

CHICKAMAUGA



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CHICKAMAUGA

The Confederacy's Last Hope

Game Design: *Jon Southard*

Art Direction: *Loring Eutemey*

Graphic Design and Art Production: *Stephen Crane and Kevin Wilkins*

Rules Editing: *Jeffery L. Briggs*

Typesetting: *Paul Murphy and Carl Skutsch*

Production: *Ann Streimer*

Testing: *Roger Allen, John Alsen, Tom Carter, Jerry Corrick, J. Mervyn Cross, Rob Emerson, First Minnesota Historical Wargaming Society, Ed Friedrich, Paul Gagnon, Gareth Head, L. W. Head, Mark Kalina, Joe Legan, Tom Lee, Randy Lindauere, Randy McKinney, Henry Milanski, Northern Ohio Wargamers' Society, John R. Popiden, and Gerald D. Swick and associates.*

Original System Design: *Richard Berg* with *Jon Southard*

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West End Games, Inc.
251 West 30th Street, Suite 11
New York, NY 10001

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The Situation

In September, 1863, Union armies were pressing into the Confederacy from almost every direction. The greatest danger came from William S. Rosecrans' *Army of the Cumberland*. Marching into northern Georgia, it threatened the very heartland of the Confederacy.

Strengthened by reinforcements, Braxton Bragg's *Army of Tennessee* struck back. Marching around the Union flank, Bragg threatened to cut Rosecrans off from his bases at Nashville and destroy him.

The two armies collided in the misty, wooded bottoms of Chickamauga Creek. For two days, amidst dense woods and rude pastureland, they fought one of the most savage battles of the war, leaving thirty-four thousand men wounded or killed. Had the South won a decisive victory it might have shattered the Northern army entirely, leaving not a single Union regiment between Bragg and the Ohio River. Had the blueclad soldiers repulsed the rebels and marched southward, the terrible battles of the coming year might have been avoided. In the end the South won a victory it could not use — a barren last victory — before Northern might finally crush-ed the rebellion.

The Game

Chickamauga is a brigade-level simulation of the battle of September 19-20, 1863 along Chickamauga Creek. The actual battle was a confused melee in which each army went into action piecemeal. The game emphasizes the command control problems that gave the battle this character.

Chickamauga includes several concepts which may seem complex at first, but which are easy once you've understood them. Read the rules with care. And be sure to read the examples even if you think you have understood the rule.

The game includes three scenarios: one for September 19th, one for September 20th, and one for both days. We suggest you use the September 20th scenario for your first game. On your first reading of the rules you can ignore the various special rules which pertain to September 19th.

You should be warned that *Chickamauga* is an easy game to lose your first time out, before you have learned how best to use the system. We have provided a brief Player Notes section to help get you started on that learning process.

1. COMPONENT DESCRIPTION

Chickamauga should contain:

- One 22"x34" game map
- One rules booklet
- 200 die-cut playing pieces
- One decimal die
- One Union player-aid page
- One Confederate player-aid page
- Two identical player-aid pages

The rules consist of two parts: the main rules, and the scenarios and supplemental material. The three scenarios explain how to set up the game. The supplemental material includes a glossary of game terms. Refer to the glossary for help with unfamiliar terms while learning the rules.

(1.1) The Map

The map shows the area of northern Georgia where the battle took place. The Union player sits on the western side, the Confederate on the eastern side. The grid of hexagons (hexes) regulates the positions of the pieces: each piece is in one particular hex at all times, and moves from hex to hex during play. To make the map lie flat, back-fold it against the creases. Small pieces of masking tape at the corners will help keep it taut and in place.

Streams and slopes follow natural patterns running close to the hexsides, not zig-zag patterns exactly along the hexsides. Use of a little common sense, guided by the following rules, will enable players to determine which hexes and hexsides are of which types.

(1.11) Each hex is one of two basic types:

- field or
- woods.

A hex containing *any* woods is a woods hex; otherwise it is a field.

(1.12) Three other kinds of terrain features run along hexsides.

- Slope; slope symbols lie on the uphill sides of the hexsides.
- Stream; and
- Chickamauga Creek.

A hexside is considered to be slope only if a slope symbol runs along its *entire* length, close to the hexside. The same holds for stream and creek.

(1.13) Fords and bridges appear only along Chickamauga Creek. The creek may be crossed only at fords or bridges. Streams can be crossed anywhere.

Design Note: The smaller streams shown on the map were quite low at the time of the battle. For this reason, every stream hexside is fordable in the game. We reserve the word "ford" for crossings of Chickamauga Creek.

(1.14) Reinforcement entry hexes are indicated with flags of the United States and the Confederacy (together with capital letters).

(1.15) Hexes containing arrows with numbers are exit hexes. These appear along the west map edge. The Confederate player is attempting to exit units from the map through these hexes, and Union units trace "lines of communication" to them for victory purposes.

(1.16) The colored stars denote objective hexes which are important for victory: the Union tries to hold these.

(1.17) The buildings depicted on the map are for historical reference only; they do not affect play.

(1.2) Army Organizations

Army organization is very important because, in order to move, units must be commanded by the proper leaders.

(1.21) Each army is divided into two wings, a left wing and a right wing. Each wing has a wing leader and consists of several divisions.

• A division consists of two to five combat units and a division leader.

(1.22) Each division — except Cheatham's — belongs to a corps, as indicated on the counters. Corps leaders are not part of the basic command structure, but can benefit units in combat. An optional rule (14.1) allows them to give commands like wing leaders.

(1.23) The Union Reserve Corps functions as a third wing after it has been "released". It belongs neither to the left nor the right wing (see 13.3).

(1.24) The color shading of the counters indicate which wing a unit belongs to (see 1.31). On the first day of the battle, however, Confederate units use a different wing organization, as explained in the special rules for scenario 1.

(1.25) The supplemental material includes a section, "Organizations", which lists all the units of both armies grouped by division, corps, and wing.

Design Note: The Confederates began the battle with an organization of five corps all directly under Bragg. On the night of the 19th/20th they changed to a two-wing organization. (This was done primarily to fit James Longstreet into the command structure.) The information printed on the counters corresponds to this latter organization. On the 19th their army fights as one large wing under General Bragg plus one small wing under General Forrest; see 15.02. The Union army was organized in three corps, but in the battle it actually fought as two "wings", con-

trolled by Thomas and Rosecrans. The "wing" structure shown in the game reflects this de facto organization.

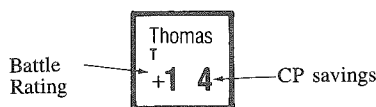
(1.3) The Playing Pieces

The die-cut pieces (called *counters*) include *combat* and *leader units* representing the troops who fought the battle. There are also several types of *markers* to record information. There is also a collection of numbered pieces called *command point chits* (CP chits).

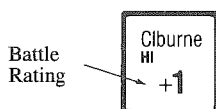
Union units are blue and Confederates are gray. The two shades of each side's units indicate wing affiliation. Both sides use the neutral-colored markers and chits.

Sample Leader Units

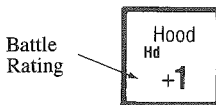
Wing Leader



Division Leader

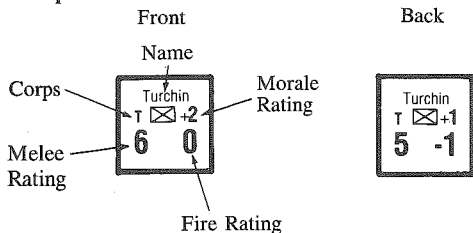


Corps Leader



(1.31) **Leaders:** Each wing leader is white and marked to indicate his wing by a band of color. A division leader's color shading indicates his wing affiliation and a color band indicates which division he commands. The CP Savings Numbers and Battle Ratings measure leaders' abilities, as later rules explain.

Sample Combat Unit



(1.32) A unit's name is usually that of its commanding officer. Some of these are abbreviated; the organization lists (see 18) show the full names.

- The three ratings determine its abilities in combat.
- The color band indicates which division it belongs to. (To determine its wing, refer to its color shading.)
- Each unit's corps is indicated by one or two small letters (the initials of the corps leader). Corps groupings are important only if you use optional rule 14.1.

- A unit is flipped to its reverse side after having taken six "cohesion hits". It will then use the reduced ratings which appear on that side.
- Several brigades have the same names as their division leaders.

(1.33) A unit's movement allowance (MA for short) is not printed on its counter. The *movement allowance* is the maximum number of *movement points* (MPs) it can expend in a turn and is determined by "command" and "contact" (see 5.1).

- A unit uses its full MA (9 MPs) only when it, or its division leader, has received a "command" from a wing leader (see 5.12).
- A unit uses its reduced MA (4 MPs) when "in contact" (see 4.4) with the enemy and "in communication" (see 4.3) with its division leader, even if it has not received a command. The player-aids include a summary of MAs.

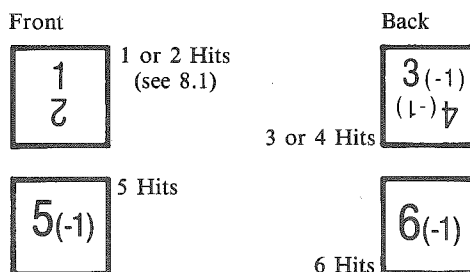
Design Note: In *Chickamauga*, artillery is incorporated into infantry and cavalry units, instead of represented by other counters. Both the armies in this battle parcelled out their guns among infantry brigades instead of concentrating them in large artillery battalions. Each brigade consisted of four or five infantry regiments plus one or two batteries of artillery. The guns moved with and supported only those regiments. To have separate artillery counters at this scale is unnecessary, and very messy.

Moreover, in densely wooded terrain artillery had few chances to fire. To have much effect, it had to be on high ground. Brigades on high ground do have certain combat advantages in the game; these simulate the effect of artillery.

Those who feel that a Civil War game "just can't be a simulation without guns" should consider this: it also can't be a simulation without treating command and control. *Chickamauga* concentrates on those factors — which were decisive in the actual battle — and spares you the details of gunnery.

As for cavalry, the few mounted units actually fought dismounted. They appear in the game as weak infantry units. They do have, as an optional rule, a special force-march ability to simulate mounted movement. Finer distinctions between infantry and dismounted cavalry were not appropriate to the game.

Marker Summary



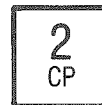
Front



Breastworks (see 11.1)

Breastworks under construction (see 17.4)

Back



CP chit (see 3.1)

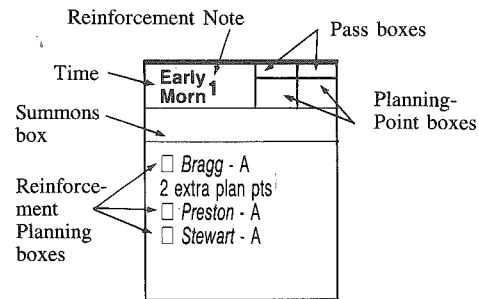
(1.4) Other Game Components

(1.41) **Player Aids:** Each side has a player-aid card which contains the *Time Record/Reinforcement/CP Track* ("CP Track" for short). Use this track to "save planning points" for wing leaders (see 3.1).

- Make marks on the CP Track during the game. Retain a clean copy for future use. West End grants permission to photocopy the Time Record/Reinforcement/CP Track for personal use.

(1.42) The CP Track has one box for each turn of the game.

Sample CP Track Box



- Time is the time of day corresponding to that turn.
- **Planning Point Boxes** are for noting how many "planning points" each wing leader (left and right) has saved for that turn.
- **Pass Boxes** are for noting that a player "passed" on the previous turn.
- **Summons Boxes** are for noting any reinforcements which are "summoned" on that turn.
- **Reinforcement Planning Boxes** are for noting entry hexes of reinforcements which arrive that turn.
- **Reinforcement Notes** inform a player that he receives reinforcements that turn.
- **Rule 3.1** gives a full explanation and example of how to use the CP Track. Rule 13 explains reinforcement summons and planning boxes, and reinforcement notes.

(1.43) Use the CP Tracks as "Turn Record Tracks" to keep a record of the passage of turns. After completing each turn, simply mark off the box.

(1.44) The **Immediate CP Table** is used to determine leaders' "command point allowances" (see 3.21).

(1.45) Other charts and tables include:

- Terrain Effects Chart
- Movement Allowance Summary
- Fire Table
- Melee Table
- Retreat Priority Summary
- Retreat Table
- Numerical Information Summary.

These are the same for both sides. The last-named is intended as a reminder and quick reference for all rules involving numbers.

(1.5) The Die

Chickamauga includes one twenty-sided die, numbered from "0" through "9" twice. In all cases a "0" is to be read as "zero", not as "ten" as in some other games.

(1.6) Game Scale

Each hex represents 270 yards from side to side. Each daylight game-turn represents 45 minutes.

Most combat units represent brigades (about 1,000 - 2,000 men). However, several especially strong brigades (Croxtown's, for example) are represented by two counters each, labelled "a" and "b"; in this case, each unit represents 2 or 3 regiments. Leader units represent individual generals and their aides, and are governed by different rules in many respects.

(1.7) To Players of *South Mountain* or *Shiloh*

While **Chickamauga** has much in common with the two earlier games, there are differences. We suggest you simply read through these rules from start to finish. You will at least find many combat rules familiar.

2. SEQUENCE OF PLAY

Chickamauga is played in game-turns, each of which consists of a CP Interphase, a Confederate player-turn, and a Union player-turn. Perform each game activity in the proper phase of this sequence, as outlined below. During your player-turn you are the *phasing player*.

(2.1) Sequence Outline

This sequence outline is intended to be used as a reference during play and while reading later rules. Don't expect to understand it all on your first reading.

I. CP Interphase

Each player receives one planning point for each of his wing leaders. He saves this planning point for some future turn, making a notation on his CP Track. (Exception: On September 19th the Confederate player receives two extra planning points on the Early Morning turn. The Union player receives one point for Thomas on the Early Morning turn, but no points on the 8:00 or 8:45 turns. On September 20th the Union player receives one extra planning point on the 8:00 turn for each of his two wing leaders. See Scenario Rules 15 and 16.)

II. Confederate Player-Turn

A. Movement Phase:

1. The Confederate player plans "automatic reinforcements" if necessary. He secretly plans times and places of arrival (see 13.21 and 13.22).
2. The Confederate chooses which wing he will move first.
3. He rolls for Immediate CPs for that wing leader, or else "passes". (Exception: Special September 19th rules; see 15.)
4. The Confederate draws CP chit(s) for each planning point which the chosen wing leader has saved for the current turn.
5. The Confederate moves units of the

chosen wing, expending CPs from the wing leader to give commands. He may also move reinforcements arriving this turn. A unit which is not "in contact" (see 4.4) can recover cohesion instead of moving.

6. The Confederate may summon reinforcements when the chosen wing leader is General Bragg. He plans the times and places of arrival for these reinforcements.

7. The Confederate repeats steps 2 through 5 for his other wing after all units of the first wing are moved.

B. Defensive Fire Phase:

Union units may fire. Defensive firing units may not advance after fire in this phase.

C. Offensive Fire Phase:

Confederate units may fire. If a Union unit retreats, any one unit which fired at it may advance into its hex.

D. Melee Phase:

Confederate units which did not advance in step C may now change facing or fight melee combat (but not both). If a melee causes a defending hex to be vacated, some attacker must advance into it, and all attackers may change facing.

III. Union Player-Turn

The Union player checks for release of the Reserve Corps, if applicable (see 13.3). He then repeats phases A through D, with Union units moving and the Confederate player making defensive fires; the players exchange roles. (Note: The Union player may summon reinforcements only when Rosecrans or his replacement is the chosen wing leader.)

This completes one full game-turn. The players repeat this sequence each turn.

3. COMMAND POINTS

Design Note: Some of the best and some of the worst generals of the entire war fought at Chickamauga. Two particular aspects of generalship were decisive in the battle: first, the ability to plan large coordinated operations involving several divisions, and second, the ability to react quickly to immediate dangers and opportunities. The game simulates the first through "CP chits" and the second by "Immediate CPs".

Wing leaders expend command points (CPs) to command units to move (see 4). Each leader receives a random allowance of CPs each turn. His allowance is determined largely by drawing CP chits. The player determines how many CP chits a leader will pick each turn, by saving "planning points". Each planning point entitles the leader to draw one chit.

(3.1) The CP Interphase

In each CP interphase each player receives one planning point for each of his wing leaders. Each planning point entitles the player to draw one CP chit on some future turn. It cannot be used on that same turn; it must be saved for a future turn. To save a planning point, make a mark on the CP Track in the Planning Point Box for the turn you wish to save it.

There are two planning point boxes for each turn. Use the left one for the left wing leader and the right one for the right wing leader. On September 19th, the Confederate player should use the left box for Bragg and the right one for Forrest. Because Forrest, the other Confederate wing leader in this scenario, never saves planning points, we have marked an "X" through each of his planning point boxes. But you may still use his Pass Boxes (see 3.22).

fig. 3.1a

Early Morn ¹		8:00 ²	8:45
		2	1
<input type="checkbox"/> Bragg - A 2 extra plan pts <input type="checkbox"/> Preston - A <input type="checkbox"/> Stewart - A	<input type="checkbox"/> Bragg - B <input type="checkbox"/> Preston - B <input type="checkbox"/> Stewart - B <input type="checkbox"/> Cheatham - A		<input type="checkbox"/> Bragg - C

Example: It is the Early Morning turn of September 19th. General Bragg receives three planning points this turn (see 15.04). The Confederate player decides to save two of Bragg's planning points for the 8:00 turn and one for the 8:45 turn. He writes a "2" and a "1" in the Planning Point Boxes for the 8:00 and 8:45 turns respectively, as shown in fig. 3.1a.

Design Note: The accumulation of planning points represents preparation. Do you want to make a big attack at 11:00? Then you must spend several turns saving up planning points to get ready — just as Longstreet spent the entire morning of the 20th preparing his wing. The more points you save, the more you can do. Thus, Longstreet can save enough planning points for a really crushing blow. Polk on the other hand is doing well if he can get just two divisions moving together. Throughout their careers, Polk and Bragg were given to piecemeal attacks. Their low savings numbers reflect this.

No matter how much planning you do, you can never be certain that your plans will work. The values on the CP chits are unknown, and can vary considerably.

(3.11) A planning point may not be used on the turn it is received. It may be used the immediately-following turn, or some later turn — subject to the leader's CP Savings Number.

• A leader's savings number is the maximum number of turns in advance that the leader may save a planning point.

Example: Polk's CP Savings Number is 2. The planning point for Polk at 8 a.m. could be saved for the 8:45 or 9:30 turns, but not for 10:15; that would be three turns in advance.

(3.12) A point may not be marked in the box for the current turn. It must be saved for the immediately-following turn or later.

Example: 8:45 is the turn which "immediately follows" 8:00; a planning point received in the 8:00 interphase could be marked in the box for 8:45, but not in the box for 8:00.

(3.13) A planning point cannot be changed to a different turn once it is marked on the track.

(3.14) The CP Track is kept secret from the other player. You do not know how many points your opponent has saved, nor for which turns.

(3.2) The Movement Phase

During your Movement Phase, perform the following operations, *in order*.

1. Plan reinforcements if necessary.
2. Choose one wing to move first.
3. Either roll a die and refer to the Immediate CP Table to determine "Immediate Command Points" for the leader of that wing, or "pass".
4. Draw a number of CP chits equal to the number of planning points the chosen wing leader has saved for this turn, and reveal the chits to your opponent. Then place the chits back into the pool. **The sum of immediate CPs and the numbers on the chits is the total number of CPs that wing leader may use that turn.**
5. Move units — both those issued commands by the wing leader, and units of this wing which are "in contact" (see 4.4).
6. Summon reinforcements (see 13.1).
7. Repeat steps 2-6 with the other wing. (When moving the first wing you do not know how many CPs your second wing leader will have.)
 - Some wing leaders can give commands to units of another wing. If this happens, those units move with his wing.

(3.21) Each wing leader receives immediate CPs each turn in addition to any CP chits.

- Roll one die and cross-reference with the leader's name on your Immediate CPs Table. The total of the immediate CPs plus the values of any chits he draws is the leader's total allowance for that turn. The immediate CP die-roll is public — your opponent is allowed to see it.

Example: The Confederate player has saved two planning points for Longstreet's wing for the 11 a.m. turn. He decides to move Longstreet, rolls the die, and obtains a "7", giving Longstreet 2 immediate CPs. He draws two chits and sees that their values are "1" and "2". Longstreet can spend 5 CPs this turn.

Design Note: The immediate CPs represent a leader's ability to do the right thing on the spot amidst unexpected, changing circumstances. That's quite different from the ability to plan a battle, and is independent of the planning you've done. Bragg, for instance, drafted good battle plans, but refused to get involved personally to see that they were carried out. Therefore he has a really poor allowance of immediate CPs.

(3.22) A player may pass rolling for immediate CPs. He then rolls twice for that leader on the following turn.

