

ATLANTA IS OURS



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ATLANTA IS OURS

THE ATLANTA CAMPAIGN: MAY TO OCTOBER, 1864

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BASIC GAME RULES

1.0 INTRODUCTION

Atlanta Is Ours (AIO) simulates the Civil War campaign in northern Georgia in 1864 between the Confederate and Union armies. The fall of Atlanta was a significant loss to the Confederacy and was instrumental in Lincoln's re-election a few months later.

In the game, the players control Union and Confederate military forces in turns representing one day of real time. The map is a detailed representation of northern Georgia as it was in 1864, drawn almost exclusively from Civil War period maps. All geographical features affecting military operations, such as roads, mountains, fords, and railroads, are portrayed. A hexagonal grid has been superimposed over the map and each hex equals about 2,000 yards (1.15 miles) from side-to-side. Military units from regiments to divisions are represented along with each side's corps and army leaders. Military units consist of a varying number of points, each of which represents about 500 infantry men or 700 cavalymen.

The AIO rules are similar to those of the previous nine games in the Great Campaigns of the American Civil War (GCACW) series. Minor differences in the game system from one game to the next existed in this series prior to the 1999 publication of the Standard Series Rules Upgrade Kit in Issue No. 1 of *The Skirmisher*. These Standard Series Rules now form the basis for all games in the series. *Atlanta Is Ours* includes these Standard Rules in the separate rule booklet entitled: GCACW Standard Basic Game Rules, Version 1.3. This standard rule booklet forms a comprehensive guide to the common rules shared between all games in the series. The primary copy of Basic Game rule sections 2.0 through 12.0 appear in this separate booklet.

You will also find some significant additions to the Standard Rules that need to be used just when playing AIO scenarios. These new items are delineated over these first two pages of the AIO rulebook. For clarification, a few rules below are repeated from the Standard Rules and are noted that they are reminders.

GAME COMPONENTS

A complete game of *Atlanta Is Ours* contains the following:

- Two Rules Booklets
- Two 22" by 32" Mapsheets
- Three 280-piece Countersheets
- Two Charts and Tables Cards
- One Terrain Chart
- Two Force Displays
- One Off-Map Display
- Two 6-sided Dice

ABBREVIATIONS

AC: Army of the Cumberland
 AIO: Atlanta Is Ours
 AO: Army of the Ohio
 AR: Arkansas
 Art: Artillery
 AT: Army of Tennessee (Confederate) or Army of the Tennessee (Union)
 Brig: Brigade
 Cav: Cavalry
 Cmd: Command
 Disorg: Disorganized
 Div: Division

DM: Military Division of the Mississippi
Dmorize: Demoralized
Dr: Doctor
F: Forrest's corps
H: Humes' division
GA: Georgia
HD: Hood's corps
HE: Hardee's corps
K: Kelly's division
J: Jackson's division
IA: Iowa
IL: Illinois
Inf: Infantry
Ldr: Leader
M: Martin's division
MO: Missouri
MN: Minnesota
MP: Movement Points
Mt: Mount
Mtn: Mountain
NE: No Effect
OH: Ohio
Org: Organized
P: Polk's corps
PL: Pillow's division
P.O.: Post Office
Regt: Regiment
RR: Railroad
Sub: Substitute unit
USCT: United States Colored Troops
VC: Victory Condition
VP: Victory Points
W: Wheeler's corps
ZOC: Zone of Control

2.2 PLAYING PIECES

The Union player has three armies:

- The Army of the Cumberland (AC) is led by Thomas. This army consists of three infantry corps (IV, XIV, and XX) and four cavalry divisions. It also contains four units not belonging to a corps or division leader (Steedman, Milroy, 44 USCT, and the Siege Artillery). The tactical value (command value for the army leader) of Union units and leaders belonging to the AC are enclosed in a blue box.
- The Army of the Tennessee (AT) is led by McPherson and by Howard after McPherson's death. This army consists of three infantry corps (XV, XVI, and XVII) and two units not belonging to a corps or division leader (9 IL cavalry and McArthur). The tactical value (command value for the army leader) of Union units and leaders belonging to the AT are enclosed in a red box.
- The Army of the Ohio (AO) is led by Schofield (and later by Cox). This army is actually a "district" in game terms. Therefore Schofield (later Cox) is a District Leader, so he gets a +2 to his command value for corps assaults. His only corps is the XXIII corps which has no corps leader so only Schofield (later Cox) may activate these units in an Activate Leader Action. This army/district also contains Stoneman's cavalry division. The tactical value of Union units and leaders belonging to the AO are enclosed in a green box.

SHERMAN

Sherman is an Army leader in command of all the Union armies and his command value is enclosed in a purple box.

THOMAS

Thomas is an Army Leader and the "+1D" on his counter indicates his special ability to help in defense. Whatever hex he is in gets an additional +1 to the defender's combat roll.

ARMY LEADERS AND GRAND ASSAULTS

Army leaders Thomas and McPherson (or his replacement, Howard) and District Leader Schofield (or his replacement Cox) may only select units for Grand assaults that are part of their army (or district). Sherman may stack with an infantry unit from any army and select units for Grand assaults that are part of any army.

UNION SIEGE ARTILLERY

The Union Siege Artillery unit may not join in a corps assault except by corps leaders in its army (AC).

4.1 INITIATIVE SEGMENT

Reminder: If both players roll the same initiative die roll, the Union player wins ties of double 1s, 2s, 3s, and the Confederate wins ties of double 4-6.

5.1 MARCH

Extended March Table Modifiers

Reminder: The +1 modifier for Union units does not apply to Union cavalry in AIO.

9.0 ENTRENCHMENTS

EFFECTS OF REDOUBTS

Reminder: The hexes with redoubts in AIO provide benefits for only the Confederate player. The redoubts are located on the west map near Dalton. These redoubts did not exist prior to 1864; therefore, if the West map is used in a pre-1864 scenario (e.g. a BAC 1863 Grand Campaign) then they should be ignored.

10.1 PONTOON BRIDGES

Reminder: The Union player is limited to 5 Minor River and 3 Major River bridges. The Confederate player is limited to 4 Minor River and 1 Major River bridge.

10.3 REPAIRING BRIDGES AND FERRIES

REPAIR DIE ROLL MODIFIERS

Reminder: The following repair die roll modifiers have been added to the table for AIO only:

- +1 If the attempt is for the Etowah RR bridge (across hexsides AIO W5417-W5517)
- +1 If the attempt is for the Chattahoochee RR bridge (across hexsides AIO E2514-E2614)

AIO BRIDGE REPAIR SPECIAL RULE

In AIO, a roll of "1" for a major river bridge repair is always successful, regardless of the modifiers.

10.0 RAIN

UNFORDABILITY

Reminder: AIO uses the OTR/AIO column in the river fordability tables.

13.0 SCENARIOS AND CONTROL MARKERS

Some scenarios specify which side controls certain "objective hexes" at the start of the game and the VPs given for control of an objective hex. Players may wish to place Union or Confederate "Control" markers on objective

hexes to denote which side controls them. A player gains control of an enemy-controlled objective hex at the moment one of his undemoralized infantry (not cavalry) units enter that hex. A player maintains control of an objective hex even if he does not have an infantry unit occupying it, assuming the enemy does not gain control of that hex. **Note:** if a player's infantry unit has its "Demoralize-1" marker removed while it occupies an enemy-controlled objective hex, the player immediately gains control of that hex.

Some scenarios specify that Victory Points are given for occupation by infantry of certain objective hexes. Players should take care to note when Victory Conditions require occupation or just control of an objective hex.

BASIC GAME SCENARIOS

There are fourteen Basic Game scenarios of varying degrees of length and complexity. Unless otherwise noted in the following instructions, all units begin the game with their front (normal) sides face-up at Fatigue Level 0 with organized Strength markers. Before starting, place the Turn marker on the Turn Track in the box corresponding to the date on which the scenario begins. This is Turn one. At the end of the game, calculate Victory Points (VP) and determine a winner. Since combat losses cause VP gain or loss, the players should keep track of Manpower value losses on a piece of paper. In scenarios where combat retreat results count as VP (dependent on the combat power of the defending infantry prior to the combat), players should keep track of these VP on a piece of paper.

MAP

The AIO map is divided into a west and east section. In set-up instructions, hexes are listed by four-digit numbers preceded by "W" (west map) or "E" (east map). For example, "W2211" means hex 2211 on the west map.

To join the two map sections together, on the east map cut away the gray border and the partial hexes on the west edge with scissors so the maps fit together evenly. Do not cut away the gray border on the east edge of the west map.

To place the two maps together, lay them so that the west edge of the east map lies on the top of the west map at the east edge of the west map. The result will be whole hexes in each column where the maps join together.



Civil War Atlas, Plate 57, Map 3

NEAR LOVEJOY'S STATION,

Twenty-six miles south of Atlanta, Ga.,

September 3, 1864--6 a.m.

(Received 5.30 p.m. 4th.)

Maj. Gen. H. W. HALLECK, Washington, D.C.: We made a general attack on the enemy at Jonesboro, on the first of September, the Fourteenth Corps, Gen. Jeff C. Davis, carrying the works handsomely, with ten guns and about a thousand prisoners.

In the night the enemy retreated south, and we have followed him to another of his hastily constructed lines near Lovejoy's Station. Hood, at Atlanta, finding me on his road, the only one that could supply him, and between him and a considerable part of his army, blew up his magazines in Atlanta, and left in the night-time, when the Twentieth Corps, Gen. Slocum, took possession of the place. **So Atlanta is ours, and fairly won.**

W. T. SHERMAN,

Major-General.

Telegraph from Sherman to War Department, Sept 4, 1864



Charlie, the horse who carried the dispatch from General Slocum [in Atlanta] to General Sherman [in the field near Lovejoy's Station] announcing the surrender of Atlanta, Georgia

SCENARIO 1: THE OPPORTUNITY OF A LIFETIME

NOTES: This scenario is recommended for a person's first game as a teaching scenario. It is especially appropriate for a player learning the system solitaire, and the player should focus on playing the Union side. The scenario covers McPherson's advance through Snake Creek Gap on May 9th to Resaca. His goal was to cut off Johnston's army (near Dalton to the north) from Atlanta. Concerned about being cut off himself by Confederates moving south, McPherson lost "the opportunity of a lifetime" [quote from Sherman to McPherson on May 12th] and called off his attack on Resaca and retreated back to Sugar Valley.

MAP: Only the northwest quarter of the West map is used, bounded by columns 13XX to 26XX and rows XX11 to XX17 inclusive.

GAME LENGTH: 1 turn, May 9, 1864.

SPECIAL RULES:

1. *Restricted Areas:* Units may not move or retreat into row WXX11 except for hex W2211 (Resaca). Units may not move into hex W1413. Units forced to retreat into these areas are removed from play.

2. *River Crossings:* Units may not cross rivers except at the bridge at Resaca (W2211-W2312).
3. *Confederate Reinforcements:* When the Confederate player wins the initiative on a doubles (e.g. double 6s), he may bring on one of the two reinforcements listed in the setup (both may eventually be brought on). If he brings on a reinforcement, it consumes his entire move for this Activation Segment. A reinforcement is placed in Resaca (W2211), but the Confederate player must already occupy this hex to place the unit.
 - Hood may stack with and activate any Confederate infantry unit in this scenario.
 - Reynolds is placed at fatigue level 2 on his normal side.

VICTORY CONDITIONS:

At the end of the game, the Union player wins if he occupies Resaca (W2211) with an infantry unit. Otherwise the Confederate player wins.

CONFEDERATE SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Cantey	Div	P	Inf	3+	W2211 (Resaca)
26/66 GA	Regt	HE	Inf	3*	W2211 (Resaca)
Grigsby	Brig	H-W	Cav	1#	W1615 (Strand)
Reynolds	Brig	P	Inf	1	See special reinforcement rule
Hood	Corps	HD	Ldr	-	See special reinforcement rule

* Indicated unit begins the game under a Fort marker
 + Indicated unit begins the game under a Breastworks-Complete marker
 # Indicated unit begins the game on its exhausted side

UNION SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
9 IL	Regt	Cav-AT	Cav	1	W1515
Sweeny-A	Div	XVI	Inf	9#	W1515
McPherson	Army	AT	Ldr	-	W1414
Dodge	Corps	XVI	Ldr	-	W1414
Veatch	Div	XVI	Inf	10#	W1414
Logan	Corps	XV	Ldr	-	W1314
Osterhaus	Div	XV	Inf	8	W1314
ML Smith	Div	XV	Inf	7	W1314
Harrow	Div	XV	Inf	8	W1314

Indicated units begin the game on their exhausted side

SCENARIO 2: THE GAP IS BLOCKED

NOTES: This is a hypothetical scenario; it assumes that Johnston had blocked Snake Creek Gap, instead of leaving it open, which allowed McPherson to come through. In this situation, Sherman would have had to come up with a different strategy, and could have sent McPherson around Johnston's right flank.

MAP: Only the west map is used.

GAME LENGTH: 3 turns, May 8-10, 1864.

SPECIAL RULES:

1. *First Initiative:* The Union player wins the first initiative of Turn 1. In this initiative, he may only activate units and/or leaders of the Army of the Tennessee (McPherson, Logan, Osterhaus, ML Smith, Harrow, Dodge, Sweeney, Veatch, and 9 IL). After this, initiative is determined normally.
2. *Confederate Corps Leaders:* The three Confederate corps leaders (Hardee, Hood, and Polk) may activate, be attached to, and transfer to any Confederate infantry unit. However, these leaders may activate a maximum of *three* units in any Action Phase.
3. *Confederate Movement Restriction:* Confederate infantry units may not move into row xx03, or any row northeast (above) this. However, they may attack Union units in these hexes. If forced to retreat into one of these hexes, the unit must attempt to move into row xx04 if activated again.
4. *Oostanaula Rivers:* All bridges and ferries across the Oostanaula River from Calhoun (W2614-W2515) to Rome (W3631-W3532), both inclusive, are destroyed.
5. *Alternate Snake Creek Gap Route:* Union units may not move or retreat into W1415. This restriction is removed if a Union unit enters W1314.
6. *Snake Creek Gap:* Union units may not enter or attack into W1314 on Turn 1. This restriction is removed on Turn 2.
7. *Southern Passes:* Union units may not enter hexes W1817 or W2620 (Nicholson) for the duration of the game.
8. *Confederate Reinforcements:* On Turn 3, the Confederate player receives a reinforcement. To place the reinforcement, the Confederate player must have won the initiative. He then places it as described below. This is the only action he may perform during this initiative. The reinforcement is Polk and Scott (placed together). Scott is placed at Fatigue Level 4 on his exhausted side.

The reinforcement may be placed in any RR hex from W1809 to W4322 (Kingston) (inclusive). When the reinforcement is placed, none of the RR hexes from the reinforcement's placement hex to W3631 (Rome) may contain damaged or destroyed RR stations, or Union units or their ZOC, and there may not be a destroyed bridge along the RR path.

VICTORY CONDITIONS:

The Union player gains and loses VPs for the following occurrences:

VP	Reason
+35	If an undemoralized Union infantry unit occupies Tilton (W1710) at the end of the game
+30	If an undemoralized Union infantry unit occupies Dalton (W1007) at the end of the game
+20	If an undemoralized Union infantry unit occupies any RR hex from W1108 (Hermit Spring) to W1610 (Brownlow Church) at the end of the game
Note: The Union player may only gain VP for one of the above three victory conditions (the one with the highest VP award).	
-2	For each point of Union Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).
+3	For each point of Confederate Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).

At the end of the game, the Union VP total is calculated and the players consult the chart below to determine the winner.

UNION VP	WINNER
45 or more	Union Decisive Victory
30 to 44	Union Substantive Victory
15 to 29	Union Marginal Victory
0 to 14	Confederate Marginal Victory
-15 to -1	Confederate Substantive Victory
-16 or less	Confederate Decisive Victory



Battle of Dug Gap



Attack at Rocky Face Ridge

CONFEDERATE SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Dibrell	Brig	K-W	Cav	1	W1102
Kelly	Div	K-W	Ldr	-	W1002 (Dawsonville)
Allen-K	Brig	K-W	Cav	2	W1002 (Dawsonville)
Hannon	Brig	K-W	Cav	1	W0904 (Fillmore)
Joe Wheeler	Corps	W	Ldr	-	W0804
James Wheeler	Brig	H-W	Cav	2	W0804
Cleburne-A	Div	HE	Inf	6*	W0906
Govan	Brig	HE	Inf	6*	W0806 (Tobacco Factory)
Hindman	Div	HD	Inf	14*	W0706 (Long's Tanyard)
Stevenson-A	Div	HD	Inf	14*	W0606
Cheatham	Div	HE	Inf	10*	W0607
Johnston	Army	AT	Ldr	-	W0708 (Buzzard Roost)
Hardee	Corps	HE	Ldr	-	W0708 (Buzzard Roost)
Hood	Corps	HD	Ldr	-	W0708 (Buzzard Roost)
Stewart	Div	HD	Inf	13*	W0708 (Buzzard Roost)
Walker	Div	HE	Inf	13	W0807
Bate-A	Div	HE	Inf	5*	W0809 (Baylor's Mill Gap)
Humes	Div	H-W	Ldr	-	W1010 (Dug Gap)
Harrison	Brig	H-W	Cav	1%	W1010 (Dug Gap)
Grigsby	Brig	H-W	Cav	1%	W1010 (Dug Gap)
Finley	Brig	HE	Inf	3*	W1010 (Dug Gap)
Cantey	Div	P	Inf	4+	W1314
26/66 GA	Regt	HE	Inf	3+	W1314
Martin	Div	M-W	Ldr	-	W2211 (Resaca)
Morgan	Brig	M-W	Cav	2^	W2211 (Resaca)
Iverson	Brig	M-W	Cav	2^	W2211 (Resaca)
Reynolds	Brig	P	Inf	1#	W2211 (Resaca)
Polk	Corps	P	Ldr	-	Reinforcement (Turn 3)
Scott	Brig	P	Inf	3	Reinforcement (Turn 3)

^ Indicated units begin the game on their exhausted sides.

* Indicated units begin the game under Fort-Complete markers.

% Indicated units begin the game under Breastworks-Complete markers.

+ Indicated units begin the game under Abatis markers on their exhausted sides.

Reynolds begins the game at Fatigue Level 4 on his exhausted side



Beginning of the Atlanta Campaign, May 10, 1864. The First Shell - Crossing Chickamauga Creek. Watercolor by Adolph Metzner.

UNION SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
McPherson	Army	AT	Ldr	-	W0401 (Prater's Mill)
Logan	Corps	XV	Ldr	-	W0401 (Prater's Mill)
Osterhaus	Div	XV	Inf	8	W0401 (Prater's Mill)
ML Smith	Div	XV	Inf	7	W0401 (Prater's Mill)
Harrow	Div	XV	Inf	12	W0401 (Prater's Mill)
Dodge	Corps	XVI	Ldr	-	W0402
Sweeny-A	Div	XVI	Inf	12	W0402
Veatch	Div	XVI	Inf	10	W0402
9 IL	Regt	Cav-AT	Cav	1	W0402
McCook	Div	1-Cav-AC	Ldr	-	W0502 (Derman)
Dorr	Brig	1-Cav-AC	Cav	2	W0502 (Derman)
Lamson	Brig	1-Cav-AC	Cav	2	W0502 (Derman)
Hovey	Div	XXIII-AO	Inf	9	W0403
Schofield-A	District	AO	Ldr	-	W0504
Judah	Div	XXIII-AO	Inf	7	W0504
Cox-A	Div	XXIII-AO	Inf	7	W0504
Newton	Div	IV	Inf	10+	W0404 (Burke Spring)
Howard	Corps	IV	Ldr	-	W0405 (Vacant)
Stanley	Div	IV	Inf	15	W0405 (Vacant)
Wood	Div	IV	Inf	16	W0306
Baird	Div	XIV	Inf	16	W0308 (Tunnel Hill)
Sherman	Army	DM	Ldr	-	W0407
Thomas	Army	AC	Ldr	-	W0407
Palmer	Corps	XIV	Ldr	-	W0407
Johnson	Div	XIV	Inf	16	W0407
Davis	Div	XIV	Inf	15	W0408
Hooker	Corps	XX	Ldr	-	W0511
Butterfield	Div	XX	Inf	15	W0511
Kilpatrick	Div	3-Cav-AC	Ldr	-	W0411 (Trickum P.O.)
Klein	Brig	3-Cav-AC	Cav	1	W0411 (Trickum P.O.)
Murray	Brig	3-Cav-AC	Cav	2	W0411 (Trickum P.O.)
10 OH	Regt	3-Cav-AC	Cav	1	W0411 (Trickum P.O.)
Williams	Div	XX	Inf	14	W0411 (Trickum P.O.)
Geary	Div	XX	Inf	14+	W0613
K. Garrard	Div	2-Cav-AC	Ldr	-^	W0422 (Lafayette)
Minty	Brig	2-Cav-AC	Cav	3^	W0422 (Lafayette)
Miller	Brig	2-Cav-AC	Cav	3^	W0422 (Lafayette)

+ Indicated units begin the game on their exhausted sides.

^ K. Garrard, Minty, and Miller may not activate or entrench until Turn 3. Minty and Miller begin the game on their exhausted sides and may not recover until the end of Turn 3.

SCENARIO 3: THE BATTLE OF RESACA

NOTES: The battle of Resaca was from May 13-15, 1864. The Union tried to surround the Confederates and achieve a crossing down-river, while simultaneously attacking the Confederate line of battle. The Confederates first attempted to flank the Union forces to cut them off from Snake Creek Gap, and when that failed they just tried to hold their line and prevent their retreat from getting cut off. This scenario focuses on the critical second day of the battle and players will find it full of possibilities.

MAP: Only the northwest quarter of the West map is used, bounded by columns 01XX to 29XX and rows XX01 to XX17 inclusive.

GAME LENGTH: 1 turn, May 14, 1864.

SPECIAL RULES:

- Scenario Start:** The Leader Transfer Phase is skipped and play starts with the Union player automatically winning the first two initiatives without the need for a die roll. After this, initiative is determined normally.
- Hood:** Hood may be attached to any Confederate infantry unit, may activate any Confederate infantry unit for movement, and may select any Confederate infantry or artillery unit for assault. However, he may select no more than **three** units during an "Activate Leader" action.
- River Crossings:** Units may not cross rivers except as follows:
 - Both sides may cross at the bridge at Resaca (W2211-W2312).
 - The Union may cross at Lay's Ferry (W2215-W2316) if they have a pontoon bridge there and subject to the Lay's Ferry Pontoon Bridge rule.
 - Confederate units may retreat across Fite's Ferry (W2310), Ballon's Ferry (W2110), and Hogan's Ferry (W2008); however units that do so are removed from play. The Confederates lose VP for infantry units that retreat across these ferries. During a retreat, the Confederate may elect to consider any of these ferries impassable and alter the retreat accordingly.
- Lay's Ferry Pontoon Bridge:** The Union player may build a pontoon bridge across Lay's Ferry (W2215-W2316) taking a shortcut from the usual procedure. One time only, the Union player may build this pontoon bridge by activating any Union infantry brigade for a march action while already in W2215. This special bridge construction may occur as part of an Activate Leader action. The unit gains one fatigue level as usual and a pontoon bridge is placed across Lay's Ferry. The unit does not have to cross the river on this move, but if it elects to then its move must end immediately after crossing (no attack is allowed in this move once the unit is in the hex on the opposite side of the river). The pontoon may not be built if W2316 contains an enemy unit(s) with total Combat value of 5 or more (entrenchments are not taken into account). If W2316 contains an enemy unit(s) with less manpower than this, then an attack across the pontoon hexside must occur (with a normal +2 on the defender die roll for an attack across a bridge). If the Union player gets an "a" result in the attack, then for the pontoon to be considered completed the Union unit must advance (but must end its move after crossing). If the unit does not advance for any reason then the Union unit returns to its start hex and the pontoon is removed. Only one unit may cross the river using this pontoon bridge in this Activation Segment (whether there was an attack or not in crossing the pontoon).
 - The Union player may only cross the pontoon bridge with brigade or regimental level units from the XVI corps and only one unit may cross or attack across per Action Phase (it may move as far as able). As many units as desired may retreat across the pontoon bridge due to combat.
- Circumvallation Victory Condition:** The Union player can gain VP (at the end of the game) if an unbroken line of a combination of Union units and river hex-sides surrounds the town of Resaca (W2211). The rivers complete half the circumvallation; therefore players should focus only on an unbroken chain of hexes containing Union units.
 - If any Union unit occupies Resaca, this VC is automatically completed.
 - No hex in the line of circumvallation may be in column 18XX or west (inclusive) or be in row XX13 or south (inclusive).

- A hex is counted in the unbroken chain if it is occupied by any Union unit. Each hex in the chain must be adjacent to another hex in the chain with no intervening hexes not in the chain.
 - The presence of a bridges, ferry, or ford does not negate a river hexside in the circumvallation. For example, the Resaca bridge counts as a river hex side for this VC.
 - The river hexsides do not need to be adjacent to Resaca. Therefore, the Union does not need a unit in W2311.
6. **Hex Control:** At the beginning of the game, the Confederate player controls all objectives requiring control.

VICTORY CONDITIONS:

The Union player gains and loses Victory Points (VP) for the following occurrences at the end of the game (control/occupation is if the player controls/occupies the hex at the end of the game):

VP	Reason
+24	If an undemoralized Union infantry unit occupies W2211 (Resaca)
+15	If an undemoralized Union infantry unit occupies W2111 (Poole)
+9	For each of the following hexes the Union player controls: <ul style="list-style-type: none"> W2011 W2010 (Wood Station)
+9	If the Union player has a pontoon bridge across Lay's Ferry (W2215-W2316) and if the Union player occupies W2316 with an undemoralized infantry unit
+9	If any undemoralized Union unit occupies W2614 (Calhoun). However, the Union player must also fulfill the Lay's Ferry VC to be eligible for these VP
+18	If the Union player has a circumvallation of Resaca at the end of the game (see special rule)
-9	For each of the following hexes occupied by an undemoralized Confederate infantry unit: <ul style="list-style-type: none"> W2112 (Camp Creek) W2212
-6	If an undemoralized Confederate infantry unit occupies W1710 (Tilton). However, the Confederates must prevent the circumvallation VC to be eligible for these VP
-12	If an undemoralized Confederate infantry unit occupies W2015 (Sugar Valley) or any adjacent hex. However, the Confederates must prevent the circumvallation VC to be eligible for these VP
+4	For each Confederate infantry unit that retreats across a ferry
-2	For each point of Union Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another)
+3	For each point of Confederate Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).

At the end of the game, the Union VP total is calculated and the players consult the chart below to determine the winner.

UNION VP	WINNER
35 or more	Union Decisive Victory
26 to 34	Union Substantive Victory
17 to 25	Union Marginal Victory
8 to 16	Confederate Marginal Victory
-1 to 7	Confederate Substantive Victory
-2 or less	Confederate Decisive Victory

CONFEDERATE SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Johnston	Army	AT	Ldr	-	W2211 (Resaca)
Polk	Corps	P	Ldr	-	W2211 (Resaca)
Cantey	Div	P	Inf	6^	W2211 (Resaca)
Loring-B	Div	P	Inf	6+	W2211 (Resaca)
Scott	Brig	P	Inf	3+	W2211 (Resaca)
Vaughan	Brig	HE	Inf	2+	W2211 (Resaca)
Hood	Corps	HD	Ldr	-	W2010 (Wood Station)
Stevenson-A	Div	HD	Inf	14	W2010 (Wood Station)
Stewart	Div	HD	Inf	13	W2010 (Wood Station)
Hindman	Div	HD	Inf	14	W2011
Bate-A	Div	HE	Inf	8*	W2011
Hardee	Corps	HE	Ldr	-	W2111 (Poole)
Cheatham	Div	HE	Inf	8*	W2111 (Poole)
Cleburne-A	Div	HE	Inf	9*	W2111 (Poole)
Govan	Brig	HE	Inf	3*	W2111 (Poole)
Walker	Div	HE	Inf	16	W2614 (Calhoun)
Joe Wheeler	Corps	W	Ldr	-	W2010 (Wood Station)
Kelly	Div	K-W	Ldr	-	W2010 (Wood Station)
Allen-K	Brig	K-W	Cav	2	W2010 (Wood Station)
Dibrell	Brig	K-W	Cav	1	W2010 (Wood Station)
Hannon	Brig	K-W	Cav	1	W2010 (Wood Station)
Humes	Div	H-W	Ldr	-	W2010 (Wood Station)
James Wheeler	Brig	H-W	Cav	2	W2010 (Wood Station)
Harrison	Brig	H-W	Cav	1	W2010 (Wood Station)
Grigsby	Brig	H-W	Cav	1	W2010 (Wood Station)
Martin-M	Div	M-W	Ldr	-	W2416 (Hunt)
Morgan	Brig	M-W	Cav	2	W2416 (Hunt)
Iverson	Brig	M-W	Cav	2	W2416 (Hunt)

* Indicated units begin the game under Abatis markers

+ Indicated units begin the game under Breastworks-Complete markers

^ Indicated unit begins the game under a fort marker

UNION SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Howard	Corps	IV	Ldr	-	W1410
Stanley	Div	IV	Inf	15	W1410
Newton	Div	IV	Inf	9	W1410
Wood	Div	IV	Inf	15	W1410
Sherman	Army	DM	Ldr	-	W2012 (Moore)
Thomas	Army	AC	Ldr	-	W2012 (Moore)
Palmer	Corps	XIV	Ldr	-	W2012 (Moore)
Johnson	Div	XIV	Inf	16	W2012 (Moore)
Davis	Div	XIV	Inf	15	W2012 (Moore)

UNION SET-UP (CNTD)

Baird	Div	XIV	Inf	16	W1913
Hooker	Corps	XX	Ldr	-	W2112
Williams	Div	XX	Inf	14	W2112
Geary	Div	XX	Inf	13	W2112
Butterfield	Div	XX	Inf	15	W2112
McCook	Div	1-Cav-AC	Ldr	-	W1610 (Brownlow Church)
Dorr	Brig	1-Cav-AC	Cav	2	W1610 (Brownlow Church)
Lamson	Brig	1-Cav-AC	Cav	2	W1610 (Brownlow Church)
McPherson	Army	AT	Ldr	-	W2212
Logan	Corps	XV	Ldr	-	W2212
Osterhaus	Div	XV	Inf	8*	W2212
ML Smith	Div	XV	Inf	7*	W2212
Harrow	Div	XV	Inf	12*	W2212
Dodge	Corps	XVI	Ldr	-	W2212
Veatch	Div	XVI	Inf	10*	W2212
Rice	Brig	XVI	Inf	4^	W2215
P. Burke	Brig	XVI	Inf	4^	W2315
Bane	Brig	XVI	Inf	4^	W2315
9 IL	Regt	Cav-AT	Cav	1	W2213
Schofield-A	District	AO	Ldr	-	W1913
Judah	Div	XXIII-AO	Inf	7	W1913
Hovey	Div	XXIII-AO	Inf	9	W1814
Cox-A	Div	XXIII-AO	Inf	7	W1813 (Alton)
Stoneman	Div	Cav-AO	Ldr	-	W1710 (Tilton)
Biddle	Brig	Cav-AO	Cav	2	W1710 (Tilton)
Holeman	Brig	Cav-AO	Cav	2	W1710 (Tilton)

* Indicated units begin the game under Abatis markers

^ Indicated units begin the game at Fatigue Level 1 on their normal (not exhausted) sides



View on battlefield of Resaca

SCENARIO 4: FROM THE OOSTANAULA TO THE ETOWAH

NOTES: After the battle of Resaca the Confederates slipped away in a night march, something they would repeat several times in their retreat to the Etowah River. Three times during this retreat, Johnston halted his army to delay or give battle, but each time only an engagement resulted and the retreat was resumed. The Union kept losing contact with the Confederates and had to advance on a broad front due to the nature of the road network and the large Union army. Thus, the Union was susceptible to a surprise counterattack. The Confederates failed to pull off a planned ambush at Cassville and retreated across the Etowah to end the first phase of the campaign.

