	<b>XIV</b>		<b>XIV Corps [reinforcement turn 4 – 1R]</b>	
Johnson	XIV		1 <sup>st</sup> Division	
Infantry x 4	XIV	6	Sk	2-1
Reserve Artillery	XIV		6   5   5   4   3   3	2-1

Organisation

The Union have three corps for activation purposes. The Confederates have two corps

Reinforcements

Reinforcements do not arrive in reserve status.

Union

**Turn 3** at reinforcement points 1R.

Confederate

Turn 4

French at reinforcement points 2R

Cleburne at reinforcement points 3R

Terrain

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

Colliers Mill cannot be garrisoned.

Victory Conditions

If neither side breaks the game is a draw.