- When you pass fill in the leader's Pass Box on the CP Track for the following turn, as a reminder that you must roll twice for that leader the following turn.
- The same leader cannot pass in two consecutive turns.
- Players decide whether to pass *before* the leader's CP chits are drawn.

Example: It is the Early Morning turn of September 19th. The Confederate player does not roll for Bragg this turn, and fills in Bragg's Pass Box for the 8:00 turn, as shown in figure 3.1a. He decides to roll for Forrest, and so he leaves Forrest's 8:00 Pass Box blank.

Design Note: A leader who passes rolling has decided that he can leave his subordinates to execute the plans for this turn without his immediate supervision. Instead he will attend to other business. This shows up in his ability to roll twice on the following turn.

(3.23) CPs cannot be saved from turn to turn. Once a leader's CP allowance for the turn has been determined, those CPs must be spent that turn, or they are lost.

(3.24) Each Immediate CP Table includes lines for several corps leaders: Crittenden, McCook, Buckner, Hill, Walker, and Hood. These men have no command functions unless they replace a dead wing leader (see 10.26-28), or unless the players use optional rule 14.1.

(3.25) Before starting play, place the CP chits in a coffee cup or similar container from which they can easily be drawn, but in which they cannot be seen.

4. COMMAND OF UNITS

Combat units in *Chickamauga* can move their full MAs *only* when they receive commands. Only wing leaders issue commands.

(4.1) Subordination

A unit that is a member of a leader's formation — division, corps, or wing — is *subordinate* to that leader.

(4.11) A wing leader may issue commands to division leaders or individual units that are:

- subordinate to him (exception: see 4.13), and
- within "command radius" (see 4.2).

(4.12) Army Commanders: Bragg and Rosecrans, or their replacements, can give commands to any units in their armies. (They are the army commanders, and therefore every unit of their respective armies are subordinate to them.)

(4.13) Thomas may give commands to any Union unit. However, he pays one additional CP per command to any unit not in his own wing. Thus he would pay 3 points to command divisions and 2 points to command individual units that are not part of his wing.

- If Thomas becomes a casualty, his replacement can command only units of the left wing.

(4.14) When moving a wing controlled by Bragg, Rosecrans, or Thomas, a player moves all units of that wing plus any of the other wing's units to which that leader is issuing commands.

(4.2) Command Radius and Costs

Design Note: You must use wing leaders to get your units into contact. Once placed in the line, the unit can continue to advance in the direction of the enemy, using the

rule that units in contact can move with reduced MA. But to transfer it to another place in the line requires the authority of the wing leader. A wing leader can get a division into battle using a single CP, by moving one brigade into contact distance and thereby putting the entire division into contact.

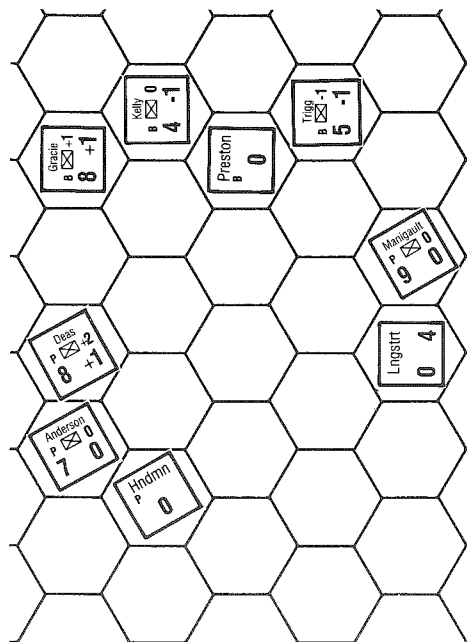
A unit is within *command radius* if there exists a three-hex path from the leader to the unit, not traced through enemy units nor across impassable Chickamauga Creek hexsides. (The path can cross Chickamauga Creek only at bridges or fords.) The path *can* go through enemy ZOCs, but *not* through enemy *units*. Count the combat unit's hex but not the leader's hex when determining the path.

A unit must be within command radius *before* it or the wing leader has moved in that turn. Once a wing leader has moved, he may not issue commands in that turn. (Thus, you must get him into position on the preceding turn. You can't move a leader a couple of hexes to get it within command range, and then give a command that same turn.)

(4.21) Commands may be issued to division leaders (and therefore to the entire division) or to individual units.

- It costs 2 CPs to command an entire division. The division leader must be within command radius of the wing leader. That leader and all units that are "in communication" (see 4.3) with him can then move using *full MAs*. (Think of the wing leader giving orders to the division leader, who in turn gives orders to the units.) **Note:** On the turn after a reinforcing Confederate division arrives on the map, it can be given a command at a cost of just 1 CP (see 13.25).
- It costs 1 CP to command an individual unit. The unit itself must be within command radius of the wing leader. That one unit can then move with full MA. This entitles no other unit to move. Both counters of a two-counter brigade can be commanded at a cost of just 1 CP (see 4.24).

fig. 4.2a



Example: In fig. 4.2a, suppose Longstreet has 3 CPs for the current turn. He could issue a command to Preston's division, spending 2 CPs. All units of that division then could move their full movement allowances. He could then issue a command to Manigault, entitling that unit to move with full MA. Alternatively, he might issue a command to Hindman's division and then individually to Manigault or Trigg. He could not command Gracie or Kelly individually because they are not within command radius. A command to Hindman's division would entitle Deas and Anderson to move with full MA, but would not entitle Manigault to move at all.

(4.22) The 2 CPs to command a division must come from the same wing leader. You can't spend one point from one leader and the second from another. However, one leader could command the division while a different leader gives a command individually to one of its units that is out of "communication".

(4.23) For a division to receive a command, only the division leader need be within command radius of the wing leader. The division's combat units must then be "in communication" (see 4.3) with the division leader in order to move. If a unit is not, it does not help the unit to be within command radius of the wing leader.

(4.24) Several brigades — Scribner's for example — are represented by two units ("a" and "b"). If a command is given to either of the two units, and the other is adjacent to the first, then both are considered to have been commanded. In this case it costs just one CP to command both units. If they are not adjacent to each other, each must be commanded individually.

Example: Suppose Thomas is in hex 3116, Croxton/a is in 3019, and Croxton/b is in 3020. Thomas could give a command to both simultaneously at cost 1 CP. If Croxton/b were in 3015, Thomas would have to issue the two units separate commands.

(4.3) Communication

Design Note: A unit's being in communication means that it is in touch with the division command structure; it can pass information to the divisional leader and receive orders from him.

A combat unit is in *communication* with its division leader if there exists a path from the leader to the unit, no longer than the *communications distance*, and not traced through enemy units nor across impassable Chickamauga Creek hexsides. (The path can cross Chickamauga Creek only at a bridge or ford.) The path can go through enemy ZOCs, but *not* through enemy units. Count the combat unit's hex but not the leader's.

(4.31) Divisional communications distances are:

- 3 hexes for the Confederates
- 2 hexes for the Union.

(4.32) A unit which is out of communication with its division leader:

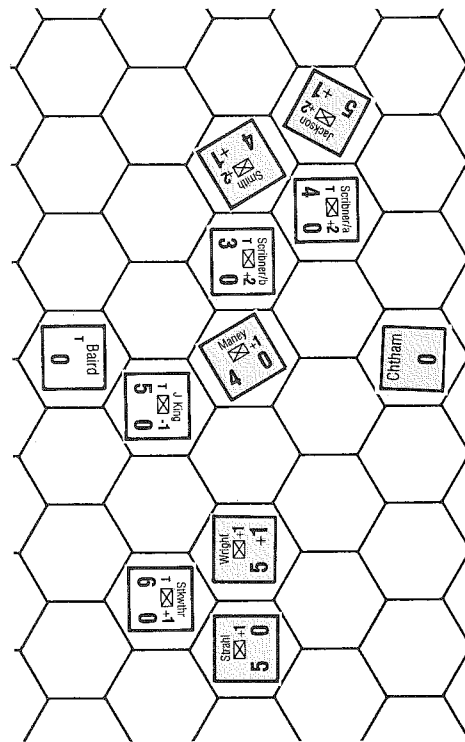
- must receive a command individually from a wing leader in order to move.
- does not benefit from a command issued to its division leader.
- does not benefit from the division's being "in contact" (see 4.4).

- does not benefit from being "in contact" with an enemy unit (see 4.4).

(4.33) There are several Union brigades which consist of two counters, labelled "a" and "b" — Scribner's brigade, for example. If the two units of such a brigade are adjacent, and either is in communication, then both are in communication. Thus, the "a" unit might be two hexes away from the leader and the "b" unit three hexes away, but they both would be in communication.

Example: In fig. 4.3a King and Scribner/b are within two hexes of Baird, and so they are in communication. Starkweather is three hexes away and out of communication. Scribner/a is three hexes away but is adjacent to Scribner/b, and so is in communication. Note that the Confederate ZOCs do not hamper communication. On the Confederate side Wright, Maney, and Jackson are within three hexes of Cheatham, and so are in communication. Strahl and Smith are out of communication. Note that the Scribner units block communication to Smith.

fig. 4.3a



(4.34) Note that communication is a relationship between division leaders and their combat units and has nothing to do with wing leaders.

(4.4) Contact

Design Note: Units "in contact" are skirmishing and reacting to one another's movements. (In the close terrain of the Chickamauga battlefield, units had to be quite close for this to occur; the brigadiers' reports make this very clear.) Units in contact can make short moves on their own initiative, without command from above.

The concept of being "in contact" with the enemy is very important in the game. A unit that is "in contact" with the enemy *and* in communication (see 4.3) with its own division leader may move (using its reduced MA) without receiving a command from the wing leader. The combination of a unit "in contact" with the enemy *and* in communication with its division leader places the entire division "in contact" so that any other unit of the same division that is in communication with the division leader may move as well using its reduced MA.

(4.41) A unit is in contact with the enemy if:

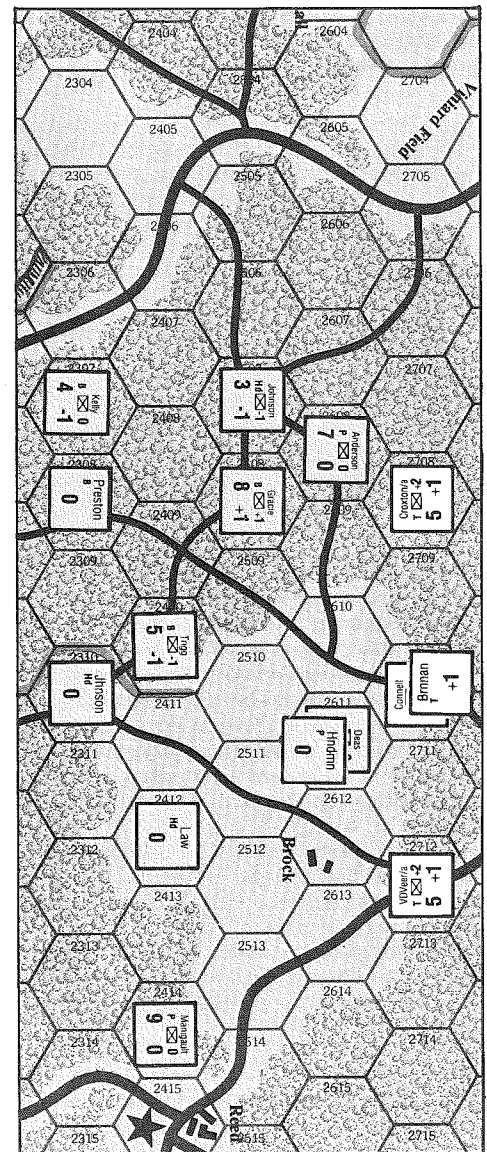
- it is within two hexes of an enemy unit, or
- Three hexes from an enemy unit, and both intervening hexes are field hexes.

When determining contact distance, count the enemy unit's hex but not the friendly unit's.

(4.42) An entire division is in contact if any of its combat units is:

- in contact with an enemy combat unit, and
- in communication with its division leader.

fig. 4.4a



(4.43) The only terrain that affects contact is woods (see 4.41). The following have no effect upon contact:

- slopes
- streams
- Chickamauga Creek
- combat units (enemy or friendly)
- zones of control (enemy or friendly)

For example, in fig. 4.4a Johnson's brigade is within contact distance of Croxton/a.

Example: Law's brigade (Confederate) is adjacent to Croxton/a (Union) which is in hex 2715. Croxton/b is in hex 2716. Their division commander, General Brannan, is two hexes away in hex 2917. By rule 4.3, Croxton/a is in communication with Brannan; and so the division is in contact. In fig. 4.4a the divisions of Hindman, Preston, and Brannan are in contact.

(4.44) Having a unit in contact with the enemy but not in communication with its division leader does not put the division in contact. For example, in fig. 4.4a Johnson's division is out of contact.

- Having a leader (only) in contact does not put the division in contact. For example, in fig. 4.4a Law's division is not in contact, even though Law himself is within contact distance of a Union unit.

Design Note: A division may continue to engage an enemy with which it has come into contact. But, if a division drops out of contact with the enemy and there is no wing leader nearby to issue orders, it simply stands in place. At first this may look silly, and you will certainly find it frustrating. But consider: the division leader has received orders to take and hold that ground. He doesn't know what's going on in those dense woods around him. He'll hold his position until he gets new orders.

(4.45) A player checks which divisions are in contact at the start of each wing's movement.

- If a division is in contact at the start of its movement all its units which are in communication with the division leader can move without receiving a command. They use their reduced MA (4 MPs) and move at the time their wing moves.
- If a division is not in contact its combat units can move only if issued a command by a wing leader. Otherwise they cannot move (except for changes of facing). It could happen that an enemy unit moved into contact distance during its turn and then kept on moving, finishing up out of contact distance. This would not put the division into contact.

For movement purposes, all that matters is whether the division is in contact at the start of the wing's movement, not at any other time during the turn.

Example: In fig 4.4a Preston's division is in contact. All of its units could move using reduced MA. Even Kelly could do so; he is not within contact distance of the enemy himself, but he is in communication with his division leader. Hindman's division is in contact, but that does not entitle Manigault to move, because he is out of communication with Hindman.

(4.46) Being in contact is of no benefit to a unit not in communication with its division leader. Such a unit must always receive a command individually from a wing leader in order to move. (For example, in fig. 4.4a the Johnson brigade is in this condition.) "Contact" has significance only for units which are in communication with their division leaders.

Design Note: A division leader had enough authority to make limited moves — enough to stay in contact with the enemy or to fall back before an advance. But an individual brigade detached from its division would not voluntarily move from the ground on which it had been ordered to stand.

(4.47) The two Union Wilder pieces have special properties for contact.

- Whenever a Wilder unit is in contact with the enemy, it may move using its reduced MA. It need not be in communication with its division (Reynolds's).
- If either Wilder unit is within contact distance of the enemy, and the two Wilder units are in communication — as per rule 4.3 — with each other, both are considered in contact and may move using reduced MA without being in communication with their division.
- The Wilder units are special only in terms of contact. Otherwise, they follow the same command rules as any other brigade.

Design Note: These units are Wilder's mounted infantry brigade. This crack brigade, armed with repeaters, fought in advanced and flank guard positions separate from the rest of its division.

Example: Suppose Reynolds is in hex 3114, the Wilder units are in 3012 and 3110, and a Confederate unit is on 2812. The Wilder units are in contact, and can move. Since they are out of communication with Reynolds, this does not put the rest of the division into contact.

(4.48) A unit which receives a command may always move its full movement allowance regardless of contact. Contact does not restrict a unit which has received a command; it only helps a unit which has not.

5. MOVEMENT

Combat units may move under two basic circumstances: if they are in contact with the enemy or if they receive a command. This command must come from a wing leader but does not have to be given directly to the combat unit. A wing leader can give a command to a division leader, and units of the division which are in communication with the leader are considered to have received the command as well. A unit that moves as a result of a command uses its full MA: 9 movement points; one that moves as a result of being in contact uses its reduced MA: 4 movement points.

(5.1) Movement Allowances and Procedure

(5.11) Leaders always have 16 MPs; they need no commands, and need not be in contact.

(5.12) A combat unit may move under the following circumstances:

- If it receives a command from a wing leader: it uses its full MA (9 MPs); or
- If it is in communication with its division leader and the leader receives a command from the wing leader: it uses its full MA; or
- If its division is in contact and it is in communication with its division leader: it uses its reduced MA.

(5.13) A combat unit may not end its move stacked with another combat unit. A unit may move through hexes occupied by friendly combat units but may not end its move stacked.

- A player moves his units one at a time. You may occasionally want to move a unit of one wing into a hex occupied by a unit of a different wing. In that case you will need to move the latter wing first, to get that unit out of the way.
- Any number of leaders may stack together and with a combat unit.
- Stacking restrictions apply to retreating units as well. A unit may retreat through friendly units but may not end its retreat stacked (see 9.2).

(5.14) Units move by expending movement points for each hex entered. The Terrain Effects Chart lists the costs in movement points to enter each hex and cross each hexside. There is also a cost for a combat unit to leave an enemy ZOC (see 5.33).

- A unit can enter a hex only if it has the necessary movement points. There is no guarantee of moving even one hex.
- Leaders pay the same terrain costs as combat units.

(5.15) A unit may cross a bridge only when using road movement. (Road movement entails restrictions; see 5.4). A unit not using road movement treats a bridge as an impassable creek hexside. A unit cannot cross a bridge if a unit (even friendly) occupies the hex on the far side.

(5.16) Units may move off the map only through exit hexes (see 1.15), paying 1 MP to do so. They may not return.

- Units may leave the map through a particular hex even if enemy units have already exited there.
- The Confederate player scores victory points for units of either side which leave the map (see 12).

(5.17) A unit cannot enter a hex occupied by an enemy combat unit. However, an enemy leader does not inhibit movement and may be eliminated if a combat unit enters his hex (see 10.2).

(5.18) A player may move a unit as far as he likes on any path he likes provided the unit does not exceed its movement allowance.

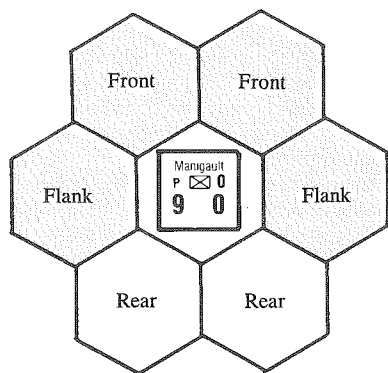
- A player may move any or all of his units, subject to command rules, in each of his movement phases.
- Movement points may not be saved from turn to turn nor loaned from unit to unit.
- A player may not change a move once he has started to move another unit. (If you wish to ignore that last rule in friendly games — as the designer does — feel free.)

(5.2) Facing

Each unit must point towards, or "face", a

specific “corner” of its hex at all times. Facing determines a unit’s front, flank, and rear hexes per fig. 5a.

fig. 5a



Design Note: Players who are accustomed to regimental-level games may ask why a unit should exert a ZOC into its flank hexes. At this scale, each unit counter represents several regiments, not just one line of men; it can deploy subunits to project considerable strength to its flanks.

(5.21) A unit may change facing:

- at the end of its move;
- after retreating or advancing;
- during the Melee Phase, when not meleeing (see 7);
- after a successful melee attack (see 9.32).

(5.22) A unit does not need a command to change facing. Units may change facing no matter what their command or communication status.

Design Note: An individual brigadier wouldn’t move from the ground on which he had been placed, but he would certainly face his brigade to deal with a nearby threat.

(5.23) A unit’s facing has no effect on its movement.

(5.3) Zones of Control

Each combat unit exerts a Zone of Control (ZOC) into its front and flank hexes only (see Fig. 5a). These are called controlled hexes. Leaders exert no ZOC. Enemy ZOCs inhibit normal movement but a friendly unit in an enemy-controlled hex may cancel the effect on retreat (see 9.22). Friendly ZOCs have no effect on friendly units, of course.

(5.31) A unit must stop immediately when it enters an enemy-controlled hex. It may move no farther in that phase.

(5.32) A unit which begins its Movement Phase in an enemy ZOC may leave it, but cannot enter another enemy-controlled hex at any time in that phase.

(5.33) A combat unit must pay 2 additional MPs to exit an enemy ZOC. A leader pays no additional MPs. There is no additional cost for entry.

(5.34) ZOCs have no effect on contact, communication, or command.

(5.35) There is no additional effect when more than one unit of the same side exerts a ZOC on a hex. If units of both sides exert ZOCs on a hex then both sides control it: ZOCs do not “cancel out”.

(5.4) Roads and Trails

Combat units may use road or trail movement only if they neither start in nor enter a hex adjacent to an enemy combat unit at *any* time during the Movement Phase. Ordinarily, units may combine road and non-road movement in the same phase, but if a combat unit enters a hex adjacent to an enemy combat unit at any time during the phase, it must pay full terrain cost for *every* hex and hexside it enters or crosses during the phase.