MAP: Only the West map is used.

GAME LENGTH: 7 turns, May 17-23, 1864.

SPECIAL RULES:

1. *Bridges and Ferries:* Place destroyed markers at all bridges and ferries on the river from Calhoun Bridge (W2515-W2614) to White's Ferry (W3329-W3429), inclusive of both. At Lay's Ferry (W2215-W2316) the ferry is destroyed, but place a Union pontoon bridge across this hexside. Reminder: players may construct bridges, repair bridges and ferries, etc. as per the Standard Rules.
2. *Johnston's Night March:* The Confederate player may conduct a Johnston's Night March once in this scenario (ref. Advanced Rule 12.1). Neither player may conduct any other Activate Army Leader actions. **Note:** The Confederate player may open the game with this action.
3. *Confederate RR Movement:* The Confederate units French and Cockrell may each make a single RR move (reference Advanced Game rule 9.0; however, ignore the county control requirement and rules relating to the Union railhead marker). No other units may move by rail.
4. *Confederate Reinforcement:* The Confederate unit Cockrell is a reinforcement that may enter the map on any Confederate initiative on turn 1 (if he does not enter on turn 1 then he cannot enter on later turns). To enter, the Confederates conduct a March action with Cockrell (no other Confederate units may move in this action). Cockrell enters by being placed in any hex on the west edge of the map, from W3833 (inclusive) or south. The entry hex does not cost any movement points to enter, but may not be occupied by a Union unit, and then Cockrell may move normally according to his movement roll for this action. Cockrell starts the game at Fatigue Level 2 (on his normal side), and this March action brings him to Fatigue Level 3.
5. *Attachment:* The Confederate player may attach Sears and Cockrell to any divisions in Polk's corps (see Advanced Game rule 10.2).
6. *Hex Control:* At the beginning of the game, the Confederate player controls all objectives requiring control.
7. *Random Events:* After determining sides, one die is rolled and the random events below that correspond to that roll are used:
 1. *Effective Cavalry & Log Barricades:* Union cavalry leaders add 2 to movement die rolls instead of 1. Confederate cavalry get an additional +1 modifier to cavalry retreat die rolls; however a roll of 1 still causes a manpower loss.
 2. *(Cross)Fire & Water:* The total Union artillery value in a Grand Assault with artillery crossfire on clear or rolling terrain is increased by 33%. To obtain artillery crossfire, there must be units contributing artillery to the attack that are not in the same hex. If Polk and Johnston end the turn in the same hex, then Polk baptizes Johnston; and for the rest of the game Polk gets a +1 on defense if Johnston is in the same hex.
 3. *Effective Retreat & Pursuit:* The Confederates may conduct a total of 2 Night Marches (must be on different turns but may be on successive turns) and the minimum movement roll for these is a 4. Any turn that the Confederates conduct a Night March, the Union gets an additional -1 modifier on all infantry extended march rolls.
 4. *Crossing Rivers:* At the end of the game on the Etowah River, it is -1 VP for each destroyed ferry and -2 VP for each destroyed bridge (exception: no VPs for the Etowah Station bridge). The Union gains +1 VP for each undemoralized Union cavalry unit

that is south of the Etowah River at the end of the game. In a Recovery Phase, the Union infantry unit Davis may automatically build a bridge across the Oostanaula at any ferry hexside or repair the bridge across hexside W3631-W3532 (if destroyed), without needing a die roll for success (however other restrictions for these actions must be met).

5. *All Roads Lead To Kingston:* Kingston is worth 20 VPs instead of 15. At the end of the game, all units in Logan's and Dodge's corps that have not entered Kingston at some point cause -1 VP per unit.
6. *Surprise:* In any one attack that is an assault with Hood or an Activate Leader Action with Hood, the Confederate player gets an additional +1 to his combat die roll. This must be the first Confederate attack of a turn. If the Confederate player uses this modifier in an Activate Leader Action with Hood, only one attack in that action may get the modifier; other units may move first within this action. In any one turn that the Confederate player does not do a Johnston's Night March, the Union player may claim the first initiative of the turn without rolling the die. However, in this first action the Union player may only activate a cavalry leader. After this special action, initiative is determined normally.
8. *Optional Limited Intelligence:* The Limited Intelligence rule section at the end of the Standard Rules is especially appropriate for this scenario and is encouraged to be used. If the Confederate player decides to conduct a Johnston's Night March to start the scenario, then the initial locations of Union units in hexes W2513-W2516 and W2416 may be ignored for purposes of hidden force marker use in the Night March activation. This means that the Confederates may place force markers for hidden and dummy units in the initial starting locations for their units near these Union units, and march these force markers away without revealing the contents of the force markers. Movement penalties to exit ZOC still apply.

VICTORY CONDITIONS:

The Union player gains and loses Victory Points (VP) for the following occurrences at the end of the game (control/occupation is if the player controls/occupies the hex at the end of the game):

VP	Reason
+45	If an undemoralized Union infantry division occupies W5517
+30	If the Union controls Etowah Station (W5417)
+25	If the Union controls Cartersville (W5217)
+20	If the Union controls New Hope Church (W4918)
+18	If the Union controls Cass Station (W4719)
+15	If the Union controls Cassville (W4518)
+15	If the Union controls Kingston (W4322)
+15	If the Union controls Rome (W3631)
+3	For each of the following RR stations with a Damage or Destroy marker. However, if a station is controlled by the Union then they do not also get that particular burn VP: <ul style="list-style-type: none"> • Cartersville (W5217) • Etowah Station (W5417)
+9	For each Confederate infantry division that cannot trace a "line of communication" (LOC) at the end of the game. If a division is destroyed it is counted as not having a LOC. A LOC is a path of continuous hexes from the unit's hex to the south edge of the map. The first five hexes of the path (from the unit's hex to an adjacent hex) must be across any hexside the unit could move across; all other hexes after this must be across road or RR hexsides. The last hexside in the path must be across a road or RR hexside going off map. This path may not enter a hex containing an enemy unit or enemy ZOC (unless that ZOC is occupied by a friendly unit)
-?	For each "Dr" result obtained in combat against Union infantry units. If the total Combat Value (prior to the combat) of the infantry and artillery units in the retreated stack is between 1-11 (inclusive) it is -2 VP; if it is more than 11 it is -3 VP. Cavalry is ignored for these VP
-?	For each "DR" result obtained in combat against Union infantry units. If the total Combat Value (prior to the combat) of the infantry and artillery units in the routed stack is between 1-11

(inclusive) it is -4 VP; if it is more than 11 it is -6 VP. Cavalry is ignored for these VP

- 2 For each point of Union Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another)
- +3 For each point of Confederate Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another)

Note: some random events above change or add VP conditions.

At the end of the game, the Union VP total is calculated and the players consult the chart below to determine the winner.

UNION VP	WINNER
70 or more	Union Decisive Victory
60 to 69	Union Substantive Victory
50 to 59	Union Marginal Victory
40 to 49	Confederate Marginal Victory
30 to 39	Confederate Substantive Victory
29 or less	Confederate Decisive Victory

CONFEDERATE SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Johnston	Army	AT	Ldr	-	W2614 (Calhoun)
Hood	Corps	HD	Ldr	-	W2614 (Calhoun)
Stevenson-A	Div	HD	Inf	13	W2614 (Calhoun)
Stewart	Div	HD	Inf	12*	W2614 (Calhoun)
Hindman	Div	HD	Inf	14	W2614 (Calhoun)
Polk	Corps	P	Ldr	-	W2614 (Calhoun)
Loring-B	Div	P	Inf	9	W2614 (Calhoun)
Cantey	Div	P	Inf	5	W2614 (Calhoun)
French	Div	P	Inf	3*	W3631 (Rome)
Sears	Brig	P	Inf	3^	W4322 (Kingston)
Cockrell	Brig	P	Inf	3%	See Special Rule
Hardee	Corps	HE	Ldr	-	W2716
Bate-A	Div	HE	Inf	8	W2716
Cheatham	Div	HE	Inf	10	W2716
Cleburne-A	Div	HE	Inf	12	W2616 (Ware)
Walker	Div	HE	Inf	15	W2615 (Oothcalaga Mill)
Joe Wheeler	Corps	W	Ldr	-	W2715
Kelly	Div	K-W	Ldr	-	W2715
Allen-K	Brig	K-W	Cav	2	W2715
Dibrell	Brig	K-W	Cav	1	W2715
Hannon	Brig	K-W	Cav	1	W2715
Humes	Div	H-W	Ldr	-	W2813 (Salagoa Springs)
James Wheeler	Brig	H-W	Cav	2	W2813 (Salagoa Springs)
Harrison	Brig	H-W	Cav	1	W2813 (Salagoa Springs)
Grigsby	Brig	H-W	Cav	1	W2813 (Salagoa Springs)
Martin-M	Div	M-W	Ldr	-	W2717
Iverson	Brig	M-W	Cav	2	W2717
Morgan	Brig	M-W	Cav	2	W3425 (Hermitage)
Jackson	Div	J	Ldr	-	W3618 (Adairsville)
Armstrong	Brig	J	Cav	2*	W3618 (Adairsville)
Ferguson	Brig	J	Cav	2*	W3618 (Adairsville)
Ross	Brig	J	Cav	2	W3226

* Indicated units begin the game at Fatigue Level 0 on their exhausted sides

^ Indicated units begin the game at Fatigue Level 1 on their exhausted sides

% Cockrell is a reinforcement that enters the map per the special rule; he begins the game at Fatigue Level 2 on his normal side

UNION SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Howard	Corps	IV	Ldr	-	W2513 (Thomas)
Stanley	Div	IV	Inf	15	W2513 (Thomas)
Newton	Div	IV	Inf	9	W2513 (Thomas)
Wood	Div	IV	Inf	15	W2514
Siege Artillery	Brig	AC	Art	3	W2211 (Resaca)
Sherman	Army	DM	Ldr	-	W2211 (Resaca)
Thomas	Army	AC	Ldr	-	W2211 (Resaca)
Palmer	Corps	XIV	Ldr	-	W2211 (Resaca)
Johnson	Div	XIV	Inf	16	W2211 (Resaca)
Baird	Div	XIV	Inf	16	W2211 (Resaca)
Davis	Div	XIV	Inf	15	W2526 (Floyd's Springs)
Hooker	Corps	XX	Ldr	-	W2509
Geary	Div	XX	Inf	13	W2509
Williams	Div	XX	Inf	13	W2408
Butterfield	Div	XX	Inf	13	W2607
McCook	Div	1-Cav-AC	Ldr	-	W2708
Dorr	Brig	1-Cav-AC	Cav	2	W2708
Lamson	Brig	1-Cav-AC	Cav	2	W2708
K. Garrard	Div	2-Cav-AC	Ldr	-	W2416 (Hunt)
Minty	Brig	2-Cav-AC	Cav	3*	W2416 (Hunt)
Miller	Brig	2-Cav-AC	Cav	3	W2416 (Hunt)
Lowe	Div	3-Cav-AC	Ldr	-	W2416 (Hunt)
Klein	Brig	3-Cav-AC	Cav	1	W2416 (Hunt)
10 OH	Regt	3-Cav-AC	Cav	1	W2416 (Hunt)
Murray	Brig	3-Cav-AC	Cav	2	W2416 (Hunt)
McPherson	Army	AT	Ldr	-	W2416 (Hunt)
Logan	Corps	XV	Ldr	-	W2416 (Hunt)
Osterhaus	Div	XV	Inf	8	W2416 (Hunt)
ML Smith	Div	XV	Inf	7	W2416 (Hunt)
Harrow	Div	XV	Inf	12	W2416 (Hunt)
Dodge	Corps	XVI	Ldr	-	W2516
Veatch	Div	XVI	Inf	10	W2516
Sweeny-A	Div	XVI	Inf	12	W2516
9 IL	Regt	Cav-AT	Cav	1	W2516
Schofield-A	District	AO	Ldr	-	W2607
Hovey	Div	XXIII-AO	Inf	9	W2607
Hascall-A	Div	XXIII-AO	Inf	6	W2607
Cox-A	Div	XXIII-AO	Inf	6	W2607
Stoneman	Div	Cav-AO	Ldr	-	W2508
Biddle	Brig	Cav-AO	Cav	2	W2508
Holeman	Brig	Cav-AO	Cav	2	W2508

* Indicated units begin the game at Fatigue Level 0 on their exhausted sides

SCENARIO 5: ADVANCE AND RETREAT

NOTES: After the battle of Resaca, the Confederates retreated towards the Etowah River. The Union lost contact with the Confederates who setup an ambush at Cassville. Hood advanced to conduct a surprise attack the morning of the 19th but aborted the action after Union cavalry suddenly appeared on his flank. The Confederates then retreated back into a defensive position which the Union started shelling. (Note: the title of this scenario is the same as Hood's movements on the 19th and is also the title of his memoir). Meanwhile a strong Union force had outflanked the Confederates by crossing the Etowah south of Kingston at Wooley's Bridge. The night of the 19th, Johnston conducted his 4th Night March of the campaign and retreated across the Etowah.

Note: The title of Hood's autobiography is "Advance and Retreat."

MAP: only the West map is used.

GAME LENGTH: 4 turns, May 19-22, 1864.

SPECIAL RULES:

1. *Confederate Movement Restrictions:* Confederate infantry may not move into or adjacent to Kingston (W4322) on turn 1.
2. *Turn 1 Start:* The following applies to turn 1:
 - The Leader Transfer Phase is skipped.
 - The Confederate player automatically wins the first initiative, but he must conduct an Activate Leader action (not an assault action) with Hood. He may not pass.
3. *Hex Control:* At the beginning of the game, the Confederate player controls all objectives requiring control.

VICTORY CONDITIONS:

The Union player gains and loses Victory Points (VP) for the following occurrences at the end of the game (control/occupation is if the player controls/occupies the hex at the end of the game):

VP	Reason
+45	If an undemoralized Union infantry division occupies W5517
+30	If the Union controls Etowah Station (W5417)
+25	If the Union controls Cartersville (W5217)
+20	If the Union controls New Hope Church (W4918)
+18	If the Union controls Cass Station (W4719)
+15	If the Union controls Cassville (W4518)

- +9 For each Confederate infantry division that cannot trace a "line of communication" (LOC) at the end of the game. If a division is destroyed it is counted as not having a LOC. A LOC is a path of continuous hexes from the unit's hex to the south edge of the map. The first five hexes of the path (from the unit's hex to an adjacent hex) must be across any hexside the unit could move across; all other hexes after this must be across road or RR hexsides. The last hexside in the path must be across a road or RR hexside going off map. This path may not enter a hex containing an enemy unit or enemy ZOC (unless that ZOC is occupied by a friendly unit)
- +3 For each of the following RR stations with a Damage or Destroy marker. However, if a station is controlled by the Union then they do not also get that particular burn VP:
 - Cartersville (W5217)
 - Etowah Station (W5417)
- ? For each "Dr" result obtained in combat against Union infantry units. If the total Combat Value (prior to the combat) of the infantry and artillery units in the retreated stack is between 1-11 (inclusive) it is -2 VP; if it is more than 11 it is -3 VP. Cavalry is ignored for these VP
- ? For each "DR" result obtained in combat against Union infantry units. If the total Combat Value (prior to the combat) of the infantry and artillery units in the routed stack is between 1-11 (inclusive) it is -4 VP; if it is more than 11 it is -6 VP. Cavalry is ignored for these VP
- 2 For each point of Union Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another)
- +3 For each point of Confederate Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another)

At the end of the game, the Union VP total is calculated and the players consult the chart below to determine the winner.

UNION VP	WINNER
38 or more	Union Decisive Victory
28 to 37	Union Substantive Victory
18 to 27	Union Marginal Victory
8 to 17	Confederate Marginal Victory
-8 to 7	Confederate Substantive Victory
-9 or less	Confederate Decisive Victory



Headquarters of General. Thomas, near Cassville, Ga., May 21, 1864

CONFEDERATE SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Johnston	Army	AT	Ldr	-	W4518 (Cassville)
Polk	Corps	P	Ldr	-	W4518 (Cassville)
Loring-B	Div	P	Inf	9	W4518 (Cassville)
French	Div	P	Inf	9*	W4518 (Cassville)
Cantey	Div	P	Inf	5	W4518 (Cassville)
Armstrong	Brig	J	Cav	2	W4518 (Cassville)
Jackson	Div	J	Ldr	-	W4322 (Kingston)
Ross	Brig	J	Cav	2	W4322 (Kingston)
Ferguson	Brig	J	Cav	2	W4322 (Kingston)
Stevenson-A	Div	HD	Inf	13	W4417
Hood	Corps	HD	Ldr	-	W4317
Stewart	Div	HD	Inf	12	W4317
Hindman	Div	HD	Inf	14	W4317
Joe Wheeler	Corps	W	Ldr	-	W4317
Kelly	Div	K-W	Ldr	-	W4317
Allen-K	Brig	K-W	Cav	2	W4317
Dibrell	Brig	K-W	Cav	1	W4317
Hannon	Brig	K-W	Cav	1	W4317
Humes	Div	H-W	Ldr	-	W4317
James Wheeler	Brig	H-W	Cav	2	W4317
Harrison	Brig	H-W	Cav	1	W4317
Grigsby	Brig	H-W	Cav	1	W4317
Martin	Div	M-W	Ldr	-	W4317
Morgan	Brig	M-W	Cav	2	W4317
Iverson	Brig	M-W	Cav	2	W4317
Hardee	Corps	HE	Ldr	-	W4520 (Best's Mill)
Bate-A	Div	HE	Inf	8	W4520 (Best's Mill)
Cheatham	Div	HE	Inf	10	W4520 (Best's Mill)
Cleburne-A	Div	HE	Inf	12	W4520 (Best's Mill)
Walker	Div	HE	Inf	15+	W4520 (Best's Mill)

* Indicated units begin the game at Fatigue Level 0 on their exhausted sides

+ Indicated units begin the game under Abatis markers



J.B. Hood



"Old Tecumseh" Himself, wartime photograph

UNION SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Howard	Corps	IV	Ldr	-	W4222
Stanley	Div	IV	Inf	15	W4222
Newton	Div	IV	Inf	9	W4222
Wood	Div	IV	Inf	15	W4222
Sherman	Army	DM	Ldr	-	W4122 (Connesene Church)
Thomas	Army	AC	Ldr	-	W4122 (Connesene Church)
Siege Artillery	Brig	AC	Art	3	W4122 (Connesene Church)
Palmer	Corps	XIV	Ldr	-	W4122 (Connesene Church)
Johnson	Div	XIV	Inf	16	W4122 (Connesene Church)
Baird	Div	XIV	Inf	16	W4122 (Connesene Church)
Hooker	Corps	XX	Ldr	-	W3818 (McDow)
Williams	Div	XX	Inf	13*	W3818 (McDow)
Geary	Div	XX	Inf	13^	W4118
Butterfield	Div	XX	Inf	13^	W4318
Lowe	Div	3-Cav-AC	Ldr	-	W3618 (Adairsville)
Klein	Brig	3-Cav-AC	Cav	1	W3618 (Adairsville)
10 OH	Regt	3-Cav-AC	Cav	1	W3618 (Adairsville)
Murray	Brig	3-Cav-AC	Cav	2	W3618 (Adairsville)
McCook	Div	1-Cav-AC	Ldr	-	W4517
Dorr	Brig	1-Cav-AC	Cav	2#	W4517
Lamson	Brig	1-Cav-AC	Cav	2#	W4517
Miller	Brig	2-Cav-AC	Cav	3	W3721
K. Garrard	Div	2-Cav-AC	Ldr	-	W3923 (Barnsley)
Minty	Brig	2-Cav-AC	Cav	3	W3923 (Barnsley)
9 IL	Regt	Cav-AT	Cav	1	W3923 (Barnsley)
McPherson	Army	AT	Ldr	-	W3923 (Barnsley)
Dodge	Corps	XVI	Ldr	-	W3923 (Barnsley)
Veatch	Div	XVI	Inf	10	W3923 (Barnsley)
Sweeny-A	Div	XVI	Inf	12	W3923 (Barnsley)
Logan	Corps	XV	Ldr	-	W4022
Osterhaus	Div	XV	Inf	8	W4022
ML Smith	Div	XV	Inf	7	W4022
Harrow	Div	XV	Inf	12	W4022
Schofield-A	Corps	XXIII-AO	Ldr	-	W3614 (Gore)
Hovey	Div	XXIII-AO	Inf	9	W3614 (Gore)
Cox-A	Div	XXIII-AO	Inf	6	W3614 (Gore)
Hascall-A	Div	XXIII-AO	Inf	6	W3614 (Gore)
Stoneman	Div	Cav-AO	Ldr	-	W4516
Holeman	Brig	Cav-AO	Cav	2#	W4516
Biddle	Brig	Cav-AO	Cav	2#	W4414 (Richards)

* Indicated units begin the game at Fatigue Level 0 on their exhausted sides

^ Indicated units begin the game at Fatigue Level 1 on their exhausted sides

Indicated units begin the game at Fatigue Level 1 on their normal sides

SCENARIO 6: THE HELL HOLE

NOTES: The Union crossed the Etowah River on May 23, moving away from their rail supply line to avoid the natural defenses at Allatoona. The Union objectives were key crossroads that led back to Marietta on the rail line. The Confederate forces beat the Union to the key Dallas-New Hope line and a series of battles ensued. Troops called this area “The Hell Hole” due to the closely entrenched lines and the constant fighting. Losses were approximately 2645 Union and 2050 Confederate, and the Union only occupied Dallas on the 28th, with the Confederates adjacent.

MAP: Only the East map is used.

GAME LENGTH: 4 turns, May 25-28, 1864.

SPECIAL RULES:

- Turn 1:** The Confederate player automatically wins the first three initiatives of turn 1. After this, initiatives are determined normally.
 - No military unit may activate in more than two of these initial initiatives. However, a leader may perform multiple Activate Leader Actions in these three initiatives (provided he does not activate the same unit more than twice).
 - Confederate units may not enter Union ZOC in these initiatives.
 - The Confederates may elect to end their automatic free initiative wins before having used all three.
- Union Turn 1 Unit Restrictions:** The following units may neither move nor recover on turn 1: Davis, 9 IL, and all units in the XVI corps.
- Quarles:** Quarles’ brigade may not move on turn 1.
- Restricted Movement Areas:** Units that move or retreat into the following indicated areas are immediately removed from play (a retreat is without any VP penalty other than normally would occur from a retreat into the area if it was unrestricted). Note that units are allowed to deliberately move into a restricted area (presumably to escape an attack), but then are removed from play. However, leaders that move or retreat off map may immediately return to the closest unit in their command that is in the normal play area. Retreating units may treat these areas as off-map for retreat chart purposes so they are not forced to retreat into them if not desired. These areas are not treated as off-map for flank modifier purposes; they are treated as having whatever ZOC would normally be there.
 - Restricted areas for the Confederate player:
 - Any hex in row xx20 and any row northeast of xx20 (i.e. xx19, xx18, etc).
 - Any hex in columns 03xx, 02xx, and 01xx.
 - Restricted areas for the Union player:
 - Any hex in row xx20 and any row northeast of xx20.
 - Any hex in column 12xx and any column southeast of 12xx (i.e. 13xx, 14xx, etc).
- Confederate Reinforcements:** On turn 2 (only), all the military units and leaders in Wheeler’s cavalry corps (see Setup) may enter the game. In any one Confederate Activation Segment, place the desired leaders and military units (at fatigue level 1) in any “legal entry hex or hexes”. Units may be placed in more than one hex, but they must all enter in the same Activation Segment. This placement takes up the Confederate Activation Segment. “Legal entry hexes” are any of the following hexes that are not Union occupied: E0521, E0821, E1021, E1221, E1321, E1521, and E1621.
- Hex Control:** At the beginning of the game, the Confederate player controls all objectives.

VICTORY CONDITIONS:

The Union player gains and loses Victory Points (VP) for the following occurrences at the end of the game (control/occupation is if the player controls/occupies the hex at the end of the game):

VP	Reason
+35	If the Union controls Dallas (E0827) and no Confederate infantry division occupies any adjacent hex
+20	If an undemoralized Union infantry unit occupies Dallas (E0827) and a Confederate infantry division occupies any adjacent hex
+35	If the Union controls Pickett’s Mill (E0822) and no Confederate infantry division occupies any adjacent hex
+20	If an undemoralized Union infantry unit occupies Pickett’s Mill (E0822) and a Confederate infantry division occupies any adjacent hex
+35	If the Union controls New Hope Church (E0724) and no Confederate infantry division occupies any adjacent hex
+20	If an undemoralized Union infantry unit occupies New Hope Church (E0724) and a Confederate infantry division occupies any adjacent hex
+3	For each point of Confederate Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another)
-2	For each point of Union Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another)

At the end of the game, the Union VP total is calculated and the players consult the chart below to determine the winner.

UNION VP	WINNER
60 or more	Union Decisive Victory
45 to 59	Union Substantive Victory
30 to 44	Union Marginal Victory
15 to 29	Confederate Marginal Victory
0 to 14	Confederate Substantive Victory
-1 or less	Confederate Decisive Victory



Wartime photograph of New Hope Church, Ga

CONFEDERATE SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Hood	Corps	HD	Ldr	-	E0521 (Crossroads Church)
Hindman	Div	HD	Inf	14	E0521 (Crossroads Church))
Stewart	Div	HD	Inf	12	E0521 (Crossroads Church)
Stevenson-A	Div	HD	Inf	13&	E0521 (Crossroads Church)
Johnston	Army	AT	Ldr	-	E1024 (California Court Ground)
Polk	Corps	P	Ldr	-	E1024 (California Court Ground)
Loring-B	Div	P	Inf	9	E1024 (California Court Ground)
Cantey	Div	P	Inf	5	E1024 (California Court Ground)
French	Div	P	Inf	9	E1024 (California Court Ground)
Quarles	Brig	P	Inf	4#	E2022 (Salt Springs)
Cleburne-A	Div	HE	Inf	12	E1422
Hardee	Corps	HE	Ldr	-	E1423 (Callaway)
Cheatham	Div	HE	Inf	10	E1423 (Callaway)
Walker	Div	HE	Inf	16	E1324
Bate-A	Div	HE	Inf	6	E1224 (Poplar Springs Church)
Finley	Brig	HE	Inf	2	E0827 (Dallas)
Jackson	Div	J	Ldr	-	E0827 (Dallas)
Armstrong	Brig	J	Cav	2	E0827 (Dallas)
Ferguson	Brig	J	Cav	2	E0827 (Dallas)
Ross	Brig	J	Cav	2	E0827 (Dallas)
Joe Wheeler	Corps	W	Ldr	-*	Turn 2 reinforcement
Kelly	Div	K-W	Ldr	-*	Turn 2 reinforcement
Allen-K	Brig	K-W	Cav	2*	Turn 2 reinforcement
Dibrell	Brig	K-W	Cav	1*	Turn 2 reinforcement
Hannon	Brig	K-W	Cav	1*	Turn 2 reinforcement
Humes	Div	H-W	Ldr	-*	Turn 2 reinforcement
James Wheeler	Brig	H-W	Cav	2*	Turn 2 reinforcement
Harrison	Brig	H-W	Cav	1*	Turn 2 reinforcement
Grigsby	Brig	H-W	Cav	1*	Turn 2 reinforcement
Martin-M	Div	M-W	Ldr	-*	Turn 2 reinforcement
Iverson	Brig	M-W	Cav	2*	Turn 2 reinforcement
Morgan	Brig	M-W	Cav	2*	Turn 2 reinforcement

Quarles may not move on turn 1

& Indicated unit begins the game at Fatigue Level 1 on its normal side

* Indicated units are reinforcements (see special rule)

*Battlefield of New Hope Church, wartime photograph by George Barnard**The Hell Hole, wartime photograph by George Barnard*

UNION SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Stoneman	Div	Cav-AO	Ldr	-	E0121
Biddle	Brig	Cav-AO	Cav	2	E0121
Holeman	Brig	Cav-AO	Cav	2	E0121
Hascall-A	Div	XXIII-AO	Inf	6	E0121
Schofield-A	District	AO	Ldr	-	E0123 (Sligh)
Hovey	Div	XXIII-AO	Inf	9	E0123 (Sligh)
Cox-A	Div	XXIII-AO	Inf	6	E0123 (Sligh)
McCook	Div	1-Cav-AC	Ldr	-	E0124
Dorr	Brig	1-Cav-AC	Cav	2	E0124
Lamson	Brig	1-Cav-AC	Cav	2	E0124
Sherman	Army	DM	Ldr	-	E0225 (Burnt Hickory)
Thomas	Army	AC	Ldr	-	E0225 (Burnt Hickory)
Hooker	Corps	XX	Ldr	-	E0225 (Burnt Hickory)
Geary	Div	XX	Inf	12	E0225 (Burnt Hickory)
Williams	Div	XX	Inf	13	E0225 (Burnt Hickory)
Butterfield	Div	XX	Inf	12	E0225 (Burnt Hickory)
Siege Artillery	Brig	AC	Art	3	E0225 (Burnt Hickory)
Howard	Corps	IV	Ldr	-	E0225 (Burnt Hickory)
Newton	Div	IV	Inf	9	E0225 (Burnt Hickory)
Wood	Div	IV	Inf	15	E0225 (Burnt Hickory)
Stanley	Div	IV	Inf	15	E0126
Palmer	Corps	XIV	Ldr	-	E0128
Johnson	Div	XIV	Inf	16	E0128
Davis	Div	XIV	Inf	15*	E0133 (Pearson)
K. Garrard	Div	2-Cav-AC	Ldr	-	E0527
Minty	Brig	2-Cav-AC	Cav	3	E0527
Miller	Brig	2-Cav-AC	Cav	3	E0527
McPherson	Army	AT	Ldr	-	E0433 (Gore)
Logan	Corps	XV	Ldr	-	E0433 (Gore)
Osterhaus	Div	XV	Inf	8^	E0433 (Gore)
ML Smith	Div	XV	Inf	7^	E0433 (Gore)
Harrow	Div	XV	Inf	12^	E0433 (Gore)
Dodge	Corps	XVI	Ldr	-*	E0534 (Gold Mine)
Veatch	Div	XVI	Inf	9*	E0534 (Gold Mine)
Sweeny-B	Div	XVI	Inf	7*	E0534 (Gold Mine)
9 IL	Regt	Cav-AT	Cav	1*	E0534 (Gold Mine)

* Indicated units may not move on turn 1

^ Indicated units begin the game at Fatigue Level 0 on their exhausted sides

SCENARIO 7: KENNESAW MOUNTAIN

NOTES: On June 19, the Confederates retreated into the Kennesaw Mountain line. The Union advanced to the base of the mountain and slowly extended their south flank (the right of their line). To counter this, Johnston swung Hood's corps from the Confederate right flank to their left flank, and had Wheeler's and Polk's corps (now commanded by Stewart) fill the prepared position left by Hood. On June 22, the Union and Confederate movements collided in the Battle of Kolb's Farm, which halted the Union advance but with high Confederate casualties. Stymied on the flank, the Union slowly assembled their forces for a frontal assault on Kennesaw Mountain which took place on the 27th. The assaults on the mountain took heavy losses; but on the south flank, Schofield pushed the Confederates back from Oley's Creek on the Old Sandtown Road, thus creating the opportunity for a much broader and stronger flanking action. On the end of the 27th, the Union had taken none of the objectives in this scenario and losses in the battles of Kolb's Farm and Kennesaw Mountain were approximately 2000 Confederate and 3,350 Union; therefore the "historical" VPs are -2 for a Confederate victory.