An enemy leader by himself does not inhibit road movement. You can road-move adjacent to or even through a lone enemy leader the same as in non-road movement. A leader unit may use road movement regardless of enemy ZOCs.

Design Note: To make use of a road or trail, troops had to be in road column formation — a long thin column not suited for battle. The prohibition on moving by road in the same turn that you come adjacent to the enemy represents the need to change formation, without getting the game bogged down in explicit rules for “columns”.

(5.41) A unit moving along a road or trail pays just 1 MP per hex.

- A unit moving along a trail *does* pay +1 MP to cross a stream; units moving along roads pay no additional cost to cross streams.
- Units on roads and trails pay the full +3 cost when moving through a ford.

Design Note: Units are assessed +1 MP to cross a stream because of the time it takes to clamber up and down the banks, more than for any delay from splashing through the water itself. Where roads crossed streams the banks would be cut through, allowing an easy crossing. This was not the case with trails.

(5.42) Other units on a road or trail cancel road/trail movement. Combat units pay full terrain cost (including hexside costs) when entering a hex occupied by another combat unit. (Troops can’t use a road if other troops are blocking it.)

- Leader units do not prevent road movement, and a leader can use a road/trail regardless of stacking.

(5.43) Units may combine road/trail movement with normal movement in the same phase provided they are never adjacent to enemy units throughout the phase.

(5.5) Force March

Force march allows units to expend additional movement points in movement after the normal Movement Phase. However, to be eligible to force march, a unit must have used road or trail movement throughout the preceding Movement Phase.

(5.51) A combat unit which uses roads and/or trails for its entire move can expend additional MPs by force march.

- A force-marching unit may not leave roads and/or trails.
- Leaders may not force march.

(5.52) A force-marching unit receives additional movement points as follows:

- If the movement is *entirely* along roads, the bonus is 7 additional MPs for a unit using full MA, or 3 additional MPs if using reduced.
- If *any* part of the move is along trails, the bonuses are 4 and 2 MPs respectively.

These allowances are listed on the Movement Allowance Summary.

(5.53) A force-marching unit immediately suffers one cohesion hit when it finishes its move. (This simulates fatigue.) Cavalry never takes hits for force marching.

(5.54) A unit can’t move through other combat units while force marching. (That would entail moving off the road or trail.)

- Moving through a leader unit is permitted.

(5.55) A unit may force march even if it has five or more cohesion hits. The hit it takes for force marching does not cause retreat. (A unit retreats after it suffers its sixth hit, or worse, from combat.)

Example: A Union unit occupies hex 2315. The Confederate player has units at 1812, 1916, and 1616, and a reinforcement arriving at 1320. The unit at 1812 could move by road to 2114, paying 4 MPs, and then to 2313, paying 4 more. If the Confederate player wished to enter 2314 (adjacent to the Union unit), he would have to pay full terrain cost for every hex; using 9 MPs his unit could just barely make it to 2314. If the unit at 1616 moves westward along the trail it will pay 2 MPs for 1716 (1 for the hex plus 1 for the stream), 1 for 1816, then 2 for 1916 because there is a unit there, and then 1 for 2016. The unit arriving at 1320 could force march all the way to 2824, assuming it came adjacent to no Union unit along the way. It could not use force march to reach hex 2722; the last hex would not be road or trail movement.

(5.6) Leader Movement

This section summarizes the special properties of leader movement, some of which have already been stated elsewhere.

(5.61) Leaders move differently from combat units in the following ways:

- No command is needed to move a leader.
- Leaders always have 16 MPs
- Leaders cannot force march.
- Leaders pay no additional cost to leave enemy ZOCs.
- Leaders may move adjacent to an enemy unit and use road movement in the same phase.
- Leaders may move through a hex containing only an enemy leader, but cannot stop there. There is no effect on either leader.
- Leaders may use road movement while moving into a stack. A leader does not prevent other units from using road movement while entering his hex.

(5.62) The Union “dummy corps leader” moves according to exactly the same rules as a real leader.

6. FIRE COMBAT

In fire combat a unit "shoots at" an individual enemy unit in an adjacent hex. Only the target can suffer loss, never the firer.

(6.1) Allocating Fire

A player conducts fire attacks during his Offensive Fire Phase and during Defensive Fire Phases of his opponent's player-turn. Each unit can shoot at any one enemy unit that is in its ZOC. The player picks out an individual target for each firing unit, and uses the Fire Table to determine the effect of the attack.

(6.11) Only combat units can fire or be fired at. Leaders may not fire, nor be the targets of fire.

(6.12) Fire is voluntary. During each of his fire phases a player can fire with some, all, or none of his units.

(6.13) A unit may fire regardless of its command situation. Command is relevant only for movement.

(6.14) A unit may fire only into its front or flank hexes. A unit may not fire into its rear. There is no fire at ranges greater than one hex.

(6.15) A unit may fire across any type of hexside, even a Chickamauga Creek hexside having no bridge or ford.

(6.16) Each unit fires once per phase at one target unit. It cannot split its fire among several targets.

(6.17) A target unit can be fired at by any number of different units in each fire phase.

(6.18) Each unit fires individually, using a separate die-roll. A player declares his fire one unit at a time, in any order he wishes; he need not declare fire in advance.

(6.2) Resolving Fire

Fire Procedure

Roll the decimal die, add all applicable die-roll modifiers (summarized beside the Fire Table) and read the result from the Fire Table, next to the adjusted die-roll. The result is the number of cohesion hits (see 8) the target suffers.

Note: From now on we shall use the abbreviation "DRM" for "die-roll modifier."

(6.21) A unit's fire rating is a DRM that is applied to its fire. If a unit has a hit marker of "3" or greater underneath it, its rating is reduced by 1 (see 8.12).

(6.22) When firing at a target which has morale rating less than zero add +1 to the die-roll. The DRM is just +1 even if the morale is -2 or -3. Remember to take into account the effect of any hits the target may have. A leader can improve the unit's morale also (see 10.14).

(6.23) Add +1 for firing from the uphill to the downhill side of a slope. A unit in 3015 would receive this DRM when firing against 2914, for example.

Design Note: This DRM reflects the effect of the unit's artillery when it is on high ground and therefore has some opportunity to fire.

(6.24) Add +1 for firing at target rear. This means firing from either of the target's rear hexes. This benefit is only for firing from the rear, not the flank.

Design Note: A brigade was not prepared to take fire from its rear. Fire from that direction could greatly disorganize and panic a unit. In contrast, a brigade did normally deploy with some flank protection and expected to take some fire from that direction.

(6.25) Die-roll modifiers are cumulative. However, treat modified die-rolls of greater than 10 or less than 0 as "10" and "0" respectively.

(6.26) The target unit must immediately retreat:

- on a die-roll of "10" or greater.
- if it suffers its sixth or more hit as a result of the fire.

In both cases, the target retreats only after the firing player has completed all fires he wishes to make against it.

(6.27) One firing unit can advance (see 9.3) in the Offensive Fire Phase. This is true if the fire eliminated the target or caused it to retreat. There is no advance during the Defensive Fire Phase.

7. MELEE COMBAT

Design Note: In the Civil War, a typical "melee" would consist of a firefight at very short ranges (under 100 yards), and then a charge — at which point one side or the other would break and run. The actual use of steel was unlikely. Morale and experience were decisive in this intense form of combat. The unit which demonstrated that it wanted a piece of ground more would get it.

In the game, melee allows several units to combine in an attack against a single hex. It can hurt the defender very badly. But unlike fire combat, the attacker can take losses too.

In a player's Melee Phase each of his units except those which advanced in the Offensive Fire Phase can either change facing or participate in a melee attack. A unit can do one or the other, not both.

A player makes his facing changes and declares his melee attacks in any order. He resolves each melee completely before taking any other action.

(7.1) Melee Restrictions

A unit may melee against units in either of its front hexes. It cannot melee against units in its flank or rear hexes. A unit melees against a unit in an adjacent hex; it does not first move into the hex it is attacking, as in some other games.

(7.11) Melee is always voluntary; no command is needed.

(7.12) As many units as can be brought to bear can take part in a melee, as long as the restriction of 7.15 is met.

- All attacking units are added together and their attacks are resolved as one combat.

(7.13) A unit can fire at one hex and then melee against a unit in a different hex.

(7.14) Defending units in more than one hex can be assaulted as a single melee, but only if every defending unit is in a front hex of every assaulting

unit. For example, units in 3111 and 3012 could be attacked by a unit in 3011 facing northwest and a unit in 3112 facing southeast. (Units have but two front hexes, so no more than two defenders could be assaulted simultaneously.)

(7.15) Units of different divisions require coordination. Units of different divisions may take part in the same melee attack only if one of the units is stacked with its wing leader or with its army commander. Only one coordinating leader is necessary, no matter how many different divisions attack in that melee.

- Union leaders able to coordinate melee are: Thomas and Rosecrans or their replacements.

- Confederate leaders able to coordinate melee on the 19th are: Bragg and Forrest or their replacements;

- On the 20th: Polk and Longstreet or their replacements.

Note: Only wing leaders and army leaders can coordinate melees; division leaders cannot. A corps leader can coordinate a melee only if he is acting as a replacement for a dead wing leader.

Design Note: It might seem plausible that corps commanders should be able to coordinate melees. But in fact at this battle no corps leader — other than those we have designated as wing leaders — managed to perform that function.

(7.16) A unit can melee across Chickamauga Creek only through a bridge or ford hexside. It incurs a -3 DRM. A unit cannot melee across an impassable hexside.

(7.17) A leader unit alone in a hex cannot be attacked by melee.

(7.2) Melee Resolution

Resolution Procedure

Add together the attacking units' melee values and then add together the defenders' values, each modified for terrain per rule 7.21. Divide the total attacking strength by the total defending strength and round off in favor of the defender to one of the combat ratios shown on the Melee Table. (Treat ratios of less than 1:1.5 or greater than 4:1 as 1:1.5 or 4:1 respectively.) Roll one decimal die, add die-roll modifiers (DRMs) per rules 7.22-25, and cross-reference with the combat ratio to obtain the result. (Note that the modifiers to strengths and die-roll are summarized beside the table.)

(7.21) Terrain Effects: Only slopes and breastworks affect melee.

- Slopes — If all units are attacking from the downhill to the uphill side of a slope, each defending unit's strength is increased by 1.

- Breastworks — If all units are attacking through breastwork hexsides, the attacker subtracts 1 from his die-roll.

Design Note: About the only situation in which artillery really was useful at Chickamauga was when it was on high ground — thus having some field of fire. The strength modifier for slopes simulates this. A unit attacking downhill would once again block its artillery's fire, however, so only defending units

receive a benefit.

Note that woods, which benefit a unit defending against fire, give no benefit to the defender in melee. This is because of the very short ranges at which the melee combat is fought; neither side would enjoy better cover or enjoy much cover at all, even in wooded terrain.

Streams do not affect melee because the streams just weren't very substantial obstacles — certainly not to an assault.

- (7.22) A unit is making a flank attack if it is both:
- attacking from a flank hex of the defender, and
 - not in a front hex of any enemy combat unit at that instant.
- For each unit making a flank attack the attacker adds 2 to his die-roll. If he has two such units in a single melee, he adds 4, and so on. If there are two defending units, a unit qualifies for the DRM if it is making a flank attack against either.

Example: Fig. 7a is a flank attack. 7b is not; the attacker is in Turchin's front hex. 7c is a flank attack; the attacking unit is not in a front hex of Turchin, although it is in Turchin's ZOC.

fig. 7a

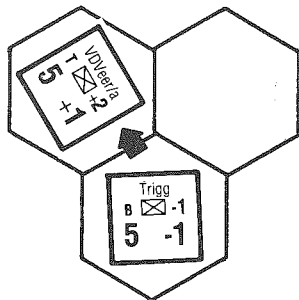


fig. 7b

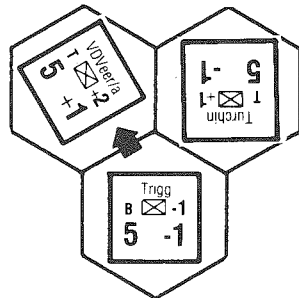
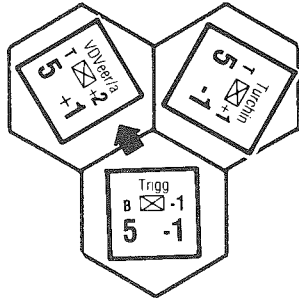


fig. 7c



(7.23) A unit is making a rear attack if the conditions of 7.22 are satisfied with "rear" substituted for "flank".

- For each unit making a rear attack the attacker

adds 3 to his die-roll. If some other unit were making a flank attack he would also receive +2 for that unit. All these DRMs are cumulative.

(7.24) A player's morale DRM is the highest morale rating of his participating units. The attacker's morale DRM is added to the die-roll, and the defender's is subtracted. (A DRM can be negative; subtracting a negative DRM will make the die-roll greater.)

Example: The Confederate player uses Smith, Maney, and Wright to make a melee attack. None of the units has suffered any hits. Their morales are +2, +1, and +1 respectively. The highest morale is +2, and so the Confederate player will add 2 to his die-roll.

Design Note: The most eager unit in a battle would tend to inspire the others to greater deeds. It would strike fear into the opponent — fear which then would benefit all the units on its side. And the bulk of the fighting would be done by the most eager units. For these reasons, we use the rule above instead of any kind of averaging.

(7.25) Each side may also gain a DRM from a +1-rated leader (see 10.12).

(7.26) All DRMs are cumulative. However, treat adjusted die-rolls of less than -1 or greater than 11 as "-1" and "11" respectively.

(7.27) Results on the Melee Table state the total number of "cohesion hits" suffered by each side: attackers/defenders.

(7.28) A player may choose which units will suffer the hits, within the following restrictions.

- Each unit involved must take one hit before any unit takes two, and so on; hits must be distributed evenly.
- Subject to even distribution of hits, stronger units must take hits before weaker ones. If you have a "5" and a "4" involved, for instance, and the table calls for one hit, the 5-strength unit takes it. The "strength" of a unit for this purpose is its effective strength, taking into account the effects of any hits it already has. The stronger unit takes the hit first even if it currently has more hits than the weaker one.

Example: A 5-point unit that has one hit, a 5-point unit that has three hits, and a 3-point unit are involved. The result calls for two hits. The first unit is the strongest, and it takes one hit. By rule a, one of the other two units must take the second hit. The second unit — even with the three hits it already has — is stronger than the third, and so it takes the second hit.

(7.29) Any units which took a loss in melee and now have a total of 6 or more hits must retreat after the players adjust cohesion hit markers.

- Defending units retreat first.

Note: "Retreat before melee", an optional rule in *Chickamauga*, allows the defender a chance to avoid combat. See 14.3.

8. COHESION HITS AND RECOVERY

Design Note: Units suffer many kinds of damage in combat: dead

and wounded men, demoralization, disruption (of command, communications, and formations), and fatigue. "Cohesion hits" represent the total effect of all of these — everything that degrades a unit's performance. By pulling out of the line and regrouping, even a badly-hammered unit can regain much of its effectiveness. It only needs an interval for the men to rest and renew their courage, for new officers and subalterns to be appointed, for scattered individuals to find their units again, and so on. In the game we call this process "recovery".

Units suffer *cohesion hits* as a result of combat or force marching. Only combat units suffer hits. Through "recovery" a unit can remove cohesion hits.

To record cohesion hits, use the numbered markers as follows.

- 1 through 5 hits: place the corresponding marker underneath the unit.

fig. 8a



Note: To save counters, "1" and "2" are printed on the same side of the hit markers, and "3" and "4" both on the reverse. Orient the marker so that the current number of hits faces in the same direction as the unit, as shown in the examples.

- 6 hits: Flip the unit over and place a "3" marker underneath. The fact of being flipped over now indicates three of the hits, and the "3" marker indicates three more.

fig. 8b



- 7 through 9 hits: place "4", "5", and "6" markers underneath the flipped unit. Being flipped over indicates three of the hits, and a "4" marker indicates four more for a total of seven, and so on.

fig. 8c



Example: A fresh unit goes into battle and suffers three hits; place a "3" marker underneath. On the next turn it takes three more hits. Flip the unit over and place a "3" marker underneath to show six hits altogether. Now suppose on the next turn the unit "recovers", removing one hit. Take away the "3" marker and replace it with a "2", indicating a total of five hits. If the unit removed two more

hits — reducing its total to three — it then would simply remain flipped over with no marker underneath. Note that there are two ways a unit can show three hits: either being face-up with a “3” marker, or flipped over with no marker. The latter indicates that at some previous time the unit had six hits. Rule 8.2 will make evident the reason for this system.

(8.1) Effects of Cohesion Hits

(8.11) A unit which suffers ten cohesion hits is **eliminated** (removed from play). All combat units are identical in this respect.

(8.12) A unit with a “3”, “4”, “5”, or “6” marker underneath, has its printed fire, melee, and morale ratings reduced by 1. This applies equally to units on their original faces and units which are flipped over. When a flipped-over unit has a “3” marker underneath, the ratings are reduced by 1 from those printed on the flip side.

- The markers for 3 or more hits have small “-1” symbols and are printed in a different color from the markers for 1 or 2 hits to remind you of this.
- A melee rating is never reduced to less than 1, however, no matter how many hits the unit suffers.

Example: In fig. 8.1a, Helm’s brigade has 4 hits. (Its original face is showing, with a “4” hit marker.) Its melee strength is now 5, its fire rating +1, and its morale rating +1.

fig. 8.1a



In fig. 8.1b, Helm’s brigade now has taken 7 hits. (Its flip side is showing, with a “4” hit marker.) Its melee strength is now 4, its fire rating 0, and its morale rating 0 — one less than those printed on the flip side of the counter.

fig. 8.1b



Design Note: Many of you may have played games in which the number of “losses” a unit can take is directly related to its strength, and in which each loss reduces a unit’s strength by 1. Note that in Chickamauga neither of those is true. Every unit is eliminated by exactly ten hits, and a unit’s strength drops one for every three hits. Our system is different because “cohesion hits” represent much more than just the loss of manpower.

(8.13) Hits take effect immediately. For example, in a fire phase one unit might inflict a third hit on its target, dropping the target’s morale to -1; if another unit then fired at that same target,

it would benefit from the DRM for negative morale.

- All hits inflicted in the Defensive Fire Phase do take effect prior to the Offensive Fire Phase, and so on.

(8.2) Recovery

(8.21) During the Movement Phase, a unit may recover if:

- it is not in contact with any enemy unit, and
- it neither moves nor changes facing in that phase.

Simply reduce the unit’s number of cohesion hits by one. It is not necessary to mark the unit in any special way; you simply recover it in place of moving it.

(8.22) A unit can recover even if its division is in contact with the enemy, just so long as the unit itself is not.

- A unit can recover regardless of its command situation. You do not need a command to recover, and the unit could even be out of communication.

(8.23) A unit may never recover completely. In other words, a unit with just one hit may not recover. (**Exception:** see rule 17.37, Night recovery.)

- A flipped-over unit can never reduce itself to fewer than 3 hits; it may not flip back to its starting face. A flipped-over unit can reduce itself to exactly three hits, indicated by the unit’s being flipped over with no marker underneath. But that is the best it can do. (Thus, once a unit has taken six cohesion hits at some point it will carry at least three for the rest of the game.) (**Exception:** see 17.37, Night recovery.)

(8.24) There is no limit to the number of units which may recover each turn. As many units as meet the requirements may do so.

9. RETREATS AND ADVANCES

(9.1) Retreat

During any Fire Phase a unit retreats after the firing player has completed all fires he wishes to make against it.

If a unit has taken six hits it will retreat every time it takes another — its seventh, eighth, or ninth. (Get it out of line!)

A unit retreats:

- when required to by a die-roll of 10 or greater on the Combat Results Table; or
- if it suffers its sixth or more hit in melee or fire combat.

A leader retreats if a combat unit in his hex retreats or is eliminated.

Design Note: Players will quickly notice that if you want to melee a unit, sometimes you don’t want to fire at it — not if the fire will cause it to retreat prior to the Melee Phase. Think of it this way: “fire” represents a slow, cautious attack while “melee” represents charging right in. If you advance slowly and cautiously you give the enemy time to get away before you can deliver your charge.

(9.11) When forced to retreat, a unit must retreat 2 hexes. It retreats further only if stacking or ZOCs prevent it from stopping two hexes away. A retreated unit must always end up at least 2 hexes away from its original hex: you can’t retreat in a semicircle, say.

- A unit unable to retreat two hexes is eliminated.

(9.12) The enemy player retreats your units. After the enemy player has retreated the unit, you may face it in any direction you wish.

(9.13) The enemy player must attempt to satisfy the following rules in order of priority when choosing each hex of retreat.

- Whenever two paths of retreat satisfy the four priorities equally, the enemy player has his choice.

Retreat Priorities

1. **Avoid enemy ZOCs if possible.** A unit may retreat through an enemy-controlled hex, but only if all other routes are blocked by enemy units or impassable terrain. If a unit goes through an enemy-controlled hex, it must go through a friendly-occupied hex if possible rather than one that contains no friendly unit.

Example: In fig. 9a unit A will retreat through hex 1. If there were an enemy unit in hex 2, unit A would retreat through hex 3 (an enemy-controlled hex, but friendly-occupied).

2. **Units must retreat towards friendly map-edges.**

- The north and west edges are friendly to the Union.
- The east is friendly to the Confederates.

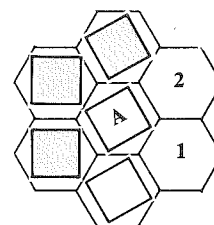
Example: If any one of the three hexes to the north and west of a Union unit is free, the unit will retreat that way rather than toward the enemy map edge. If those three hexes are blocked by Confederate units or ZOCs, the unit will retreat to the south or east. Thus, a unit can retreat away from friendly map edges, but only if no other course is open to it.

3. **Avoid retreating through friendly combat units.** Given a choice between one enemy-controlled hex which contains a friendly unit and another which does not, however, a unit will retreat through the friendly unit.

4. **Choose a hex out of contact with the enemy.** However, a unit may end its retreat in contact if necessary; a unit would not retreat more than two hexes to avoid contact.

- Contact is judged prior to any advance into the vacated hex.

fig. 9a



Example: In fig. 9b, unit A will retreat through hex 1 rather than through units B or C. It will then retreat to hex 2, not hex 3, so as to end up out of contact distance. If another friendly unit occupied hex 2 then unit A would retreat to hex 3, because to avoid retreating through friendly units is a higher priority than to end up out of contact distance. A unit would retreat through another unit rather than retreat away from its friendly map-edge, however.

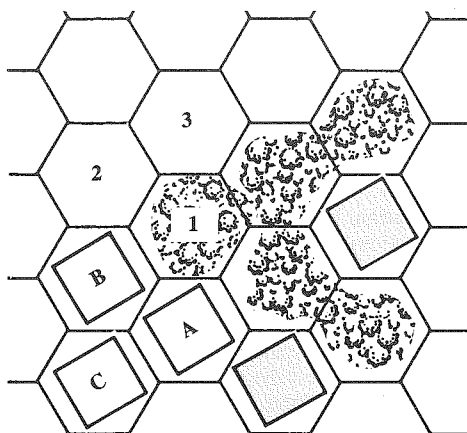


fig. 9b

(9.14) A combat unit may not end its retreat stacked with a friendly unit. It may retreat through a friendly combat unit, but not end its retreat stacked. Rule 9.2 explains the effect of retreating through friendly units.

(9.15) A unit which retreats into an enemy-controlled hex suffers one cohesion hit and continues its retreat. (A unit that already has nine cohesion hits is eliminated.)

- A unit may not end its retreat in an enemy-controlled hex.

- If another friendly combat unit occupies the hex, it negates the effect of the enemy ZOC (see 9.22).

(9.16) Any leader stacked with a retreating unit accompanies it for the full length of the retreat.

- If the unit is eliminated by enemy ZOCs while retreating the leader may become a casualty (see 10.21).

(9.17) Units may not retreat across Chickamauga Creek, not even through bridge or ford hexsides. (Consider a thousand men retreating across a narrow bridge or ford with an enemy hard on their heels.)

- A unit may not retreat into a hex occupied by an enemy combat unit. An enemy leader does not block retreat and may become a casualty if a unit retreats into his hex.

- Union units may retreat off the map through exit hexes. They may not return. This awards victory points to the Confederate player. This is the only circumstance in which units may retreat off the map.

(9.18) Defending units retreat first when both sides must retreat from melee. When several units of the same side must retreat from the same melee, the opposing player may retreat them in any order he wishes.

- A line of retreat which eliminates the unit may not be chosen if another route is available.

(9.19) A unit may retreat during the Defensive Fire Phase and wind up in position to fire during the immediately-following Offensive Fire Phase. If this should happen, fire away.

(9.2) The Retreat Table

If one combat unit retreats into another's hex, roll the die and consult the Retreat Table to determine the effect on the unit retreated into. Add the morale rating of the unit that was already in the hex, and, if there is a +1-rated leader in the hex, there may be an additional DRM (see 9.23).

Effects on Unit Retreated Through

- **Panic:** The unit retreated through must immediately retreat, no matter how many hits it has.

- **-1, -2, or -3:** The unit retreated through suffers that number of hits. If it now has 6 or more hits, it must immediately retreat.

- **Stand or Succeed:** Ignore these results in this context. They apply only in Retreat Before Melee (see 14.3). Any -1 result in the same line is applied, however. If you get a "stand, -1" and thereby suffer a sixth hit, you do retreat, and so on.

(9.21) If the second unit retreats carry out its retreat immediately, then finish the retreat of the first unit. If the first unit has now retreated two hexes and is not in an enemy ZOC, it stops.

- **Repeat the procedure each time a friendly unit is retreated into.** It is possible, for example, that the second unit will have to retreat into a hex occupied by a third friendly unit. Roll for that unit on the Retreat Table as you did for the second unit.

(9.22) If a unit retreats into an enemy-controlled hex occupied by another friendly combat unit roll for the second unit and consult the Retreat Table.

- If the second unit does not retreat it negates the effect of the ZOC and the retreating unit suffers no cohesion hit. The unit may not end its retreat in the hex, however.

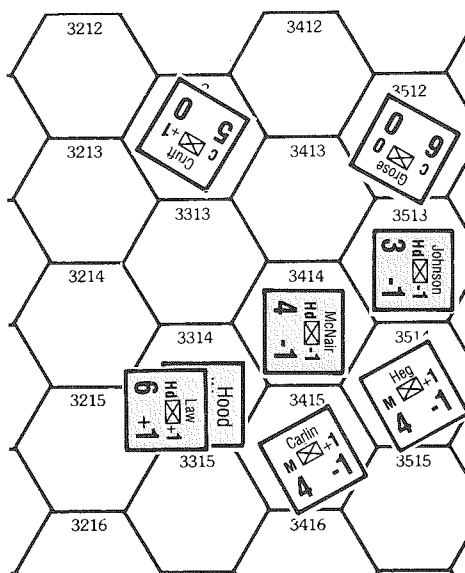
- If the second unit does retreat it no longer negates the effect of the ZOC and the retreating unit suffers a cohesion hit and must continue retreating.

(9.23) A +1-rated leader may improve the die-roll on the Retreat Table. He must be stacked with one of the two units and eligible to benefit the unit retreated through. Add 1 to the die-roll on the Retreat Table.

(9.24) Leaders retreat through friendly units and vice versa without effect. Only retreating combat units require a check on the Retreat Table.

(9.25) Units are not entitled to advance when an enemy unit retreats because another unit retreated through it.

fig. 9.2a



Example: In figure 9.2a, Johnson's brigade must retreat. By retreat priority 1 (rule 9.13), it retreats to the hex occupied by McNair. The Confederate player immediately rolls for McNair and checks the Retreat Table. He rolls a "2", which becomes a "1" because McNair's morale is -1. According to the Retreat Table, McNair suffers one hit and must retreat.

McNair's retreat is carried out before Johnson's is finished. McNair retreats first to hex 3314, occupied by Law and Hood. Now the Confederate player must roll for Law. He rolls a "1". Law's morale is +1 and Hood benefits him with an additional +1, making the net roll "3". The result is "stand", so nothing happens to Law. Law then negates the Union ZOC on hex 3314, per rule 9.22. McNair continues his retreat to hex 3214, where he can stop.

Now the Confederate player must finish Johnson's retreat. Johnson immediately suffers one hit per rule 9.22. Then he too retreats to Law's hex. The Confederate player again rolls a "1". Johnson can therefore continue his retreat — without further damage — to hex 3215, and stop there.

(9.3) Advance

Under certain circumstances a combat unit may advance one hex without a command and without expending movement points; this occurs after a successful encounter with the enemy.

(9.31) Units may advance under these circumstances:

- When a unit retreats or is eliminated during the offensive fire phase any one unit which fired at it in that phase may advance into the hex. This option must be exercised immediately, before any other unit is fired on.

- When a defending unit retreats after melee or is eliminated one attacking unit must immediately advance into the vacated hex, unless all the attackers also are required to retreat.

(9.32) A unit which advances may be given any facing. When a unit advances after melee, the player may reorient the facings of his other units involved in the melee however he wishes. This is not the case with advance after fire: only the advancing unit may change facing. Others must wait until the Melee Phase.

(9.33) Non-phasing units may never advance.

(9.34) Leaders: When a combat unit advances, any leader stacked with it, or stacked with any other unit which was eligible to advance, may also advance.

(9.35) A unit which advances during the Offensive Fire Phase may not melee in the same player-turn.

(9.36) A unit which retreats may not advance in the same player turn.

(9.37) Advancing units ignore ZOCs. you may advance directly from one ZOC to another.

(9.38) It is possible that two defending hexes could be vacated in a melee, but only one attacking unit will be eligible to advance. (The other attackers might have taken hits and been forced to retreat.) If this happens, the attacking player must advance into one of the hexes, but he may choose which one. If two attackers are eligible to advance both must advance — one into each vacated hex.

(9.39) Advance costs no movement points, and requires no command.

10. LEADERS

Leaders are very important for command and communications (see 4 and 5). Each leader also has a battle rating printed on his counter. This represents his ability to inspire men in combat.

There are three types of leaders: *wing leaders*,

corps leaders, and division leaders. All corps leaders except Hood and Forrest enter play only if you use optional rules 14.1 or 14.4, or if they replace a wing leader. Hood and Forrest always enter play.

(10.1) Uses of the Battle Rating

(10.11) A leader's battle rating benefits subordinate units:

- in die-rolls on the Retreat Table (see 9.23) including retreat before melee (see 14.3).
- in melee, *and*
- when they are fired upon.

Design Note: The battle rating indicates the leader's willingness and ability to go down to the firing line and inspire his men. Encouragement of men by personal example is quite a different side of leadership from the intellectual planning of maneuvers.

(10.12) In melee:

- If any attacking unit is stacked with a +1-rated leader add 1 to the die-roll.
- If any defending unit is stacked with a +1-rated leader subtract 1 from the die-roll.
- Only one leader on each side can influence a single melee.

In each case the leader must be eligible (see 10.15) to benefit the unit with which he is stacked.

(10.13) A leader who gives a DRM to a melee can be killed (see 10.2). A player is not required (even when defending) to use the DRM of a leader who is stacked with his unit. If he does not, the leader cannot be killed in the melee.

(10.14) In fire:

- If a +1-rated leader is stacked with a unit which is the target of fire the unit's morale is increased by 1. This has significance only for a unit with morale -1; its morale is increased to 0 and the firer will not receive the +1 DRM for negative target morale.
- The leader must be eligible under rule 10.15 to benefit the unit.

(10.15) Leaders are eligible to benefit only the units subordinate to them as follows:

Leader	Can Benefit
Division leader	His division only
Corps leader	His corps only
Forrest	Armstrong's, Pegram's, Liddell's, or Gist's divisions

- Forrest can benefit Gist's or Liddell's divisions only on September 19th when he acts as wing leader.
- Hood can benefit units of his corps with his battle rating even if optional rule 14.1 is not in effect.
- A corps leader may benefit units of his own corps even if he has replaced a dead wing leader.

(10.2) Leader Casualties and Replacements

A leader can become a casualty:

- when he has contributed a DRM to melee combat and his side received an asterisk result on the melee table. Roll one die; on a result of "0" through "4" the leader has been killed.

- when an enemy unit enters his hex during movement, advance, or retreat. Roll a die; on a result of "0" through "4" the leader likewise has met the fate of the hero. If he is not eliminated, place him with the nearest (in hexes) friendly combat unit.

- when he retreats into an enemy ZOC (see 10.21).

(10.21) When retreating into an enemy ZOC, a leader can become a casualty:

- if the leader is alone and no friendly combat unit occupies the hex, or
- if the leader is stacked with a combat unit which is eliminated by the effect of the ZOC (see 9.16).

In both cases, roll exactly as though an enemy unit had entered the leader's hex (0-4 kills him). In the second case, if the leader survives, continue to retreat him; do not immediately place him with the nearest friendly unit.

(10.22) A leader does not become a casualty simply when a unit he is stacked with is eliminated in combat.

(10.23) Leader replacement: An eliminated leader is replaced on the second friendly player-turn after his elimination — on turn 8 if eliminated on turn 6, for example. He is placed on the map at the start of the player-turn.

- There is no leader in the command position until the leader is replaced. Units of a leaderless division automatically are out of communication. Units of a leaderless wing can receive commands only if the other wing leader is able to command them (e.g. if he is the army commander).

(10.24) An eliminated division leader is replaced by the reverse side of his counter.

- Should the replacement also be killed he is replaced in the same way; the same counter represents his replacement.

- A replacement division leader is placed with any unit of his division.

(10.25) An eliminated corps leader is replaced only if you are playing with optional rule 14.1 (see 14.13). He is placed with any unit of his corps.

(10.26) If a wing leader is eliminated one of the corps leaders replaces him. Unless you are using optional rule 14.1 or 14.4, the corps leader most likely will not be on the map; introduce him to play at the time he replaces the wing leader per rule 10.23.

- You may place him with any unit of his wing. He becomes functional immediately — you may roll for immediate CPs for him in that turn, but he receives no planning point.
- If the replacement is already on the map, he simply takes over as wing leader two turns later.

(10.27) The orders of succession appear below:

Union

- | | |
|---------------|---------------|
| 1. Thomas | 1. Rosecrans |
| 2. Crittenden | 2. McCook |
| 3. McCook | 3. Crittenden |

Confederate

September 19th

- | | |
|------------|------------|
| 1. Bragg | 1. Forrest |
| 2. Polk | 2. Walker |
| 3. Hill | |
| 4. Buckner | |

September 20th

- | | |
|-----------|---------------|
| 1. Polk | 1. Longstreet |
| 2. Hill | 2. Buckner |
| 3. Walker | 3. Hood |

- A player that loses so many leaders as to exhaust these orders of succession is protecting his leaders poorly and deserves it.

(10.28) A corps leader receives no planning points — and thus no CP chits — when functioning as a replacement wing leader. Roll for immediate CPs only.

- Exception: If Polk replaces Bragg on the 19th, he functions with his usual abilities — such as they were — as a wing leader.

(10.29) If the Union "dummy corps leader" unit is being used under optional rule 14.4, it can become a casualty the same as a real leader. If it does, it re-enters the game as its own replacement two turns later, stacked with any Union unit.

11. Breastworks

Design Note: During the night of the 19th Thomas's men put up formidable log breastworks which were important in repelling the Confederate attacks the next morning. The breastworks were constructed from logs and were entirely above ground; the men had no entrenching tools.

Breastwork markers are placed on the map at the start of scenario 2 as listed in the scenario instructions. They may be built during play only in scenario 3, and by the Union player only. Rule 17.4 explains how to build breastworks. Breastworks are not used in scenario 1.

(11.1) Effect of Breastworks

Each breastwork marker must face a specific corner of its hex, the same way a combat unit does. This facing may not be changed once the marker is placed on the map. When placing a breastwork on the map — either after construction or at the start of scenario 2 — the Union player may give it any facing he wishes.

(11.11) A breastwork gives benefits against attacks from its front and flank hexes only. When firing or meleeing against a unit in a breastwork hex, a player must subtract one from his die-roll.

- If a unit melees from a rear hex, the breastwork gives no benefit.

- If a unit fires from a rear hex, the breastwork gives no benefit.

(11.12) A unit in a breastwork hex need not have the same facing as the breastwork to benefit from it. All that matters is the facing of the breastwork with respect to the attacking unit(s).

- There is no distinction between being "inside" or "outside" a breastwork.

Design Note: Players may note that in some cases when two breastworks are adjacent and have the same facing, a unit firing from one to the other will suffer the DRM just as though it were attacking from the front. This is correct: the breastworks, like trenches of a later era, were built in a zig-zag pattern to give just that effect.

(11.13) A breastwork is never damaged or removed. Whether deployed at the start or built dur-

FIRE TABLE

<i>die roll</i>	<i>hits</i>
2 or less	0
3-7	1
8-9	2
10 +	2 + retreat

Reminder: die-roll "0" is read as "zero", not "ten".

Die-roll modifiers:

- + fire rating (-1 if hit marker "3" or greater)
- +1 target morale negative (remember effect of hits, and leader may cancel)
- +1 from uphill to downhill
- +1 firing from target's rear hexside
- 1 target in breastwork
- 1 target in woods
- 2 evening turn

MELEE TABLE

		1:2	1:1.5	1:1	1.25:1	1.5:1	2:1	3:1	4:1
die	-2	5/0	5/0	5/0	4/0	3/0	2/0	2/0	2/0
roll	-1	5/0	5/0	4/0	3/0	3/0	2/0	2/0	2/0
	0	5*/0	4*/0	4/0	3/0	3/0	2/0	2/0	2/1
	1	5/0	4/0	3/0	3/0	2/1	2/0	2/1	1/1
	2	4/0	3/0	2/0	2/0	2/1	2/1	1/2	1/2
	3	3/0	2/0	2/0	2/1	2/1	1/1	1/2	1/2
	4	2*/0	2*/0	2*/1	2*/1	1*/1	1*/2	1*/2	1*/2
	5	2/0	2/1*	2/1*	1/1*	1/1*	1/2*	1/2*	1/2*
	6	2/1	2/1	2/1	1/2	1/2	1/2	0/2	0/3
	7	2/1	2/1	1/1	1/2	0/2	0/2	0/3	0/4
	8	1/1	1/2	1/2	0/2	0/2	0/3	0/4	0/4
	9	1/2	0/2	0/2	0/3	0/3	0/3	0/4	0/5
	10	1/2	0/2	0/2	0/3	0/3	0/4	0/5	0/6
	11 +	1/2	0/2	0/3	0/3	0/4	0/4	0/5	0/6

* = roll again; leader casualty on "0" through "4"

#/ = total hits (not hits per unit) to attacker

/# = total hits (not hits per unit) to defender

Reminder: die-roll "0" is read as "zero", not "ten".

DIE-ROLL MODIFIERS:

- + attacker morale modifier (remember effect of hits)
 - defender morale modifier (remember effect of hits)
 - +1 for +1-rated attacking leader
 - 1 for +1-rated defending leader
 - 1 defender in breastwork
 - +2 each unit making flank attack
 - +3 each unit making rear attack
 - 3 attack across Chickamauga ford or bridge
 - 2 evening turn
-
- +1 to defender strength if all units attacking up slope

Effect of Hits:

- Reduce all printed ratings by 1 when unit has hit marker "3" or higher.
- Unit which suffers hit in combat and has 6 or more hits must retreat.

Sequence of Play Outline

I. CP Interphase

Special rules apply on Early Morning, 8:00, and 8:45 of September 19th, and 8:00 of September 20th.

II. Confederate Player-Turn

A. Movement Phase:

1. Plan times and places at which 'automatic reinforcements' will arrive.
2. Move each wing. May summon additional reinforcements.

B. Defensive Fire Phase

C. Offensive Fire Phase

D. Melee Phase

III. Union Player-Turn

Check for release of Reserve Corps, then repeat steps of Confederate player-turn.

Leader Casualty Summary:

A leader is killed on a die-roll of "0" through "4" when an enemy unit moves, advances, or retreats into his hex; when leader retreats into ZOC without friendly unit (see 11.2, 11.21); or when "*" result obtained in melee to which he contributed his battle rating.

NUMERICAL INFORMATION SUMMARY

- 4.1 Thomas pays 1 additional CP per command to a unit of the right wing (not in his own wing).
- 4.2 The command radius is 3 hexes.
- 4.2 It costs 2 CPs to command an entire division.
- 4.2 It costs 1 CP to command an individual unit or two-unit Union brigade (if the two counters are adjacent to each other).
- 4.3 The divisional communications distance for the Confederates is 3 hexes, and for the Union is 2 hexes.
- 4.4 Two units are in contact when they are:
 - Three hexes apart, if both intervening hexes are field, or
 - Two hexes apart, no matter what the terrain in the intervening hex, or
 - Adjacent.
- 5.3 A combat unit which spends its entire move on roads and out of contact distance with the enemy can force march up to 7 additional MPs. It suffers 1 cohesion hit. Optionally, cavalry can force-march up to 8 additional MPs and suffers no hit.
- 8. A unit is flipped over when it suffers its 6th hit.
- 8.1 A unit which suffers 10 hits is eliminated.
- 9.1 A unit retreats 2 hexes.

A unit retreats if it suffers a hit in melee or fire combat and has a total of 6 or more hits.
- 10.2 A leader is killed on a die-roll of "0" through "4":
 - If he has contributed a DRM to melee combat and his side has received a "*" result, or
 - When an enemy unit enters his hex during movement, advance, or retreat, or
 - When he retreats alone into a ZOC.
- 10.2 An eliminated leader is replaced on the second turn after his elimination.
- 13.3 The Union reserve corps is released without a die-roll if any Confederate unit moves to within 10 hexes of a reserve corps unit, or hexes 4239 or 4242.
- 14.3 A unit retreating before combat retreats 1 hex.