MAP: only the East map is used.

GAME LENGTH: 6 turns (note: all turns end early so this plays like a 2-3 turn scenario time-wise), June 22-27, 1864.

SPECIAL RULES:

- Turn 1:** The player that wins the first initiative of turn 1 automatically loses the second initiative without need for a die roll. After this, initiative is determined normally.
- Random End of Action Cycle:** In every turn, the Action Cycle might end early each time there is a tied initiative die roll. After a tied initiative die roll, either player rolls another die. If this modified die roll is 5 or higher then the Action Cycle continues normally (with whichever player won the tied initiative die roll continuing play). Otherwise, the Action Cycle immediately ends and play continues with the Recovery Phase. **Exception:** the Action Cycle automatically continues if in the current turn both players have not either won at least one initiative or conducted an action (the 2nd case could happen from a player not winning an initiative yet but having moved after the other player passed). The die roll may be modified as follows:
 - +3 on turn 6.
 - +1 on turns 2-5 if any Confederate unit has had a Dr or DR result on the current turn.
 - +? On turn 1 depending on a marker. For the marker use a fatigue marker and place it at F4 at the start of the game. The first tied initiative on turn 1 the modifier is +4, so the turn continues automatically, but the F4 marker is replaced by a F2 marker. Then the 2nd tied initiative the modifier is again the value of the fatigue marker so +2 to the continuation check die roll. If the turn continues, remove the F2 marker. For all the following tied initiatives on turn 1 the modifier is 0.
- Restricted Movement Areas:** Units that move or retreat (combat retreat or cavalry retreat) into the following indicated areas are immediately removed from play (a retreat is without any VP penalty other than normally would occur from a retreat into the area if it was unrestricted). Note that units are allowed to deliberately move into a restricted area (presumably to escape an attack), but then are removed from play. However, leaders that move or retreat off map may immediately return to the closest unit in their command that is in the normal play area. Retreating units may treat these areas as off-map for retreat chart purposes so they are not forced to retreat into them if not desired. These areas are not treated as off-map for flank modifier purposes; they are treated as having whatever ZOC would normally be there.
 - Any hex in row xx10 and any row east of xx10 (i.e. xx09, xx08, etc).
 - Any hex in row xx20 and any row west of xx20 (i.e. xx21, xx22, etc).
- Hex Control:** At the beginning of the game, the Confederate player controls all objectives requiring control.

VICTORY CONDITIONS:

The Union player gains and loses Victory Points (VP) for the following occurrences at the end of the game (control/occupation is if the player controls/occupies the hex at the end of the game):

VP	Reason
+50	If an undemoralized Union infantry unit <i>occupies</i> Smyrna Station (E2014) and no undemoralized Confederate infantry unit is adjacent to Smyrna Station
+40	If an undemoralized Union infantry unit <i>occupies</i> Smyrna Station (E2014) and an undemoralized Confederate infantry unit is adjacent to Smyrna Station
+15	If an undemoralized Union infantry unit is adjacent to Smyrna Station (E2014) and no undemoralized Union infantry unit occupies Smyrna Station (a Confederate unit may occupy Smyrna Station)
+50	If an undemoralized Union infantry unit <i>occupies</i> Marietta (E1413) and no undemoralized Confederate infantry unit is adjacent to Marietta
+40	If an undemoralized Union infantry unit <i>occupies</i> Marietta (E1413) and an undemoralized Confederate infantry unit is adjacent to Marietta
+15	If an undemoralized Union infantry unit is adjacent to Marietta (E1413) and no undemoralized Union infantry unit occupies Marietta (a Confederate unit may occupy Marietta)
+20	If the Union controls Kennesaw Mountain (E1213)
+15	If the Union controls Little Kennesaw Mountain (E1214)
+10	If the Union controls Mt Zion Church (E1516)
+10	If an undemoralized Union infantry unit <i>occupies</i> Gann (E2018)
-15	If the RR station at Big Shanty (E0914) is destroyed or damaged
-2	For each point of Union Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another)
+3	For each point of Confederate Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another)

At the end of the game, the Union VP total is calculated and the players consult the chart below to determine the winner.

UNION VP	WINNER
50 or more	Union Decisive Victory
35 to 49	Union Substantive Victory
20 to 34	Union Marginal Victory
5 to 19	Confederate Marginal Victory
-10 to 4	Confederate Substantive Victory
-11 or less	Confederate Decisive Victory



Brush Mountain (hex E1112) from foot of Kennesaw (~E1113), showing position of federal batteries against Kennesaw. Drawing by Alfred Waud, ~June 27, 1864.

CONFEDERATE SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Loring-B	Div	P	Inf	12*	E1212
Walthall-A	Div	P	Inf	9#	E1213 (Kennesaw Mountain)
Stewart	Corps	P	Ldr	-	E1214 (Little Kennesaw Mountain)
French	Div	P	Inf	9#	E1214 (Little Kennesaw Mountain)
Walker	Div	HE	Inf	14*	E1215
Johnston	Army	AT	Ldr	-	E1316
Hardee	Corps	HE	Ldr	-	E1316
Bate-A	Div	HE	Inf	6*	E1316
Cleburne-A	Div	HE	Inf	10*	E1316
Cheatham	Div	HE	Inf	9*	E1416
Hood	Corps	HD	Ldr	-	E1516 (Mt. Zion Church)
Hindman	Div	HD	Inf	12	E1516 (Mt. Zion Church)
Stevenson-A	Div	HD	Inf	11+	E1516 (Mt. Zion Church)
Clayton-A	Div	HD	Inf	10	E1514 (Ga. Military Inst.)
Joe Wheeler	Corps	W	Ldr	-	E1312 (Mitchell)
Kelly	Div	K-W	Ldr	-	E1312 (Mitchell)
Allen-K	Brig	K-W	Cav	2+	E1312 (Mitchell)
Dibrell	Brig	K-W	Cav	1+	E1312 (Mitchell)
Hannon	Brig	K-W	Cav	1+	E1312 (Mitchell)
Williams	Brig	K-W	Cav	1+	E1312 (Mitchell)
Martin-M	Div	M-W	Ldr	-	E1312 (Mitchell)
Iverson	Brig	M-W	Cav	2+	E1312 (Mitchell)
Morgan	Brig	M-W	Cav	2+	E1312 (Mitchell)
Humes	Div	H-W	Ldr	-	E1413 (Marietta)
Ashby	Brig	H-W	Cav	2	E1413 (Marietta)
Harrison	Brig	H-W	Cav	1	E1413 (Marietta)
Jackson	Div	J	Ldr	-	E1719
Armstrong	Brig	J	Cav	3+	E1719
Ferguson	Brig	J	Cav	2+	E1719
Ross	Brig	J	Cav	2+	E1719

- + Indicated units begin the game under Abatis markers
 * Indicated units begin the game under Breastworks-Complete markers
 # Indicated units begin the game under Fort markers



View of Kennesaw Mountain from Big Shanty. Inscribed upper left: On this ridge Shermans batteries operated against Kenesaw. Inset lower right

UNION SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
K. Garrard	Div	2-Cav-AC	Ldr	-	E1011
Minty	Brig	2-Cav-AC	Cav	2	E1011
Long	Brig	2-Cav-AC	Cav	2	E1011
Miller	Brig	2-Cav-AC	Cav	2	E1011
Blair	Corps	XVII	Ldr	-	E1112 (Brush Mountain)
Leggett-A	Div	XVII	Inf	9*	E1112 (Brush Mountain)
Gresham-B	Div	XVII	Inf	6*	E1112 (Brush Mountain)
Harrow	Div	XV	Inf	10+	E1014
ML Smith	Div	XV	Inf	8*	E1113 (Kennesaw Station)
McPherson	Army	AT	Ldr	-	E1114
Logan	Corps	XV	Ldr	-	E1114 (Kearns)
Osterhaus	Div	XV	Inf	7*	E1114 (Kearns)
Dodge	Corps	XVI	Ldr	-	E1114 (Kearns)
Fuller-A	Div	XVI	Inf	9*	E1114 (Kearns)
Sherman	Army	DM	Ldr	-	E0914 (Big Shanty)
Sweeny-B	Div	XVI	Inf	7	E0914 (Big Shanty)
Siege Artillery	Brig	AC	Art	3	E0914 (Big Shanty)
9 IL	Regt	Cav-AT	Cav	1	E0914 (Big Shanty)
Thomas	Army	AC	Ldr	-	E1115
Palmer	Corps	XIV	Ldr	-	E1115
Davis	Div	XIV	Inf	14*	E1115
Baird	Div	XIV	Inf	13*	E1115
Johnson	Div	XIV	Inf	15*	E1116 (Green)
Howard	Corps	IV	Ldr	-	E1216
Stanley	Div	IV	Inf	12+	E1216
Newton	Div	IV	Inf	8+	E1216
Wood	Div	IV	Inf	10+	E1216
Butterfield	Div	XX	Inf	11+	E1317 (Gartrell)
Hooker	Corps	XX	Ldr	-	E1417
Williams	Div	XX	Inf	10+	E1417
Geary	Div	XX	Inf	9+	E1417
Hascall-B	Div	XXIII-AO	Inf	8	E1217
Schofield-A	District	AO	Ldr	-	E1318
Cox-B	Div	XXIII-AO	Inf	11+	E1318
Stoneman	Div	Cav-AO	Ldr	-	E1418 (Manning's Mill)
Biddle	Brig	Cav-AO	Cav	2	E1418 (Manning's Mill)
Adams	Brig	Cav-AO	Cav	1	E1418 (Manning's Mill)

+ Indicated units begin the game under Abatis markers

* Indicated units begin the game under Breastworks-Complete markers

SCENARIO 8: CROSSING THE CHATTAHOOCHEE

NOTES: Repulsed with heavy losses from frontal assaults at the battle of Kennesaw Mountain on June 27, Sherman reverted to an outflanking strategy. In the ensuing days the Union extended their right flank, and by the evening of July 2nd they had pushed far enough to cause a Confederate retreat from their Kennesaw Mountain line. This scenario picks up with the Confederate night march in the early morning hours of July 3rd when they retreated to a compact interim line at Symrna Station. This line was only held two days before Union attacks pressured the Confederates to pull back. Another night march (the night of July 4th) of just a few miles brought the Confederates to a previously prepared position in a line of special redoubts (these became known as Shoupades) on the west side of the Chattahoochee River protecting the key railroad bridge. The line of Shoupades was outflanked when the Union crossed the river in multiple locations to the north (at Grogan's Ferry, Fish Dam, and Cavalry Ford) on July 8th and 9th; and the Confederates retreated once again at dusk on the 9th.

MAP: only the East map is used.

GAME LENGTH: 6 turns (note: all turns may end early so this plays about like a 4 turn scenario time-wise), July 3-8, 1864.

SPECIAL RULES:

1. **Random End of Action Cycle:** In turns 1-5, the Action Cycle may immediately end each time there is a tied initiative die roll where both players roll a 1 or both players roll a 6. The player who has won this initiative may elect to attempt to continue the turn; this player rolls a single die and the turn continues if the roll is less than their top army leader's command value. For example, if the initiative roll is double ones, then the Union player may elect to continue the turn and it continues with the Union Activation Segment if he rolls a 1-3. If the roll fails or if the player does not elect to continue the turn, the Action Cycle immediately ends and play continues with the Recovery Phase. **Exception:** the Action Cycle automatically continues if in the current turn both players have not won at least one initiative die roll.
2. **Initial Ferry Destruction:** In the Random Events phase of turn 1, the Confederates may attempt to destroy any ferries. To do this, the Confederates select a ferry one at a time, and then roll a die, and the selected ferry is destroyed on a roll of 1-5. Only one attempt per ferry is allowed in this opening Phase, but it can be on as many ferries as desired. Note: There are not enough counters provided to place "Destroyed" markers on each ferry. Instead, players should use the "All Crossings Destroyed" counters, placing two counters (pointing at each other) on either end of a section of river along which all crossings are destroyed.
3. **Turn 1:** The Confederate player automatically wins the first *four* initiatives of turn 1. After this, initiatives are determined normally.
 - No military unit may activate in more than *two* of these initial initiatives. However, a leader may perform multiple Activate Leader Actions in these four initiatives (provided he does not activate the same unit more than twice).
 - Confederate units may neither *enter* Union ZOC nor attack Union units in these initiatives.
 - The Confederates may elect to end their automatic initiative wins before having used all four.
4. **Shoupades:** While this is not an Advanced Game scenario, it uses Shoupades. At the start of the game place a Shoupade on its complete side in each of the following hexes: E2412, E2514, E2414, E2415, E2416, E2517, E2518, and E2617. Refer to Advanced Game rule 17.0, but just the section on "Effects of Shoupades" applies to this scenario. 
5. **River Fordability:** Major and Minor rivers are unfordable for all turns.
6. **Confederate Pontoon Bridges:** Place a Confederate pontoon bridge across both of the following hexsides: Mason and Turner's Ferry (E2518-E2617) and Pace's Ferry (E2412-E2313).
7. **Pontoon Bridges:** Both players may build pontoon bridges in the Recovery Phase per the Standard Rules. Also, once in the game, the Union player may attempt to build a pontoon bridge *across any ferry (destroyed or not), ford, or destroyed bridge hexside* taking a shortcut from the usual procedure. The Union player builds this special pontoon bridge by activating any infantry unit for a march or as part of an Activate Leader action (not an assault), but the infantry unit must already be adjacent to the intended pontoon bridge hexside. The unit gains one fatigue level as usual and a pontoon bridge is automatically (without a die roll attempt) placed across the hexside. The unit does not have to cross the river on this move (the unit might already be on the Atlanta side for example), but if it elects to cross then its move must end immediately after crossing (no attack is allowed in this move once the unit is in the hex on the opposite side of the river). The pontoon may not be built if the hex across the river contains an enemy unit(s) with total Combat value of 5 or more (entrenchments are not taken into account). If the hex across the river contains an enemy unit(s) with less combat power than this, then an attack across the pontoon hexside must occur (with a normal +2 on the defender die roll for an attack across a bridge); the Confederate player may cavalry retreat if cavalry are in the hex across the river. If the Union player gets an "a" result in the attack (or if the hex becomes empty due to cavalry retreat), then for the pontoon to be considered completed the Union unit must advance (but must end its move after crossing). If the unit does not advance for any reason then the Union unit returns to its start hex and the pontoon is removed. Only one unit may cross the river using this pontoon bridge in this Activation Segment (whether there was an attack or not in crossing the pontoon). The Union may not attempt to build a pontoon bridge from this same start hex in the Recovery Phase of the same turn as this special pontoon bridge action.
8. **Union Movement Restriction:** Union units may neither move nor retreat adjacent to any Atlanta city hex (they are destroyed if forced to retreat into these hexes). These hexes are considered covered for flank modifier purposes of Confederate attacks on Union units.
9. **Hex Control:** At the beginning of the game, the Confederate player controls all objectives requiring control.

VICTORY CONDITIONS:

The Union player gains and loses Victory Points (VP) for the following occurrences at the end of the game (control/occupation is if the player controls/occupies the hex at the end of the game):

VP	Reason
+30	If an undemoralized Union <i>infantry</i> unit <i>occupies</i> Defoor (E2614). Exception: if the bridge into this hex is destroyed, then these VPs are reduced to +25 if there is a Union pontoon bridge across the destroyed bridge hexside or +20 if there is no Union pontoon bridge across the destroyed bridge hexside.
+10	If an undemoralized Union <i>infantry</i> unit is adjacent to Defoor (E2613), but no Union infantry unit occupies Defoor.
+10	If an undemoralized Union unit <i>occupies</i> Thompson (E1603). Exception: if the bridge into this hex is destroyed, then these VPs are reduced to +8 if there is a Union pontoon bridge into the hex (from any river hexside) or +3 if there is no Union pontoon bridge into the hex.
+?	For each Chattahoochee River crossing <i>hex occupied</i> on the southeast side of the river (i.e. the side closer to Atlanta) by any undemoralized Union unit. A river crossing is defined as an <i>undestroyed ferry</i> , a <i>Union pontoon bridge</i> , an <i>undestroyed bridge</i> , or a <i>dam</i> . If a hex has two eligible crossings into it, the VP are not given twice since the VP are per hex. For example, if the Union occupies E2009, even if there are pontoon bridges across some of the hexsides into this hex, the Union only receives the VP for the hex once. Exception: hexes E2614 and E1603 are excluded from this Victory Condition, they are covered separately above. Crossings not listed in the exceptions and not listed in the hex ranges below are not worth any VP. The VPs for each river crossing hex are as follows: +10 if it is between E2009 and E2720, inclusive +3 if it is between E2001 and E2008 or between E2721 and E3028, both inclusive

The maximum VP that may be obtained from this VC is 30 (the VPs for the Defoor and Thompson bridges listed above are *not* part of the 30 VP maximum). Also, the maximum portion of this 30 VP that may be obtained from the 3 VP crossings is 9 (e.g. if the Union meets the conditions for 4 of the 3 VP crossings, only 9 VP are awarded for these).

- +15 If an undemoralized Union infantry unit occupies Vinings Station (E2313)
- +2 If the Union *controls* Sandtown (E2821). These VPs are in addition to the VP the Union may get for a crossing at Sandtown (a crossing at this location is not a requirement for these control VPs)
- +1 For *each* Shoupade that the Union *controls*
- +3 For each point of Confederate Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another)
- 2 For each point of Union Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another)

At the end of the game, the Union VP total is calculated and the players consult the chart below to determine the winner.

UNION VP	WINNER
55 or more	Union Decisive Victory
45 to 54	Union Substantive Victory
35 to 44	Union Marginal Victory
25 to 34	Confederate Marginal Victory
15 to 24	Confederate Substantive Victory
14 or less	Confederate Decisive Victory

Key Standard Rule Reminders: The key items of Standard Rules section 10 (Bridges, Dams, and Ferries) and section 12 (Unfordability Effects portion at end) that impact this scenario are discussed here. Note that the Chattahoochee River is a minor river, and hexside E1909-E2009 is a dam.

The Confederate player opens this scenario with trying to destroy most (or all) ferries. Once a ferry is destroyed, it cannot be crossed since rivers are unfordable in this scenario (see the end of section 12). Therefore, the Confederate player may want to keep some ferries open for later withdrawal paths, and then try to destroy these after crossing the river (using ferry destruction rules in section 10.2). This can be an excellent Rebel strategy, to do a slow withdrawal northwest of the river, with a few crossing routes open so units do not get trapped, and then destroy them after crossing. Of course, leaving ferries un-

destroyed has risks. The Confederates could fail their later ferry destruction roll(s), or the Union player might get to these open ferries first by slipping by or running around the Confederates. A not so obvious method the Union could use to take an undestroyed ferry is as the Confederate withdraws, the ferry crossing movement penalty (see section 6.2) could prevent their unit(s) from crossing the ferry unless starting adjacent to it; the Union could attack the Confederate unit(s) while still on the northwest side of the river and retreat them away from the hex on the opposite side of the river and then later cross at the uncontested and open ferry.

There are a few existing fords where units will be moving, and because rivers are unfordable, players may not move across these hexsides. The Confederate player could try to destroy permanent bridges, such as the key bridge at E1603 near Roswell; and if destroyed, a ford replaces the bridge, and then players may no longer cross the hexside. Permanent bridges are slightly more difficult for the Confederates to destroy than ferries, per the procedure and die roll modifiers in section 10.2.

The Union player has his own engineering weapons he can utilize. He can repair destroyed ferries and permanent bridges, and he can build pontoon bridges (see sections 10.3 and 10.1 respectively). All of these methods require an infantry unit at fatigue level 0 at the start of the Recovery Phase, so the Union player must plan ahead – except for the scenario special rule that allows the Union player to one time build a pontoon bridge in the Action Phase. Note that if the Union player builds a pontoon or repairs a ferry in the Recovery Phase of turn 6, he will not get VPs for this crossing unless he has a unit on the southeast river side hex of the crossing, so the Union must plan far in advance.

A pontoon can be built on a die roll of 1-4 if it is intended across a ford or ferry (destroyed or not) hexside - the only modifier in this case is the +1 from river unfordability. The Union player has 5 pontoons available as per section 10.1 of Atlanta Is Ours Basic Rules. A permanent bridge can be repaired only on a die roll of 1-2 after modifiers, and a ferry can be repaired on a die roll of 1-3 after modifiers. While it is easier for the Union player to build pontoon bridges than repair bridges or ferries, the downside of pontoons vs. repairing permanent bridges and ferries is that pontoons can be easier to destroy. Pontoon bridges are automatically destroyed if an enemy unit of combat value 5 or more ends a march in one of the hexes connected by the pontoon bridge (even if a Union unit is in the other hex connected by the bridge). Contrast that with the relative difficulty in destroying a permanent bridge (see section 10.2). Repaired ferries are not too difficult to re-destroy as noted in section 10.2.

Players will discover that there is no perfect strategy or tactic to use in their implementation of these key river crossing rules in this scenario, there are just pros and cons to each decision. With the opening ferry destruction die rolls, the indeterminate turn lengths, and the various strategies to employ on where to defend (Rebels) or advance (Union) to be able to win, players should find this to be a highly replayable scenario with significant depth of decision making required.



Water tanks at Big Shanty (hex E0914)

CONFEDERATE SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Loring-B	Div	P	Inf	10*	E1212
Walthall-A	Div	P	Inf	8*	E1213 (Kennesaw Mountain)
Stewart	Corps	P	Ldr	-	E1214 (Little Kennesaw Mountain)
French	Div	P	Inf	6*	E1214 (Little Kennesaw Mountain)
Walker	Div	HE	Inf	9*	E1215
Johnston	Army	AT	Ldr	-	E1316
Hardee	Corps	HE	Ldr	-	E1316
Cleburne-A	Div	HE	Inf	9*	E1316
Bate-A	Div	HE	Inf	5*	E1316
Cheatham	Div	HE	Inf	8*	E1416
Hood	Corps	HD	Ldr	-	E1516 (Mt. Zion Church)
Hindman	Div	HD	Inf	11*	E1516 (Mt. Zion Church)
Stevenson-A	Div	HD	Inf	9*	E1615
Clayton-A	Div	HD	Inf	9*	E1716
Wheeler	Corps	W	Ldr	-	E1312 (Mitchell)
Martin	Div	M-W	Ldr	-	E1312 (Mitchell)
Iverson	Brig	M-W	Cav	2*	E1312 (Mitchell)
Allen-M	Brig	M-W	Cav	1*	E1312 (Mitchell)
Kelly	Div	K-W	Ldr	-	E1312 (Mitchell)
Dibrell	Brig	K-W	Cav	1*	E1312 (Mitchell)
Hannon	Brig	K-W	Cav	1*	E1312 (Mitchell)
R. Anderson	Brig	K-W	Cav	2*	E1312 (Mitchell)
Williams	Brig	K-W	Cav	1*	E1312 (Mitchell)
Humes	Div	H-W	Ldr	-	E2016
Ashby	Brig	H-W	Cav	2+	E2016
Harrison	Brig	H-W	Cav	1+	E2117 (Mill Grove PO)
Smith	Div	GA	Inf	2+	E2218 (Dr. Starnes)
Ferguson	Brig	J	Cav	2+	E2218 (Dr. Starnes)
Ross	Brig	J	Cav	2+	E2319
Jackson	Div	J	Ldr	-	E2620 (Baker's Ferry)
Armstrong	Brig	J	Cav	2+	E2620 (Baker's Ferry)

+ Indicated units begin the game under Abatis markers

* Indicated units begin the game under Fort markers



Chattahoochee river, south bank, wartime photograph



Union artillery and infantry cross the Chattahoochee River in a canvas pontoon boat

UNION SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
K. Garrard	Div	2-Cav-AC	Ldr	-	E1011
Minty	Brig	2-Cav-AC	Cav	2+	E1011
Long	Brig	2-Cav-AC	Cav	2+	E1011
Miller	Brig	2-Cav-AC	Cav	2+	E1011
Blair	Corps	XVII	Ldr	-	E1112 (Brush Mountain)
Leggett-A	Div	XVII	Inf	7#	E1112 (Brush Mountain)
Gresham-B	Div	XVII	Inf	7#	E1112 (Brush Mountain)
Dodge	Corps	XVI	Ldr	-	E1113 (Kennesaw Station)
Sweeny-B	Div	XVI	Inf	6#	E1113 (Kennesaw Station)
Fuller-A	Div	XVI	Inf	9#	E1113 (Kennesaw Station)
9 IL	Regt	Cav-AT	Cav	1#	E1113 (Kennesaw Station)
Sherman	Army	DM	Ldr	-	E1114 (Kearns)
McPherson	Army	AT	Ldr	-	E1114 (Kearns)
Logan	Corps	XV	Ldr	-	E1114 (Kearns)
Harrow	Div	XV	Inf	9#	E1114 (Kearns)
Osterhaus	Div	XV	Inf	7#	E1115
ML Smith	Div	XV	Inf	7%	E2018 (Gann)
Thomas	Army	AC	Ldr	-	E1216
Howard	Corps	IV	Ldr	-	E1216
Stanley	Div	IV	Inf	12#	E1216
Newton	Div	IV	Inf	6#	E1216
Wood	Div	IV	Inf	10#	E1216
Siege Artillery	Brig	AC	Art	2#	E1216
Johnson	Div	XIV	Inf	15#	E1116 (Green)
Palmer	Corps	XIV	Ldr	-	E1317 (Gartrell)
Davis	Div	XIV	Inf	13#	E1317 (Gartrell)
Baird	Div	XIV	Inf	11+	E1417
Hooker	Corps	XX	Ldr	-	E1517 (Kolb's Farm)
Williams	Div	XX	Inf	11#	E1517 (Kolb's Farm)
Ward	Div	XX	Inf	10#	E1517 (Kolb's Farm)
Geary	Div	XX	Inf	8#	E1719
Cox-B	Div	XXIII-AO	Inf	12+	E1919
Schofield-A	District	AO	Ldr	-	E2018 (Gann)
Hascall-B	Div	XXIII-AO	Inf	12+	E2018 (Gann)
McCook	Div	1-Cav-AC	Cav	-	E2321 (Sweetwater Town Site)
Dorr	Brig	1-Cav-AC	Cav	2	E2321 (Sweetwater Town Site)
Lamson	Brig	1-Cav-AC	Cav	2	E2321 (Sweetwater Town Site)
Adams	Brig	Cav-AO	Cav	1	E2119 (Williams)
Stoneman	Div	Cav-AO	Ldr	-	E2423 (New Manchester Mill)
Biddle	Brig	Cav-AO	Cav	2	E2423 (New Manchester Mill)
Capron	Brig	Cav-AO	Cav	1	E2928

+ Indicated units begin the game under Abatis markers

Indicated units begin the game under Breastworks-Complete markers

% Indicated unit begins the game at Fatigue Level 0 on its exhausted side

SCENARIO 9: THE BATTLE OF ATLANTA

NOTES: As the Union advanced within miles of Atlanta, Hood replaced Johnston in command of the Confederate forces, with expectations of counterattacking to gain a decisive victory and save the city. Hood's first attack on July 20, the Battle of Peachtree Creek, has its plan immediately fall apart on contact with the enemy when Hood shifts his entire force to the east to block the Union advance from Decatur. The eventual Confederate attack is poorly coordinated and unable to roll the Union line into the creek and river. On the following day, the Confederates regroup and prepare to attack again, while the Union continues its advance from Decatur and takes Bald Hill on the outskirts east of Atlanta. The night of the 21st, Hardee and Wheeler conduct an overly ambitious night march around the Union left, and Hardee is unable to get behind the Union flank. Wheeler attacks the Union wagon train at Decatur while Hardee attacks the Union flank, later joined by Cheatham's corps assaulting from the Atlanta forts. The Confederates gain some battle-field success, but casualties in the three days are about 8,000 Confederate to 5,600 Union - too heavy a price to pay without gaining a decisive victory.

MAP: only the East map is used.

GAME LENGTH: 3 turns, July 20 – July 22, 1864.