FIRE TABLE

<i>die roll</i>	<i>hits</i>
2 or less	0
3-7	1
8-9	2
10 +	2 + retreat

Reminder: die-roll "0" is read as "zero", not "ten".

Die-roll modifiers:

- + fire rating (- 1 if hit marker "3" or greater)
- + 1 target morale negative (remember effect of hits, and leader may cancel)
- + 1 from uphill to downhill
- + 1 firing from target's rear hexside
- 1 target in breastwork
- 1 target in woods
- 2 evening turn

MELEE TABLE

		1:2	1:1.5	1:1	1.25:1	1.5:1	2:1	3:1	4:1
die	- 2	5/0	5/0	5/0	4/0	3/0	2/0	2/0	2/0
roll	- 1	5/0	5/0	4/0	3/0	3/0	2/0	2/0	2/0
	0	5*/0	4*/0	4/0	3/0	3/0	2/0	2/0	2/1
	1	5/0	4/0	3/0	3/0	2/1	2/0	2/1	1/1
	2	4/0	3/0	2/0	2/0	2/1	2/1	1/2	1/2
	3	3/0	2/0	2/0	2/1	2/1	1/1	1/2	1/2
	4	2*/0	2*/0	2*/1	2*/1	1*/1	1*/2	1*/2	1*/2
	5	2/0	2/1*	2/1*	1/1*	1/1*	1/2*	1/2*	1/2*
	6	2/1	2/1	2/1	1/2	1/2	1/2	0/2	0/3
	7	2/1	2/1	1/1	1/2	0/2	0/2	0/3	0/4
	8	1/1	1/2	1/2	0/2	0/2	0/3	0/4	0/4
	9	1/2	0/2	0/2	0/3	0/3	0/3	0/4	0/5
	10	1/2	0/2	0/2	0/3	0/3	0/4	0/5	0/6
	11 +	1/2	0/2	0/3	0/3	0/4	0/4	0/5	0/6

* = roll again; leader casualty on "0" through "4"

#/ = total hits (not hits per unit) to attacker

/# = total hits (not hits per unit) to defender

Reminder: die-roll "0" is read as "zero", not "ten".

DIE-ROLL MODIFIERS:

- + attacker morale modifier (remember effect of hits)
- defender morale modifier (remember effect of hits)
- + 1 for + 1-rated attacking leader
- 1 for + 1-rated defending leader
- 1 defender in breastwork
- + 2 each unit making flank attack
- + 3 each unit making rear attack
- 3 attack across Chickamauga ford or bridge
- 2 evening turn
- + 1 to defender strength if all units attacking up slope

Effect of Hits:

- Reduce all printed ratings by 1 when unit has hit marker "3" or higher.
- Unit which suffers hit in combat and has 6 or more hits must retreat.

Sequence of Play Outline

I. CP Interphase

Special rules apply on Early Morning, 8:00, and 8:45 of September 19th, and 8:00 of September 20th.

II. Confederate Player-Turn

A. Movement Phase:

1. Plan times and places at which 'automatic reinforcements' will arrive.
2. Move each wing. May summon additional reinforcements.

B. Defensive Fire Phase

C. Offensive Fire Phase

D. Melee Phase

III. Union Player-Turn

Check for release of Reserve Corps, then repeat steps of Confederate player-turn.

Leader Casualty Summary:

A leader is killed on a die-roll of "0" through "4" when an enemy unit moves, advances, or retreats into his hex; when leader retreats into ZOC without friendly unit (see 11.2, 11.21); or when "*" result obtained in melee to which he contributed his battle rating.

NUMERICAL INFORMATION SUMMARY

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- 4.3 The divisional communications distance for the Confederates is 3 hexes, and for the Union is 2 hexes.
- 4.4 Two units are in contact when they are:
 - Three hexes apart, if both intervening hexes are field, or
 - Two hexes apart, no matter what the terrain in the intervening hex, or
 - Adjacent.
- 5.3 A combat unit which spends its entire move on roads and out of contact distance with the enemy can force march up to 7 additional MPs. It suffers 1 cohesion hit. Optionally, cavalry can force-march up to 8 additional MPs and suffers no hit.
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A unit retreats if it suffers a hit in melee or fire combat and has a total of 6 or more hits.
- 10.2 A leader is killed on a die-roll of "0" through "4":
 - If he has contributed a DRM to melee combat and his side has received a "*" result, or
 - When an enemy unit enters his hex during movement, advance, or retreat, or
 - When he retreats alone into a ZOC.
- 10.2 An eliminated leader is replaced on the second turn after his elimination.
- 13.3 The Union reserve corps is released without a die-roll if any Confederate unit moves to within 10 hexes of a reserve corps unit, or hexes 4239 or 4242.
- 14.3 A unit retreating before combat retreats 1 hex.

12. VICTORY

Each side scores victory points for territory held, units eliminated, and so on. The scenarios indicate the number of points needed to win. Players may also determine victory requirements by bidding (see 12.08).

Confederate

In addition, the Confederate player receives victory points for *Confederate* units that have exited the map or nearly done so. Remember that the map may be exited only through the exit hexes on the west map-edge.

- | | |
|--|-----------|
| • Each Union unit or wing leader exited from an exit hex | 1 |
| • Each Union unit west of the “4-hex line” at scenario end | 1 |
| • Each Union unit with no LOC (see 12.01-03) | |
| scenario 1 | 1 |
| scenarios 2 and 3 | 2 |
| • Each Union unit eliminated | 2 |
| • Each Union unit with 7-9 hits | 0.5 |
| • Each Union +1-rated leader or wing leader eliminated | 1 |
| • Each Confederate unit with 3 or less hits exited | points in |

- Each Confederate unit with three or less hits within 4 hexes of exit hex
- Half number points in arrow.**

Union

- | | |
|--|-----|
| • Each objective hex held (with LOC) | 4 |
| • Each Confederate unit eliminated | 3 |
| • Each Confederate unit with no LOC (see 12.01 and 12.05) | |
| scenario 1 | 1 |
| scenarios 2 and 3 | 2 |
| • Each Confederate +1-rated leader or wing leader eliminated | 1 |
| • Each Confederate unit with 7-9 hits | |
| scenario 1 | 1 |
| scenarios 2 and 3 | 0.5 |

(12.01) Line of Communications (LOC): A player may trace an LOC from a hex if it is within 18 MPs (counted through hexes that could be moved through at that instant) of a road or trail.

- **For Confederate units** the road or trail must be connected by continuous roads/trails to a bridge (not ford) over the Chickamauga, and thence to a Confederate reinforcement entry hex.
- **For Union units** the road or trail must then be connected by continuous roads/trails to an exit hex.
- **For both sides** the road/trail path may be of any length but may not pass through an enemy-controlled hex (unless occupied by a friendly combat unit) or any hex occupied by an enemy combat unit.

(12.02) The Union player may not trace an LOC to an exit hex through which a Confederate unit has exited if the Confederate can trace an LOC from that exit hex at the end of the game (think of the units which exited as blocking the road off-map).

(12.03) If the Union player cannot trace an LOC from either hex 2900 or 3600 at the end of scenario 1, any Union units which have not yet entered play (are off-map to the south) have no LOC; the Confederate player gets the corresponding victory points for them.

(12.04) Exit Hexes: The Confederate player receives points for exiting units from exit hexes.

- **For each unit exited** he receives the number of points printed in the arrow.
- **For each unit within 4 hexes of an exit hex at the end of the game** he receives half the number printed in the arrow (retain fractions).
- **For each of his units he receives points for only one hex:** If he has a unit in 4107, for example, he would receive 1 point for 4219, but not an additional 0.5 for 4214. If he has a unit in hex 3821 he would receive 1 point, not 2.

Example: If a Union unit is both within four hexes of the west edge (category B) and has seven hits (category D), the Confederate player would receive 1 point for category B, but not also 1/2 point for category D.

Design Note: The Confederate player's points for exiting units represent the threat those units pose to the Union rear. But if those units were out of touch with their own forces — i.e., had no LOC — they would be more threatened than threatening.

(12.05) The Confederate player receives points for exited units only if he can trace an LOC from the hex at the end of the game.

- The Confederate player may not trace *this* LOC through non-road hexes to some other road first. This is an exception to the definition of LOC given in rule 12.01. The LOC must consist entirely of an unbroken path of road and/or trail hexes.
- The Confederate player receives points for units within 4 hexes of an exit hex only if he can trace an (ordinary) LOC from that unit at the end of the game.
- If the Confederate player exits units from a hex, and then cannot trace a LOC to that hex at the end of the game, all the exited units count as “units with no LOC”. The Union player gets victory points for them.

- The Union player receives points for an objective hex only if an LOC can be traced from it at the end of the game.

(12.07) To control an objective hex a player must satisfy one of the following conditions which are stated in order of priority (if the first case is satisfied, ignore the others, for example):

- a.** a friendly combat unit occupies the objective hex.
- b.** the objective hex is unoccupied, in a friendly ZOC, and not in enemy ZOC.
- c.** two friendly units exert a ZOC on the hex from opposite sides of it (see fig. 12a) and no pair of friendly units does.
- d.** If none of the above cases are satisfied, the player who last controlled the hex still controls it.

At the start of scenarios 1 and 3 the Union player controls all objective hexes except 1710 and 1819. At the start of scenario 2 he controls all except 1710, 1819, and 2415. The Union player receives the points for the hexes which start under Confederate control only if he takes control of them during the game. He receives the points for any other hex if the Confederate player fails to take control of it by the end of the game.

Example: The Confederate units have taken control of the hex in fig. 12a but not in fig. 12b.

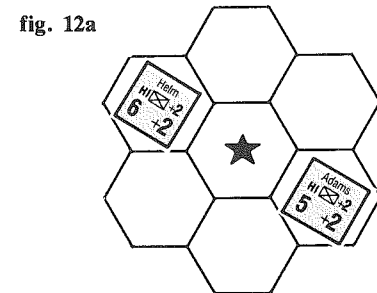
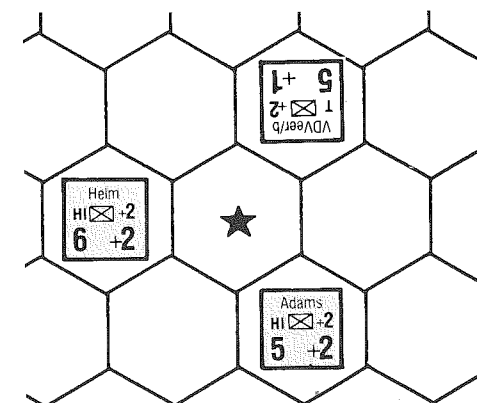


fig. 12b



Design Note: The objective hexes are important points of terrain, road junctions, etc. which the Union army wants to hold in order to maintain its position on the battlefield. Control of objectives hexes measures how well the Union army has held its ground against the Rebel attack.

(12.08) Bidding: The players may, if they wish, determine victory point requirements in any scenario as follows. One player states two victory point levels: one required for Confederate victory, the other for Union victory. Any number in between will be a draw. The other player then has choice of sides.

13. REINFORCEMENTS

The reinforcement rules pertain to the September 19th and two-day scenarios; there are no reinforcements during September 20th. Reinforcements provide much of the game's interest but are fairly involved and introduce many intricacies of strategy. We suggest you ignore rules 13.1 and 13.2 for now, and use the September 20th scenario for your first game.

(13.1) When Reinforcements Arrive

The Turn Record/Reinforcement/CP Tracks indicate the turns on which reinforcements become available. These are called automatic reinforcements, because they always arrive. There is a circled number in the box for each turn on which a player receives automatic reinforcements and a corresponding note listing which units arrive.

Example: On the Confederate CP Track there appears a circled "1" for the first turn of September 19th. Note 1 states that the Confederates receive at that time the divisions of Preston and Stewart, plus General Bragg.

(13.11) During September 19th each player may summon reinforcements in addition to automatic reinforcements. Each player's Turn Record/Reinforcement/CP Track lists the units which are available to be summoned. These are called summoned reinforcements, because they enter play only if summoned. (The units available to be summoned were off the south map edge, guarding other crossings of Chickamauga Creek.)

(13.12) Only Bragg and Rosecrans (or their replacements) may spend CPs to summon reinforcements. Bragg or Rosecrans must be on the map to summon a reinforcement.

- A player may not summon less than a full division at a time.
- A player spends CPs during his Movement Phase to summon reinforcements.
- It costs 2 CPs to summon a division. The CPs must be spent all in one turn.

(13.13) A player summons a division using the following procedure.

- a. He announces which division he wishes to summon.
- b. He writes the division commander's initial in the Summons Box for the current turn.
- c. He plots on his CP Track the time and place at which the division will arrive, as explained in rule 13.2.

All units of the same division must enter at the same hex. Different divisions which are summoned at the same time may arrive at different hexes.

(13.14) Only the divisions listed as available to be summoned may be summoned. The Confederate player may not summon Gist's brigade, for instance, and the Union may not summon Reserve Corps units.

(13.15) General Rosecrans arrives on the 11:45 a.m. turn. The Union player receives and saves planning points for Rosecrans in the CP Interphases of the 11 a.m. and 11:45 a.m. turns even though Rosecrans is not yet on the map.

• Since leaders must issue commands before moving, 12:30 will be the first turn on which Rosecrans can use CPs.

• If the Confederate player summons any divisions on the 10:15 turn or earlier, the Union player's 11:45 reinforcements arrive at 11:00 instead. In this event the Union player receives and saves two planning points for Rosecrans in the 11:00 interphase. And in this event Rosecrans will be able to spend CPs on the 11:45 turn.

(13.2) Where Reinforcements Arrive

Reinforcements are moved onto the map during a player's Movement Phase. All units of the same division must arrive at the same hex. This applies to all reinforcements except the Union Reserve Corps (see 13.3).

Design Note: Most of the Confederate army began the game to the south of the game map area. In the game the Confederate player uses his Reinforcement Track and Arrival Chart to plan where these units will enter play. The track and chart reflect the varying lengths of time it would have taken each division to reach the different possible entry points.

(13.21) Confederate reinforcements may arrive at any of the map-edge hexes marked by capital letters. (The same letter may appear in more than one hex.)

- The Confederate must plan the hex and time at which each reinforcement (both automatic and summoned) will enter.
- The Confederate player must choose an entry hex and time for each automatic reinforcement on the turn it becomes available. He does this at the start of his player-turn. (On the Early Morning turn of September 19th, for instance, he must choose entry hexes and times for Bragg, Preston, and Stewart.)
- He chooses the entry hex and time for a *summoned reinforcement* at the time he summons it.
- Once the hex and time have been chosen they may not be changed, nor may the entry of the units be delayed.

(13.22) The Confederate player's choice of entry hex determines the time at which a reinforcement will enter.

• The Confederate Turn Record/Reinforcement/CP Track shows the time at which each automatic reinforcement enters play at each possible entry hex.

• The Confederate player simply makes a mark in the Reinforcement Planning Box beside the hex and time where he wishes the reinforcement to enter. The reinforcement may then enter play at any of the hexes marked with that letter. (These are: "A" - 2400, 2000, and 1701, "B" - 1608, "C" - 1013, 1320, and "D" - 1128.)

Example: Preston's division can arrive on the Early Morning turn at any of the hexes labelled "A", or on the 8:00 turn at hex B, or on the

9:30 turn at hex C, and so on. On the Early Morning turn, according to the track, the Confederate player must choose where and when Preston will arrive. He decides to bring the division in at hex C at 9:30, and marks small "x" in the 9:30 box beside "Preston-C".

(13.23) The Reinforcement Arrival Chart shows when each summoned reinforcement can arrive at each entry hex. Cross-reference the division name with the desired entry point to find the entry time.

- On this chart, "T" stands for the turn on which the reinforcement is summoned.
- "T + 1" stands for the immediately following turn, and so on.
- The Confederate player writes the division's name and entry point in the box for its turn of arrival.

Example: The Confederate player summons Cleburne at 10:15. He wants the division to enter at hex B. According to the chart, the division will then arrive on "T+3" — the third turn after it is summoned, in this case 12:30. The Confederate player writes "C-B" or "Cl-B" in the summons box for the 12:30 turn.

Design Note: The Confederates' pre-battle plans sufficed to get their units across Chickamauga Creek and headed in the general direction of the firing. After that the fun began. The Confederates had no good maps of the area on the far side of the creek. Even units "behind the Confederate lines" needed a lot of guidance to get up to the battle — which is why you must pay CPs even for moves in the rear area.

The Confederates can get quite a few units up into battle fairly early in the game. But after that the army will be much harder to maneuver.

(13.24) Union automatic reinforcements enter the map at the hexes listed on the Union Turn Record/Reinforcement/CP Track. Union summoned reinforcements may arrive at either hex 2900 or 3600 (the two hexes marked by US flags). The Union player chooses the entry hex at the time he summons them. They always enter on the immediately following turn. (For example, a unit summoned at 12:30 will enter play at 1:15.) Their entry may not be delayed.

(13.25) A unit may move with its full MA in the turn it arrives in play, without receiving a command. Units which arrive on roads may force march but must observe the usual restrictions.

- Each reinforcing Confederate division may be commanded to move at a cost of just 1 CP in the turn after it has entered the map, provided none of its units moves within contact distance of a Union unit on that turn. This applies only on the turn after the division enters the map (its second turn in play), and only to Confederate divisions. The unit still must be commanded.

(13.26) A player moves reinforcements onto the map during his movement phase, through entry hexes. A unit pays the terrain cost for the first hex entered.

- Confederate units arriving at hex 2000 pay an additional 3 MPs for having just crossed Dalton's Ford.

- Units may use road/trail movement if they do not move adjacent to any enemy unit in that phase.

(13.27) Units must enter by "sequential movement". In other words, the first combat unit to arrive at a particular hex in a single turn pays the terrain cost to enter it. The second combat unit pays the terrain cost plus 1 additional MP. The third unit pays the terrain cost plus 2 additional MPs (one for each unit in front of it) and so on.

- **Leaders are not "backed up" in this way.** A leader always has his full MA when entering and does not cause units behind him to pay an extra point. (The additional cost simulates the units' being in column, one behind another, on the road off-map.)

(13.28) A reinforcement hex is blocked if it is in an enemy ZOC or occupied by an enemy combat unit.

- **If hex 3600 or 2900 is blocked** Union south map-edge reinforcements arrive at whichever is unblocked. If both are blocked, reinforcements may arrive at any unblocked hex on the south map edge, west of Chickamauga Creek.

- **If a Confederate reinforcement hex is blocked** units scheduled to arrive there arrive at the nearest unblocked map-edge hex on the south/east side of Chickamauga Creek.

(13.3) Union Reserve Corps

Design Note: The Reserve Corps of the Union army was stationed a short distance off the northern map-edge. Its orders were to hold its positions unless Confederate units posed some immediate threat, or unless the battle was going so badly that its help was vital. Historically it arrived just in time to play a crucial role in holding Snodgrass Hill on the afternoon of the second day.

In all scenarios, the Union Reserve Corps units (Granger, Steedman, Whitaker, Attached, Mitchell, and D. McCook) may move only after they have been released.

(13.31) Release may occur if, at the start of any Union player-turn, any Confederate unit is on or to the west/north of the "Reserve Release Line" printed on the map. (In case there is any doubt, the line begins at hex 3600 and runs north to 3603, to 3503, to 3506, to 3307, 3308, 3209, then to 3215, 3115, to 3117, 3218, to 3222, to 2525, to 2528, to 2130, to 1929, to 1631, to 1633, inclusive.)

- **The Union player rolls one die.** If the die-roll is less than the number of units on or across the line, the corps is released. If the die-roll is equal to or greater than the number of units on or across the line, the corps is not released.

- **On all September 19th turns, add three to the die-roll.** The Union was less sure of the Confederates' approach routes, and so would have hesitated longer to shift its reserves.

Design Note: Confederate units crossing the "Reserve Release

Line" would be either coming in close proximity to the corps itself, or threatening the Union's vital north-south communications to an unacceptable extent.

(13.32) The corps is automatically released if any Confederate unit moves within 10 hexes of any Reserve Corps unit, or of hex 4242.

(13.33) Once released, the Reserve Corps functions as a third wing of the Union army, distinct from both the left and the right.

- General Granger becomes a third Union wing leader. He does not receive planning points or use CP chits. Just roll for immediate CPs for him each turn. Like other wing leaders, he can pass and then roll twice the next turn. He can spend CPs only on Reserve Corps units.

(13.34) If release occurs prior to the Evening turn of September 19th, on the player-turn of release the Union receives the Mitchell and McCook units at hex 4242. These units enter the map at no CP cost, like other reinforcements.

- **If the Reserve Corps has not been released by the Evening turn** the two units enter the map at that time. They move onto the map in that turn and then cannot move again until the corps is released.

14. OPTIONAL RULES

These rules may be used or not, as you wish. They add tactical possibilities to the game at the price of greater complexity. Please do not attempt to use them before you have played several games with the other sections alone. In any event, feel no obligation ever to use them — don't feel that you are not playing the "real game" if you choose to ignore them. But we suggest that after you feel comfortable with the rest of the rules, you try Retreat Before Melee.

(14.1) Corps Leader Command

Design Note: This rule permits corps leaders to function — in a limited way — like wing commanders. It must be considered a historical "what-if", since the corps commanders at Chickamauga did not actually achieve this. This rule will aid the Confederates substantially more than it aids the Union, but will not upset play balance entirely.

A player may use any of his corps leaders to give commands. A corps leader receives no planning points and does not use CP chits. Roll for him on the Immediate CPs table. Even if Polk is used on the 19th as a corps leader, he receives no chits. A corps leader can pass rolling and then roll twice on the next turn.

- A player uses a corps leader instead of one of his wing leaders on that turn. On any turn that he either rolls for CPs for a corps leader or saves a second roll, a player must select one wing leader who will be inactive that turn. That leader

receives no planning point that turn, cannot issue commands, and cannot count the turn as one on which he passed rolling — i.e., he loses all his command abilities. The corps leader takes that wing leader's place in the sequence of play.

Example: On September 20th the Confederate player, in each of his turns, can use Longstreet and Polk, or Longstreet and one corps leader, or Polk and one corps leader, or two corps leaders.

(14.11) On September 19th, any corps leader the Confederate player uses must replace Bragg, not Forrest, in the sequence of play. Thus, in a single turn the Confederate player can use one corps leader and Forrest, or Bragg and Forrest, but not Bragg and a corps leader.

(14.12) A player may save a second CP roll for a corps leader. On one turn he announces that he will "use" that leader this turn, and then he does nothing except pass rolling. On the following turn he uses the same corps leader, and he can roll twice for Immediate CPs.

- If for some reason he does not use that corps leader on the immediately following turn, the privilege to roll twice is lost.

- When you save a second roll for a corps leader, write that leader's name in the space for the following turn on your CP Track.

(14.13) If a corps leader is eliminated, return his counter to the map as a replacement. In the case of Hood or Forrest the replacement will no longer have +1 battle rating and will roll for immediate CPs on the same line as Buckner et al. (This provision for corps leader replacement applies only when the Corps Leader Command rule is in force.)

(14.14) A corps leader may give commands only to units of his own corps. The organization charts in the Supplementary Material section give the corps organizations. These are also printed on the counters, using these abbreviations:

Union	Confederate
T Thomas	W Walker
M McCook	Hd Hood
C Crittenden	Hi Hill
R Reserve	P Polk
	B Buckner

- For game purposes Cheatham's division belongs to no corps; no corps leader can command it. (It had been detached from Polk's corps.)

(14.15) The following additional corps leaders enter play:

Union

McCook: with Johnson (10:15 Sept. 19th)
Crittenden: deploy with Palmer

Confederate

Hill: On Sept. 19th, enter play with either Cleburne or Breckinridge; on Sept. 20th, deploy with either Cleburne or Breckinridge.

Buckner: On Sept. 19th, enter play with either Cheatham or Stewart; on Sept. 20th, deploy with either Cheatham or Stewart.

Walker: On Sept. 19th, deploy at hex 2508 (yes, 2508 — he and Hood enjoyed breakfast together). On Sept. 20th, deploy with Gist or Liddell.

Polk: On Sept. 19th, enter play with Hindman

Note: On the 19th Polk is still a corps leader, not yet a wing leader; he can command only units of his corps.

(14.16) If a corps leader must replace a wing leader his corps simply will have no separate leader.

(14.17) Under the standard rules, General Bragg automatically saves his Immediate CP roll on the Early a.m. turn of September 19th (see 15.05). Instead of doing this, the Confederate player may roll on that turn for a corps leader, if he wishes. Bragg then gets just one Immediate CP roll on the second turn, as usual.

(14.18) The Union cannot have another corps leader take the place of Granger in the sequence of play, even after the reserves have been released. He must move the corps leader in place of either Thomas or Rosecrans.

(14.19) A player can use different corps leaders on different turns. For example, the Confederate player might use Bragg and Buckner on one turn, Walker and Hood on the next, and so on. The only requirement is that each corps leader replace some wing leader in the sequence of play.

(14.2) Bragg's Poor Performance

Design Note: On September 19th Braxton Bragg's performance was unusually bad, even for him. The following rule will build into the game some more of Bragg's blundering.

If the players are of disparate skill or experience, players may wish to impose this handicap for balance.

As the players gain more and more experience with the game, they will find that play balance gradually shifts in favor of the Confederates. This rule will help restore balance.

Rules 14.21, 14.22, and 14.23 may be used singly or together, according to the players' need to balance their own skills and according to their opinions of General Braxton Bragg. Use of any of the three will help the Union moderately; use of all together will help the Union substantially.

(14.21) The Confederate player must spend 3 CPs to summon a division. The Union player still spends only 2.

(14.22) Bragg receives no additional planning points on the Early Morning turn of September 19th. He also does not automatically get to roll twice during his second turn on the map.

(14.23) Ignore the special rule which says that Confederate divisions may be commanded at a cost of 1 CP during their second turn in play. The cost is the usual 2 CPs per division.

(14.3) Retreat Before Melee

Design Note: We recommend that you use this rule as soon as you are comfortable with the standard game. Not using it will aid the Confederates slightly.

Units attacked in melee can attempt to retreat before melee, to avoid the combat. This occurs immediately after the attack is announced.

Retreat Before Melee Procedure

Roll one die, add the unit's morale value, add

1 for a leader if applicable (see 14.33), and consult the Retreat Table.

• **Results are interpreted as follows.**

Succeeds: The defending player may immediately retreat his unit one hex, adhering to the retreat priorities of 9.13. No melee combat takes place.

Stand: The unit stands in place and the melee occurs.

Panic: The attacking player retreats the unit two hexes exactly as though from combat. (The defending unit has panicked while trying to pull back.)

-1 or -2: The unit immediately suffers the indicated number of hits. If the unit then has suffered a total of 6 or more hits, the enemy player retreats it, as though from combat. (In such a case the unit retreats even on a "stand, -1" result.)

(14.31) If the retreat before melee results in the unit vacating the hex, the attackers are considered to have made a successful melee attack against it. One of them must advance and any others can adjust facing. They cannot melee any other hex in that phase.

(14.32) Note that if a unit has negative morale, adding its morale rating will reduce the die-roll.

(14.33) If a +1-rated leader is stacked with a unit which attempts to retreat before combat, and is eligible to benefit that unit (see 10.15), then the retreating player adds 1 to his die-roll.

(14.34) A unit can retreat before melee into an enemy ZOC, suffering a hit for the ZOC as usual.

(14.35) Cavalry retreats before melee the same as infantry.

(14.4) Fog of War

Design Note: Because of the difficult terrain, each side was very uncertain of the other's positions and strengths. To give some impression of this "fog of war" the following rules limit each player's information about the enemy. Use of this rule will aid the Union slightly.

These rules make the game more cumbersome physically, presume trust between the players, and also make honest errors fairly likely. We urge you not to use these rules until you are quite comfortable with the other mechanics. And even then, please use them only if the small amount of additional confusion they introduce is really worth it to you.

(14.41) Neither player may ever examine the hit marker underneath an enemy unit. In fire combat a player must reveal his unit's current fire rating or whether his unit's morale is negative. In melee combat each player must reveal each unit's current strength and morale. But he need not reveal exact numbers of hits. When the enemy is firing at his unit, a player need not reveal whether it will have to retreat until all fires at it are finished.

(14.42) Players may not look underneath the top unit of a stack unless they have a combat unit within contact distance. A player may therefore keep a leader on top of his stack to hide a combat unit, or vice versa. When a player has a combat unit within contact distance he may see what units are in the stack (but not look at hit

markers). Breastworks (see the next case) are an exception.

(14.43) A player may never examine a unit which is underneath a breastwork marker. Whenever a combat unit is within contact distance of the breastwork, the enemy player must reveal whether he has a combat unit in that breastwork. But the unit can never be examined.

(14.44) Each side receives corps leaders as listed in rule 14.15.

• Wing and corps leaders always remain face-down. Corps and wing leaders all are backprinted with an identical symbol.

(14.45) A corps leader has no command powers (unless he should replace a dead wing leader). But players can move their corps leaders around to conceal the true positions of their wing leaders, or to hide stacks. Unless you are also using rule 14.1, the only function of the corps leaders is to conceal the position of your wing leaders.

Example: The Confederate player might have Bragg in hex 2504, Buckner in 2310, and Walker in 2422. The Union player would not know which of the three was really Bragg, although he might guess by noting which units received commands.

(14.5) General D.H. Hill

Design Note: In reorganizing his army on the night of September 19th, Bragg appointed Leonidas Polk to command his right wing. But another choice was available — Lt. Gen. Daniel Harvey Hill, who would have done no worse than Polk and possibly much better. What if Hill had received the command instead?

Note: This rule will unbalance the game in favor of the Confederates. It should be used only if the players are curious about this historical "what-if", or if they wish to compensate for a less experienced player on the Confederate side.

This rule may be used in either the September 20th or the two-day scenario. Under this rule, D.H. Hill commands the Confederate right wing instead of Polk. Use Hill's Immediate CP line, and pull chits for him just as you would have for Polk.

(14.51) Polk is reduced to corps leader, as indicated in the organization charts. Hill's corps has no corps leader.

(14.52) If you use this rule in the September 20th scenario, deploy Hill in the hex indicated for Polk, and deploy Polk with any unit of his corps. In the two-day scenario, both enter as usual and Hill takes over at the time Polk would have.

(14.6) Cavalry

Design Note: There was no mounted action in the difficult terrain of the Chickamauga battlefield. This rule gives the Confederate cavalry the few special properties that they deserve on such unfavorable ground. It will aid the Confederates slightly.

The four Confederate units Davidson, Dibrell, Scott, and Armstrong are cavalry. They have the following special properties.

(14.61) A cavalry unit receives 2 additional movement points when force marching, over and above the bonuses stated in rule 5.52. Moreover, it suffers no cohesion hit. (This simulates mounted movement. The horses suffer the cohesion hit.)

- Any leader may accompany the force-marching unit and also move the two extra MPs.

(14.62) A Confederate cavalry division may be given a command — as a division — at a cost of just 1 CP if Forrest is backed with its leader at that time. This applies both when Forrest is a wing leader and when he isn't.

(14.7) Morale Averaging

Design Note: Some players may not agree with the rationale behind our morale DRM (rule 7.24). Here is an alternative method. Use of this method in place of 7.24 has no appreciable effect on play balance.

Each player's morale DRM in melee is the morale rating possessed by the greatest number of strength points on his side. In case of a tie, round up. When computing numbers of strength points and morale ratings, be sure to take into account any hits the units have.

Example: A player has one unit of printed melee rating 4 and morale +1, with no hits, and one unit of printed melee rating 5 and morale +1, with 3 hits. The later unit, therefore, has effective melee rating 4 and morale 0. The player then has 4 melee points with morale +1 and 4 with morale 0; this makes his morale DRM equal to +1.

Scenarios and Supplemental Material

Players may game either the first day, the second day, or the entire two-day battle.

- We strongly recommend that you use Scenario 2 for your first game. It provides a good introduction to command, movement, and combat.

- Scenario 1, however, is ultimately more interesting. It begins with a small number of pieces on the map and can develop in many ways to become a desperate struggle involving most of the forces. It is possible to start scenario 1 and then simply continue, playing out both days.

15. A MAD IRREGULAR BATTLE

Background: Bragg thought the Union army still was considerably to the south of the area covered by the game map. He planned to cross the Chickamauga and wheel immediately south. This would envelop the Union force and cut it off from the north. But two divisions under George H. Thomas already had moved northward and more were com-

ing. Thomas counterattacked early on the 19th, upsetting Bragg's plans. Bragg launched one division after another in uncoordinated, unsupported attacks. These punched holes in the Union line but did not break it. The battle became a see-saw melee as each side committed fresh units in turn. By nightfall the Confederates had advanced as far as the Lafayette Road but the Union army was still very much able to fight the next day.

"After leaving General Bragg, as reported, I did not see any officer whose rank was superior to my own for the rest of the day."

A.P. Stewart

Confederate division commander

"Stewart's ensuing success indicates that the Rebels probably could have won the battle on the 19th had commands been more wisely handled."

Prof. Thomas Connelly

(15.01) **Dibrell and Davidson:** In this scenario the Confederate units Dibrell and Davidson are considered to be a single division with Pegram as commander.

(15.02) **Confederate Organization:** In this scenario the Confederates have an organization different from that printed on the counters. Their wing commanders are Bragg and Forrest.

- Forrest's wing consists only of Gist's division, Liddell's division, and the composite division under Pegram. Forrest can use his battle rating to benefit any unit of his wing (see 11.1).

- All other units constitute Bragg's wing. Bragg can give commands to Forrest's wing but Forrest cannot give commands to Bragg's wing.

- Forrest receives no planning points. Simply roll for immediate CPs for him each turn. Like other wing leaders, he can pass and then roll twice the next turn.

Design Note: On this first day of battle General Bragg controlled operations directly, giving orders to his division commanders. Forrest controlled — without any special authority — the operations of a few units on the extreme right. If Forrest does not seem a very powerful wing commander, remember that he is acting unofficially.

On the night of the 19th/20th, after Longstreet had arrived on the field, Bragg divided the army into two wings. The wing attachments printed on the counters correspond to that organization.

(15.03) **Forrest's Division:** Forrest acts as leader of Gist's division for communication purposes. He pays one CP per brigade to give commands to the brigades of Gist's division, the same as for any other division.

Design Note: General Gist was not yet on the field. Thanks to the poor Southern rail facilities he and his brigade spent September 19th stranded at the Catoosa railroad

station, some miles from the battlefield. (You will note that the brigade arrives as a reinforcement during the night.) Forrest ran back at a critical moment, noticed Gist's troops, and ordered them into action. His order was so forceful that the brigade commander obeyed it.

(15.04) **The Early Morning turn:** The first turn of the game is Early Morning. In the CP Interphase of this turn, the Confederate player receives two extra planning points for Bragg (a total of three). He may save the two extra points for either the 8:00 or 8:45 turn. He may save the third point for either of those turns or for the 9:30 turn, as usual. (The two extra points simulate planning during the night. If you use optional rule 14.22, Bragg does not get these two extra points.) Note that Bragg arrives as a reinforcement, and so the Confederate player should coordinate his entry with the turns for which he saves the points.

Design Note: "Early morning" is the period between sunup — about 6 a.m. — and 8:00. Operations were slower during this time because of dense fog over much of the battlefield.

(15.05) **Bragg:** As per the reinforcement rules, on the Early Morning turn the Confederate player must decide when and where Bragg will arrive. Bragg cannot spend any CPs on the turn he enters play. (A leader can't spend CPs after he's moved, and Bragg must move to get onto the map.)

- On his second turn in play, however, Bragg automatically gets to roll twice for immediate CPs. If he decided to pass rolling on that turn, he would forfeit both rolls. (If you use optional rule 14.22, Bragg does not get this automatic second roll.)

- On the Early Morning turn the Union player rolls for immediate CPs as on any other turn.

(15.06) **Thomas:** The Union player receives one planning point for Thomas, as usual, on the Early Morning turn. He receives no planning points on the 8:00 and 8:45 turns. On the 9:30 turn and after, he receives points normally. (This simulates surprise.)

(15.07) **Release of the Reserve Corps:** Throughout this scenario the Union player adds 3 to all die-rolls for release of the reserve corps. See 13.32.

(15.08) **Victory:** The last turn is 6:30 p.m. At the end of that turn, total victory points for each side (see 12). Subtract the Confederate total from the Union total; the net Union victory point score determines the winner.

Net Union Victory Points

Points	Result
5 or less	Confederate decisive victory
5.5 — 15	Confederate marginal victory
15.5 — 22	Draw
22.5 — 29	Union marginal victory
30 or more	Union decisive victory

Design Note: To win, the Confederates must plan the entry of his reinforcements skillfully. The first time you try the Confederate side, you must expect to have difficulty. As the players gain more experience, the advantage shifts in favor of the Confederates. Ultimately you may wish to aid the Union by introducing optional rule 14.2, "Bragg's Poor Performance".

(15.09) Setting Up: Place the following units in the hexes indicated. Italics indicate leader units. Only the units listed begin the game on the map. Units may be faced in any direction you wish.

Union	
Hex	Unit
3019	<i>Brannan</i> , Connell
2818	Croxtan/a
2918	Croxtan/b
3120	Van Derveer/a
3020	Van Derveer/b
3116	<i>Thomas</i> , <i>Baird</i> , Scribner/a
3117	Scribner/b
3216	Starkweather
3118	J. King
Within 3 MPs of 2900	
3005	Wilder/a
3004	Wilder/b
3141	<i>Granger</i> , <i>Steedman</i>
2941	Whitaker
2942	Attached
Confederate	
1820	Dibrell
1819	<i>Forrest</i> , <i>Pegram</i> , Davidson
1515	<i>Liddell</i> , Liddell
1416	Walthall
1115	Wilson (yes, it's hex 1115!)
1014	Ector
2508	<i>Hood</i> , <i>Law</i> , Benning
2608	Robertson
2609	Law
2406	<i>Johnson</i> , McNair
2505	Gregg
2506	Johnson

16. ROCK OF CHICKAMAUGA

Background: For the morning of the 20th Bragg planned for Breckinridge's division, on his extreme right, to begin a great attack which the other divisions would take up in succession all along the line. But Bragg shirked personal inspection to see that his orders were carried out. In fact, at dawn — the time the attack was supposed to begin — the commanders involved did not even know that an attack was planned. Finally, about mid-morning Polk began sending his corps into battle in piecemeal fashion — a division at a time — as on the previous day. By noon Polk's best divisions had been wrecked.

About that time Longstreet, having completed careful preparations,

launched a smashing blow with his entire wing. Unluckily for the Union, the attack rolled right through a vacant spot in the Union line. (The division there had just shifted northwards — as a result of a mistaken order, in fact.) Most of the Union right either was destroyed or panicked, and the Union line was bent back to the slopes of Snodgrass Hill.

There Thomas held out for the rest of the afternoon. His stand earned him the nickname, "Rock of Chickamauga", and saved Rosecrans' army from destruction. The Confederate command was unable to complete its victory — just as in the game the Confederate player may run out of CPs without reaching his objectives. Chickamauga was a Southern victory, but it would be the South's last. Instead of a decisive blow, it became just another might-have-been for generations of Confederates to ponder.

(16.01) Wing Commanders: The wing commanders are Polk, Longstreet, Thomas, Rosecrans, and, after the Union reserve corps has been released, Granger, or their replacements. Bragg does not enter play at all. The wing and division organizations are as printed on the counters.

(16.02) Scenario Length: The first turn is 8 a.m., September 20, and the game continues through 6:30 p.m.

(16.03) Forrest: Forrest has no wing command functions in this scenario, and he is no longer the leader of Gist's division. He is the corps commander of the cavalry (Armstrong's and Pegram's divisions). His battle rating can be used only with units of Armstrong's or Pegram's divisions.

(16.04) Union pre-battle Planning: On the first turn the Union player receives one additional planning point each for Thomas and for Rosecrans. (This represents planning during the early morning. The Confederates were too disorganized to do any such planning.)

(16.05) Victory: At the end of the game, add up each side's victory points per rule 12. Subtract the Union total from the Confederate total. The net Confederate victory point score determines the winner.

Net Confederate Victory

Points	Result
50 or more	Confederate decisive victory
38—49.5	Confederate marginal victory
33—37.5	draw
18.5—32.5	Union marginal victory
18 or less	Union decisive victory

(16.06) Setting Up: To set up the game, place the units in the hexes listed below. Certain units begin the game with hits, as a result of having fought the previous day.

Union	
Hex	Units
3116	<i>Thomas</i> , Scribner/a [1 hit]
3016	Cruft [1 hit], <i>Palmer</i>
3118	Grose [1 hit]

Confederate	
Hex	Units
3015	Hazen
2917	Starkweather [1 hit], <i>Baird</i>
3017	Scribner/b [1 hit]
3019	J. King [flipped]
2918	Baldwin [1 hit], <i>Johnson</i>
3018	Willich [1 hit]
3119	Dodge [1 hit]
3213	Croxtan/a [flipped], <i>Brannan</i>
3313	Croxtan/b [flipped]
3312	Van Derveer/a
1331	Van Derveer/b
3212	Connell
3114	Turchin, <i>Reynolds</i>
3214	E.A. King/a [flipped]
3215	E.A. King/b [flipped]
3703*	Wilder/a
3702*	Wilder/b
3211	Stanley [1 hit], <i>Negley</i>
3210	Sirwell [1 hit]
3310	J. Beatty
3309	21st Ohio
3208	Heg [1 hit], <i>Davis</i>
3209	Carlin [1 hit]
3505	Lytle, <i>Sheridan</i>
3605	Bradley
3407	Laiboldt
3141	<i>Steedman</i>
3141	<i>Granger</i>
3143	D. McCook
2941	Whitaker
3042	Attached
2942	Mitchell

In 3711 or any hexes adjacent: Wood's division [Buell and Harker no hits, Barnes 1 hit].