SPECIAL RULES:

- Turn 1 Leader Transfer Phase:** Only the Confederate player may transfer leaders in the turn 1 Leader Transfer Phase.
- Turn 1:** At the beginning of Turn 1, the Confederate player automatically wins the first initiative. However, during this initiative, he may not attack or move any of his units into Union ZOC (units already in Union ZOC may entrench). After this, initiative is determined normally. If the Confederate player does not wish to move under these restrictions in this free initiative then play proceeds to normal initiative rolls (instead of the Union player effectively getting a free initiative). Note that the Confederate player could decline this first free initiative from this special rule but then use the Hood's Attack (see next special rule) to still get the first turn one initiative (and be able to move into Union ZOC and attack).
- Hood's Attacks:** The "Hood's Attacks" rule (see section 13.0 in the Advanced Game rules) is in effect for this scenario. All aspects of the rule (including possible Confederate command paralysis) are included except the notations about random events and early turn end (which do not apply). The marker on the Hood's Attack Track is placed in the "0" space at the start of the game.
- Confederate Forts:** While this is not an Advanced Game scenario, it uses Confederate forts (refer to Advanced Game section 16.0). Reminder: Confederate units in fort hexes get a defense multiplier (see the subsection on Entrenchment In Fort Hexes).
- Confederate Movement Restrictions:** Confederate units may not cross the Chattahoochee River.
- Dorr:** The Union unit Dorr may not activate or entrench unless a Confederate unit moves adjacent to it. If this occurs, this unit no longer has any restrictions.
- Ferguson:** Wheeler may activate Ferguson.
- Attachment:** Both players may attach units per Advanced Game rule 10.2. Players may not detach units. Play note: the sequence of play allows players to attach units at the start of turn 1 in the Attachment Phase (see Advanced Game section 1.0) before the first Action Cycle.
- Chattahoochee River:** All bridges and ferries on the Chattahoochee River are destroyed, except for McAfee Bridge (E1901-E2001) and Roswell Bridge (E1503-E1603).
- Union Bridges:** The Union player has pontoon bridges at Cavalry Ford (E1910-E2009), Power's Ferry (E2010-E2110), and Pace's Ferry (E2313-E2412). The Union may not build or repair bridges or repair ferries west of E2614, inclusive.
- River Fordability:** Major and Minor rivers are unfordable for all turns.
- Shoupades:** While this is not an Advanced Game scenario, it uses Shoupades. At the start of the game place a Shoupade on its complete side in E2412 and E2617 (the Shoupades on the north side of the river are out of play in this scenario so do not need to be setup). Refer to Advanced Game rule 17.0, but just the section on "Effects of Shoupades" applies to this scenario.

VICTORY CONDITIONS:

The Union player gains and loses Victory Points (VP) for the following occurrences at the end of the game (control/occupation is if the player controls/occupies the hex at the end of the game):

VP	Reason
+30	For each Atlanta city hex occupied by an undemoralized Union infantry division
+20	For each hex containing a destroyed Confederate fort occupied by an undemoralized Union infantry division
+8	For each hex adjacent to a Confederate fort (destroyed or not) occupied by an undemoralized Union infantry division. Restrictions: <ul style="list-style-type: none"> The maximum number of hexes that the Union can get VPs for this condition is 5 (and thus 40 VPs is the maximum for this VC). The hex may not be an Atlanta city hex or a hex with a destroyed fort (these hexes have their own VP conditions; for example, the Union does not get 38 VPs for an undemoralized infantry unit in an Atlanta city hex, they just get the 30 VPs for that city hex).
+3	For each Confederate fort destroyed. These VPs are in addition to any VPs the Union can get for fort occupation
+10	If all Confederate infantry divisions occupy Atlanta city hexes or fort hexes (destroyed or not). For example, if all Confederate infantry divisions are in fort hexes, but one division is outside the fort perimeter in Bald Hill (E3312) then the Union receives no VP for this VC
-4	If the RR station at E3309 (Decatur) is destroyed or damaged
-8	If any undemoralized Confederate unit (infantry or cavalry) occupies E3309 (Decatur)
-12	If any undemoralized Confederate unit (infantry or cavalry) occupies E2412
-2	For each Union infantry unit that cannot trace a "line of supply" (LOS) to one of the following hexes (at the end of the game). A LOS is a path of 5 or less continuous hexes from the unit's hex to one of the listed hexes (not including the hex the unit is in, but including the supply source hex). This path may not enter a hex containing an enemy unit or enemy ZOC (unless that ZOC is occupied by a friendly unit). The LOS does not have to be across road hexsides, but it must be across hexsides that the unit itself could move: <ul style="list-style-type: none"> E3309 (Decatur) E2412 E2710 (Buckhead)
-?	For each "Dr" result obtained in combat against Union infantry units. If the total Combat Value (prior to the combat) of the infantry units in the retreated stack is between 1-11 (inclusive) it is -2 VP; if it is more than 11 it is -3 VP. Cavalry is ignored for these VP
-?	For each "DR" result obtained in combat against Union infantry units. If the total Combat Value (prior to the combat) of the infantry units in the routed stack is between 1-11 (inclusive) it is -4 VP; if it is more than 11 it is -6 VP. Cavalry is ignored for these VP
+6	If the Confederates did not gain any VPs from at least one of the Victory Conditions for retreating or routing Union infantry
+3	For each point of Confederate Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another)
-2	For each point of Union Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another)

At the end of the game, the Union VP total is calculated and the players consult the chart below to determine the winner.

UNION VP	WINNER
50 or more	Union Decisive Victory
40 to 49	Union Substantive Victory
30 to 39	Union Marginal Victory
20 to 29	Confederate Marginal Victory
10 to 19	Confederate Substantive Victory
9 or less	Confederate Decisive Victory

Confederate palisades on north side of city



CONFEDERATE SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
French	Div	P	Inf	4*	E2614
Sears	Brig	P	Inf	2*	E2614
Walthall-A	Div	P	Inf	6*	E2614
Reynolds	Brig	P	Inf	2*	E2614
Stewart	Corps	P	Ldr	-	E2714 (Montgomery Church)
Loring-B	Div	P	Inf	7*	E2714 (Montgomery Church)
Scott	Brig	P	Inf	3*	E2714 (Montgomery Church)
Cleburne-A	Div	HE	Inf	9*	E2813
Maney-A	Div	HE	Inf	6*	E2813
Vaughan	Brig	HE	Inf	2*	E2813
Hood	Army	AT	Ldr	-	E2913 (Starch Factory)
Hardee	Corps	HE	Ldr	-	E2913 (Starch Factory)
Walker	Div	HE	Inf	9*	E2913 (Starch Factory)
Bate-A	Div	HE	Inf	5*	E2913 (Starch Factory)
Cheatham	Corps	HD	Ldr	-	E3012
Stevenson-A	Div	HD	Inf	9*	E3012
Clayton-A	Div	HD	Inf	9*	E3011
Brown-B	Div	HD	Inf	11*	E3111 (Lewis' Saw Mill)
Smith	Div	GA	Inf	2*	E3212
Williams	Brig	K-W	Cav	1	E3113
Ferguson	Brig	J	Cav	2+	E3310
Joe Wheeler	Corps	W	Ldr	-	E3310
Martin	Div	M-W	Ldr	-	E3310
Iverson	Brig	M-W	Cav	2+	E3310
Allen-M	Brig	M-W	Cav	1+	E3310
Kelly	Div	K-W	Ldr	-	E3511
R. Anderson	Brig	K-W	Cav	2*	E3511
Hannon	Brig	K-W	Cav	1*	E3511
Dibrell	Brig	K-W	Cav	1*	E3511

* Indicated units begin the game under Breastworks-Complete markers

+ Indicated units begin the game under Abatis markers

UNION SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Dodge	Corps	XVI	Ldr	-	E3409
Sweeny-B	Div	XVI	Inf	6	E3409
Fuller-B	Div	XVI	Inf	6	E3409
Sprague	Brig	XVI	Inf	3	E3409
9 IL	Regt	Cav-AT	Cav	1	E3409
McPherson	Army	AT	Ldr	-	E3309 (Decatur)
Logan	Corps	XV	Ldr	-	E3309 (Decatur)
Woods	Div	XV	Inf	7	E3309 (Decatur)
ML Smith	Div	XV	Inf	7	E3309 (Decatur)
Harrow	Div	XV	Inf	7	E3309 (Decatur)
Blair	Corps	XVII	Ldr	-	E3108 (Mason's Mill)
Leggett-A	Div	XVII	Inf	7	E3108 (Mason's Mill)
Gresham-B	Div	XVII	Inf	7	E3108 (Mason's Mill)
Sherman	Army	DM	Ldr	-	E3008
Schofield-B	District	AO	Ldr	-	E3008
Hascall-B	Div	XXIII-AO	Inf	11	E3008
Cox-B	Div	XXIII-AO	Inf	10+	E3009 (Peach Tree)
Thomas	Army	AC	Ldr	-	E2810
Howard	Corps	IV	Ldr	-	E2810
Newton	Div	IV	Inf	6	E2810
Stanley	Div	IV	Inf	12	E2910
Wood	Div	IV	Inf	9+	E2911
Hooker	Corps	XX	Ldr	-	E2811
Williams	Div	XX	Inf	11	E2811
Ward	Div	XX	Inf	10+	E2811
Geary	Div	XX	Inf	8+	E2912
Palmer	Corps	XIV	Ldr	-	E2812 (Embry)
Davis	Div	XIV	Inf	11^	E2812 (Embry)
Baird	Div	XIV	Inf	11+	E2812 (Embry)
Johnson	Div	XIV	Inf	14	E2612 (Moore's Mill)
Dorr	Brig	1-Cav-AC	Cav	2	E2412

+ Indicated units begin the game under Abatis markers

^ Indicated unit begins the game at Fatigue Level 0 on its exhausted side



Where General McPherson was killed, 1864 picture



"This is one of the picket posts on the Union lines before Atlanta, a few days before the battle of July 22, 1864. This is what is called the 'reserve post'. Slightly advanced from this position is the outside line of our pickets."

SCENARIO 10: EZRA CHURCH

NOTES: The Union Army of the Tennessee (AoT), now commanded by Howard, marched on July 27th from the Union left on the east side of Atlanta, to the west side of Atlanta. Its eventual goal was East Point, to cut the rail line into Atlanta, and make Hood choose between defending Atlanta or the rail line. Hood's counter-plan was to block the Union advance, and after flanking the right of their line to crush it. The result was the AoT and portions of two Confederate corps clashed at Ezra Church. While the Confederates blocked the Union from East Point, their heavy 3000 losses to only 632 Union casualties made it a pyrrhic victory.

MAP: only the East map is used.

GAME LENGTH: 1 turn, July 28, 1864.

SPECIAL RULES:

- First Initiative:** The Union player automatically wins the first initiative without the need for a die roll. After this, initiative is determined normally.
- Hood's Attacks:** Before picking sides, players should decide whether they want to use the beginner's version of this rule or the advanced version.
 - Beginner's rule:** The first time a Confederate infantry unit attacks (in either a marching or assault action), the Confederate player receives a special +1 "surprise" modifier on his combat die roll, in addition to whatever normal modifiers apply. Also, the Confederate player wins all tied initiative die rolls (so on double ones to threes in addition to the normal double fours to sixes).
 - Advanced rule:** The "Hood's Attacks" rule (see section 13.0 in the Advanced Game rules) is in effect. All aspects of the rule (including possible Confederate command paralysis) are included except the notations about random events and early turn end (which do not apply). Also, the Confederates may not begin the Action Cycle with a Hood's Attack (and thus they may not take the first free initiative from the Union player). The marker on the Hood's Attack Track is placed in the "2" space at the start of the game.
- French:** French may not activate or participate in an assault until all Confederate infantry units are at fatigue level 1 or higher.
- Palmer, Baird, & Johnson:** These Union units and leader may not activate or leader transfer. An individual unit is immediately individually released from this restriction, for the rest of the game, the instant a Confederate unit moves adjacent to it.

- Confederate Forts:** Union units may not enter or attack Confederate fort hexes. Union leaders may not transfer or exert a command radius into or through a fort hex. Confederate forts do not exert ZOC (unless a Confederate unit occupies its hex). A Confederate fort hex adjacent to a defending Union unit is considered "covered" for flank attack determination. Also, a Confederate fort is treated as occupied by a Confederate unit when determining the effects of Union ZOC. Confederate units in fort hexes function normally and may attack from these hexes.
- General Movement Restrictions:** Both players' units may not move or retreat into any hex in row XX12 or east of there (XX11, XX10, etc). If forced to retreat into this area, a unit is removed from play with no additional retreat loss (retreating into this area is not treated as off map for retreat loss purposes but other retreat losses up to that area apply).
- Confederate Movement Restrictions:** Confederate units may not cross the Chattahoochee River.

VICTORY CONDITIONS:

The Union player gains and loses Victory Points (VP) for the following occurrences at the end of the game (occupation is if the player occupies the hex at the end of the game):

VP	Reason
+15	If an undemoralized Union unit occupies E3117
+10	If an undemoralized Union unit occupies E3015 (Ezra Church)
+3	For each point of Confederate Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another)
-2	For each point of Union Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another)

At the end of the game, the Union VP total is calculated and the players consult the chart below to determine the winner.

UNION VP	WINNER
33 or more	Union Decisive Victory
26 to 32	Union Substantive Victory
19 to 25	Union Marginal Victory
12 to 18	Confederate Marginal Victory
5 to 11	Confederate Substantive Victory
4 or less	Confederate Decisive Victory



Engraving of the Battle of Ezra Church for Harpers Weekly

CONFEDERATE SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Ross	Brig	J	Cav	2	E3015 (Ezra Church)
Lee	Corps	HD	Ldr	-	E3215 (White Hall)
Brown-B	Div	HD	Inf	9+	E3215 (White Hall)
Clayton-A	Div	HD	Inf	6	E3214
Stewart	Corps	P	Ldr	-	E3114
Loring-B	Div	P	Inf	8	E3114
Walthall-A	Div	P	Inf	8	E3114
French	Div	P	Inf	6	E3115

+ Indicated unit begins the game under a Breastworks Complete marker

UNION SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Howard	Army	AT	Ldr	-	E2717 (Mason's Church)
Logan	Corps	XV	Ldr	-	E2717 (Mason's Church)
Woods	Div	XV	Inf	7*	E2717 (Mason's Church)
ML Smith	Div	XV	Inf	6*	E2717 (Mason's Church)
Harrow	Div	XV	Inf	6*	E2717 (Mason's Church)
Blair	Corps	XVII	Ldr	-	E2816 (Higgins)
G.A. Smith	Div	XVII	Inf	4*	E2816 (Higgins)
Leggett-A	Div	XVII	Inf	5*	E2816 (Higgins)
Dodge	Corps	XVI	Ldr	-	E2815
Corse-A	Div	XVI	Inf	5^	E2815
Fuller-A	Div	XVI	Inf	8*^	E2815
Davis	Div	XIV	Inf	10%	E2617
Baird	Div	XIV	Inf	11+	E2814
Palmer	Corps	XIV	Ldr	-	E2813
Johnson	Div	XIV	Inf	13+	E2813

^ Indicated units begin the game under Abatis markers

+ Indicated units begin the game under Breastworks Complete markers

* Indicated units begin the game on their exhausted side at fatigue level 0

% Davis begins the game at fatigue level 2 on his normal side



Battle of Ezra Church, historical marker



Civil War Atlas, Plate 56, Map 7 (Ezra Church battlefield)

SCENARIO 11: WHEELER'S RAID

NOTES: After Stoneman's disastrous cavalry raid decimated the Union cavalry, Hood decided Wheeler could be spared to move north to disrupt the Union supply line. Wheeler tore up some track in various spots and destroyed some supplies, but the raid had little effect on the Union supply by rail.

MAP: Both maps are used.

GAME LENGTH: 6 turns, August 10-15, 1864.

SPECIAL RULES:

1. *Solitaire:* This is a solitaire scenario and the player only controls the Confederates. Union units are not allowed to activate or move. Therefore, there are no initiative die rolls; the Confederate player conducts Activation Segments each turn as long as he is willing or able. Union units that receive a retreat or route combat result are removed from the game without any VP effect.
2. *Steedman:* This unit may not further entrench the entire game. Note: historically, after Wheeler attacked Dalton, Steedman railed to Tunnel Hill and then marched up to assist the Dalton garrison. In this solitaire scenario, the simplest way to show Steedman's benefit is to pre-place him nearby.
3. *Burn RR Station:* In addition to the Standard Rules for the Burn RR Station action, the Confederates may employ a special multiple unit Burn RR Station action. To do this the Confederates use any leader to activate multiple units in its command (within leader range) in the same Activation Segment, they must total 2 Combat Power, they all gain a fatigue, and a damage marker is placed. For example, one unit with 1 combat power could be combined with two units with ½ combat power to do this.
4. *Exiting the Map:* Confederate units must exit the map to gain exiting VP. To do this a Confederate unit moves into a full hex map edge hex and then spends one extra movement point to exit.
5. *Union Depots:* To destroy a Union depot, a Confederate unit must enter the depot's hex and it is immediately destroyed.

VICTORY CONDITIONS:

The Confederate player gains and loses Victory Points (VP) for the following occurrences at the end of the game:

VP	Reason
+3	For each Union depot destroyed
+1	For each RR station north of Marietta (E1413), inclusive, with a Damage marker
+3	For each Confederate cavalry brigade that exits the map between W0109 and W0101, or W0201 and W1501 (all 4 hexes are inclusive)

Note: there are no VPs for combat or retreat manpower losses

At the end of the game, the Confederate VP total is calculated and the players consult the chart below to determine the winner.

CONFEDERATE VP	WINNER
36 or more	Confederate Decisive Victory
33 to 35	Confederate Substantive Victory
30 to 32	Confederate Marginal Victory
27 to 29	Union Marginal Victory
24 to 26	Union Substantive Victory
23 or less	Union Decisive Victory



Allatoona Pass, looking south, wartime photograph

CONFEDERATE SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Joe Wheeler	Corps	W	Ldr	-	E1603 (Thompson)
Martin	Div	M-W	Ldr	-	E1603 (Thompson)
Iverson	Brig	M-W	Cav	1	E1603 (Thompson)
Allen-M	Brig	M-W	Cav	1	E1603 (Thompson)
Kelly	Div	K-W	Ldr	-	E1603 (Thompson)
R. Anderson	Brig	K-W	Cav	1	E1603 (Thompson)
Hannon	Brig	K-W	Cav	1	E1603 (Thompson)
Dibrell	Brig	K-W	Cav	1	E1603 (Thompson)
Williams	Brig	K-W	Cav	1	E1603 (Thompson)
Humes	Div	H-W	Ldr	-	E1603 (Thompson)
Ashby	Brig	H-W	Cav	1	E1603 (Thompson)
Harrison	Brig	H-W	Cav	1	E1603 (Thompson)

UNION SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Steedman	Div	AC	Inf	3+	W0907
2 MO	Regt	IV	Inf	1*	W1007 (Dalton)
17 IA	Regt	XV	Inf	1*	E1710 (Tilton)
Raum	Brig	XV	Inf	1*	W2211 (Resaca)
56 IL	Regt	XV	Inf	1*	W2614 (Calhoun)
JE Smith	Div	XV	Inf	3*	W4322 (Kingston)
Alexander	Brig	XV	Inf	2*	W5217 (Cartersville)
45 IL	Regt	XVII	Inf	1*	W5417 (Etowah Station)
4 MN/93 IL	Regt	XV	Inf	1*	W5816 (Allatoona)
Depot	-	-	-	-	W5816 (Allatoona)
14/15 IL	Regt	XVII	Inf	1*	E0415 (Acworth)
Pugh	Brig	XVII	Inf	2*	E1113 (Kennesaw Station)
McArthur	Brig	AT	Inf	2*	E1413 (Marietta)
Depot	-	-	-	-	E1413 (Marietta)

* Indicated units begin the game under Fort-Complete markers and Flanks Refused markers

+ Steedman begins the game under an abatis marker

SCENARIO 12: KILPATRICK'S RAID

NOTES: With Wheeler and much of the Confederate cavalry north on a raid, Sherman used the opportunity to send most of his own cavalry on a raid against Confederate supply. If the force commanded by Kilpatrick could cut the rail supply line south from Macon then Hood would have to either abandon Atlanta or leave its fortifications and fight. Kilpatrick's force somewhat damages Jonesboro, and then tries to damage Lovejoy's Station but is surrounded by Confederates. The Union forces charge their way out, abort the raid and safely return north to Decatur. Strategically the raid is not a success because the Confederates quickly repair the damage and re-open the supply line to Atlanta.

MAP: only the East map is used.

GAME LENGTH: 5 turns, August 18-22, 1864.

SPECIAL RULES:

1. *Turn 1:* The only Confederate unit that may activate on turn 1 is Ross.
2. *Kilpatrick:* Kilpatrick may activate any and all Union units.
3. *Union Movement Restrictions:* Union units may not enter any hex within 3 hexes of any of the following hexes: an Atlanta city hex, East Point (E3417), or Rough and Ready (E3917). These regions are considered off-map to Union units for all game purposes.
4. *Confederate Movement Restrictions:* Confederate units may not enter any hex in column 29xx or move within 2 hexes of Decatur (E3309) or Sandtown (E2821). These regions are considered off-map to Confederate units for all game purposes.

5. **Burn RR Station:** In addition to the Standard Rules for the Burn RR Station action, the Union may employ a special multiple unit Burn RR Station action. To do this the Union uses Kilpatrick to activate multiple units in the same RR station hex (within leader range) in the same Activation Segment, and they must total 2 Combat value; they all gain a fatigue, and a damage marker is placed. For example, one unit with 1 Combat value could be combined with two units with ½ Combat value to do this.
6. **Confederate RR Movement:** The Confederate unit Reynolds may move by rail, but only in Fulton, Clayton, and Henry counties. Reference Advanced Game rule 9.0, ignoring rules related to county control and the Union railhead marker.
7. **Late Rain:** Any one turn in the game can have late rain. All turns start out clear weather. If both players roll a 1 or both roll a 6 when determining initiative, and if both players have already won an initiative in the current turn, then rain takes immediate effect (including the current Activation Segment). If it does start raining in a turn, it only lasts for the current turn. Late rain can only occur once in the game. For the effects of rain, refer to the Standard Rules section 12.0.

VICTORY CONDITIONS:

The Union player gains and loses Victory Points (VP) for the following occurrences at the end of the game:

- VP Reason**
- +? For each of the following RR stations with a Damage marker, the indicated VPs are gained:
 - +9 Jonesboro (E4719)
 - +9 Lovejoy's Station (E5420)
 - +9 Bear Creek Station (E5820)
 - +4 Morrow's Station (E4416)
 - +2 Fairburn (E3826)
 - 6 If the Union player does not damage a RR station on the Macon & Western RR that is south of row 43xx

- ? For each Union cavalry brigade (not the leader Kilpatrick) which does not end the game in any of the following locations:
 - Decatur (E3309)
 - Sandtown (E2821)
 - Any hex north of the Chattahoochee River
 The VP lost are -3 for the 1st brigade, -4 for the 2nd brigade, -5 for the 3rd, -6 for the 4th, and -7 for the 5th. For example, if two brigades do not end the game in the above locations then it is -7 VP.
 Note: if a unit cavalry brigade is eliminated, the Union player automatically loses these VP for that unit at the end of the game for this victory condition. This VP loss is in addition to any VPs lost due to the loss of the unit's manpower value.
- +3 For each point of Confederate Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another)
- 2 For each point of Union Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another)

At the end of the game, the Union VP total is calculated and the players consult the chart below to determine the winner.

UNION VP	WINNER
18 or more	Union Decisive Victory
12 to 17	Union Substantive Victory
6 to 11	Union Marginal Victory
0 to 5	Confederate Marginal Victory
-6 to -1	Confederate Substantive Victory
-7 or less	Confederate Decisive Victory

CONFEDERATE SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Reynolds	Brig	P	Inf	1	E3113 (W&A Depot)
Ferguson	Brig	J	Cav	2	E3213
Jackson	Div	J	Ldr	-	E3417 (East Point)
Armstrong	Brig	J	Cav	2	E3417 (East Point)
Ross	Brig	J	Cav	1	E3424 (Sewell)

UNION SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Kilpatrick	Div	3-Cav-AC	Ldr	-	E2821 (Sandtown)
Klein	Brig	3-Cav-AC	Cav	1	E2821 (Sandtown)
Jones	Brig	3-Cav-AC	Cav	1	E2821 (Sandtown)
Murray	Brig	3-Cav-AC	Cav	2	E2821 (Sandtown)
Minty	Brig	2-Cav-AC	Cav	1	E2821 (Sandtown)
Long	Brig	2-Cav-AC	Cav	2	E2821 (Sandtown)

SCENARIO 13: MARCHING ON TARA

NOTES: The bulk of the Union army has left their entrenchments near Atlanta and is in the initial phase of marching around the Confederate west flank towards Jonesboro. The Union objective is to cut the rail supply line to Atlanta - to either force the Confederates to abandon the city or fight outside the strong fort perimeter. The Confederates want to save both Atlanta and the fighting ability of their army. This scenario lets players explore alternatives to the historical action where the Confederates did not contest the Union advance to Jonesboro and instead just unsuccessfully defended that RR station and the rail line north of it. For the Union, they did force the Confederates to abandon Atlanta, but they missed an opportunity to decisively defeat the separated Confederate forces in battle.

Film Footnote: Tara is the fictional plantation in the movie “*Gone With The Wind*” and it is about 5 miles east of Jonesboro.

MAP: only the East map is used.

GAME LENGTH: 5 turns, August 28 – September 1, 1864.

SPECIAL RULES:

1. **First Initiatives:** The Confederate player automatically wins the first two initiatives on turn one without the need for a die roll. After this, initiative is determined normally. However, a Confederate unit that moves in these initiatives may neither enter a Union ZOC (they may exit ZOC) nor attack a Union unit. If the Confederate player does not want to use an initiative in this manner, then initiative and play immediately proceeds in the normal manner.
2. **Hood's Attacks:** The “Hood's Attacks” rule (see section 13.0 in the Advanced Game rules) is in effect for this scenario. All aspects of the rule (including possible Confederate command paralysis) are included except the notations about random events and early turn end (which do not apply). The marker on the Hood's Attack Track is placed in the “3” space at the start of the game.
3. **Confederate Forts:** While this is not an Advanced Game scenario, it uses Confederate forts (refer to Advanced Game section 16.0). Reminder: Confederate units in fort hexes get a defense multiplier (see the sub-section on Entrenchment In Fort Hexes).
4. **Confederate Movement Restriction:** Confederate units may not cross the Chattahoochee River.
5. **Union Turn 1 Restriction:** On turn 1 no Union unit may perform an extended march or a forced march. They may participate in an assault, grand assault, entrenchment, or burn RR station action without restriction.
6. **Union Movement Restriction:** No Union unit may move, attack, or retreat into row XX11 or east of there (i.e. XX10, etc). Although this region is not treated as off-map, if forced to retreat into this area a Union combat unit is removed from play, but with no extra retreat loss. However, a Union leader that retreats into this area may immediately redeploy to the closest unit in the in-play area in its organization.
7. **Union Bridge Crossing Restrictions:** No Union unit may move or attack across the bridges across hexsides 5023-5123, 5325-5424 and 5727-5726; however, they may retreat from combat across these hexsides. Also, the Union player may not build a bridge south of column 49XX, inclusive.
8. **Union Bridges:** The Union player has a pontoon bridge at Pace's Ferry (E2313-E2412).
9. **Shoupades:** At the start of the game place a Shoupade on its complete side in E2412 and E2617 (the Shoupades on the north side of the river are out of play so do not need to be setup). Refer to Advanced Game rule 17.0, but just the section on “Effects of Shoupades” applies to this scenario.
10. **Confederate RR Movement:** Only the Confederate player may move by rail (reference Advanced Game rule 9.0; however, ignore the county control requirement and rules relating to the Union railhead marker). Rail movement is only allowed in-between W&A Depot (E3113) and Bear Creek Station (E5820). Once any one RR station has been destroyed in a county, RR movement may no longer be performed in that county for the remainder of the game.

11. **Confederate Retreat Off-Map:** Confederate units may retreat or rout off the south map edge, scoring no additional VP's for the Union. Confederate combat units that retreat or rout off-map are out of play for the rest game. However, a leader that retreats off map may immediately redeploy to the closest unit on map in its organization. Units may not voluntarily “run-away” off-map in a March action. Units that retreat or rout off-map do not score VPs for the Union for the LOC VPs. Note: Confederate units may move freely in and out of the Union movement restricted region.

VICTORY CONDITIONS:

The Union player gains and loses Victory Points (VP) for the following occurrences at the end of the game (control/occupation is if the player controls/occupies the hex at the end of the game):

VP	Reason
+18	For each Atlanta city hex, to a maximum of 2, <i>occupied</i> by an undemoralized Union infantry division (the maximum VPs the Union may gain from this condition is 36)
+24	If an undemoralized Union infantry division <i>occupies</i> Jonesboro (E4719)
+12	If an undemoralized Union infantry division <i>occupies</i> Lovejoy's Station (E5420)
+12	If an undemoralized Union unit (infantry or cavalry) <i>occupies</i> East Point (E3417)
+12	If at least one <i>Confederate</i> infantry unit does not end the game occupying or adjacent to at least one of the following hexes: any Atlanta city hex, East Point (E3417), Jonesboro (E4719), or Lovejoy's Station (E5420)
-12	If at least one undemoralized <i>Union</i> infantry division does not end the game occupying or adjacent to at least one of the following hexes: Jonesboro (E4719), Lovejoy's Station (E5420), Bear Creek Station (E5820), or McDonough (E5813)
+6	If the RR station at Fairburn (E3826) has a <i>destroy</i> marker at the end of the game
+3	For each of the following RR stations with a <i>destroy</i> marker at the end of the game. However, the Union may only gain VPs for a maximum of 4 destroy markers in these stations: <ul style="list-style-type: none"> • Bear Creek Station (E5820) • Lovejoy's Station (E5420) • Jonesboro (E4719) • Morrow's Station (E4416) • Quick Station (E4117) • Rough and Ready (E3917) • East Point (E3417)
-12	If an undemoralized Confederate unit (infantry or cavalry) <i>occupies</i> Defoor (E2614)
-12	If the bridge from E2514 to E2614 (Defoor) is destroyed
+4	For each Confederate infantry <i>division</i> that is either destroyed or cannot trace a “line of communication” (LOC) to any hex on the south map edge at the end of the game. A LOC is a path of continuous hexes from the unit's hex to any south map edge hex. This path may not enter a hex containing an enemy unit or enemy ZOC (unless that ZOC is occupied by a friendly unit). The LOC does not have to be across road hexsides, but it must be across hexsides that the unit itself could move. Exception: divisions in and north of column 41xx are automatically considered to not have a LOC if any RR station has a destroyed marker that is both south of the unit itself (excluding its hex) and on the RR line from W&A Depot (E3113) to Bear Creek Station (E5820). For example, a unit in Atlanta or Pooleville (E3615) has no LOC if Rough and Ready (E3917) has a destroy marker.
+3	For each point of Confederate Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another)
-2	For each point of Union Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another)

At the end of the game, the Union VP total is calculated and the players consult the chart below to determine the winner.