In any hexes occupied by units of Thomas's wing: 7 breastwork markers.

Stacked with any right wing division leader: *Rosecrans*

In 3712 or any hexes adjacent: Van Cleve's division. [Each unit 1 hit.]

* Can alternatively be set up in any hex adjacent to the one listed.

Confederate:

Hex	Units
2620	Stovall, <i>Breckinridge</i>
2622	Adams
2619	Helm
2523	Davidson [1 hit], <i>Pegram</i> , <i>Forrest</i>
2524	Scott
2623	Armstrong, <i>Armstrong</i>
2624	Dibrell [1 hit]
2415	Deshler [flipped], <i>Cleburne</i>
2315	Lu. Polk [1 hit]
2413	Wood [flipped]
2512	Wright [flipped], <i>Cheatham</i>
2513	Strahl [1 hit]
2511	Maney [1 hit]
2514	Smith [flipped]
2411	Jackson [1 hit]
2221	Walthall [1 hit], <i>Liddell</i>
2223	Liddell [1 hit]
2422	Ector [1 hit], <i>Gist</i>
2420	Gist
2424	Wilson [1 hit]
2812	Clayton [flipped], <i>Stewart</i>
2912	Brown [flipped]
2813	Bate [flipped]
2910	Gregg [1 hit], <i>Johnson</i>
2909	Johnson [1 hit]
2911	McNair [1 hit]
2507	Law [1 hit], <i>Law</i> , <i>Hood</i>
2606	Robertson [1 hit]
2707	Benning [1 hit]
2607	Kelly, <i>Preston</i>
2807	Trigg [1 hit]

2504 Gracie
2809 Deas, *Hindman*
2808 Anderson
2708 Manigault
1710 Kershaw, *Kershaw*
1610 Humphreys

Stacked with any right wing division leader: *Polk*
Stacked with any left wing division leader: *Longstreet*

17. THE GREAT BATTLE OF THE WEST

(17.1) Set-up and Special Rules

Set up and begin the game exactly as for scenario 1. Special rules 15.01 - 15.07 and all reinforcement rules for scenario 1 apply. Continue through the 6:30 p.m. turn of the 19th. The next turn is Evening; the turn after that is Night (see 17.2 below). After the Night turn is Early Morning of the 20th. The game then continues through 6:30 p.m. of the 20th.

(17.11) Confederate Organization: General Longstreet arrives as a reinforcement during the Night turn. General Polk arrives as a reinforcement with Hindman's division, whenever it enters play.

- At the start of the Early Morning turn of the 20th, remove Bragg from the map. Longstreet and Polk begin functioning as wing commanders on that turn.

(17.12) Night CPs: Neither player receives planning points on the Night turn. The Confederate player also receives none on the Early Morning turn of the 20th. (The Confederates were still disorganized after having revamped their command structure overnight.)

(17.13) Forrest: Forrest ceases to function as a wing commander after the Night turn. He also ceases to be in any way the leader of Gist's division. He remains eligible to use his battle rating to benefit Pegram's and Armstrong's divisions (see 17.22), but not Gist's.

- Beginning with the Early Morning turn, the special composite division under Pegram no longer exists. Pegram's and Armstrong's divisions become as printed on the counters.

(17.14) Early Morning of 20th: No combat units may move during the Early Morning turn of the 20th. (A heavy fog covered the battlefield, preventing operations.) Leaders can move as on any other turn.

(17.15) Victory: Victory is judged exactly as for the September 20th scenario (scenario 2).

(17.2) Reinforcements

Reinforcements arrive during September 19th exactly as in scenario 1.

(17.21) Summoned Divisions: On the 6:30 p.m. turn of the 19th, all the additional divisions that have not yet been summoned are automatically summoned, at no CP cost. The Confederate player chooses entry hexes and times using his reinforcement chart, as usual.

(17.22) Confederate Night Reinforcements: On the Night turn the Confederate player receives the following additional reinforcements (see chart): Kershaw's division, General Armstrong and the Armstrong and Scott brigades, General Longstreet, General Gist and the Gist brigade.

He plots entry hexes and times for these using the same procedure as for his earlier reinforcements.

(17.3) Evening and Night

There are several special restrictions on operations during the Evening and Night turns.

(17.31) A unit which begins its Movement Phase outside contact distance of the enemy cannot move into contact distance.

(17.32) A unit cannot enter any hex adjacent to an enemy combat unit. If it begins the Movement Phase adjacent to the enemy, it is not required to leave the hex, but it still cannot enter a different hex adjacent to the enemy.

(17.33) On the Evening and Night turns units do not pay the +2 MP cost to leave a ZOC. All other movement effects of ZOCs continue to apply.

(17.34) On the Evening turn, subtract 2 from all fire and melee die-rolls. (It's hard to shoot at what you can't see and it's very hard to deliver a charge in the dark.)

- No combat is allowed during the Night turn.

(17.35) During the Night turn units may move only along roads or trails. They may move through other friendly units while doing so, but all movement must be along continuous roads/trails. (And even then, the troops are doing well to find their way.) No such restriction applies during the Evening turn.

(17.36) Neither player receives planning points on the Night turn. Roll for Immediate CPs as on any other turn.

(17.37) Night Recovery: During the Night turn, Night Recovery takes place. In Night Recovery, any unit which meets the usual conditions for recovery may recover several cohesion hits, as listed below.

Hits before Night Recovery	Hits after Night Recovery
1	0
2,3	1
4,5	3 (see 17.38)
6	3 (flipped, no marker)
7,8,9	6 (flipped + "3")

Night recovery is the only way a unit can reduce its number of cohesion hits back to 0, and the only way a flipped-over unit can return to its original face.

(17.38) A unit which prior to night recovery has 4 or 5 hits and is on its flip side remains on its flip side. (Before night recovery, the unit will have suffered 4 or 5 hits but will have only a "1" or "2" hit marker because it is flipped. After night recovery, therefore, it will still be flipped over but will have no marker. Being on its flip side will still indicate 3 hits of course.)

- A unit which prior to night recovery has 4 or 5 hits and is on its original side (i.e., with a "4" or "5" hit marker) remains on its original side. After night recovery, therefore, it will be on its original side and have a "3" marker.

(17.4) Building Breastworks

The Union player may build breastworks during the Night and Early Morning turns of scenario 3. Only the Union player may build breastworks.

Build Procedure

Each breastwork must be built by a single combat unit which must remain stationary in the hex throughout the Night and Early Morning turns.

During the Night turn, place an inverted breastwork marker ("BUILD" side up) on the unit. At the end of the Early Morning turn, if the unit has not moved, flip the marker face-up.

Design Note: It took all night to cut the logs required, but the actual construction could be done only when there was light to see by.

(17.41) A unit which has 6 or more cohesion hits at the start of the night turn may not build a breastwork.

(17.42) Only the number of breastwork markers provided with the counter mix can be constructed.

(17.43) A unit may construct a breastwork even if in a Confederate ZOC.

Design Note: Many of the Confederate accounts mention how they could hear the Union axes working very close by. During darkness, there was little the Confederates could do about it. And it certainly hurt their morale.

(17.44) A unit may build a breastwork and also recover — including night recovery — in the same turn.

(17.45) A unit may build a breastwork regardless of its command situation.

(17.46) When placing a breastwork on the map the Union player may give it any facing he wishes.

Player Notes

(contributed by the playtesters)

Chickamauga's command-control system, in particular, may baffle and frustrate you in your first efforts. The purpose of these player notes is to suggest ways to use the system to your advantage, and point out some basic strategy choices.

Remember, the command system hinders the enemy as well as yourself. Try to muck up his command situation as much as you can. Don't put him in contact unless you have to. If you don't place his division into contact, and he has no wing leader around, that division could sit out the battle. When retreating his units, put them out of communication!

There are several tricks to stretch your CPs a bit. One, you can order one brigade of a division into contact and thereby put the entire division "in contact" the next turn. Two, force-march units almost into contact and then get them into battle the next turn, using just one turn's command. Three, remember the special rule allowing Confederate reinforcements to move with 1 CP during their second turn on the map. This is a big help during the critical opening moves when every CP is especially dear.

The First Day

The Confederate player must make every point count as he tries to get his army moving early in the game. There are many ways for him to develop his attack. In general, he is well advised to send as much as he can against Thomas. Forrest should concentrate on getting his forces engaged and distracting the Union, while Bragg moves up Cheatham and summons reinforcements. The Confederates must get as many divisions into play as soon as possible, applying maximum pressure quickly.

One very aggressive strategy is to send the first three reinforcing divisions across Reed's bridge, up the road towards hex 2724, and around the Union left. The three divisions can force-march in at no CP cost, then on their second turn in play march further around the flank — not into contact — at a cost of just 1 CP each. Johnson's division serves as a blocking force along the Lafayette Road front.

A more conservative plan: use Law and Johnson as a pinning force early in the game and move the rest of the army up more deliberately, summoning additional reinforcing divisions. The main attack could then be launched up the Reed's Bridge road as before, or between the Kelly house and Brotherton's-Dyer's, with Law, Stewart, and Preston. If the main effort is made in the latter area, it is important to use Forrest to distract the Union as much as possible further north.

A main effort along the southern map edge probably is a mistake, because this part of the map is closest to Union reinforcements. For that very reason the Union may counterattack here; the Confederate player *must* prepare for such a move.

At the start, the Union's main concern is staying alive by forming a strong line. But to win, he must wrest the initiative from the Confederates which can be done in two ways. Defensively, the Union should save planning points so as to be able to disengage a large portion of his line at once, breaking contact with the main Confederate attacks. If the Union line pulls back all at once, leaving the Rebels out of contact, it will

take Bragg several turns to prepare another big attack. Indeed, he may well be reduced to piecemeal attacks.

Offensively, the Union should save planning points and expend them to launch a major attack on a weakly-held portion of the Rebel line. This can be done very early in the game to ruin either Hood's or Forrest's command. Later in the afternoon Rosecrans' wing can deliver a hefty blow on the Confederate left, which often will be lightly held. Mixing counterattacks with massive disengagement may keep the Confederates so off balance that whole divisions can be smashed separately.

Even if Bragg defends successfully against a Union attack, he'll usually need to spend CPs. He can't then use those CPs to further his own plans. But the Union must be careful not to spread out too far too early. Over-enthusiastic attacks may leave the Union player in an extended position which will be untenable later.

If Bragg uses the typical strategy of guarding with his left and punching with his right, the Union must summon all available divisions as soon as possible, break through the screening force, and get at least one full-strength division to the aid of Thomas. The key to Union play is always having a fresh division at hand, either a reinforcement or one that you have managed to hold out of battle.

The worst possible Union strategy is to sit passively on the defense and allow Bragg to sort out his command control problems. Such a plan usually results in decisive Confederate victory.

The Second Day

In this scenario the Confederate player must strike a careful balance between wearing down the Union and wearing out his own army. He cannot ignore his own losses, but neither can he allow the Union valuable resting time.

The Confederates can concentrate on Thomas, to gain control of the road that runs along Thomas's left. Unfortunately, Thomas usually will cover that road with breastworks. Confederate strength can be exploited by making a double enveloping attack against Thomas's wing. However, this requires bloody pinning assaults. It also runs some risks with Granger's reserve corps, which — if it gets into battle early enough — can take the Rebels badly in the flank. If Thomas's position looks too strong, the Confederate player might concentrate Law and one other strong division and try to break through the other flank.

If the Rebels come at Thomas with both barrels, the Union player should recognize that they will eventually drive him from his initial line; the Rebel army has a lot of firepower. But the Union player can be driven from his initial position and still win. He can withdraw to Snodgrass Hill and make the rebels take losses charging across open fields. Timing this withdrawal is tricky; many Union players lose the game by waiting too long. It is also possible that the Confederates suffer heavy losses assailing the breastworks; the Union should await any opportunity to counterattack.

The Union player must recognize that he has the initiative early in the game. The Rebels will have to spend several turns organizing to launch a large-scale attack. The Union must use the time to get Rosecrans's wing into better positions and guard against an envelopment around Thomas's left. If he can do this, the battle will swing in his favor.

Summary Design Notes

Chickamauga was one of the wildest, most confused battles of the Civil War. The commanders of both armies had a terrible time getting their subordinates to carry out their orders. Messages went astray or were ignored, orders were drafted in vague language, and command responsibilities were unclear. Normal fog of war was multiplied many times over by the dense woods. Even had Braxton Bragg or William S. Rosecrans been given to leading from the front, they could have seen only tiny sections of their army at a time. These factors combined led to command disaster.

On the first day, Bragg had an excellent chance to destroy the Union army, but was unable to get his own army to carry out the poor plan he drafted. On both days the Confederates went into action piecemeal. The Union army began the battle widely scattered. Rosecrans spent much of the first day reacting to Confederate threats — and rather sluggishly at that. Had Thomas not been on the field, the Confederates probably would have succeeded, even with their command problems.

Fortunately for wargamers, the result was a wonderful see-saw action. Units arrive on the field throughout the day, and there are many routes by which to bring them into action. Effectively the battle became a meeting engagement. Units of both sides rushed straight from the line of march into the fighting wherever they were most needed.

The confusion at Chickamauga thus resulted from two causes: the piecemeal arrival of the armies onto the field, and their piecemeal functioning — because of weak command structures — once they got there. The challenge in designing Chickamauga was to simulate the causes of confusion in ways that would challenge, rather than handcuff the players.

Therefore, reinforcement and command problems dominate the game. The critical decisions involve allocation of limited command control efforts and sending reinforcements to the right spot at the right time. The intention is for CP and reinforcement rules to trap you in a morass of your own making. You are invited to commit all sorts of errors. You win, as someone once said, by committing fewer errors than your opponent.

I hope that in the process you will gain some appreciation for the terrible difficulties the commanders faced in the dark Georgian woods over a century ago. If you feel a surge of opportunity as your reinforcements arrive just when the enemy is most vulnerable, if you feel frustration as your wing commander botches carefully laid plans, if you despair as the enemy turns out to have an attack carefully prepared right when you are most vulnerable — if you experience these and other fears and confusions of command in battle, then Chickamauga has achieved its goal.

Whatever fun Chickamauga does give is largely due to the work of really excellent playtesters. Chickamauga benefitted from some of the most dedicated and gifted testers it has been my pleasure to work with. Special thanks go to Jerry Corrick, Mervyn Cross, Henry Milanski, John Popiden, and their associates. And I thank Jeffery L. Briggs for his design of the player-aids and careful editing.

Jon Southard

Organizations

Union

The Union organization shown here is the de facto grouping into two wings under which the Union actually fought the battle. Nominally the Union army consisted of three corps. For the curious, the list below gives each division's nominal designation in parentheses.

Left Wing — Thomas

Baird (1/XIV)

Scribner
Starkweather
J. King

Negley (2/XIV)

J. Beatty
Stanley
Sirwell¹

Brannan (3/XIV)

Connell
Croton
Van Derveer

Reynolds (4/XIV)

Wilder
E.A. King
Turchin

Johnson (2/XX)

Willich
Dodge
Baldwin

Palmer (2/XXI)

Cruft
Hazen
Grose

Right Wing — Rosecrans

Wood (1/XXI)

Buell
Harker
Barnes²

Van Cleve (3/XXI)

S. Beatty
Dick

Sheridan (3/XX)

Lytle
Laiboldt
Bradley

J. Davis³ (1/XX)

Carlin
Heg

Reserve — Granger

Steedman

D. McCook
Mitchell
Whitaker
Attached regiments

Corps Commanders:

XIV Thomas
XX McCook
XXI Crittenden

Confederate Corps Organization

Polk's corps

Cheatham (detached on the 19th)

Jackson
Maney
Smith
Wright
Strahl

Hindman

Anderson
Deas
Manigault

Buckner's corps

Stewart

Bate
Brown
Clayton

Preston

Trigg
Kelly
Gracie

Walker's corps

Gist (Gen. Gist and Gist brigade not present on the 19th)

Gist
Ector
Wilson

Liddell

Liddell
Walthall

Hood's corps

Johnson

Johnson
McNair
Gregg

Law

Law
Robertson
Benning

Kershaw

Kershaw (not present on the 19th)
Humphreys

D.H. Hill's corps

Cleburne

Wood
Deshler
Lucius Polk

Breckinridge

Helm
Adams
Stovall

Cavalry — Forrest

Pegram

Dibrell
Scott

Armstrong

Armstrong
Davidson

(On the 19th, Dibrell and Davidson functioned as a division under Pegram.)

Confederate Wing Organization (September 20)

Left Wing

Longstreet

Law's division
Kershaw's division
Johnson's division
Hindman's division
Preston's division
Stewart's division

Right Wing

Polk

Cleburne's division
Breckinridge's division
Cheatham's division
Gist's division
Liddell's division
Pegram's division
Armstrong's division

The list above gives each Confederate unit the name by which it was most commonly known. Most units took their commander's names, but some units were known instead by the names of a previous commander — especially if he was, say, their division leader at the time of the battle. For example, Liddell's brigade was commanded by D.C. Govan at the time of the battle, and appears as "Govan's" in some accounts. But Govan, in his own official report, refers to the unit as "Liddell's brigade".

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¹ The 21st Ohio was armed with repeating rifles. This made it powerful enough to include as a separate counter. It was part of Sirwell's brigade.

² Nominally Barnes' brigade belonged to VanCleve's division, but it fought the battle attached to Wood's.

³ Yes, the man's full name was Jefferson Davis.

Glossary

Brigade: Most of the combat units in the game are brigades. A brigade in the Civil War era was a unit of 1000-2000 men.

Chit: a CP chit.

Combat Unit: Any unit that is not a leader unit. See 1.3.

Cohesion Hits: Combat units suffer cohesion hits in combat and by force marching. See 8.

Communication: A combat unit is in communication with its division if there exists a path of hexes no longer than its communications distance from the unit to its division leader. See 4.3.

Command: Wing leaders give commands to units, enabling them to move with full MAs. See 4.2.

Command Point (CP): Wing leaders expend command points to give commands to units. See 3 and 4.

Contact: A division is in contact with the enemy if any of its combat units is both within contact distance of an enemy unit and in communication with the division leader. See 4.4.

Contact Distance: A unit is within contact distance of an enemy unit if it is within 2 or 3 hexes, depending on terrain. See 4.4.

Division: A group of combat units controlled by a particular leader, indicated by color bands. See 1.2 and 1.3.

DRM: Die-roll modifier.

Facing: Each unit must point toward, or face, a particular corner of its hex. See 5.2.

Flank: A unit's facing determines its flank hexes. See 5.2.

Flank Attack: A special kind of melee attack (see 7.22).

Force March: A combat unit which spends its entire move on roads and out of contact distance with the enemy can expend additional MPs. See 5.5.

Front: A unit's facing determines its front hexes. See 5.2.

Hits: An abbreviation of cohesion hits.

Leader: A unit representing an individual general and his aides. See 1.3.

Line of Communication (LOC): units trace lines of communication for victory purposes to certain map-edge hexes.

Objective Hexes: Colored stars denote objective hexes, which are important for victory.

Planning Point: Each wing leader receives one planning point per turn. He saves planning points for later turns to determine how many CP chits he can draw. See 3.1.

Rear: A unit's facing determines its rear hexes. See 5.2.

Rear Attack: A special kind of melee attack (see 7.23).

Replacement: A leader who has taken the place of an eliminated leader. See 10.22.

Summon: Players can bring reinforcements into the game by summoning them, spending CPs to do so. See 13.1.

Union exit hexes: The arrows in several map-edge hexes indicate "Union exit hexes". Union units trace LOC to these hexes, and the Confederate player is trying to reach them to score victory points.

Wing: A group of divisions controlled by a wing leader. See 1.2.

CHICKAMAUGA (Front)

UNION

Baird T	Scribner/a T	Scribner/b T	Stkwithr T	J King T	Negley T	J Beatty T	Stanley T	Sirwell T	21st Ohio T
0	4	3	6	5	0	5	3	5	2
	+2	+2	+1	-1		+2	+1	-1	+2

Brnnan T	VDVeer/a T	VDVeer/b T	Croxtan/a T	Croxtan/b T	Connell T	Palmer C	Grose C	Cruft C	Hazen C
+1	5	5	5	4	4	0	6	5	6
	+2	+2	+2	+2	+1		0	+1	+1

UNION LEFT WING

Reynlds T	Wilder/a T	Wilder/b T	EA King/a T	EA King/b T	Turchin T	Johnsn M	Baldwin M	Willich M	Dodge M
0	6	4	5	5	6	0	5	5	4
	+2	+2	0	0	+2		0	+1	+1

Stdman R	Whitaker R	Attached R	Mitchell R	D McCook R	Sheridn M	Lytle M	Laiboldt M	Bradley M
+1	7	3	5	6	0	6	5	4
	0	-1	-1	0		+1	-1	-1

UNION RIGHT WING

Wood C	Buell C	Harker C	Barnes C	J Davis M	Heg M	Carlin M	VanClv C	S Beatty C	Dick C
0	5	5	5	0	4	4	0	6	4
	0	+1	0		+1	+1		0	0

Thomas T	Rscrns R	Dummy Corps Ldr	Granger R	McCook M	Crttnn C	Breast- works	Breast- works	Breast- works	Breast- works
+1	4	0	0	0	0				

0	1	1	1	1	1	2	2	Breast- works	Breast- works
CP	CP	CP	CP	CP	CP	CP	CP		
2	2	2	2	2	2	2	3	Breast- works	Breast- works
CP	CP	CP	CP	CP	CP	CP	CP		

5(-1) 5(-1) 5(-1) 5(-1) 5(-1) 5(-1)

5(-1) 5(-1) 5(-1) 5(-1) 5(-1) 5(-1)

CONFEDERATE

Chtham T	Jackson T	Smith T	Maney T	Wright T	Strahl T	Clburne HI	Wood HI	Deshler HI	Lu Polk HI
0	5	4	4	5	5	+1	7	7	7
	+1	+1	0	+1	0		+2	+1	+2

Brknrdg HI	Helm HI	Adams HI	Stovall HI	Armstrg C	Armstrong C	Dibrell C	Pegram C	Davidson C	Scott C
0	6	5	4	0	2	3	0	2	2
	+2	+2	+1		-1	+1		-1	-1

CONFEDERATE RIGHT WING

Liddell W	Liddell W	Walthall W	Gist W	Gist W	Ector W	Wilson W
0	5	7	0	4	5	5
	0	+1		+1	0	+1

Polk P	Bragg P
0	0
2	3

Stewart B	Bate B	Brown B	Clayton B	Preston B	Gracie B	Trigg B	Kelly B
+1	6	5	6	0	8	5	4
	+2	+1	+1		+1	-1	0

Buckner B	D H Hill HI
0	0

CONFEDERATE LEFT WING

Jhnsn Hd	Gregg Hd	McNair Hd	Johnson Hd	Law Hd	Law Hd	Robertson Hd	Benning Hd
0	5	4	3	0	6	4	4
	0	-1	-1		+1	+2	+2

Hood Hd	Lngstrt Hd
+1	0
	4

Krshaw Hd	Kershaw Hd	Hmphreys Hd	Hndmn P	Anderson P	Deas P	Manigault P
0	4	3	0	7	8	9
	+1	0		0	+2	0

Walker W	Forrest C
0	+1

1	1	1	1	1	1	1	1	1	1
2	2	2	2	2	2	2	2	2	2
1	1	1	1	1	1	1	1	1	1
2	2	2	2	2	2	2	2	2	2

1	1	1	1	1	1	1	1	1	1
2	2	2	2	2	2	2	2	2	2
1	1	1	1	1	1	1	1	1	1
2	2	2	2	2	2	2	2	2	2

NEUTRAL MARKERS



CHICKAMAUGA
September 19th

Confederate Turn Record/Reinforcement/CP Track

Early Morn ¹		8:00 ²		8:45		9:30		10:15		11:00		11:45		12:30		1:15	
<input type="checkbox"/> Bragg - A 2 extra plan pts <input type="checkbox"/> Preston - A <input type="checkbox"/> Stewart - A		<input type="checkbox"/> Bragg - B <input type="checkbox"/> Preston - B <input type="checkbox"/> Stewart - B <input type="checkbox"/> Cheatham - A		<input type="checkbox"/> Bragg - C		<input type="checkbox"/> Bragg - D <input type="checkbox"/> Preston - C <input type="checkbox"/> Stewart - C <input type="checkbox"/> Cheatham - B		<input type="checkbox"/> Preston - D <input type="checkbox"/> Stewart - D <input type="checkbox"/> Cheatham - C		<input type="checkbox"/> Cheatham - D							
2:00		2:45		3:30		4:15		5:00		5:45		6:30		Eve.		Night ³	
												Remaining units summoned. End Sept. 19th scenario				<input type="checkbox"/> Longstreet - A,B,C <input type="checkbox"/> Kershaw - B <input type="checkbox"/> Armstrong - C <input type="checkbox"/> Gist - A,B,C <input type="checkbox"/> Gist - B <input type="checkbox"/> Scott - C	

September 20th

Early Morn.			8:00			8:45			9:30			10:15			11:00			11:45								
Remove Bragg 0 Planning pts No movement			<input type="checkbox"/> Longstreet - D <input type="checkbox"/> Kershaw - A,C <input type="checkbox"/> Armstrong - B,D <input type="checkbox"/> Gist - D <input type="checkbox"/> Gist - A,C <input type="checkbox"/> Scott - B,D			<input type="checkbox"/> Kershaw - D <input type="checkbox"/> Armstrong - A <input type="checkbox"/> Gist - D <input type="checkbox"/> Scott - A																				
12:30			1:15			2:00			2:45			3:30			4:15			5:00			5:45			6:30		
																								End Sept. 20th scenario		

- ¹ Must choose entry hex and time for Bragg, Preston, and Stewart. Bragg receives two extra planning points.
² Must choose entry hex and time for Cheatham. Bragg may roll twice.
³ Must choose entry hex and time for Longstreet, Kershaw, Armstrong, Gist, Scott brigade, and Gist brigade. Receive no planning points.

CONFEDERATE IMMEDIATE CPs TABLE

die roll	0	1	2	3	4	5	6	7	8	9
Bragg	0	0	0	0	0	1	1	1	1	2
Polk	0	0	0	0	0	1	1	1	1	2
Longstreet	0	1	1	1	1	1	1	2	2	2
Forrest	0	1	1	1	1	2	2	2	2	2
Buckner	0	1	1	1	1	1	1	2	2	2
Hill	0	1	1	1	1	1	1	2	2	2
Walker	0	1	1	1	1	1	1	2	2	2
Hood	0	1	1	1	1	2	2	2	2	2

Reinforcement Arrival Chart

(Divisions Available for Summons)

Entry Hex:	A	B	C	D
Hindman	T+1	T+2	T+4	T+5
Cleburne	T+2	T+3	T+5	T+6
Breckinridge	T+2	T+3	T+5	T+6

September 19th

Early Morn		8:00		8:45 ¹		9:30 ²		10:15		11:00 ³		11:45 ⁴		12:30		1:15	
		0 planning points		0 planning points													
2:00		2:45		3:30		4:15		5:00		5:45		6:30		Eve. ⁵		Night	
												Remaining units summoned.				0 planning points	
												End Sept. 19th scenario					

September 20th

Early Morn.		8:00 ⁶		8:45		9:30		10:15		11:00		11:45					
No movement																	
12:30		1:15		2:00		2:45		3:30		4:15		5:00		5:45		6:30	
																End Sept. 20th scenario	

¹ 3600 — Reynolds's division.² 3600 — Johnson's division.³ Planning point for Rosecrans⁴ 3600 — Davis's division, Rosecrans, McCook, (planning point for Rosecrans); Rosecrans may enter early, see 13.16⁵ 4242 — Mitchell and McCook (see 13.34)⁶ Thomas and Rosecrans each receive one extra planning point at start of Sept. 20th scenario**Reserve Corps**

a. Roll die if Confederate units are on or across release line (see 13.31 for definition). On Sept. 19th turns, **add 3** to die-roll. Release if die-roll is **less than** number of units on or across line.

b. Release automatically (no die-roll needed) if any Confederate unit moves within 10 hexes of a Reserve Corps unit, or of hex 4242.

c. On turn Reserve corps released, receive Mitchell and McCook at hex 4242 (see 13.34)

Divisions Available for Summons

Van Cleeve

Negley

Sheridan

Wood

Costs 2 CPs per division. Units enter on following turn at either 2900 or 3600, all at same hex.

UNION IMMEDIATE CPs TABLE

die roll	0	1	2	3	4	5	6	7	8	9
Thomas	0	1	1	1	1	2	2	2	2	3
Rosecrans	0	0	0	1	1	1	1	1	2	2
Granger	0	1	1	1	2	2	2	2	2	2
McCook, Critt.	0	0	0	1	1	2	2	2	2	2

CHICKAMAUGA (Front)

UNION

Baird T	Scribner/a T ⊗ +2	Scribner/b T ⊗ +2	Stkwrth T ⊗ +1	J King T ⊗ -1	Negley T	J Beatty T ⊗ +2	Stanley T ⊗ +1	Sirwell T ⊗ -1	21st Ohio T ⊗ +2
0	4 0	3 0	6 0	5 0	0	5 +1	3 0	5 -1	2 +1
Brnnan T	VDVeer/a T ⊗ +2	VDVeer/b T ⊗ +2	Croxton/a T ⊗ +2	Croxton/b T ⊗ +2	Connell T ⊗ +1	Palmer C	Grose C ⊗ 0	Cruft C ⊗ +1	Hazen C ⊗ +1
+1	5 +1	5 +1	5 +1	4 0	4 0	0	6 0	5 0	6 0

UNION LEFT WING

Reynlds T	Wilder/a T ⊗ +2	Wilder/b T ⊗ +2	EA King/a T ⊗ 0	EA King/b T ⊗ 0	Turchin T ⊗ +2	Johnsn M	Baldwin M ⊗ 0	Willch M ⊗ +1	Dodge M ⊗ +1
0	6 +2	4 +2	5 0	5 0	6 0	0	5 0	5 0	4 0
Stdman R	Whitaker R ⊗ 0	Attached R ⊗ -1	Mitchell R ⊗ 0	D McCook R ⊗ 0		Sheridn M	Lytle M ⊗ +1	Laiboldt M ⊗ -1	Bradley M ⊗ -1
+1	7 0	3 -1	5 -1	6 0		0	6 0	5 0	4 -1

UNION RIGHT WING

Wood C	Buell C ⊗ 0	Harker C ⊗ +1	Barnes C ⊗ 0	J Davis M	Heg M ⊗ +1	Carlin M ⊗ +1	VanCly C	S Beatty C ⊗ 0	Dick C ⊗ 0
0	5 0	5 0	5 0	0	4 -1	4 -1	0	6 0	4 -1
Thomas T	Rscms	Dummy Corps Ldr	Granger R	McCook M	Crtndn C	Breast- works	Breast- works	Breast- works	Breast- works
+1 4	0 3		0	0	0				

0 CP	1 CP	1 CP	1 CP	1 CP	1 CP	2 CP	2 CP	Breast- works	Breast- works
2 CP	2 CP	2 CP	2 CP	2 CP	2 CP	2 CP	3 CP		Breast- works

5(-1)	5(-1)	5(-1)	5(-1)	5(-1)	5(-1)		1 2	1 2	1 2
5(-1)	5(-1)	5(-1)	5(-1)	5(-1)	5(-1)		1 2	1 2	1 2

CONFEDERATE



Chtham	Jackson ⊗ +2	Smith ⊗ +2	Maney ⊗ +1	Wright ⊗ +1	Strahl ⊗ +1	Clburne H	Wood H ⊗ +2	Deshler H ⊗ +1	Lu Polk H ⊗ +2
0	5 +1	4 +1	4 0	5 +1	5 0	+1	7 +2	7 +1	7 +2
Brknrdg H	Helm H ⊗ +2	Adams H ⊗ +2	Stovall H ⊗ +1	Armstro C	Armstrong C ⊗ 0	Dibrell C ⊗ +1	Pegram C	Davidson C ⊗ 0	Scott C ⊗ 0
0	6 +2	5 +2	4 +1	0	2 -1	3 0	0	2 -1	2 -1

CONFEDERATE RIGHT WING

Liddell W	Liddell W ⊗ 0	Walthall W ⊗ +1	Gist W	Gist W ⊗ +1	Ector W ⊗ 0	Wilson W ⊗ +1		Polk P	Bragg
0	5 0	7 +1	0	4 0	5 0	5 0		0 2	0 3
Stewart B	Bate B ⊗ +2	Brown B ⊗ +1	Clayton B ⊗ +1	Preston B	Gracie B ⊗ +1	Trigg B ⊗ -1	Kelly B ⊗ 0	Buckner B	D H Hill H
+1	6 +2	5 +1	6 +1	0	8 +1	5 -1	4 -1	0	0

CONFEDERATE LEFT WING

Jhnsn Hd	Gregg Hd ⊗ 0	McNair Hd ⊗ -1	Johnson Hd ⊗ -1	Law Hd	Law Hd ⊗ +1	Robertson Hd ⊗ +2	Benning Hd ⊗ +2	Hood Hd	Lngstr
0	5 0	4 -1	3 -1	0	6 +1	4 +1	4 +1	+1	0 4
Krshaw Hd	Kershaw Hd ⊗ +1	Hmphreys Hd ⊗ 0	Hndmn P	Anderson P ⊗ 0	Deas P ⊗ +2	Manigault P ⊗ 0		Walker W	Forrest C
0	4 0	3 -1	0	7 0	8 +1	9 0		0	+1

1 2	1 2	1 2	1 2	1 2	1 2	1 2	1 2	1 2	1 2
1 2	1 2	1 2	1 2	1 2	1 2	1 2	1 2	1 2	1 2

1 2	1 2	1 2	1 2	1 2	1 2	1 2	1 2	1 2	1 2
1 2	1 2	1 2	1 2	1 2	1 2	1 2	1 2	1 2	1 2























NEUTRAL MARKERS

CHICKAMAUGA (Back)

CONFEDERATE

Lu Polk HI ⊠ +1 6 +1	Deshler HI ⊠ 0 6 0	Wood HI ⊠ +1 6 +1	Repl HI 0	Strahl ⊠ 0 4 -1	Wright ⊠ 0 4 0	Maney ⊠ 0 3 -1	Smith ⊠ +1 3 0	Jackson ⊠ +1 4 0	Repl ⊠ 0
Scott C ⊠ -1 1 -2	Davidson C ⊠ -1 1 -2	Repl C 0	Dibrell ⊠ -1 2 -1	Armstrong ⊠ -1 1 -2	Repl ⊠ 0	Stovall HI ⊠ 0 3 0	Adams HI ⊠ +1 4 +1	Helm HI ⊠ +1 5 +1	Repl HI 0

***	***
***	***
***	***
***	***

Wilson W  0 4 -1		Ector W  -1 4 -1		Gist W  0 3 -1		Repl W 0		Walthall W  0 6 0		Liddell W  -1 4 -1		Repl W 0			
Kelly B  -1 3 -2		Trigg B  -2 4 -2		Gracie B  0 7 0		Repl B 0		Clayton B  0 5 0		Brown B  0 4 0		Bate B  +1 5 +1		Repl B 0	
Benning Hd  +1 3 0		Robertson Hd  +1 3 0		Law Hd  0 5 0		Repl Hd 0		Johnson Hd  -2 2 -2		McNair Hd  -2 3 -2		Gregg Hd  -1 4 -1		Repl Hd 0	
Manigault P  -1 8 -1		Deas P  -1 7 0		Anderson P  -1 6 -1		Repl P 0		Hmphreys Hd  -1 2 -2		Kershaw Hd  -1 3 -2		Repl Hd 0			

3(-1) (1-) 4	3(-1) (1-) 4	3(-1) (1-) 4	3(-1) (1-) 4	3(-1) (1-) 4	3(-1) (1-) 4	3(-1) (1-) 4	3(-1) (1-) 4	3(-1) (1-) 4	3(-1) (1-) 4
3(-1) (1-) 4	3(-1) (1-) 4	3(-1) (1-) 4	3(-1) (1-) 4	3(-1) (1-) 4	3(-1) (1-) 4	3(-1) (1-) 4	3(-1) (1-) 4	3(-1) (1-) 4	3(-1) (1-) 4
3(-1) (1-) 4	3(-1) (1-) 4	3(-1) (1-) 4	3(-1) (1-) 4	3(-1) (1-) 4	3(-1) (1-) 4	3(-1) (1-) 4	3(-1) (1-) 4	3(-1) (1-) 4	3(-1) (1-) 4
3(-1) (1-) 4	3(-1) (1-) 4	3(-1) (1-) 4	3(-1) (1-) 4	3(-1) (1-) 4	3(-1) (1-) 4	3(-1) (1-) 4	3(-1) (1-) 4	3(-1) (1-) 4	3(-1) (1-) 4

NEUTRAL MARKERS

UNION



21st Ohio T ⊠ +1 1 0	Sirwell T ⊠ -2 4 -2	Stanley T ⊠ 0 2 -1	J Beatty T ⊠ +1 4 0	Repl T 0	J King T ⊠ -2 4 -1	Stkwthr T ⊠ 0 5 -1	Scribner/b T ⊠ +1 3 -1	Scribner/a T ⊠ +1 3 -1	Repl T 0
Hazen C ⊠ 0 5 -1	Cruft C ⊠ 0 4 -1	Grose C ⊠ -1 5 -1	Repl C 0	Connell T ⊠ 0 3 -1	Croxton/b T ⊠ +1 3 -1	Croxton/a T ⊠ +1 4 0	VDVeer/b T ⊠ +1 4 0	VDVeer/a T ⊠ +1 4 0	Repl T 0

Dodge	Willich	Baldwin	Repl	Turchin	EA King/b	EA King/a	Wilder/b	Wilder/a	Repl
M ⊠ 0	M ⊠ 0	M ⊠ -1	M	T ⊠ +1	T ⊠ -1	T ⊠ -1	T ⊠ +1	T ⊠ +1	T
3 -1	4 -1	4 -1	0	5 -1	4 -1	4 -1	3 +1	5 +1	0

Bradley	Laiboldt	Lytle	Repl	D McCook	Mitchell	Attached	Whitaker	Repl
M ⊠ -2	M ⊠ -2	M ⊠ 0	M	R ⊠ -1	R ⊠ -1	R ⊠ -2	R ⊠ -1	R
3 -2	4 -1	5 -1	0	5 -1	4 -2	2 -2	6 -1	0

Dick C ⊠ -1 3 -2	S Beatty C ⊠ -1 5 -1	Repl C 0	Carlin M ⊠ 0 3 -2	Heg M ⊠ 0 3 -2	Repl M 0	Barnes C ⊠ -1 4 -1	Harker C ⊠ 0 4 -1	Buell C ⊠ -1 4 -1	Repl C 0
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BUILD	BUILD	BUILD	BUILD	***	***	***	***	***	***
BUILD	BUILD								
BUILD									

3(-1) (1-) 4	3(-1) (1-) 4	3(-1) (1-) 4	6(-1)	6(-1)	6(-1)	6(-1)	6(-1)	6(-1)
3(-1) (1-) 4	3(-1) (1-) 4	3(-1) (1-) 4	6(-1)	6(-1)	6(-1)	6(-1)	6(-1)	6(-1)

Force March bonuses (see 6.33)		
	Full MA	Reduced MA
On Road	7	3
On Trail ¹	4	2
¹ Cavalry +2 additional bonus, and no cohesion hit if any part of the move is along trails. Most spend effort turn on road or trail.		

Retreat Table	
DIE-ROLL	RESULT
0 or less	panic, -2
1	panic, -1
2	stand, -1
3-6	stand
7+	succeeds
Die-roll modifiers	
	+ unit morale rating
	+ 1 for + 1-rated leader

Retreat Priority Summary	
(Enemy retreats you two hexes)	
1. Avoid enemy ZOCs	
2. Toward friendly map-edge	
3. Avoid friendly units	
4. End up out of contact distance	

TERRAIN EFFECTS CHART			
	Movement	Fire	Melee
Field	1	—	—
Woods	2	-1 DRM	—
Breastwork	—	-1 DRM	-1 DRM
Building	—	—	—
Stream	+1	—	—
Slope	—	+1 DRM ¹	Def +1
Road/Trail ²	1	+0/+1	—
at stream	—	—	—
Chickamauga Creek	NA	—	NA
Ford	+3	—	-3 DRM
Bridge	+0	—	-3 DRM

1. When firing from uphill to downhill.
2. If use road or trail, cannot come adjacent to enemy in phase — see 5.3

MA: effect on movement: +2 to leave and cannot re-enter ZOC in that phase.

Movement Allowance Summary	
Full (received command) Reduced (in communication with division, and division in contact) Out of contact and no command Out of communication and no command	Combat Unit
	9
	4
	0

* Leader always moves 16, needs no command.



TERRAIN KEY

CREEK, BRIDGE, ROAD, FIELD

CREEK, FORD, TRAIL, FOREST

SLOPE, FIELD

STREAM, BUILDINGS, 4-HEX LINE, FIELDS

OBJECTIVE HEX, FOREST

UNION REINFORCEMENT HEX, FIELD, RESERVE RELEASE LINE

CONFEDERATE REINFORCEMENT HEX, FIELD, ENTRY AREA

CONFEDERATE EXIT HEX, ROAD, FIELD

CHICKAMAUGA



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