UNION VP	WINNER
100 or more	Union Decisive Victory
90 to 99	Union Substantive Victory
80 to 89	Union Marginal Victory
70 to 79	Confederate Marginal Victory
60 to 69	Confederate Substantive Victory
59 or less	Confederate Decisive Victory



Sherman's men destroying the railroad, before the evacuation of Atlanta

CONFEDERATE SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Hood	Army	AT	Ldr	-	E3013 (Niles)
Stewart	Corps	P	Ldr	-	E3013 (Niles)
Walthall-A	Div	P	Inf	6*	E3013 (Niles)
Loring-B	Div	P	Inf	8*	E3014
French	Div	P	Inf	7*	E3115
Smith	Brig	GA	Inf	2*	E3215
Militia Reserve 1	Brig	GA	Inf	2*	E3215
Militia Reserve 2	Brig	GA	Inf	2*	E3215
P. Anderson	Div	HD	Inf	7+	E3216 (Utoy Church)
Lee	Corps	HD	Ldr	-	E3217 (Willis' Mill)
Stevenson-A	Div	HD	Inf	9+	E3217 (Willis' Mill)
Clayton-A	Div	HD	Inf	6+	E3318 (Henderson)
Hardee	Corps	HE	Ldr	-	E3418
Bate-B	Div	HE	Inf	7+	E3418
Maney-A	Div	HE	Inf	8+	E3519
Cleburne-B	Div	HE	Inf	10+	E3618 (Hornsby)
Jackson	Div	J	Ldr	-	E3720 (Shields)
Armstrong	Brig	J	Cav	2	E3720 (Shields)
Ross	Brig	J	Cav	2	E3720 (Shields)
Ferguson	Brig	J	Cav	2*	E3012

+ Indicated units begin the game under Breastwork markers

* Indicated units begin the game under Fort markers



*Buildings of the Western & Atlantic (state) R.R. at Atlanta, Ga., Nov. 1864.
These were all destroyed a few days afterwards*



Last Train Out of Atlanta (boxcars with refugees at railroad depot)

UNION SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Kilpatrick	Div	3-Cav-AC	Ldr	-	E3424 (Sewell)
Klein	Brig	3-Cav-AC	Cav	2	E3424 (Sewell)
Jones	Brig	3-Cav-AC	Cav	1	E3424 (Sewell)
Murray	Brig	3-Cav-AC	Cav	2	E3325 (Bethel Church)
Logan	Corps	XV	Ldr	-	E3422
Osterhaus	Div	XV	Inf	6	E3422
Hazen	Div	XV	Inf	4	E3422
Harrow	Div	XV	Inf	7	E3422
Howard	Army	AT	Ldr	-	E3222 (Campbell)
Ransom-A	Corps	XVI	Ldr	-	E3222 (Campbell)
Corse-A	Div	XVI	Inf	4	E3222 (Campbell)
Fuller-A	Div	XVI	Inf	7	E3222 (Campbell)
9 IL	Regt	Cav-AT	Cav	1	E3222 (Campbell)
Blair	Corps	XVII	Ldr	-	E3222 (Campbell)
Leggett-A	Div	XVII	Inf	4	E3222 (Campbell)
G.A. Smith	Div	XVII	Inf	4	E3222 (Campbell)
I. Garrard	Brig	Cav-AO	Cav	2	E3322
Sherman	Army	DM	Ldr	-	E3321 (Mt. Gilead Church)
Thomas	Army	AC	Ldr	-	E3321 (Mt. Gilead Church)
Stanley	Corps	IV	Ldr	-	E3321 (Mt. Gilead Church)
Kimball	Div	IV	Inf	10	E3321 (Mt. Gilead Church)
Newton	Div	IV	Inf	7	E3321 (Mt. Gilead Church)
Wood	Div	IV	Inf	8	E3321 (Mt. Gilead Church)
Cox-B	Div	XXIII-AO	Inf	10+	E3319# (Scarborough Church)
Schofield-B	District	AO	Ldr	-	E3218
Hascall-B	Div	XXIII-AO	Inf	10+	E3218
Baird	Div	XIV	Inf	10	E3118
Davis	Corps	XIV	Ldr	-	E3017
Morgan	Div	XIV	Inf	10	E3017
Carlin	Div	XIV	Inf	10	E3017
Ward	Div	XX	Inf	9+	E2617
Slocum	Corps	XX	Inf	-	E2614 (Defoor)
Williams	Div	XX	Inf	9+	E2614 (Defoor)
Siege Artillery	Brig	AC	Art	2+	E2614 (Defoor)
Geary	Div	XX	Inf	7+	E2412

+ Indicated units begin the game under Breastwork markers

Place a Union Flanks Refused marker in hex E3319

SCENARIO 14: LAST STAND AT TARA

NOTES: The bulk of the Union army has left their entrenchments near Atlanta and marched around the Confederate west flank towards Jonesboro. The Union objective is to cut the rail supply line to Atlanta - to either force the Confederates to abandon the city or fight outside the strong fort perimeter. Hood responds by sending 2 corps in a night march to beat the Union to Jonesboro. Hardee attempts to push the Union away from the rail at Jonesboro but fails. The Union counterattacks Hardee at Jonesboro and then pursues south but declines to attack at Lovejoy's Station- with Atlanta taken, Sherman decides the campaign is over.

Film Footnote: Tara is the fictional plantation in the movie "*Gone With The Wind*" and it is about 5 miles east of Jonesboro.

MAP: only the East map is used.

GAME LENGTH: 3 turns, August 31 – September 2, 1864.

SPECIAL RULES:

- First Initiatives:** The Confederate player automatically wins the first initiative on turn one without the need for a die roll. After this, initiative is determined normally.
- Union Movement Restrictions:** These are as follows:
 - No Union unit may move, attack, or retreat into row XX11 or east of there (i.e. XX10, etc). Although this region is not treated as off-map, if forced to retreat into this area a Union combat unit is removed from play, but with no extra retreat loss. However, a Union leader that retreats into this area may immediately redeploy to the closest unit in the in-play area in its organization.
 - No Union unit may move or attack across the bridges across hexsides 5023-5123, 5325-5424 and 5727-5726; however, they may retreat from combat across these hexsides. Also, the Union player may not build a bridge south of column 49XX, inclusive.
- Confederate Retreat Off-Map:** Confederate units may retreat or rout off the south map edge, scoring no additional VP's for the Union. Confederate combat units that retreat or rout off-map are out of play for the rest game. However, a leader that retreats off map may immediately redeploy to the closest unit on map in its organization. They may not voluntarily "run-away" off-map in a March action. Units that retreat or rout off-map do not score VPs for the Union for the LOC VPs. Note: Confederate units may move freely in and out of the Union movement restricted regions.
- Hood's Attacks:** The "Hood's Attacks" rule (see section 13.0 in the Advanced Game rules) is in effect for this scenario (even though the leader Hood is not present in the scenario). All aspects of the rule (including possible Confederate command paralysis) are included except the notations about random events and early turn end (which do not apply). The marker on the Hood's Attack Track is placed in the "3" space at the start of the game.

CONFEDERATE SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Lee	Corps	HD	Ldr	-	E4517 (Fuller)
P. Anderson	Div	HD	Inf	7	E4517 (Fuller)
Stevenson-A	Div	HD	Inf	9	E4416 (Morrow's Station)
Clayton-A	Div	HD	Inf	5	E4316
Hardee	Corps	HE	Ldr	-	E4719 (Jonesboro)
Maney-A	Div	HE	Inf	8*	E4719 (Jonesboro)

VICTORY CONDITIONS:

The Union player gains and loses Victory Points (VP) for the following occurrences at the end of the game (control/occupation is if the player controls/occupies the hex at the end of the game):

VP	Reason
+18	If an undemoralized Union infantry division occupies Jonesboro (E4719)
+12	If an undemoralized Union infantry division occupies Lovejoy's Station (E5420)
+4	If an undemoralized Union infantry division occupies any hex adjacent to Lovejoy's Station (E5420) but no undemoralized Union infantry division occupies Lovejoy's Station (a Confederate unit may occupy Lovejoy's Station)
+3	For each of the following RR stations with a <i>destroy</i> marker at the end of the game. However, the Union may only gain VPs for a maximum of 4 destroy markers <ul style="list-style-type: none"> Bear Creek Station (E5820) Lovejoy's Station (E5420) Jonesboro (E4719) Morrow's Station (E4416) Quick Station (E4117) Rough and Ready (E3917) East Point (E3417)
+?	For each Confederate infantry unit that is either destroyed or cannot trace a "line of communication" (LOC) to any hex on the south map edge at the end of the game. A LOC is a path of continuous hexes from the unit's hex to any south map edge hex. This path may not enter a hex containing an enemy unit or enemy ZOC (unless that ZOC is occupied by a friendly unit). The LOC does not have to be across road hexsides, but it must be across hexsides that the unit itself could move. <ul style="list-style-type: none"> 4 VPs per infantry unit if the unit occupies Jonesboro or Lovejoy's Station or if the unit is destroyed 2 VPs per infantry unit if not occupying one of the above two hexes
+3	For each point of Confederate Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another)
-2	For each point of Union Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another)

At the end of the game, the Union VP total is calculated and the players consult the chart below to determine the winner.

UNION VP	WINNER
44 or more	Union Decisive Victory
34 to 43	Union Substantive Victory
24 to 33	Union Marginal Victory
14 to 23	Confederate Marginal Victory
4 to 13	Confederate Substantive Victory
3 or less	Confederate Decisive Victory

CONFEDERATE SET-UP (CNTD)

Cleburne-B	Div	HE	Inf	10*	E4719 (Jonesboro)
Bate-B	Div	HE	Inf	7*	E4719 (Jonesboro)
Jackson	Div	J	Ldr	-	E4819
Armstrong	Brig	J	Cav	2+	E4819
Ross	Brig	J	Cav	2+	E4618
Ferguson	Brig	J	Cav	2+	E4117 (Quick Station)

* Indicated unit begins the game at Fatigue Level 0 on its exhausted side

+ Indicated units begin the game under Abatis markers

UNION SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Howard	Army	AT	Ldr	-	E4619#
Logan	Corps	XV	Ldr	-	E4619#
Osterhaus	Div	XV	Inf	6*+	E4619#
Hazen	Div	XV	Inf	4*+	E4619#
Harrow	Div	XV	Inf	7*+	E4619#
Kilpatrick	Div	3-Cav-AC	Ldr	-	E4619#
Klein	Brig	3-Cav-AC	Cav	2	E4619#
Jones	Brig	3-Cav-AC	Cav	1	E4619#
Murray	Brig	3-Cav-AC	Cav	2	E4619#
Ransom-A	Corps	XVI	Ldr	-	E4520#
Corse-A	Div	XVI	Inf	4*	E4520#
Fuller-A	Div	XVI	Inf	7*	E4520#
Blair	Corps	XVII	Ldr	-	E4321 (Renfroes)
Leggett-A	Div	XVII	Inf	4	E4321 (Renfroes)
G.A. Smith	Div	XVII	Inf	4	E4321 (Renfroes)
Stanley	Corps	IV	Ldr	-	E3920
Kimball	Div	IV	Inf	9	E3920
Newton	Div	IV	Inf	6	E3920
Wood	Div	IV	Inf	8	E3920
Sherman	Army	DM	Ldr	-	E4120 (Couch)
Thomas	Army	AC	Ldr	-	E4120 (Couch)
Davis	Corps	XIV	Ldr	-	E4120 (Couch)
Morgan	Div	XIV	Inf	10	E4120 (Couch)
Baird	Div	XIV	Inf	9	E4020
Carlin	Div	XIV	Inf	10	E4220
Schofield-B	District	AO	Ldr	-	E3720 (Shields)
Hascall-B	Div	XXIII-AO	Inf	10	E3720 (Shields)
Cox-B	Div	XXIII-AO	Inf	10	E3720 (Shields)
I. Garrard	Brig	Cav-AO	Cav	2	E3720 (Shields)

* Indicated units begin the game at Fatigue Level 0 on their exhausted sides

+ Indicated units begin the game under Abatis markers

Place a Union Flanks Refused marker in hexes E4619 and E4520

ATLANTA IS OURS

ADVANCED GAME RULES

INTRODUCTION

The following rules are used only in Scenarios 15-19, unless they are specifically called for in the special rules of the Basic Game scenarios. Rules colored blue below are Standard Advanced Game Rules. Where these rules are used in other games in the GCACW series, they will not be changed. However, text which is not colored blue may change in other games.

Text which is colored green is off-map rules, which are optional (see 14.0). Players may omit these rules for a simpler game.

Text which is colored magenta and in [brackets] is a replacement for the off-map rules, where replacement rules are required.

1.0 ADVANCED GAME SEQUENCE OF PLAY

Each turn in the Advanced Game is performed according to the following “sequence of play:”

1. RANDOM EVENTS PHASE

Two dice are rolled; the players consult the Random Events Table.

2. REINFORCEMENT PHASE

Both players determine if they are due reinforcements, per the scenario setups, or want to return wagon trains to the map. (See section 14.6 for reinforcement entry rules.) The Union player performs these actions first, and the Confederate player second. After this, the Union player may move the Railhead marker (see 11.2.1).

3. OFF-MAP TRANSFER PHASE

Units may transfer by road to or from some off-map boxes, and may RR transfer to, from or within the off-map boxes (see section 14.6).

4. LEADER TRANSFER PHASE

Leaders may be transferred from one subordinate unit to another.

5. COUNTY CONTROL PHASE

The players determine whether control of a county has changed from one player to another since the last turn.

6. ATTACHMENT PHASE

Substitute units may be reattached to other units.

7. THE ACTION CYCLE

ACTION PHASE:

A. Initiative Segment: Both players roll a die. The player with the higher roll wins. The winner must take initiative or pass. If both players roll the same number, several different things can happen:

- If both players roll 1's, the Action Cycle may end (see 6.0).
- If both players roll 2's or 3's, the Union player wins the initiative.
- If both players roll 4's, 5's, or 6's, the Confederate player wins the initiative.

B. Activation Segment: The player who has taken initiative must perform a single action with an eligible leader or unit. At the end of an Activation

Segment, the players return to the Initiative Segment and a new Action Phase begins. Players continue to perform Action Phases indefinitely until both players pass in the same Action Phase or a tied initiative dice roll leads to the end of the Action Cycle.

8. RECOVERY PHASE

Eligible units may forage, entrench, build bridges, repair bridges and ferries, and recover from fatigue, disorganization, exhaustion and demoralization.

Empty wagon trains may be removed from the map to return during a future Reinforcement Phase or Supply Segment. Emergency supply may be provided to out-of-supply units.

9. THE STRATEGIC CYCLE (ONLY ON TURNS DIVISIBLE 4)

- Strategic Segment:** Two dice are rolled and the players consult the Strategic Table.
- Off-Map Segment:** The players undertake activities in the off-map theater.
- VP Segment:** County control is determined again. The players may be awarded VP.
- Supply Segment:** Players repair damaged or destroyed RR stations, the Union player may attempt to repair RR bridges, players construct new depots, and place new supply points they are due to receive. After this, the Union player may bombard Atlanta (see 22.0). Then, players determine the supply status of all of their units. Empty wagon trains may be removed from the map to return during a future Reinforcement Phase. (Note: This segment is *not* skipped on the very last turn of a scenario, as it is in other GCACW games.)
- Union Command Segment:** The Union player determines whether he receives a “command point”, and then determines his “posture” for the next four turns: “active” or “passive”.
- Attrition Segment:** Players deduct or add manpower from their units due to attrition (see 18.0).

10. TURN INDICATION PHASE

The Turn marker is advanced one box on the Turn Record Track and the players begin a new turn.

2.0 RANDOM EVENTS

Either player rolls two dice in each Random Events Phase. Consult the Random Events Table for the scenario being played (located below, and on the Charts & Tables card), checking the result corresponding to that dice roll sum.

STANDARD RANDOM EVENTS TABLE

2	Rain (Current +1) *
3	Rain (Current) ^
4	Heat (Current +1) #
5	Heat (Current)
6	Heat (Current +1) #
7	Command Paralysis
8	No Effect
9	Late Rain
10	Accelerate Reinforcements
11	Delay Reinforcements
12	Delay Reinforcements

* If this result occurs in any month *except* May, the Rainy Period may begin (see below).

^ If this result occurs in June or July, the Rainy Period may begin (see below).

If this result occurs in May or September, it is converted to “No Effect”.

RAINY PERIOD RANDOM EVENTS TABLE



- 2 Rain (Current +1)
- 3 Rain (Current +1)
- 4 Rain (Current +1)
- 5 Rain (Current +1)
- 6 Rain (Current +1)
- 7 Command Paralysis
- 8 Late Rain
- 9 Late Rain
- 10 Accelerate Reinforcements
- 11 Delay Reinforcements
- 12 Delay Reinforcements

SCENARIO 19 RANDOM EVENTS TABLE

- 2 Rain (Current +1)
- 3 Rain (Current)
- 4 Union Reinforcement
- 5 Confederate Reinforcement
- 6 Confederate Reinforcement
- 7 Command Paralysis
- 8 No Effect *
- 9 Late Rain
- 10 Extended Confederate Supply
- 11 Extended Union Supply
- 12 No Effect

* If this result occurs in turns 3-10, it is converted to "Rain (Current +1)".

At the beginning of scenarios 15-18, the "Standard Random Events Table" is used. If the "Rainy Period" starts, the "Rainy Period Random Events Table" is used during the Rainy Period (see below).

The "Scenario 19 Random Events Table" is used in Scenario 19.

The effects of results from the random events tables are listed below:

Late Rain: If this result occurs, it is clear weather at the start of the turn. Rain does not take effect in the turn until later in the turn, depending on Union Command Posture (see 4.0):

- If Union posture is Active, rain takes effect if both players roll a 1 when determining initiative and a player successfully extends the Action Cycle (see 6.0).
- If Union posture is Passive, rain takes effect if the Union player rolls a 1 when determining initiative.

In these situations, rain begins immediately on the just-rolled initiative and continues for the rest of the current turn. When the rain begins, place a Rain marker on the Turn Track in the box corresponding to the current turn. Both the Minor River Rain Number and the Major River Rain Number is 0 for a Late Rain event.

Notes regarding Late Rain:

- If Union posture is Active, and both players have not won at least one initiative when a double 1's occurs, then there is no subsequent "Random End of Action Cycle" roll, so clear weather continues. So, in Late Rain turns, a double 1's initiative can either be: of no special effect because both players have not won an initiative yet, or it can end the turn, or it can cause rain to start immediately.
- When a Late Rain event occurs, entrenchment is permitted in the Action Cycle before the rain begins. Entrenchment, bridge building, and bridge and ferry repair are also permitted in the Recovery Phase (unlike during a standard Rain event). However, entrenchment during the Action Cycle is not permitted once the rain has begun.
- If there is already a Rain marker on the Turn Track for the current turn, and a Late Rain result occurs, it is converted to "No Effect". Rain rules are in effect for the entire turn.

Heat (Current): If this result occurs, both players add one to all Extended March die rolls throughout the current turn only. Place a Heat marker on the Turn Track in the box corresponding to the current turn.

Heat (Current +1): If this result occurs, both players add one to all Extended March die rolls throughout the current turn and the following turn. Place Heat markers on the Turn Track in the boxes corresponding to the current and immediately succeeding turns. (**Note:** If a Heat marker already occupies the Turn Track on the current turn, only one Heat marker is added (to the immediately succeeding turn).)

Notes regarding Heat:

- If a Rain (Current) or Rain (Current +1) event occurs on the second turn of a Heat (Current +1) event, remove the Heat marker on that turn. It is replaced by the Rain marker. Rain rules are in effect on this turn instead of Heat.
- If a Late Rain event occurs on the second turn of a Heat (Current +1) event, remove the Heat marker on that turn only when the Rain begins. The Heat marker is replaced by the Rain marker. Rain rules are in effect for the rest of this turn instead of Heat.
- If a Heat (Current) or Heat (Current +1) occurs on the second turn of a Rain (Current +1) event, convert that day's random event to "No Effect". Rain rules are in effect throughout this turn as normal.

Command Paralysis: If this result occurs, the player who *loses* the first initiative die roll has Command Paralysis.

A player who has Command Paralysis subtracts 1 from the Movement Allowance of *each* of his infantry/artillery/wagon train units and 2 from the Movement Allowance of *each* of his cavalry units in the current turn. Place the Command Paralysis counter on the Turn Track on the current day, on its appropriate side. (**Note:** If a unit is reduced to a Movement Allowance of 0, it may still move 1 hex (see 6.2 of the GCACW Standard Basic Game Rules).)

If the Confederate player performs a "Johnston's Night March" (see 12.1), then the player who *loses* the initiative die roll in the *second* initiative after the Johnston's Night March has Command Paralysis. (This will be the first initiative die roll of the turn, since the Union player automatically wins the next initiative after a Johnston's Night March.))

Accelerate/Delay Reinforcements: If this result occurs, a player checks to see which reinforcements are due to arrive next (not including reinforcements set to arrive this turn which are not affected by this result). If the result is "Accelerate Reinforcements", these reinforcements are moved one space toward the current turn. If it is "Delay Reinforcements", they are moved one space away from the current turn. If both Union and Confederate reinforcements are due to arrive next (on the same space on the Turn Track), one side (Union or Confederate) is selected randomly, and that side's reinforcements are moved. (**Note:** Treat units from JE Smith's division (JE Smith, Alexander, 4 MN / 93 IL, Raum, 56 IL, and 17 IA) as a group. If any of these unit have not yet arrived, and one of them is accelerated or delayed, this entire group of units is accelerated or delayed (all of these units are shifted one day forward or back).)

Rainy Period: In scenarios 15, 17, or 18, if a "2" result is rolled in any month *except* May, or if a "3" result is rolled in June or July, a player rolls another die, and consults the "Rainy Period Start Table" (below).

Rainy Period Start Table:

- | | |
|-----|-----------------------------|
| 1-3 | Rainy Period does not start |
| 4-6 | Rainy Period starts |

If a "Rainy Period does not start" result occurs, no further action is taken (although the listed Rain (Current +1) or Rain (Current) event still happens). However, if a "Rainy Period starts" result occurs, the "Rainy Period" has begun. The listed Rain (Current +1) or Rain (Current) event happens normally, but in addition, place the Rainy Period marker on the Turn Track, 20 turns ahead of the current turn.

While the Rainy Period marker is on the Turn Track, the “Rainy Period” is in effect. During the Rainy Period, there are two effects:

- The “Rainy Period Random Events Table” is used, instead of the “Standard Random Events Table”. (On the “Rainy Period Random Events Table”, rain is much more likely to occur.)
- When a Rain (Current +1) event occurs during the Rainy Period, both the “Major Rivers Unfordable” and “Minor Rivers Unfordable” markers are advanced by 6 boxes. If they are not on the Turn Track, they are placed there 6 turns ahead of the current turn. (Note: This also applies to the initial Rain (Current +1) *or* Rain (Current) event which starts the Rainy Period.) (Note: Since this occurs for *each* Rain (Current +1) event during the Rainy Period, the “unfordable” markers will probably be advanced around 50 turns during this time.)

When the Turn Marker moves *past* the Rainy Period marker, the Rainy Period ends. When the Rainy Period ends, remove the Rainy Period marker from the Turn Track. After the Rainy Period, the “Standard Random Events Table” is used. Only one Rainy Period can occur per game.

Random Events Occurring Only In Scenario 19:

Union Reinforcement: The first time this result occurs, the Union player receives JE Smith as a reinforcement. He may replace the counter for 17 IA, Raum, 56 IL, 26 MO / 10 IA, McCown, or 4 MN / 93 IL with JE Smith. JE Smith is placed on the same side (exhausted on unexhausted) as the unit he replaces. No artillery points should be lost, so if the unit that JE Smith is replacing has an artillery value greater than 0, place an artillery marker under JE Smith. The second and any further times this result occurs, it is ignored.

Confederate Reinforcement: The first time this result occurs, the Confederate player places Joe Wheeler, Allen-M, and Harrison in a hex containing a Confederate infantry division. (They are returning from a long raid on the Union supply lines north of Chattanooga.) The infantry division may not be surrounded by Union units or their ZOC, but may be performing mapedge movement (see 26.0).

The second time this result occurs, the Confederate player places Dibrell, with the same placement rules as for Joe Wheeler, Allen-M, and Harrison.

The third time this result occurs, the Confederate player increases Cleburne’s division by 1 manpower. If Cleburne is surrounded by Union units or their ZOC, the Confederate player may increase another un-surrounded Confederate infantry unit.

The fourth and any further times this result occurs, it is ignored.

All reinforcements are placed on their normal sides with organized strength markers (Cleburne’s counter is unaffected by the increase in strength).

Extended Confederate Supply: If this result occurs, the Confederate player may remove an “Out of Supply” marker from any single Confederate unit.

Extended Union Supply: If this result occurs, the Union player may remove an “Out of Supply” marker from any single Union unit.

3.0 STRATEGIC EVENTS

Either player rolls two dice in the Strategic Segment of the Strategic Cycle. The Strategic Cycle takes place only in turns divisible by 4. The players consult the Strategic Events Table, checking the result corresponding to that dice roll sum.

STRATEGIC EVENTS TABLE

- | | |
|---|------------------------------|
| 2 | E Johnson |
| 3 | Palmer/Dodge |
| 4 | Georgia Militia |
| 5 | Strong Confederate Logistics |
| 6 | Strong Union Logistics |
| 7 | XXIII Corps |
| 8 | Weak Union Logistics |

- | | |
|----|------------------------------|
| 9 | Confederate Brigade Transfer |
| 10 | Weak Confederate Logistics |
| 11 | Pillow |
| 12 | Forrest |

The effects of results from the Strategic Events Table are listed below:

E Johnson

If this result occurs, replace the Hindman or Brown division counter (whichever is on the map) with E Johnson.

Palmer/Dodge

The first time this result occurs, the Union player replaces Palmer with Davis (flip the counter over). In addition, he replaces the Davis division counter with the Morgan division counter.

The second time this result occurs, the Union player replaces Dodge with Ransom-A (flip the counter over).

The third and any further times this result occurs, it is ignored.

Strong Union Logistics

If this result occurs, the Union player receives 30 supply points in the upcoming Supply Segment, not 26.

Weak Union Logistics

If this result occurs, the Union player receives 22 supply points in the upcoming Supply Segment, not 26.

Strong Confederate Logistics

If this result occurs, the Confederate player receives 18 supply points in the upcoming Supply Segment, not 16.

Weak Confederate Logistics

If this result occurs, the Confederate player receives 14 supply points in the upcoming Supply Segment, not 16.

Georgia Militia

If this result occurs on July 28 or earlier, it is ignored.

The first time this result occurs on August 1 or later, the Confederate player may increase any GA unit(s) by a total of 4 manpower (for example, he may add 3 manpower to 1 unit, and 1 manpower to another).

If Off-Map rules are being used, the Confederate player removes Winder from the Off-Map Display (in the Andersonville Box) at this point. The Union player cannot liberate prisoners from either Andersonville or Macon from this point on.

The second time this result occurs on August 1 or later, it is ignored.

If Fulton County is controlled by the Union player for 8 consecutive Recovery Phases, the Confederate player removes all Georgia Militia units (Smith, Militia Reserve 1, and Militia Reserve 2) from the game during the 8th Recovery Phase. If a “Georgia Militia” result occurs after this, the Confederate player places Smith, with 4 manpower, as if he had just transferred by rail from the Macon Off-Map Box. However, any “Georgia Militia” results after this are ignored.

XXIII Corps

The first time this result occurs, the Union player replaces the Judah division counter with the Hascall-A division counter. If Judah has had his artillery value changed due to attachment or detachment, the Union player should ensure that he gains 1 artillery point.

The second time this result occurs, the Union player replaces the Cox-A division counter with the Cox-B division counter, and the Hascall-A division counter with the Hascall-B division counter. In addition, he replaces the Hovey division counter with a Union substitute infantry brigade counter. (Note: This substitute brigade may have a manpower value of more than 6, which is the normal limit. If it has a manpower value of more than 6, other units may not attach to it, but it may detach further substitute brigades.) If Cox, Hascall, and/or Hovey have had their artillery values changed due to attachment or detachment, the Union player should ensure that the overall result is no gain or loss of artillery points (normally, it should be a loss of 2 from Hovey, a gain of 1 by Cox, and a gain of 1 by Hascall).

The third time this result occurs, the Union player flips Schofield's counter from its -A side to its -B side (Schofield's tactical value improves from 2 to 3).

The fourth and any further times this result occurs, it is ignored.

Confederate Brigade Transfer

If this result occurs, a Confederate brigade has been transferred to another part of the Confederacy. Reduce any one Confederate infantry unit (except a Georgia Militia unit) by one manpower.

The Confederate player can lose a maximum of four manpower in this way. The fifth and any further times this result occurs, it is ignored.

Pillow

The first time this result occurs, the Confederate player places the cavalry leader Pillow, with his brigades Armistead and Neely, as if they had just transferred by road from the Jacksonville Off-Map Box (see 14.6). Armistead and Neely are each placed with 1 manpower. In the Supply Segment just after these units are placed, they are automatically "In Supply".

These units must transfer back off the map, as if they were transferring to the Jacksonville Off-Map Box, within 8 turns. When they transfer off-map, they are removed from the game permanently. If either Armistead or Neely remains on the map in the Strategic Cycle 8 turns later, they are removed from the map, and the Union player gains 2 VP. If either Armistead or Neely is completely surrounded by Union units, Union ZOC, or impassable hexsides at that point, that unit is considered "lost in combat" and the Union player gains 3 VP for it.

The second and any further times this result occurs, it is ignored.

Forrest

If this result occurs, and Fulton County has not yet been controlled by the Union player at the end of any turn, and Forrest is not on the Turn Track, the Confederate player places Forrest on the Turn Track 8 turns ahead of the current turn. Forrest is placed with 6 manpower. At the start of the Off-Map Segment in the turn corresponding to the box occupied by Forrest, the player places him in the Tullahoma Off-Map Box. He may engage in RR Damage and Combat in that Off-Map Segment. (He may not detach substitute units.) At the end of the Off-Map Segment, Forrest is placed back on the Turn Track, 17 turns ahead of the current turn. (Note: The Confederate player may choose not to place Forrest in the Tullahoma Off-Map Box; if so, he is just moved forward on the Turn Track 17 turns.) At the start of the turn corresponding to the box occupied by Forrest, the player removes him from the Turn Track (but he may return to the game later, if another "Forrest" result occurs, or if the Confederate player calls Forrest in (see 20.0)).

If a "Forrest" result occurs and Forrest is already on the Turn Track, this result is ignored.

If a "Forrest" result occurs and Fulton County *has already* been controlled by the Union player at the end of a turn, this result is ignored (but Forrest may be called in by the Confederate player (see 20.0)).

The Mississippi Occupation marker is not affected if a "Forrest" strategic event occurs (see 20.0). (Historical Note: If this occurs, it is assumed that Forrest has taken advantage of a lull in the Union offensives into Mississippi to engage in a raid on Sherman's communications.)

If Forrest is eliminated while in play, he may not return to the game.

[If this result occurs, and Forrest is not on the Turn Track, the Confederate player places Forrest on the Turn Track 8 turns ahead of the current turn. (Forrest is not placed with any manpower; only his counter is placed.) At the end of the Strategic Segment in the turn corresponding to the box occupied by Forrest, the Confederate player rolls one die, and consults the "Forrest" table below:

Forrest Table

1 or less	No effect
2-3	No Supply Points for 1 Supply Segment
4-5	No Supply Points for 2 Supply Segments
6	No Supply Points for 4 Supply Segments

Modifiers:

- 2 For each Union infantry division of at least 8 manpower which exits the map by rail during the 3 days following the Forrest event (see below)

If the result is "No Supply Points for X Supply Segments", the Union player does not receive any Supply Points during the Supply Segment for 1, 2, or 4 Supply Segments. The first Supply Segment in which the Union player does not receive Supply Points is the one in the current Strategic Cycle.

After the Confederate player has consulted the Forrest Table, Forrest is placed back on the Turn Track, 17 turns ahead of the current turn. At the start of the turn corresponding to the box occupied by Forrest, the player removes him from the Turn Track (but he may return to the game later, if another "Forrest" result occurs).

The Union player may exit infantry divisions in the following way: He moves the division by rail to W0102 or W0109, and then removes it from the map (note that division must be able to move at least 1 more hex by rail if it is to be removed). He then places it on the Turn Track, 10 turns ahead of the current turn. At the start of the Reinforcement Phase in the turn corresponding to the box occupied by the division, he places it back on the map as if it had just arrived as a reinforcement by rail from Tullahoma. In the Supply Segment of the Strategic Cycle directly after the division is placed back on the map, he reduces the number of Supply Points he receives by 14 for each division that is placed.

If a "Forrest" result occurs and Forrest is already on the Turn Track, this result is ignored. A "Forrest" result can occur a maximum of two times per game. The third and any further times this result occurs, it is ignored. (Note: If a "Forrest" result occurs and Forrest is already on the Turn Track, this does not count as one of the two "Forrest" results.)

4.0 UNION COMMAND POSTURE

The Union player must always be in one of two "postures" in the Advanced Game: "active" or "passive".

The Union player may receive a Command Point at the beginning of the Union Command Segment. To declare an *active* posture, the Union player must expend at least 2 Command Points.

Historical Note: A similar rule to this is used in the "On To Richmond" module, covering McClellan's Peninsular Campaign. In OTR, this represented (among other things) McClellan's lack of "drive". Sherman was not lacking in drive; but he was slowed down for other reasons. At times, he was forced to let his army rest. In addition, he was unwilling to use the flanking maneuvers which characterized his campaign unless other options had been exhausted. Some of these options (such as cavalry raids, the bombardment of Atlanta, and assaults) are represented directly in the game, while other (such as extended rest for troops, planning, or waiting to find out the results of cavalry raids) are represented only by the "passive" posture.

RECEIVING UNION COMMAND POINTS

At the beginning of the Union Command Segment, the Union player must perform a Cohesion Check (see 5.0). If he passes this Cohesion Check, he receives 1 Command Point. However, if he fails the Cohesion Check, he does not receive a Command Point. If he receives a Command Point, he adjusts the Command marker on the Union Command Track upwards by 1 point.

The Union player may never have more than 12 Command Points at any point in time. If the Union player has 12 Command Points at the beginning of a Union Command Segment, he does not receive a Command Point.

DETERMINING UNION COMMAND POSTURE

The Union player must declare his command posture in the Union Command Segment of each Strategic Cycle. In some circumstances he may change his posture during the Action Cycle.

Union Command Segment: In the Union Command Segment of each Strategic Cycle, after determining whether he receives a Command Point, the Union player declares his command posture.

ACTIVE POSTURE

If the Union Command marker occupies a box numbered “2” or higher on the Command Track, the Union player may be able to declare an active posture by expending two or more “Command Points”. To determine whether or not he can do this, he rolls two dice and consults the Active Command Posture Table (below):

Active Command Posture Table:

2-7	2 Command Points required
8-11	3 Command Points required
12-15	4 Command Points required
16-19	5 Command Points required
20-23	6 Command Points required
24-27	7 Command Points required
28 or greater	Active Posture not possible this Strategic Cycle (must be Passive Posture)

Modifiers:

- +2 For each Union infantry division with an “Out of Supply” marker
- +2 For each Union infantry division with a “Demoralize-1” or “Demoralize-2” marker
- +4 For each Union infantry division which is not within 8 hexes of Sherman (tracing a path like those used in the Cohesion Check rules, see 5.0). **Exception:** This modifier does not apply to units that are within 3 hexes of an RR hex, if that RR hex is between a Union supply source and the Railhead marker (inclusive), or to units which were received as reinforcements in the last 4 turns, or to units in off-map boxes.
- +2 For each 3 Union brigades or regiments (infantry, cavalry, and/or artillery) with “Out of Supply” markers (**Note:** No modifier is applied for 1 or 2 brigades or regiments.)
- +2 For each 3 Union brigades or regiments (infantry, cavalry, and/or artillery) with “Demoralize-1” or “Demoralize-2” markers (**Note:** No modifier is applied for 1 or 2 brigades or regiments.)
- +4 For each 3 Union brigades or regiments (infantry, cavalry, and/or artillery) which are not within 8 hexes of Sherman (tracing a path like those used in the Cohesion Check rules, see 5.0). **Exception:** This modifier does not apply to units that are within 3 hexes of an RR hex, if that RR hex is between a Union supply source and the Railhead marker (inclusive), or to units which were received as reinforcements in the last 4 turns, or to units in off-map boxes. (**Note:** No modifier is applied for 1 or 2 brigades or regiments.)
- +1 For every 2 turns that the current turn is past the “Four Turns Passive” marker (see below), rounded up. (**Example:** If the “Four Turns Passive” marker is on May 21 (Turn 12), and the current turn is June 6 (Turn 28), the modifier would be +8.) Note that if the “Four Turns Passive” marker is on the current turn, the modifier is 0.

(**Note:** These modifiers are cumulative. Therefore, the Union player may receive a +8 modifier for a single infantry division if it is, Out of Supply, Demoralized, and more than 8 hexes from Sherman.)

After rolling the dice, if the Union player has enough Command Points to declare an *active* posture, and he chooses to do so, the Command marker is reduced on the Command Track by the number of Command Points required. The Posture marker is placed in the “Active” box on the Union Posture Track.

“Four Turns Passive” Marker: At the beginning of each scenario, this marker is placed on the Turn Track on a specific turn. It indicates the last time the Union army had a period of “rest” for at least four full days. After the Union player has been in a passive posture for four consecutive Action Cycles during the scenario, he moves the marker up to the current turn at the end of the Action Cycle of the fourth turn on which he was passive. If he remains in a passive posture, he may continue to move the marker up at the end of later Action Cycles. However, once he changes to active posture, it remains where it was until the Union player again is in a passive posture for four consecutive Action Cycles.

PASSIVE POSTURE

If the Union player wishes to declare a passive posture, he does not expend Command Points. The Command marker remains in the box it occupies. If the Posture marker is in the “Active” box, it is moved to the “Passive” box. If it is already on the “Passive” box, it remains where it is. The Union player must declare a passive posture if the Command marker occupies the “0” or “1” boxes, or if he receives a result of 28 or greater on the Active Command Posture Table (above).

If the Union player declares an *active* posture, it must remain in effect until the next Union Command Segment. If he declares a *passive* posture, it remains in effect until the next Union Command Segment unless changed during an Action Cycle (see below).

CHANGING POSTURE IN AN ACTION CYCLE

If the Union Command marker occupies a box number “2” or higher on the Command Track, the Union player may be able to change from a *passive* to an *active* posture in an Action Cycle. The Union player may change his command posture to active at the beginning of any Activation Segment of an Action Cycle as long as he holds the initiative. To do this, he must reduce the Command marker by the number of Command Points which would have been required for Active Posture in the previous Union Command Segment. If he changes his command posture to *active* after determining the result, the Command marker is reduced by the number of Command Points required, and the Posture marker is moved to the “Active” box. If the Union player changes to an active posture, passive posture penalties (see below) are no longer in effect. The Union player posture must remain active until the next Union Command Segment, when he must declare his posture again. (Depending on when the Union player changes to an active posture, the next Union Command Segment could occur in the current turn or up to 3 turns later.)

ACTIVE COMMAND POSTURE

If Union posture is active, play proceeds normally.

PASSIVE COMMAND POSTURE

If Union posture is passive, play proceeds normally but the following rules are in effect:

1. The Union player is under the following restrictions at all times:
 - The Union player subtracts 1 from the Movement Allowance of each of his infantry and artillery (but not wagon train) units. **Notes:** This is in addition to the effects of Command Paralysis, if it is in effect for the current turn. If a unit is reduced to a Movement Allowance of 0, it may still move 1 hex (see 6.2 of the Basic Rules). Cavalry units are not affected. Units performing Strategic Movement (see 8.0) are not affected.
 - The Union player may not perform an assault action unless
 - o the Corps Leader performing the assault is within the com-

- mand radius of both the Army Leader who is his superior and Sherman,
 - o the District Leader performing the assault is within the command radius of Sherman, or
 - o the leader performing the assault is within 3 hexes of any RR hex, and that RR hex is between a Union supply source and the Railroad marker (inclusive) (see 11.2.1).
2. The Union player must perform a Cohesion Check (see 5.0) at the end of the Leader Transfer Phase.
 3. The *first* time that players roll the same number (including “1’s”) in an Initiative segment, the restrictions below are immediately applied to the Union player for the remainder of the current Action Cycle, even if both players have not performed at least one action in the current cycle:
 - An infantry or artillery unit may be activated freely *only* if it is within 3 hexes of any RR hex, and that RR hex is between a Union supply source and the Railroad marker (inclusive).
 - An infantry or artillery unit which does not meet the description above is under the following restrictions:
 - o It may not attack a hex containing a Confederate unit (either in a march action, an assault, or a grand assault). Confederate cavalry units may perform cavalry retreats, but they may not be attacked by these Union infantry/artillery units if they do not retreat.
 - o If activated for movement, it may not enter the ZOC of a Confederate unit (even if there is no other hex it could enter). In addition, it must end its move closer to the Railroad marker than where it began. It may move farther away during its movement, as long as it ends closer than where it began. It may not end its move at the same distance as where it began – it must move closer.

The restrictions above are removed immediately if one of the following occurs:

- A Confederate infantry unit attacks a Union infantry or artillery unit.
- A Confederate infantry unit moves into the ZOC of a Union infantry or artillery unit which is not already occupied by a Confederate unit. (Confederate infantry units may enter ZOC which are already occupied by Confederate units, may leave Union ZOC, and may entrench without removing the restrictions, but may *not* enter un-occupied Union ZOC.)

If these restrictions are removed, they are not applied again for the remainder of that Action Cycle.

4. The *third* time (and any further times) that players roll the same number (including “1’s”) in an Initiative segment, the Confederate player is given a choice.
 - He may continue the current Action Cycle. If so, play proceeds normally; if double 1’s were rolled, the Action Cycle might end; if double 2’s or 3’s, the Union player wins the initiative; or if double 4’s, 5’s, or 6’s, the Confederate player wins the initiative. (Note: If double 1’s were rolled, and the Confederate player chooses to continue the Action Cycle, the Union player is given the first opportunity to keep the Action Cycle going; the procedure in section 6.0 (below) is followed normally.)
 - He may follow the procedure below, after which the Action Cycle ends, and play proceeds to the Recovery Phase. (Note: The restrictions listed above in section 3 do not apply during this procedure.) During this procedure, the players *do not* roll the dice to determine initiative:
 - o The Union player may perform a series of consecutive “march” or “activate leader” actions, as long as each selected unit/leader is eligible to perform strategic movement and all active units adhere to strategic movement restrictions *throughout* their movement (see 8.0). Next, the Union player may perform RR embarkation and/or RR movement (see 9.0). Lastly, the Union player may perform a series of consecutive “march” actions with wagon trains (including “chain” activation). (See 11.4 for rules regarding wagon trains.)
 - o The Confederate player may perform a series of consecutive “march” or “activate leader” actions, subject to the same strategic movement restrictions applying to the Union player, above. Next, the Confederate player may perform RR embarkation and/or RR movement. Lastly, the Confederate player may perform a series of consecutive “march” actions with wagon

trains (including “chain” activation).

Note: If the Confederate player wishes, he may reverse the order in which the players perform this step. If so, he states this fact, and performs strategic movement, RR movement, and wagon train movement first, followed by the Union player.

- o The Action Cycle ends, and play proceeds to the Recovery Phase.

5.0 COHESION CHECK

At certain times during the game (see the list at the end of this section), the Union player must check to see whether his army is close together. This is called a “Cohesion Check”. If the Union player fails a Cohesion Check, there are penalties, depending on when the Cohesion Check takes place.

A Cohesion Check is performed as follows: The Union player must trace paths of contiguous hexes no more than 8 hexes in length from Sherman’s hex (exclusive) to the hex occupied by each infantry leader (inclusive). (Infantry leaders are corps, district, and army leaders.) These paths may not enter enemy-occupied hexes, but they may enter enemy ZOC. They may transit any terrain type, including swamps, mountains, and rivers. If the Union player can trace paths from Sherman to each infantry leader, the Union player passes the Cohesion Check; if he cannot trace a path for all infantry leaders, the Union player fails the Cohesion Check.

Exception: The Union player does not need to trace a path for an infantry leader if:

- The infantry leader has been received as a reinforcement within the last 4 turns,
- The infantry leader is within 3 hexes of any RR hex, and that RR hex is between a Union supply source and the Railroad marker (inclusive), or
- **The infantry leader occupies an off-map box.**

A Cohesion Check takes place at the following times during the game, with the effects described after:

- o When a double “1” initiative occurs (see 6.0) (**Effect:** The Union player may not be able to extend the Action Cycle.)
- o At the beginning of the Union Command Segment (see 4.0) of the Strategic Cycle (**Effect:** The Union player may not receive a Command Point.)
- o When Union posture is Passive, at the end of the Leader Transfer Phase (see 4.0) (**Effect:** Some Union leaders may receive or lose “Out of Cohesion” markers.)

Note: In the middle of the Union Command Segment (see 4.0), when the Union player determines how many command points he must spend for Active Posture, his die roll modifier is determined in a similar way to a Cohesion Check. However, when determining his die roll modifier at this time, the Union player must check the distance of all *units* from Sherman, not infantry leaders.

“OUT OF COHESION” MARKERS (PASSIVE POSTURE ONLY)

When Union posture is Passive, and the Union player performs a Cohesion Check, if he *cannot* trace a path from Sherman to an infantry leader as described above, and the infantry leader *is not* included in one of the “Exceptions” noted above, an “Out of Cohesion” marker is placed on that infantry leader.

Similarly, when Union posture is Passive, and the Union player performs a Cohesion Check, if an infantry leader already has an “Out of Cohesion” marker, and he *can* trace a path from Sherman to the infantry leader as described above, or the infantry leader *is* included in one of the “Exceptions” noted above, the infantry leader’s “Out of Cohesion” marker is removed.

When Union posture changes to Active, any “Out of Cohesion” markers are removed immediately.

The effects of an “Out of Cohesion” marker are as follows: the infantry leader cannot be selected to perform an “Activate Leader” action, to perform an Assault, or to bring additional units in a Grand Assault.

6.0 RANDOM END OF ACTION CYCLE

INITIATIVE

In the Basic Game, if one player has no units eligible for activation in an Initiative Segment, his opponent automatically wins initiative, and the dice are not rolled. If the Advanced Game, however, both players *must* roll the dice in each Initiative Segment, even if one player has no units eligible for activation. If the player who has no eligible units wins the roll, he *must* pass.

DOUBLE “1” INITIATIVE ROLLS

If both players roll a “1” in an Initiative Segment, the Action Cycle might end. The players follow this procedure:

1. The Union player must perform a Cohesion Check (see 5.0).
2. If the Union player passes the Cohesion Check, he may elect to keep the Action Cycle going. If he chooses to try and extend it, he rolls a die trying to roll equal to or less than the Union Army leader’s current Command value minus 1 (e.g. 3 or less since Sherman has a command value of “4”). If this roll succeeds, the Action Cycle continues with a **Union** initiative. If the Union player fails the Cohesion Check, if the die roll fails, or if the Union player decides not to extend the Action Cycle, proceed to Step 3.
3. The Confederate player now has an opportunity to extend the Action Cycle. If he chooses to try and extend it, he must roll equal to or less than the Confederate Army leader’s current Command value minus 1 (e.g. 3 or less since both Confederate Army leaders have command values of “4”). If this roll succeeds, the Action Cycle continues with a **Confederate** initiative. If it fails or the Confederate player decides not to extend the Action Cycle, play proceeds to the Recovery Phase.

(**Exception:** If both players have not performed at least one action or passed in the current Action Cycle, this rule is ignored, whether Union posture is Active or Passive. In this case, the Union player wins the double “1” initiative roll and play proceeds normally.)

(**Exception:** The Action Cycle may not end during a “Hood’s Attack” (see 13.0). If a “Hood’s Attack” is in progress, this rule is ignored, whether Union posture is Active or Passive.)

(**Exception:** In Scenario 19, the Union player perform does not need to perform a Cohesion Check before attempting to keep the Action Cycle going.)

Note: If Union posture is Passive, double “1” initiative rolls have additional effects, as do other tied initiative rolls (see “Passive Command Posture” in 4.0). However, all of the rules in this section (6.0) continue to apply even when Union posture is Passive.

7.0 COUNTY CONTROL

CHECKING FOR COUNTY CONTROL

In the County Control Phase of each turn, and during each Strategic Cycle, the players must check to see which counties they each control.

Each Turn (County Control Phase): Each turn, during the County Control Phase, the players check to see which player controls each of the counties on the map. Control is important for determining where strategic movement (8.0) and RR movement (9.0) is possible during the remainder of the turn.

During the Strategic Cycle (VP Segment): During the VP Segment of each Strategic Cycle, players again determine which player controls each county. Players may be awarded VP if they control certain counties during this segment.

PERMANENT COUNTY CONTROL

Some counties are always considered to be under control of one of the players. These counties may never be controlled by the opposing player.

The counties listed below are permanently controlled by the Union player in this game:

- Catoosa
- Dade

The counties listed below are permanently controlled by the Confederate player in this game:

- Pickens
- Milton
- Coweta

HOW A PLAYER CONTROLS COUNTIES

If a county is not controlled permanently, it may be controlled by either player. It may be controlled in one of two ways:

By “Occupation”: Either player controls a county by “Occupation” if one of their infantry or artillery (not cavalry) units with a Manpower value of 1 or more occupies the control seat. In addition, a cavalry unit with a Manpower value of 1 or more must be within the county, and that player must also have a combined Manpower value among all his units (including cavalry) in that county of at least 4. (**Note:** These units do not need to be “in supply”.)

By “Default”: If the Union player does not fulfill the Occupation requirements listed above for a particular county, the Confederate player controls the county by “Default”. (**Exception:** If neither player fulfills the Occupation requirement for Walker or Chattooga counties, the Union player controls the county by “Default”.)

EFFECTS OF COUNTY CONTROL

The effects of county control are listed below:

- A player may gain VP for controlling counties at the end of a turn, during the VP Segment of a Strategic Cycle, or at the end of a game.
- Strategic movement is prohibited in counties that are enemy-controlled.
- A RR Supply Path may not exit an enemy-controlled county (see 11.2).

CONTROL SEATS

Control seats for each of the counties which may be controlled by “Occupation” are listed below:

- Walker: W0422 (Lafayette)
- Whitfield: W1007 (Dalton)
- Murray: W1501 (Spring Place)
- Chattooga: W1632 (Summersville)
- Gordon: W2614 (Calhoun)
- Floyd: W3631 (Rome)
- Bartow: W4322 (Kingston)
- Cherokee: W5602 (Canton)
- Polk: W5734 (Van Wert)
- Paulding: E0827 (Dallas)
- Cobb: E1413 (Marietta)
- Campbell: E3028 (Campbelltown)
- Fulton: E3113 (W&A Depot)
- DeKalb: E3403 (Stone Mount)
- Clayton: E4719 (Jonesboro)
- Newton: E4801 (Conyers)
- Fayette: E4926 (Fayetteville)
- Henry: E5813 (McDonough)



8.0 STRATEGIC MOVEMENT

“Strategic Movement” is a special type of march enabling units to increase their Movement Allowance under some conditions.

STRATEGIC MOVEMENT ELIGIBILITY

Only a unit meeting all of the following requirements may be selected to perform strategic movement:

- It must be at Fatigue Level 0.
- It must be 8 or more hexes away from any enemy unit.
- It must not occupy an enemy-controlled county (see 7.0).

HOW STRATEGIC MOVEMENT IS PERFORMED

When a player declares a “march” or “activate leader” action, he may declare that the action will use “strategic movement” as long as all units selected to march in that action meet strategic movement eligibility requirements. None of the units participating may perform entrench actions. If strategic movement is declared, the active player follows this procedure for all selected units:

1. **Fatigue:** He declares how many Fatigue Levels he wishes his unit to expend. It must expend a minimum of two and a maximum of four levels. The number of levels expended is added to the unit’s current Fatigue Level and the unit gains a new Fatigue marker. The number of levels expended by a player may not bring a unit to a Fatigue Level greater than four.
2. **Movement Allowance:** The player determines the unit’s Movement Allowance based on the “Strategic Movement Allowance Table”. Its allowance depends on how many Fatigue Levels it expends, its type, and whether the unit is Union or Confederate. Its allowance is not enhanced if it is participating in a leader activation.
3. Normal extended march rules are altered: a unit reaching Fatigue Level 3 in strategic movement (Level 2 if exhausted) does not consult the Extended March Table. Instead, an extended march occurs only if the unit’s new Fatigue Level is 4 (Level 3 or 4 if exhausted). In strategic movement, extended march die roll modifiers are normal.
4. The unit performs its march, expending MP normally. However, the marching unit is subject to several restrictions (see below).
5. If an “activate leader” action is in progress, the player repeats Steps 1 to 4 for each participating unit. Units in a single activate leader action are not required to expend the same number of fatigue levels when performing strategic movement.

STRATEGIC MOVEMENT RESTRICTIONS

A unit undertaking strategic movement is restricted as follows:

- It may not force march.
- It must remain at least 8 hexes away from any enemy unit throughout its movement.
- It may not enter an enemy-controlled county (see 7.0).

STRATEGIC MOVEMENT ALLOWANCE TABLE

CONFEDERATE UNITS

Fatigue Levels Expended	Inf/Art Movement Allowance	Cavalry Movement Allowance	Wagon Train Movement Allowance
2	14 (12)	24 (20)	12 (10)
3	21 (18)	36 (30)	18 (15)
4	28 (24)	48 (40)	24 (20)

UNION UNITS

Fatigue Levels Expended	Inf/Art Movement Allowance	Cavalry Movement Allowance	Wagon Train Movement Allowance
2	12 (10)	22 (18)	10 (8)
3	18 (15)	33 (27)	15 (12)
4	24 (20)	44 (36)	20 (16)

Note: Parenthesized numbers are Movement Allowances if the player is suffering from “command paralysis” (see 2.0).

9.0 RAILROAD MOVEMENT

“Railroad Movement” is a special type of movement enabling units to move long distances without marching.

EMBARKATION

Only “embarked” units may perform RR movement. A player may embark a unit for RR movement if it meets all of the following requirements:

- It must occupy a RR station. The RR station can not be damaged or destroyed.
- It must be an infantry (not cavalry or artillery) unit.
- It must have a Fatigue Level of 0 or 1. (It may be exhausted).
- It must not occupy an enemy ZOC.
- A maximum of one Confederate unit may embark each turn.
- If a Confederate unit is attempting to embark, the Confederate player must be able to trace a path of RR hexes to E3934 (Palmetto), E5820 (Bear Creek Station), or E4901. This path may not enter the hex occupied by the Railhead marker (see 11.2.1).
- A maximum of one Union unit may embark each turn.
- If a Union unit is attempting to embark, the Union player must be able to trace a path of RR hexes to W0102 or W0109. This path may not go past the hex occupied by the Railhead marker (see 11.2.1).

To embark an eligible unit, the player must select that unit for a march, and the unit gains one Fatigue Level. An extended march never occurs due to RR embarkation. Instead of performing a march, the player places a “RR Movement” marker on the unit. The action ends, and a new Action Phase begins. An embarked unit may only move by rail; it may not move normally or entrench. A unit selected to participate in a leader activation may not embark. A leader stacked in the same hex as an embarking subordinate unit may also embark.

DISSEMBARKING

The player may “disembark” a unit, removing its RR Movement marker, any time he holds the initiative. There is no cost in Fatigue Levels to disembark. It is not an action. A unit must disembark under any of the following circumstances:

- The Action Cycle ends.
- An enemy unit moves into an adjacent hex.
- It finishes a rail move of 1 or more hexes.

HOW RR MOVEMENT IS PERFORMED

To move an embarked unit by rail, the player activates that unit for a march action. (It may not move by rail as part of an activate leader action). The player determines the unit’s Movement Allowance based on the “RR Movement Allowance Table” below. Its allowance depends on how many Fatigue Levels it expends, and whether the unit is Union or Confederate. Subject to RR Movement Limitations, he may then move the embarked unit up to its entire movement allowance, regardless of terrain, as long as the unit moves only across RR hexsides. As soon as the unit finishes its movement, it disembarks and its RR Movement marker is removed. The unit may end its move in any RR hex, not just in a RR station.

If a rail move would increase a unit’s Fatigue Level above 4, a move of that

distance is prohibited. An extended march never occurs due to RR movement. Leaders may accompany units moving by rail. RR movement may take place in rain turns with no detrimental effect.

RR MOVEMENT LIMITATIONS

A unit moving by rail is subject to the following limitations:

- It may not cross a hexside containing a destroyed bridge. (Note: This rule applies even if a friendly pontoon bridge has been built across the hexside).
- It may not enter a hex containing a damaged or destroyed RR station.
- It may not enter an enemy ZOC.
- (Confederate) It may not enter the hex occupied by the Railhead marker.
- (Union) It may not move past the hex occupied by the Railhead marker.
- If a Union unit performs RR movement, it may reduce the number of supply points which the Union player receives in the next Strategic Cycle (see 11.2).
- Reinforcements by rail (see 14.6) do not limit RR movement.

RR MOVEMENT ALLOWANCE TABLE

CONFEDERATE UNITS

Hex(es) Moved	Fatigue Level Gain
1 to 13	1
14 to 26	2
27 to 40	3

UNION UNITS

Hex(es) Moved	Fatigue Level Gain
1 to 20	1
21 to 40	2
41 to 60	3

10.0 SUBSTITUTE UNITS

The Confederate player has six “substitute” infantry brigades and two “substitute” cavalry regiments. The Union player has seven “substitute” infantry brigades and two “substitute” cavalry regiments.

10.1 DETACHMENT

Either player may detach one or more substitute infantry brigades from a marching infantry unit as long as the unit has a Manpower value of 2 or more. Either player may detach one or more substitute cavalry regiments from a marching cavalry unit as long as the unit has a manpower of 2 or more.

How To Detach

To detach, a player places a substitute in the same hex as the unit from which it detaches and assigns it a Manpower value. A Strength marker equal to the Manpower value assigned to the substitute is placed under it. The substitute's Manpower value is subtracted from the parent unit's Manpower value, and the parent unit is assigned a new Strength marker, on the same side as the one it replaces, reflecting its reduced value.

PLACEMENT OF DETACHED UNITS

A detached substitute may be placed in the hex in which an active infantry unit begins its march or in any hex entered by the active unit during its march. After a substitute is placed on the map, the active unit may continue

its march (but the substitute may not move further during this action). After placement, substitutes function normally.

SPECIAL DETACHMENT

Both players' non-substitute infantry regiments and brigades which are included in the counter set (even those not included in the scenario being played) may be detached from a friendly infantry unit of the same corps, as long as detachment rules are adhered to. Similarly, non-substitute cavalry regiments may detach from any friendly cavalry unit of the same division. (Exception: A regiment or brigade cannot be detached if it is due to be received as a reinforcement later in the scenario. Apart from this, all regiments and brigades can be used.) (Note: Artillery cannot be gained due to special detachment. If a detached unit has an Artillery value greater than 0, the player must place an Artillery marker with a value of 0 under the detached unit, unless he chooses to assign Artillery valley points from the parent unit to it.)

DETACHMENT RESTRICTIONS

Counter Limits: The number of substitutes provided in the game is a strict limit. If all substitutes are currently in use, no more may be used. However, if substitutes reattach to other units, they are removed from the map and again become available for use.

(Note: Non-substitute regiments and brigades may still be detached, as described in “Special Detachment” above, even if all substitutes have been detached.)

Size: After detaching a parent unit must have a minimum Manpower value of 1. The manpower value of a substitute is limited.

- Substitute infantry brigades must be assigned a Manpower Value of 6 or less.
- Substitute cavalry regiments must be assigned a Manpower Value of 1.

DETERMINING STATUS OF DETACHMENTS

Fatigue: If a substitute is placed in the hex in which an active unit begins a march, the substitute is assigned a Fatigue marker equal to the active unit's Fatigue Level before it was selected to march. If a substitute is placed in any hex except the one in which the active unit begins a march, the substitute is assigned a Fatigue marker equal to the active unit's Fatigue Level at that moment.

Entrenchment: If an entrenched active unit detaches a substitute in the hex in which it begins a march, the substitute is assigned the same kind of entrenchment marker possessed by the active unit.

Disorganized, Demoralized, Exhausted, Supply: If an active unit has a disorganized Strength marker, is on its exhausted side, possesses a Demoralized marker, or possesses an Out of Supply marker, any substitute detached by this unit must possess the same characteristics.

Command: The owning player should note on a piece of paper the number of each substitute placed on the map and the command to which it belongs. (It belongs to the same command as the unit from which it detaches, but it may eventually attach to a unit of a different command.)

10.2 ATTACHMENT

In the Attachment Phase, a substitute (or a normal infantry regiment or brigade, or cavalry regiment—see “Special Attachment”) stacked in the same hex as a friendly unit of the same type may “attach” to that unit. As long as one of these allowable units attaches to a unit of the same type (infantry or cavalry), it may attach to any friendly unit regardless of size or affiliation. Artillery units, cavalry brigades, and infantry divisions may not attach.

HOW TO ATTACH

Remove attaching units and all accompanying markers from the map. The Manpower value of an attaching unit is added to the Manpower value of the unit to which it attaches; this unit receives a new Strength marker with an enhanced Manpower value.

ATTACHMENT RESTRICTIONS

Unity: A unit may not attach a portion of its strength to another unit. The whole unit must be attached (and the unit removed from the map).

Size: A unit may not attach to another unit if the addition of its Manpower value would raise the Manpower value of the unit remaining on the map above the following strengths:

- Infantry divisions may not be raised above a Manpower Value of 16.
- Infantry brigades may not be raised above a Manpower Value of 6.
- Infantry regiments may not be raised above a Manpower Value of 2.
- Cavalry brigades may not be raised above a Manpower Value of 3.
- Cavalry regiments may not be raised above a Manpower Value of 1.

Union Armies (Union player only): A unit that detaches from one of the three Union armies (the Army of the Cumberland, the Army of the Tennessee, or the Army of the Ohio), or a unit of one of those three armies, may only attach to a unit of that same army, or to a substitute unit detached from that army. For example, a substitute detached from the Army of the Cumberland may only attach to an Army of the Cumberland unit.

Georgia Militia (Confederate player only): No unit that detaches from the Confederate Georgia militia units (Smith, Militia Reserve 1 and Militia Reserve 2), or any of these three units, may attach to any other unit except for these units, or to a substitute unit detached from one of them.

DETERMINING STATUS AFTER ATTACHMENT

Strength Marker: The unit to which a unit attached is assigned a new Strength marker on the same side (organized or disorganized) as the one it replaces. (**Exception:** If the Manpower value of an attaching unit is greater than the Manpower value of the unit to which it attaches, the new Strength marker of the unit remaining on the map is placed on the same side as the attaching unit's Strength marker.)

Fatigue, Exhaustion: If a unit attaches to a unit and the two units have different Fatigue Levels, the unit remaining on the map after attachment receives a Fatigue Level equal to the higher of the two levels. If a unit attaches to a unit and one of the units is exhausted and the other is on its normal side, the unit remaining on the map is flipped to (or remains on) its exhausted side.

Entrenchments: If an entrenched unit attaches to an unentrenched unit, the unit remaining on the map remains unentrenched. However, if an entrenched unit or unentrenched unit attaches to an entrenched unit, the unit remaining on the map remains entrenched.

Demoralized: If a unit attaches to a unit and at least one of the units is demoralized, the unit remaining on the map is assigned a demoralization level equal to the most severe level possessed by one of the units prior to attachment.

Supply: Supply status is determined by the supply status of the unit with the larger manpower. Thus the unit remaining on the map is out of supply if either:

- the unit being attached to was out of supply and possessed a manpower value at least equal to the attaching unit, or
- the attaching unit was out of supply and was greater in manpower than the unit to which it is attaching.

In all other cases, the unit remaining on the map is in supply.

SPECIAL ATTACHMENT

Both players' non-substitute infantry regiments and brigades may attach to any friendly infantry unit as long as attachment rules are adhered to. Similarly, non-substitute cavalry regiments may attach to any friendly cavalry unit.

10.3 SUBSTITUTES AND ARTILLERY VALUES

If the players wish, they may transfer Artillery value points to or from detaching and attaching units. Artillery markers are provided in AIO to ease the tracking of these changes to Artillery values.

Detachment: If a substitute detaches from a unit, it may be assigned some or all of the Artillery value points of the parent unit. If so, an Artillery marker equal to the Artillery value assigned to the substitute is placed under it. The substitute's Artillery value is subtracted from the parent unit's Artillery value, and the parent unit is assigned a new Artillery marker, reflecting its reduced value.

Attachment: If a unit attaches to another unit, assign the attaching unit's entire Artillery value to the unit to which it attaches. This unit receives a new Artillery marker with an enhanced Artillery value.

11.0 SUPPLY

During the Supply Segment of each Strategic Cycle, players must check whether their units on the map are "in supply" or "out of supply". Units in off-map boxes are automatically in supply. Units may be in supply by using "supply points", or by "foraging". Supply points are received through a player's "supply source" (connected to a box on the Off-Map Display) and placed in a "depot" on a rail line. They are then transferred either directly from a depot or indirectly by "wagon trains" to the player's units. If a unit cannot achieve in supply status in this way, it may also attempt to forage from the area around it. Units always begin the game in supply unless noted otherwise.

11.1 THE SUPPLY SEGMENT

The Supply Segment happens during each Strategic Cycle. During the Supply Segment, players perform the steps in the order listed below. During each step, when both players perform an action, the Union player performs the action first, followed by the Confederate player.

1. Players may repair damaged or destroyed RR stations, the Union player may attempt to repair RR bridges, and players may dismantle any of their pontoon bridges (see 11.8).
2. Players may transfer supply point between depots (see 11.9).
3. Players place their new supply points (see 11.2), and may use some of these supply points to place new depots. Then the Union player may bombard Atlanta (see 23.0), if he is able to.
4. Players may redeploy their wagon trains to the map (see 11.4).
5. Players determine the supply status of all of their units on the map (see 11.5). Once this is complete, empty wagon trains *may* be removed from the map, and wagon trains which have been used for Depot Supply Paths *must* be removed from the map, to return during a future Reinforcement Phase or Supply Segment.

11.2 SUPPLY POINTS & SUPPLY SOURCES

Both players receive supply points in each Supply Segment. These supply points enter through certain off-map boxes on the Off-Map Display (see 14.0).

The numbers received and the entry locations are given below:

Union: 26 supply points (Tulahoma off-map box)

(**Note:** This may be changed if the Union player has performed RR movement or RR transfer since the last Supply Segment (see below), and due to a Strong or Weak Union Logistics strategic event (see 3.0).)

Confederate: 16 supply points (Greensborough, Macon, Opelika, and/or Jacksonville off-map boxes)

(Note: This may be changed, depending on where the Mississippi Occupation marker is on its track (see 20.0), and due to a Strong or Weak Confederate Logistics strategic event (see 3.0).)

Supply points are received based on the steps listed below:

1. The Union player may place his arriving supply points in a depot (see 11.3) on the map which can trace a RR Supply Path (see below) from a Supply Source (see below). He may not place them past the hex occupied by the Railhead marker (see 11.2.1). He may receive them through multiple supply sources (for example, 16 through one supply source and 10 through another), and he may place them in multiple depots. If the Tullahoma Off-Map Box contains “Damaged” or “Destroyed” markers (see 14.8), or if the Union player chooses not to place these supply points, they are permanently lost.
2. The Confederate player may place his arriving supply points in a depot in the off-map box in which they enter, or he may place them in a depot on the map which can trace a RR Supply Path (see below) from a Supply Source (see below). He may not trace the RR Supply Path to place these supply points into or through the hex occupied by the Railhead marker. He may receive them through multiple off-map boxes (for example, 10 through one off-map box and 6 through another), and he may place them in multiple depots (on-map and/or off-map). He may not place them in a box which contains “Damaged” or “Destroyed” markers (see 14.4), and he may not place them on the map in a depot whose RR Supply Path (see below) is connected to a Supply Source which is connected to a box which contains “Damaged” or “Destroyed” markers. If all four off-map boxes (Greensborough, Macon, Opelika, and Jacksonville) contain “Damaged” or “Destroyed” markers, or if the Confederate player chooses not to place these supply points, they are permanently lost.

[Both players receive supply points in each Supply Segment. These supply points enter through Supply Sources (see below). The numbers received are given below:

Union: 26 supply points

(Note: This may be changed if the Union player has performed RR movement since the last Supply Segment (see below), and due to a Strong or Weak Union Logistics strategic event (see 3.0).)

Confederate: 16 supply points

(Note: This may be changed due to a Strong or Weak Confederate Logistics strategic event (see 3.0).)

Supply points are received based on the steps listed below:

1. The Union player may place his arriving supply points in a depot on the map which can trace a RR Supply Path (see below) from a Supply Source (see below). He may not place them past the hex occupied by the Railhead marker (see 11.2.1). He may receive them through multiple supply sources (for example, 16 through one supply source and 10 through another), and he may place them in multiple depots. If the Union player chooses not to place these supply points, they are permanently lost.
2. The Confederate player may place his arriving supply points, in exactly the same way as the Union player (above), except that he may not trace the RR Supply Path to place these supply points into or through the hex occupied by the Railhead marker.]

Supply Source: Both players have one or more supply sources at hexes where a rail line enters the map. Each player's supply points enter the map through one of his supply sources. Each of these supply sources is connected to an off-map box. Both players' supply sources are listed below, with the off-map box which they are connected to:

Union:

- W0102 & W0109 – Tullahoma

Confederate:

- E4901 – Greensborough
- E5820 (Bear Creek Station) – Macon
- E3934 (Palmetto) – Opelika

(Note: There is no Supply Source for the Jacksonville Off-Map Box. Supply points in this box must be transferred to the map by wagon train (see 11.10).

RR Supply Path: A “RR Supply Path” is a path of RR hexes from a player's supply source to a RR station. This path may not enter a hex that:

- is occupied by an undemoralized enemy infantry or artillery with a Breastworks-Complete marker or stronger,
- is occupied by an undemoralized enemy cavalry unit with a Fort-Complete marker,
- contains a damaged or destroyed RR station.

No permanent bridge along the path may be destroyed, even if a pontoon bridge is across the hexside. Note that ZOC of enemy units, and enemy units which are entrenched to a level less than the levels noted above, or unentrenched, have no effect on a RR Supply Path.

The path may not exit an enemy-controlled county (see 7.0), although it may enter an enemy-controlled county.

Union RR Movement/RR Transfer: If a Union unit performs RR movement and/or RR transfer, the number of supply points which the Union player will receive in the next Supply Segment may be reduced as described below:

- If the Union player performs RR movement, and the unit moves *away* from a Union Supply Source, he reduces the number of supply points he will receive in the next Supply Segment by 7.
- If the Union player performs RR transfer, and the unit moves *to the map*, he reduces the number of supply points he will receive in the next Supply Segment by 14.

If the Union player performs RR movement and/or RR transfer as described above more than once between Supply Segments, he reduces the number of supply points he will receive in the next Supply Segment for each time he does this. Thus, if he performs RR movement *three times*, he reduces the number of supply points he will receive in the next Supply Segment by 21.

This rule only applies to the Supply Segment immediately after the RR movement (on the map) and/or RR transfer (on the Off-Map Display) takes place. It does not apply to any succeeding Supply Segments. This rule does not apply to units performing RR movement *toward* a Union Supply Source, or to units performing RR transfer *to the Tullahoma Off-Map Box*.

This rule does not apply to Union reinforcements by rail. This rule does not apply in any way to the Confederate player.

11.2.1 Railhead Marker: The Railhead marker is placed on the map in a specific hex at the beginning of each scenario. During any Reinforcement Phase, the Union player can move this marker to any point to which he can trace a RR Supply Path. (**Exception:** He may not move it forward into a hex occupied by a Confederate unit or a Confederate ZOC, unless that ZOC is Union-occupied.) If the Confederate player destroys the RR station which the Railhead marker occupies, the Union player must move it back along the rail line toward a Union supply source, placing it in the nearest RR station from which he can trace a RR path to the mapedge which does not pass through any further destroyed RR stations (**Note:** Usually this will be the next RR station to the rear). If no such RR station exists, he must remove it from the map. Note that damaged RR stations have no effect in this case, only destroyed RR stations. No VP are lost for this occurrence. The marker can be moved or placed again in the next Reinforcement Phase. (**Note:** The Railhead marker cannot be moved in the Supply Segment; it can only be moved in the Reinforcement Phase.)

This marker is used when units embark or move by rail, and when depots and supply points are placed, to determine what sections of the railroads are Union-controlled and which are Confederate-controlled.

The Union player must place this marker in a hex between one of his supply sources and E3113 (W&A Depot). He may not place it beyond E3113.

11.3 DEPOTS

Both players begin the game with at least one depot. In addition, players can create additional depots during the Supply Segment. (**Exception:** In Scenario 18, the Union player does not begin the game with a depot, but he will probably create one in the first Supply Segment.) Depots are used to store supply points. When a player places supply points in a depot, he places a supply point counter under the depot counter equal to the number of points he is placing in the depot. If the depot already has supply points in it, he may replace the existing supply point counter with a new one representing the total number of points now in the depot.

Players may create additional depots during the game up to a limit of 5 depots for the Union player and 3 depots for the Confederate player at any one time.

New depots are created as follows:

From Arriving Supply Points: Instead of placing all of the supply points that he would normally receive during that Supply Segment in an existing depot, a player may reduce the number received by 2, and place one new depot on the map, *or in an off-map box*, before placing any supply points. A depot created by this method must be placed in a RR station to which the player can receive or transfer supply points at that time.

From a Wagon Train: A depot may also be created in a hex occupied by a wagon train with 2 or more supply points, when a player is placing his supply points (as described above). Simply reduce the number of supply points held by the wagon by 2 and add a depot marker to the hex. A depot created in this way can be in any hex a wagon train can move to; it does not have to be in a RR station hex.

Destroying Depots and Supply Points: Depots have no Combat value and may not move or retreat. A unit may enter a hex occupied by an enemy depot as long as no enemy military units are situated there. If so, the depot and any supply points in it are destroyed and are removed from the map. (*Depots in off-map boxes may be destroyed in the Off-Map Segment; see 14.4.*)

During the Recovery Phase, a player may voluntarily destroy friendly depots and supply points (whether in a depot or on a wagon train). He may voluntarily destroy a maximum of four supply points per depot per turn. He may not destroy the depot itself unless it has no supply points remaining in it at the end of this Recovery Phase. If supply points or depots are destroyed, they are removed from the map. A player may not voluntarily destroy his own wagon trains.

11.4 WAGON TRAINS

Both players have multiple wagon train units. Wagon trains function as infantry, with several differences, as described below:

- **Manpower and Combat Values:** A wagon train has no associated Manpower Value counter and can never be disorganized. If defending in combat, its Combat Value is always 1 (which is added to the Combat Value of any other units in the hex).
- **Zone of Control and Flanking:** One or more wagon train units alone in a hex do exert a zone of control that inhibits enemy movement and retreat. However, wagon trains can never contribute to flank bonuses in any way. Any hexes covered solely by wagon trains are not considered to be covered for the purposes of computing flank bonuses.
- **Carrying Supply Points:** A supply point counter is placed under a wagon train's counter to represent the number of supply points the wagon is carrying. A wagon train may carry *a maximum of four supply points*. Wagon trains receive supply points at depots and these points are later expended as military units are marked as being in supply. Players may transfer supply points between depots and wagons (in either direction) at any time if they occupy the same hex, *or the same off-map box*. Simply replace the supply point counter for both the depot and wagon with new counters that represent the updated supply point levels. Supply points may not be transferred between two wagon trains unless they occupy the same hex as a depot. (**Note:** A wagon train in an off-map box

with a depot may have its supply point counter increased to a maximum of two.)

- **Movement:** A wagon train's Movement Allowance is determined in the same way as that player's infantry. Wagon trains may never use RR Movement. They may not force march. If a wagon train makes an extended march, the player adds 1 to his extended march die roll in addition to other modifiers. If a "D" result occurs while a wagon train is performing an extended march, reduce its supply point total by 1 (this loss of a supply point does incur a VP penalty as well). If the wagon was carrying 0 supply points, it is unaffected, but the player incurs a VP penalty as if he had just lost a supply point.
- **Leader Activation:** A player may activate a wagon train individually or during an infantry leader's "Activate Leader" action. Units activated during an Activate Leader action must be within the command radius of the infantry leader. Compute the Movement Allowance as normal for wagon trains (as that player's infantry) for an Activate Leader action, *without* the leader's movement bonus. Wagon trains may not be included if the leader is activating units for strategic movement.
- **"Chain" Activation:** Even without a leader, a player may also move multiple units that include wagon trains in a single action. In this "chain" activation, the player may include:
 - any number of wagon trains, and
 - 1 non-wagon train unit (of any type)

All units chosen must start the activation in a contiguous chain of adjacent hexes (including units stacked in the same hex). The Movement Allowance for all chosen units is determined by a single die and is computed in the same way as that player's infantry, with no leader bonus. Wagon trains may use chain activations as part of a strategic movement. If a non-wagon train unit is included in this chain activation, it moves the same number of MP as the wagon trains.

- **Terrain Restrictions:** Wagon trains must always move across road hex-sides, RR hexsides or over bridges, dams, or ferries (not across hexsides with trails or fords, or those hexsides that are devoid of any of these features). Wagon trains never pay a MP penalty when crossing a ferry.
- **Combat:** Wagon trains may not attack, and may not participate in an assault or grand assault. If they suffer an "r" or "R" result in combat they are immediately eliminated and all supply points that they are carrying are destroyed; apply any combat losses to other units in the hex (if present). Eliminated wagons reenter the game as specified below ("Wagon Train Replacement").
- **Movement Through Its Hex:** If an infantry, artillery, or another wagon train unit enters a hex occupied by a wagon train, it must pay the most severe possible MP penalty for entering a friendly occupied hex (+2 MP to enter a clear, rolling, rough, or hill hex; +4 MP to enter a woods, swamp, or mountain hex; see section 6.2 of the Basic Rules). This rule applies even if the hex occupied by the wagon train has a combined Combat Value of 11 or less.
- **Entrenchment:** Wagon trains may never entrench.

Wagon Train Redeployment: If a wagon train is carrying 0 supply points at the end of the Recovery Phase or at the end of the Supply Segment, the owning player *may* remove it from the map (although he may leave it on-map if he wants to). If a wagon train is used for a "Depot Supply Path" (see 11.5), the owning player *must* remove it from the map. In either case, place the wagon train on the Turn Track one turn ahead of the current turn. It may reenter play during the Reinforcement Phase of that turn, any subsequent turn, or during the Supply Segment of any subsequent Strategic Cycle (provided that the Strategic Cycle occurs on or past the turn that the wagon train is placed on the Turn Track). However, when it is placed on the map, it must be placed at *Fatigue Level 4*, on its exhausted side. (**Example:** If a wagon is removed in the Strategic Cycle at the end of Turn 4, it may be placed back on the map on Turn 5.) It may be placed at any friendly depot from which the player can trace a path of RR hexes to a friendly supply source. The path may not go past the hex occupied by the Railroad marker (for Union depots), or enter the hex occupied by the Railroad marker (for Confederate depots). (**Note:** Unlike a RR supply path, this path to the map edge *may* enter hexes with destroyed or damaged RR stations & enemy units, and *may* cross destroyed bridges.) The player does not have to bring it in immediately if he prefers to hold its entry until a future Reinforcement Phase or Supply Segment. It *may also be placed in a friendly depot in an off-map box*.

Wagon Train Replacement: If a wagon train is eliminated, place it on the Turn Track *eight* turns ahead of the current turn. It may reenter play during the Reinforcement Phase of that turn, any subsequent turn, or during the Supply Segment of any subsequent Strategic Cycle. It may be placed at any friendly depot from which the player can trace a path of RR hexes to a friendly supply source. The path may not go past the hex occupied by the Railhead marker (for Union depots), or enter the hex occupied by the Railhead marker (for Confederate depots). The player does not have to bring it in immediately if he prefers to hold its entry until a future Reinforcement Phase or Supply Segment. *It may also be placed in a friendly depot in an off-map box.*

11.5 SUPPLY STATUS

During the Supply Segment of each Strategic Cycle, both players must determine whether each of their units are in supply or out of supply.

A unit is in supply if any of the following conditions are fulfilled during a Supply Segment:

- It is a wagon train unit.
- It is within Wagon Supply Path range of a wagon train. A supply point must be immediately expended from this wagon to supply the unit.
- It is within Depot Supply Path range of a depot. A supply point must be immediately expended from this depot to supply the unit. (Note: Several conditions, including a wagon occupying the depot, must be met for this to occur; see "Depot Supply Path" below.)
- It is in or adjacent to a friendly depot or an eligible RR station (see Depot & RR Station Adjacency below). A supply point must be immediately expended from the depot to supply the unit.
- It arrived as a reinforcement in the last 4 turns, it is in a friendly-controlled county, and it is at least 8 hexes from all enemy units.
- *It is in an off-map box.*

If none of these conditions are satisfied, then the unit is out of supply. Players may voluntarily withhold supply points from units, deliberately letting them go out of supply (this tactic is often used when a player believes he will have a chance to forage for supply for these units).

In Supply: If a unit is in supply, it functions at full effectiveness and remains in supply until the next Supply Segment, at which time its supply status is checked again.

Out of Supply: Place an "Out of Supply" marker on a unit that is out of supply (if it already has an "Out of Supply" marker, the marker remains on the unit).

This marker accompanies the unit wherever it goes until the unit regains "in supply" status in a Supply Segment or due to "emergency supply" (see 11.6) or foraging (see 11.7) during a Recovery Phase, at which time the marker is removed.

Out of supply units function normally in terms of movement and combat. However, per 8.0 in the GCACW Standard Basic Game Rules, during the Recovery Phase, out of supply units with organized Strength markers have their Strength Markers flipped to their disorganized sides. Also, they may suffer Manpower value loss in an upcoming Supply Segment.

Manpower Value Loss: If, during a Supply Segment, a unit which is already out of supply cannot achieve "in supply" status, its Manpower value is reduced by one. If the unit is not eliminated, its new Strength marker is placed on its disorganized side.

Expending Supply Points: Units gaining supply from wagons or depots cause supply points to be expended. As each supply point is expended, replace the supply point counter for the wagon or depot with a new counter with a value one lower than before. Supply points are expended as follows:

- Expend 1 supply point to resupply 1 division.
- Expend 1 supply point to resupply up to 3 brigades or regiments all gaining supply at this time. (Note: Two units of 1 manpower each may count as a single brigade/regiment.)

Wagon Supply Path: A "Wagon Supply Path" is a path of hexes from a hex containing a wagon train to a unit. This path may not be more than five hexes long (not including the hex the wagon train is in, but including the unit's hex). This path may not enter a hex occupied by an enemy unit or an enemy ZOC, with the following exceptions:

- The hex that the wagon train is in may be in an enemy ZOC.
- The final hex that the unit occupies may be in enemy ZOC.
- The second-to-last hex (just before the hex that the unit occupies) may be in an enemy ZOC, *if* that hex is occupied by a friendly unit.

The path may not cross hexsides which the unit being supplied could not itself currently cross.

A wagon train which has been used for a "Wagon Supply Path" during a Supply Segment *may* be removed from the map for "Wagon Train Redeployment" (see 11.4), but the player may leave it on-map if he wants to.

Depot Supply Path: A "Depot Supply Path" is a path of hexes from a depot to a unit. This path may not be more than 15 hexes long (not including the hex the depot is in, but including the unit's hex). The first section of this path (up to 10 hexes) may not enter a hex occupied by an enemy unit or an enemy ZOC (except the hex the depot occupies may be in an enemy ZOC), and may only cross hexsides which a wagon train can cross. The last 5 hexes of this path are then traced as a "Wagon Supply Path" (see above).

There are 2 conditions for tracing a "Depot Supply Path":

- A wagon train must occupy the depot. If the wagon train does not contain any supply points, the player transfers them to the wagon train, and then expends them using the "Depot Supply Path". (Note: A wagon train which occupies a depot may not be used to expend more than 4 supply points per Supply Segment. These points may be expended by any combination of "Wagon Supply Paths" and "Depot Supply Paths".)
- A "Depot Supply Path" may only be traced from a depot if the depot is in a RR station, and the player can trace a path of RR hexes from the depot's hex to a friendly supply source. The path may not go past the hex occupied by the Railhead marker (for Union depots), or enter the hex occupied by the Railhead marker (for Confederate depots). (Note: Unlike a RR supply path, this path to the mapedge *may* enter hexes with destroyed or damaged RR stations & enemy units, and *may* cross destroyed bridges.)

If a player cannot accomplish these conditions, he may not trace a "Depot Supply Path" from the depot for that supply point.

A wagon train which has been used for a "Depot Supply Path" during a Supply Segment *must* be removed from the map for "Wagon Train Redeployment" (see 11.4).

Depot & RR Station Adjacency: A unit can achieve "in supply" status if:

- It is in or adjacent to a friendly depot, or
- It is in or adjacent to a RR station, and the player can trace a "RR Supply Path" (see 11.2) to both the RR station and to a friendly depot. These paths may not go past the hex occupied by the Railhead marker (for the Union player) or enter the hex occupied by the Railhead marker (for the Confederate player).

If the unit is adjacent to a depot, a supply point must be expended from this depot to supply the unit. If the unit is adjacent to a RR station, a supply point may be expended from a depot to which the player can trace a "RR Supply Path".

Notes on Supply Rules & Concepts: The supply rules for this game are built around a "2 days out, 2 days in" concept for the wagon trains – 2 turns' travel from the depot to the unit, and then 2 turns back to the depot. 2 turns before a Strategic Cycle, a player's wagons leave his depot, and during that Strategic Cycle, they supply his units. The next turn, they are returned to a depot, but are placed at Fatigue Level 4 (losing 2 turns of movement), beginning the cycle again.

When a player expects that some or all of his units will be within 15 hexes by

road of his depot (which will be most of the time), he can leave the wagons which would supply those units in this depot, using “Depot Supply Paths” for those units. Note that he must have enough wagon “carrying capacity” in the wagons in this depot to supply each unit – by itself, the depot can only supply units in or adjacent to its hex.

For the Union player, an additional incentive to keep his infantry divisions “In Supply” is that each “Out of Supply” infantry division increases the chance of having to spend additional Command Points to maintain Active Posture (see 4.0), or being forced into Passive Posture.

11.6 EMERGENCY SUPPLY

Units which are out of supply may regain in supply status if they are near supply points in a subsequent Recovery Phase. A unit may draw on emergency supply at the beginning of Step 2 of the Recovery Phase if it is out of supply and one of the following conditions is met:

- It is within Wagon Supply Path range of a wagon train. A supply point must be immediately expended from this wagon to supply the unit.
- It is within Depot Supply Path range of a depot. A supply point must be immediately expended from this depot to supply the unit, and a wagon in the depot must be removed from the map for “Wagon Train Redeployment” (see 11.4). (Note: If multiple units are receiving Emergency Supply in the same turn from the same depot, a single wagon train may be used to supply all of them, provided that no more than 4 supply points are expended.)
- It is in or adjacent to a friendly depot or an eligible RR station (see Depot & RR Station Adjacency below). A supply point must be immediately expended from a depot to supply the unit.
- Note: When a supply point is expended for Emergency Supply, it may be used to supply multiple units (see “Expending Supply Points” in 11.5 above).

A player must issue Emergency Supply before he makes any forage attempts in Step 2 of the Recovery Phase. Once he has made one forage roll, he may not issue Emergency Supply until the following turn. Units that entrenched, built pontoons or repaired ferries in Step 1 of the Recovery Phase may receive Emergency Supply.

11.7 FORAGING

In Step 2 of the Recovery Phase, both players may “Forage” with any of their units which are “out of supply” and at Fatigue Level 0, 1, or 2. A unit may not forage at Fatigue Level 3 or 4, nor may it forage if it built a bridge, repaired a bridge or ferry, or entrenched in Step 1 of that phase. An exhausted unit may forage. Leaders may not forage.

If a unit forages, the player rolls one die (modifying this role if necessary, see below), and consults the Forage Table. If the result is “In Supply”, the Out of Supply marker is removed from the unit. This unit remains in supply until the next Supply Segment, at which time its supply status is determined normally.

Forage Table:

1-2	In Supply
3 or greater	No Effect

Modifiers:

- +X The unit’s current fatigue level
- +1 If all six hexes adjacent to the foraging unit are enemy-occupied, in enemy ZOC (even if occupied by a friendly unit), hexes into which the foraging unit cannot move due to terrain restrictions, or hypothetical hexes just off the map
- 1 If the current turn is in July or August
- 2 If the current turn is in September or October
- 1 If the unit is a Confederate unit

11.8 RR STATION REPAIR / RR BRIDGE REPAIR / PONTOON BRIDGE DISMANTLING

During the Supply Segment, players may perform several engineering actions.

RR Station Repair: Players may repair RR stations on the map or in off-map boxes. To repair RR stations on the map, the player may perform one of the options below:

- Union player:
 - Remove up to 3 “Damaged” markers from RR stations, or
 - Remove a single “Destroyed” marker from a RR station.
- Confederate player:
 - Remove up to 3 “Damaged” markers from RR stations, or
 - Replace a single “Destroyed” marker with 2 “Damaged” markers on a RR station.

The RR station cannot be repaired if its hex is enemy occupied or in an enemy ZOC. (Note: In addition, the Union player may not repair a RR station if that RR station is between the Railhead marker and a Confederate supply source, and at least one of the RR hexes on the path between the Railhead marker and that RR station is occupied by a Confederate unit, or a Confederate ZOC that is not occupied by a Union unit.) (Note: Remember that the Confederate player may not destroy a RR station unless it is between the Railhead marker and a Union supply source (see 19.0).)

Fairburn RR Station: The Fairburn RR station (E3826) represents a much longer stretch of track. Therefore, a player may perform a “Burn RR Station” action in the hex even if a single “Damaged” or “Destroyed” marker occupies the hex. He then places a second “Damaged” or “Destroyed” marker in the hex.

Players may also remove “Damaged” or “Destroyed” markers in friendly off-map boxes, in addition to markers removed on-map:

- The Union player may remove up to 3 “Damaged” markers, or remove a single “Destroyed” marker.
- The Confederate player may remove up to 3 “Damaged” markers, or replace a single “Destroyed” marker with 2 “Damaged” markers.

A player may remove markers in off-map boxes which contain enemy units.

Union Repair of Destroyed RR Bridges: If the Union player does not repair any Damaged or Destroyed RR stations in a Supply Segment, he may attempt to repair a single destroyed RR bridge. (Note: There are only 3 of these on the maps: W2211 (Resaca) – W2312, W5417 (Etowah Station) – W5517 (McGuire), and E2514 – E2614 (Defoor).) If he attempts to repair a destroyed bridge, neither hex connected by the bridge may be occupied by a Confederate unit or in a Confederate ZOC. In addition, one hex connected by the bridge must be occupied by a Union infantry unit with a Combat value of 5 or more which is at Fatigue Level 0. However, this attempt may be made during a rain turn, and regardless of the presence of “unfordable” markers on the Turn Track. To attempt to repair a bridge, the Union player rolls one die, and consults the “Union RR Bridge Repair Table” below:

Union Bridge Repair Table:

2 or less	Success
3 or greater	Failure

Modifiers:

- 3 If the Union player attempted to repair the same bridge in the previous Supply Segment

If the result is “Success”, the bridge is repaired. Remove the Destroyed marker: the bridge is functional again. If the result is “Failure”, the repair attempt fails.

The Union player may make a maximum of one repair attempt per Supply Segment. This repair attempt is in addition to the normal repair attempt that may be done during the Recovery Phase. (Note: This gives the Union player a better chance of repairing RR bridges; Sherman gave extra attention to these,

since they were part of his supply line.)

Pontoon Bridge Dismantling: Players may dismantle any friendly pontoon bridges on the map. (This may be useful when a bridge is no longer near any friendly units which can dismantle it.) This is in addition to the normal dismantling that may be done during the Action Cycle.

11.9 TRANSFERRING SUPPLY POINTS BETWEEN DEPOTS

During the Supply Segment, each player may transfer supply points from one depot to another if the two depots are connected by rail. Each player may transfer up to 10 supply points in this way during each Supply Segment. To do this, the player reduces the quantity of supply points in one depot and increases the quantity in the other. At the time the supply points are transferred, he must be able to trace a path of RR hexes between the two depots, similar to a “RR Supply Path,” except that the path is traced between two RR stations.

Supply points may only be transferred from a single depot to another single depot during any Supply Segment.

11.10 TRANSFERRING OFF-MAP SUPPLY POINTS TO THE MAP WITH WAGON TRAINS

The Confederate player may transfer supply points from depots in some off-map boxes to the edge of the map using wagon trains. He may use the Jacksonville, Opelika, Macon, or Greensborough off-map boxes for this purpose.

During the Supply Segment, for every wagon train in the off-map box, the Confederate player may place 2 supply points in any single hex to which a friendly unit could currently transfer from the off-map box, or in a wagon train in one of these hexes (although the wagon train still may not carry more than 4 supply points).

The Confederate player may use 2 of these supply points to build a depot in the hex the supply points are placed in, per 11.3.

If a wagon transfers from an off-map box to the map, and there is a depot in the off-map box with supply points already in it, the Confederate player may transfer up to 2 supply points to the wagon train before it begins the transfer.

12.0 ACTIVATE ARMY LEADER

The “Activate Army Leader” action is an Advanced Game rule enabling players to use their army leaders to activate units as normal leaders do in an “Activate Leader” action. In all Advanced Game Scenarios, the Activate Army Leader action is added to the menu of actions available to the player who takes initiative in each Action Phase.

The active player may only choose an Activate Army Leader action if all of the following conditions are fulfilled:

- A player’s army leader must be stacked in the same hex as another friendly, non-cavalry leader.
- At least one friendly infantry unit at a Fatigue Level of 3 or less must be situated within the command radius of the army leader.
- If a player successfully executed an Activate Army Leader action in the previous turn, he may not choose an Activate Army Leader action in the current turn.
- Each player may execute an Activate Army Leader action a maximum of once per turn. If an attempt at an Activate Army Leader fails (see below), a player may make a second attempt to perform it in a later Action Phase, but no more than two attempts are permitted per turn.
- The Union player may only choose Sherman to perform an Activate Army Leader action. Other Union army leaders may not be chosen.

An Activate Army Leader action is attempted as follows:

- 1) The active player selects an eligible army leader anywhere on the map and rolls a die.
 - If the roll is 4 or more, the Activate Army Leader action fails.
 - If the roll is 3 or less, the Activate Army Leader action succeeds.

Failure: If an Activate Army Leader die roll fails, the action is over – do not proceed to Step 2 of this procedure. No units gain Fatigue Levels. The player may attempt one more Activate Army Leader action in the current turn, but it may only be attempted in a later Action Phase. A new Action Phase begins, and initiative is determined normally.

Success: If an Activate Army Leader die roll succeeds, the action continues. Proceed to Step 2.

- 2) The active player must select from 1 to 10 eligible friendly military units. Unlike an Activate Leader action, in which participating units must belong to the active leader’s command, the units selected in an Activate Army Leader action may be of any command affiliation. Furthermore, the selected units may be any combination of infantry, cavalry, or artillery (but not wagon trains). Selected units must be situated within the army leader’s command radius and must be at a Fatigue Level of 3 or less. (**Exception:** A unit may be at Fatigue Level 4 if the pertinent optional rule in Basic Rule 5.2 is in use.)
- 3) The active player, rolling one die, determines the army leader’s Movement Allowance in exactly the same way a normal (non-cavalry) leader determines its Movement Allowance in an Activate Leader action (see Step 3, Basic Rule 5.2). However if the die roll is a 1, add 1 to the Movement Allowance (so the minimum die roll is a 2).
- 4) The army leader’s Movement Allowance determined in Step 3 applies to each infantry and artillery unit selected in Step 2. The army leader’s Movement Allowance determined in Step 3 multiplied by two applies to each cavalry unit selected in Step 2. Place markers on the Movement Track in the boxes corresponding to these numbers.
- 5) The active player performs Steps 5 to 9 of the normal Activate Leader procedure (see Basic Rule 5.2). The Activate Army Leader action ends when this procedure is completed, and the next Action Phase begins.

Note: The opposing player automatically wins initiative in the next Action Phase (see “Initiative Penalty,” below).

The player may not attempt another Activate Army Leader action for the rest of the current turn and *throughout the entire following turn*. He may attempt an Activate Army Leader action again in the second turn following the current turn.

ACTIVATE ARMY LEADER RESTRICTIONS

In an Activate Army Leader action, all units selected in Step 2 are restricted in their activities as follows:

- A marching unit may not attack during its march. Attacks of all kinds are prohibited in an Activate Army Leader action.
- A marching unit may not enter an enemy ZOC (including restricted ZOC) during its march. (**Exception:** If, in order to exit a given hex, a unit has no choice but to enter an enemy ZOC, it may do so.) A unit may exit an enemy ZOC during an Activate Army Leader action, subject to normal movement penalties.
- Units selected to participate in an Activate Army Leader action may not perform Burn RR Station or Entrench actions.

INITIATIVE PENALTY

If a player’s Activate Army Leader action die roll succeeds, the opposing player automatically wins initiative in the Action Phase following the Activate Army Leader action, regardless of the die rolls in the Initiative Segment of that phase.

12.1 JOHNSTON’S NIGHT MARCHES

If the army leader Johnston is in command, the Confederate player can perform a “Johnston’s Night March.” This is performed exactly as an “Activate Army Leader” action, except as modified below:

- If the Confederate player wishes to do this, he declares it at the beginning of the Action Cycle of the given turn, before the dice are rolled for initiative. He automatically wins the first initiative of the Action Cycle. However, he must use this free initiative to perform a “Johnston’s Night March.”

- The Confederate player does not need to roll a die to attempt the activation. Instead, it happens automatically.
- The minimum die roll for movement allowance is 3, not 2.
- Once the Confederate player has performed a “Johnston’s Night March”, he may not perform another until after the next Strategic Cycle.
- For the purpose of attempting another “Activate Army Leader” action, a “Johnston’s Night March” counts as a standard “Activate Army Leader” action. Therefore, the Confederate player may not perform a “Johnston’s Night March” if he has performed an “Activate Army Leader” action in the previous turn; and he may not attempt an “Activate Army Leader” action if he has performed a “Johnston’s Night March” in the previous turn.

13.0 HOOD’S ATTACKS

If the army leader Hood is in command, the Confederate player can perform a “Hood’s Attack”. This is performed as described below. Briefly, the Confederate player will add 2 or 1 to his initiative die rolls for a short time, and may receive a +1 “Surprise” combat modifier during this time.

INITIATIVE BONUS

At the beginning of the Action Cycle of any turn (before the first initiative die roll takes place), or in any Action Phase when the Confederate player has taken the initiative (but before he performs an action), he may declare a “Hood’s Attack”. If the Confederate player declares a “Hood’s Attack” at the beginning of an Action Cycle, he automatically wins the first initiative of that turn. (**Note:** If the Random Event for that turn is “Command Paralysis”, the Union player has command paralysis for that turn.)

Once he declares a “Hood’s Attack”, he rolls a die. He adds the number under the marker on the Hood’s Attack Track. If the modified die roll is 5 or less, he will add 2 to future initiative die rolls; if it is 6 or more, he will add 1 to future initiative die rolls. The Confederate player receives this initiative die roll bonus until the end of the “Hood’s Attack”.

Tied initiative dice rolls are determined after the Confederate player adds 1 or 2 to his die roll (as above). Therefore, if the Confederate player is adding 2 to his die roll, and he rolls a 3 while the Union player rolls a 5, the Confederate player wins the initiative (the Confederate player wins double 5’s). But if the Confederate player rolls a 1 while the Union player rolls a 3, the Union player wins the initiative (the Union player wins double 3’s). (**Notes:** The effects of tied initiative dice rolls in Passive Posture (see 4.0) apply normally during a Hood’s Attack. Also, note that the Action Cycle may not end due to double 1’s during a Hood’s Attack (see 6.0).)

SURPRISE ATTACK

While a “Hood’s Attack” is in progress, the Confederate player may receive a +1 “Surprise” combat modifier. Before each attack during a “Hood’s Attack”, the Confederate player rolls a die. This die roll is made during the “Determine Die Roll Modifiers” step of an attack (step 4 for a marching unit, step 8 for an assault action). If the result is from 1-5, the surprise is successful, and the Confederate player receives the +1 combat modifier for this attack. If the result is a 6, the surprise has failed, and he does not receive it.

After the Confederate player has failed to gain the +1 surprise modifier in any attack, he may not attempt to gain it any other attack during this “Hood’s Attack”. He may attempt to gain it in a “Hood’s Attack” in a later turn, however.

END OF ATTACK

After the Confederate player has had at least 3 initiatives (including the initiative in which he starts the “Hood’s Attack”), the “Hood’s Attack” ends when the first Union initiative occurs. The Confederate player may have more than 3 initiatives in a “Hood’s Attack”; but after he wins the 3rd initiative, the “Hood’s Attack” only lasts as long as he continues to win the initiative. After that point, once the Union player wins the initiative, the “Hood’s Attack” is over.

When the “Hood’s Attack” is over, the Confederate player moves the “Hood’s Attack” marker 1 space further on the track.

(**Note:** The Action Cycle may not end (see 6.0) during a “Hood’s Attack”).

RESTRICTIONS & PENALTIES

- o The Confederate player may not perform a “Hood’s Attack” if he has performed an attack with any unit earlier in the turn.
- o The Confederate player may not perform a “Hood’s Attack” if a Confederate infantry unit has received a Dr or DR result in combat earlier in the turn (however, cavalry units may have received a Dr or DR result).
- o The Confederate player may not perform a “Hood’s Attack” if the marker on the Hood’s Attack Track is in the “6” space.
- o The Confederate player may only perform one “Hood’s Attack” in any turn, and he may not perform a “Hood’s Attack” on the turn directly after a turn in which he performed one.
- o During the “Hood’s Attack”, the Confederate player must perform an attack (or attacks) with a combined total of 2 infantry divisions (this may be 1 attack with 2 divisions, or 2 attacks with 1 division each). These attacks must be against a hex or hexes that contain at least 1 Union infantry division each. These attacks may be made during a march action, or by an assault or grand assault action.

If the Confederate player fails to do this before the end of the “Hood’s Attack”, he suffers command paralysis (per 2.0) for the rest of the turn, and the turn following this one. If the Random Event for that day or the following day is Command Paralysis, and the Confederate player is affected, he is not penalized further.

If the Confederate player selects division(s) to participate in an assault action and they are unable to participate due to the command die roll (step 5 of the assault procedure), they are counted as having attacked for the purposes of this rule. However, if the Confederate player attempts to perform a grand assault, and units in hexes adjacent to the defending unit are unable to participate, they are *not* counted as having attacked.

14.0 OFF-MAP THEATERS

Events in areas surrounding the game maps may influence the game. An Off-Map Theater Display is provided that contains a series of boxes surrounded the game maps. These boxes are used to represent key locales around the area through which the main armies campaigned. The railroads in these locations were the frequent target of cavalry raids as one side or the other tried to cut off their opponent’s supply.

Each box in the Off-Map Theater Display is color-coded to represent the side it belongs to (Union or Confederate). Friendly units of any type may enter a box of their own side; but *only cavalry units* may enter an enemy box.

Players may start with units in these boxes and may receive reinforcements into these boxes during the game. The players may also transfer units from these boxes to the game map (or vice versa). This transfer to and from the game map always occurs in the Off-Map Transfer Phase at the beginning of each turn. It may not occur during the Off-Map Segment of the Strategic Cycle, which resolves activities within the off-map theater.

[**Optional rule note:** Although both sides tried repeatedly to cut each others’ communications, and such raids had been successful in other campaigns, the net result in this campaign was only to deprive them of much of their cavalry for large periods of time – none of the raids had any substantial effect. Therefore, for players who want a simpler game, the off-map rules can be omitted. Off-map rules are colored green; replacement rules (where required) are colored magenta and are in brackets.]

14.1 OFF-MAP BOX CONNECTIONS

Each box in the Off-Map Theater Display is linked to one or more other boxes (or to the game maps) through either a road connection or a railroad connection. (**Note:** Chattanooga is marked for reference only. It has no impact on game play.)

For the purposes of movement during the Off-Map Segment of the Strategic

Cycle, both road and railroad of connections function identically. However, rail connections allow the Confederate player to rapidly transfer units between off-map boxes and to and from the game maps during the Off-Map Transfer Phase at the start of each turn. In addition, rail connections are required for players to receive supply points (see 11.2).

Note: Units moving between the Tullahoma Off-Map Box and a connected off-map box move differently (see the note at the end of section 14.3).

14.2 OFF-MAP MOVEMENT RESTRICTIONS

A unit is not eligible to move between off-map boxes if:

- The unit transferred into this off-map box some time since the last Strategic Cycle. (**Exception:** Cavalry units can still move in steps 3 & 4, below.)
- It arrived as a reinforcement after the last Off-Map Segment. (**Exception:** Cavalry units can still move in steps 3 & 4, below.)
- It performed RR transfer after the last Off-Map Segment.

14.3 THE OFF-MAP SEGMENT

During the Off-Map Segment of every Strategic Cycle, the players perform the following sequence of activities with units in the off-map boxes. In all steps, Union units are moved first, followed by Confederate units.

1. **Enemy Box 1st Movement:** Both players may move eligible cavalry units which occupy *enemy* boxes into an adjacent off-map box connected by a road or railroad connection.
2. **Friendly Box 1st Movement:** Both players may move eligible units which occupy *friendly* boxes into an adjacent off-map box connected by a road or railroad connection. However, any infantry or artillery units (not cavalry or wagon train) which move during this phase must perform an Off-Map Extended March (see 14.3.1 below). Cavalry units which moved in Step 1 may not move in this step. (**Note:** This is the only step in which non-cavalry units may move.)
3. **Enemy Box 2nd Movement:** If any eligible cavalry units occupy *enemy* boxes, the owning player may move these units into an adjacent off-map box connected by a road or railroad connection, if two conditions below are met:
 - The box the unit starts in may not contain enemy units which were there at the end of the previous Off-Map Segment (four turns ago).
 - The box the unit starts in may not contain enemy units which entered the box as reinforcements after the previous Off-Map Segment.

(**Exception:** If the total combat value of all of the units listed above under both points is less than $\frac{1}{4}$ of the total combat value of the cavalry units, the cavalry units may still move.)

Cavalry units may therefore move two boxes during each Off-Map Segment. However, any units which move during this phase must perform an Off-Map Extended March.

4. **Friendly Box 2nd Movement:** If any eligible cavalry units occupy *friendly* boxes, the owning player may move these units into an adjacent off-map box connected by a road or railroad connection, if the conditions listed in Step 3 are met (although, note that enemy reinforcements will never occupy a friendly box). However, any units which move during this phase must perform an Off-Map Extended March. Units which moved in Step 3 may not move in this step.
5. **RR Damage:** Enemy units which occupy a box containing a railroad may attempt to damage it (see 14.4).
6. **Combat:** Combat occurs in each box that contains both Union and Confederate units (see 14.5).
7. **Recovery:** Any units which remained in a friendly off-map box since the beginning of the Off-Map Segment and did not engage in combat have their Demoralize markers removed and their strength markers are flipped to their organized sides.

14.3.1: Off-Map Extended March: If a unit must perform an Off-Map Extended March, roll once on the Extended March Table as if the unit was on its exhausted side, increasing its Fatigue Level from 3 to 4. All results are applied normally.

Substitute Units: Substitute units can be created in any of the steps of the Off-Map Segment involving movement (1-4), or during the Off-Map Transfer Phase, before any units move. All restrictions listed in section 10.0 apply. However, after detachment, either unit (the parent unit or the substitute) may move.

Movement to and from the Tullahoma Off-Map Box: Only cavalry units may move between the Tullahoma Off-Map Box and a connected off-map box (Athens, Clarkesville, or Jacksonville). If a unit moves between the Tullahoma Off-Map Box and one of these boxes, it is not placed directly in the box it is moving to. Instead, it is placed on the Turn Track, 8 turns ahead of the current turn (if it is moving to or from Athens), 12 turns ahead of the current turn (if it is moving to or from Clarkesville), or 16 turns ahead of the current turn (if it is moving to or from Jacksonville). In step 1 or 2 of the Off-Map Segment (depending on which box the unit moved from) in the turn corresponding to the box occupied by his unit, the player places the unit at the location it moved to. It may move again in step 3 or 4.

When a Confederate unit has transferred to the Tullahoma Off-Map Box, and it is about to be placed in the box, the Confederate player may choose not to place the unit. Instead, he may move it back to the box it came from. He places it on the turn track as described above; in the turn corresponding to the box occupied by his unit, he places it back in the box it came from.

14.4 RR DAMAGE

In Step 5 of the Off-Map Segment, undemoralized enemy cavalry unit(s) occupying a box containing a railroad may attempt to damage it. Damage is resolved completely in one box before proceeding to resolve damage in another box. The Union player chooses the order in which the damage attempts are resolved.

Only 1 damage attempt may be made per box per segment; all units are grouped together when performing the action.

Damage is resolved according to the following procedure. When units are described below, “enemy” units are always those opposed to the side (Union or Confederate) of the off-map box occupied. “Friendly” units are those units which are of the same side as the off-map box occupied. The player controlling the *enemy* units is considered the “Attacker” in this step.

1. Combine the Combat values of all of the undemoralized enemy units in the box. This is the “Attack Value”. Combine the Combat values of all of the friendly units in the box, and halve them, to a minimum of 1. This is the “Defense Value”. Compare the Attack Value to the Defense Value and round this ratio down in favor of the defender to conform to one of the simplified ratios listed on the Ratio Chart. A modifier from -12 to +13 is listed next to each ratio. This is the ratio modifier.
2. Each player rolls a die. The attacker’s roll may be modified as follows (modifiers are cumulative):
 - +/-#: Add or subtract the ratio modifier determined in Step 1.
 - +/-#: Compute the tactical modifier (see the Basic Rules, 7.4) normally for the combat using the highest Tactical value among the units and leaders in the box for each player.
 - 1: If Thomas occupies the off-map box.

Note: If no defending units occupy the box, the modifier used is the sum of the attacker’s combat value and highest tactical value. No other modifiers, including artillery and rain modifiers, are ever taken into account in off-map damage.

3. The defending player’s roll is subtracted from the attacking player’s modified roll, and a number result is obtained. If the result is 0 or less, there is no effect. However, if the result is a positive number, then damage has occurred. The attacker selects the same amount of “Damaged” markers as the number result, and places them in the box.

Example: Rousseau’s cavalry division (Patrick and Harrison, 3 manpower) performs RR damage in the Opelika Off-Map Box. No Confederate units occupy the box. Therefore, the Union player adds 3 (for 3 Union manpower), plus 1 for Rousseau’s tactical value of 1. Both players roll the same number, so the Union player places 4 damage markers in Opelika.

Additional damage:

- o **Forrest:** If Forrest is the *only* Confederate unit in the off-map box, the Confederate player subtracts the Union die roll (from Step 3) from his *unmodified* die roll, and then subtracts 2 more. If the result is still a positive number, the attacker may replace that number of “Damaged” markers with “Destroyed” markers. (He may never add markers as a result of this step, even if this number is greater than the number of “Damaged” markers he was originally placing.) For example, if he had rolled a 6, and the defender had rolled a 3, the attacker would be able to replace 1 “Damaged” marker with a “Destroyed” marker. If Forrest occupies the off-map box *with other Confederate unit(s)*, this rule is ignored.
- o **Wagon Trains:** If wagon trains occupy the box, the player halves the number result from the modified die roll (rounding down) and removes that number of wagon trains from the off-map box. These wagon trains have been eliminated, and are placed on the Turn Track 8 turns ahead of the current turn, as described in section 11.4.
- o **Depot:** If the number result from the modified die roll is 4 or greater, and a depot occupies the box, the depot is destroyed.
- o **Prisoners:** If the number result from the modified die roll is 4 or greater, and the Union player is attempting to damage the RR in either the Macon or Andersonville boxes, he has successfully liberated prisoners, and gains VP. (**Note:** The Union player cannot liberate prisoners in Scenario 19, and in other scenarios after a Georgia Militia strategic event has occurred (see 3.0).)

Note: The total number of “Damaged” and “Destroyed” markers which may occupy a single off-map box is 12. If a player would be allowed to place “Damaged” or “Destroyed” markers when a box is already at its limit, he may flip that number of “Damaged” markers to their “Destroyed” side. If all markers are already on their “Destroyed” side, no further action is taken.

14.5 COMBAT

In Step 6 of the Off-Map Segment, off-map combat may occur in each box that contains both undemoralized units friendly to the box, and units opposed to the box (demoralized or not). Combat is resolved completely in one box before proceeding to resolve the combat in another box. The Union player chooses the order in which the combats are resolved.

Only 1 combat may occur per box per segment; all units are grouped together when performing the combat.

Combat is resolved according to the following procedure. When units are described below, “enemy” units are always those opposed to the side (Union or Confederate) of the off-map box occupied. “Friendly” units are those units which are of the same side as the off-map box occupied. The player controlling the *friendly* units is considered the “Attacker” in this step. (**Note:** Combat need not occur if the player controlling the “friendly” units does not want it to. In this case, this step is skipped for this box, and combat is determined for the next box.)

1. Combine the Combat values of all of the undemoralized friendly units in the box. This is the “Attack Value”. Do the same for all enemy units (undemoralized and demoralized) in the box. This is the “Defense Value”. Compare the Attack Value to the Defense Value and round this ratio down in favor of the defender to conform to one of the simplified ratios listed on the Ratio Chart. A modifier from -12 to +13 is listed next to each ratio. This is the ratio modifier.
2. Each player rolls a die. The attacker’s roll may be modified as follows (modifiers are cumulative):
 - +/-#: Add or subtract the ratio modifier determined in Step 1.
 - +/-#: Compute the tactical modifier (see the Basic Rules, 7.4) normally for the combat using the highest Tactical value among the units and leaders in the box for each player.
 - +1: If at least half of the defender’s units have a Demoralize-1 marker.
 - +2: If at least half of the defender’s units have a Demoralize-2 marker.
 - +1: Friendly box bonus (applies to all off-map combat)

Note: No other modifiers, including artillery and rain modifiers, are ever taken into account in off-map combat.

3. The defending player’s roll is subtracted from the attacking player’s modified roll. The players cross-reference this result on the Combat Chart with the columns corresponding to their Attack or Defense Values determined in Step 1. Both players obtain a combat result.
4. Combat results are read slightly differently than normal combat:

Letter Results: Both players ignore all letter results except for “D”, “R”, and “R*”.

- If either player’s result contains a “D”, that player must flip all of his units’ strength markers to their disorganized sides. If they are already disorganized, they remain so.
- If the defender’s result contains an “R”, that player must place Demoralize-1 markers on all of his units. If they already have such a marker, it is flipped to its Demoralize-2 side. If it is already at Demoralize-2, there is no further effect. (**Note:** If a player receives an “R” result, he will also suffer “Additional Manpower Loss” (see below, under “Number Results”).)
- If the defender’s result contains an “R*”, that player must place Demoralize-2 markers on all of his units. If they already have Demoralize-1, flip the marker to its Demoralize-2 side and there is no further effect. If it is already at Demoralize-2, its Manpower value is reduced by one in addition to its normal manpower loss result. (**Note:** If a player receives an “R*” result, he will also suffer “Additional Manpower Loss” (see below, under “Number Results”).)

Number Results: Number results are applied to both players as in normal combat (see the Basic Rules, 7.5). Both players apply losses by replacing their units’ Strength markers with new ones reflecting their reduced Manpower values. New Strength markers are placed on the same side (organized or disorganized) as the marker that was replaced.

Additional Manpower Loss: If a player receives an “R” or “R*” result, he also loses half of the total manpower of his units, rounded up. This manpower loss is applied *after* any manpower loss due to number results.

Fatigue: Units may never gain Fatigue Levels due to off-map combat regardless of the combat results.

14.6 TRANSFER/REINFORCEMENT ENTRY

During the Off-Map Transfer Phase of each turn (but not during the Strategic Cycle), players may transfer units from certain off-map boxes to the map (or vice versa). Units transferring to or from an *enemy* off-map box transfer first; units transferring to or from a *friendly* off-map box transfer second. If a unit transfers to an off-map box, its Fatigue or Out of Supply markers (if any) are removed, and if exhausted it is flipped to its normal side. However, if its manpower counter is disorganized, it remains disorganized. In addition, if a unit transfers to the map, it is placed on its *exhausted* side. A unit transferring on to the map can not be placed in an enemy-occupied hex, although it may be placed in an enemy ZOC. Leaders may be transferred, but they must be attached to a subordinate unit. There are different rules and restrictions for each box and each type of transfer, which are listed below.

A unit may not transfer if enemy units are already transferring along this off-map connection in the opposite direction (toward the box or map edge location that the units would be transferring from), and the combat value of the units that would transfer is less than double the combat value of the already-transferring enemy units. (**Example:** If a unit with a combat value of 2 is transferring from an off-map box to the map, unit(s) of the opposing side may not transfer from the map to this off-map box unless they have a combined combat value of at least 4.)

Some Union reinforcements enter the map as if transferring from an off-map box, but from a location which is not part of the off-map display. This location (Huntsville) is listed in the rules as “(Union reinforcement entry area only)”.

Units which enter the map as reinforcements may not transfer to an off-map box on the turn in which they arrive.

[Although transfer is part of the off-map rules, the transfer locations are still used even when off-map rules are not, as entry areas for reinforcements. In the

scenario setups, reinforcements are listed as coming through one of these entry areas, either arriving by road or by rail. When a unit arrives as a reinforcement, it is placed on its *exhausted* side. A unit arriving as a reinforcement can not be placed in an enemy-occupied hex, although it may be placed in an enemy ZOC. (Note: Where the rules read “transfers a unit”, replace this with “places a unit as a reinforcement” when the off-map rules are not used.)]

TRANSFER BY ROAD

A unit may transfer by road over any off-map connection (road or rail). (Note: Units move by road between off-map boxes during the Off-Map Segment of the Strategic Cycle, but may only transfer between an off-map box and the map during the Off-Map Transfer Phase of each turn.) Units transferring to or from an *enemy* off-map box transfer and are placed on the map first; units transferring to or from a *friendly* off-map box transfer and are placed on the map second.

Any infantry or artillery units (not cavalry or wagon train) which transfer by road must perform an Off-Map Extended March (see 14.3.1) when they are placed at their destination.

Any cavalry units which transfer by road to an off-map box of the opposite side may be intercepted by cavalry units which are friendly to that box on the turn that they transfer (see 14.7). Therefore, during the recovery phase, if a cavalry unit will be transferring by road to an off-map box in the following turn, it recovers normally, but its original fatigue marker is kept beside the unit. This fatigue marker may be used for interception.

Note: If an active unit occupies a hex from which it could transfer to an off-map box, and it has at least 1 movement point remaining, the owning player may remove it from the map. Place it adjacent to the hex that it moved out of. In the Off-Map Transfer Phase of the following turn, the unit *must* transfer to an off-map from the hex that it moved out of. (If the unit is a cavalry unit, its fatigue level is kept for possible interception, as described above.)

Transfer locations:

The hexes listed below are the transfer locations to and from off-map boxes which have connections to the map. If a unit occupies one of these hexes at the start of an Off-Map Transfer Phase, it may transfer to the appropriate box. If a unit transfers from an off-map box, place it in one of the appropriate hexes.

Note: Several of the transfer areas overlap (that is, a unit could move into two different boxes from one hex). The player must declare which box the unit is transferring to when it transfers.

Jacksonville: Any hex from W1134 – E0734 containing a road leading off the southwest (bottom) edge of the map

- Units may also be placed in W3631 (Rome), if they can trace a hex path from Rome to W3334, W3633, or W3833, of no more than 5 hexes in length (including Rome). This path may not enter an enemy-occupied hex, an enemy ZOC, or cross a destroyed bridge hexside (unless a pontoon bridge is in place over the hexside).
- If an enemy unit occupies W3631 (Rome), and a player transfers a unit to a hex within 15 hexes of Rome, that unit must be placed at Fatigue Level 4 (in addition to being placed on its exhausted side).

Opelika: Any hex from E1334 – E5134 containing a road leading off the southwest (bottom) edge of the map

Macon: Any hex from E5831 (White Water) – E5805 containing a road leading off the southeast (right) edge of the map, or any hex from E4901 – E5601 containing a road leading off the northeast (top) edge of the map

Greensborough: Any hex from E2001 (Kirkland) – E5601 containing a road leading off the northeast (top) edge of the map

Clarksville: Any hex from W2801 – E1101 containing a road leading off the northeast (top) edge of the map

Athens: Any hex from W0101 – W1501 (Spring Place) containing a road leading off the northeast (top) edge of the map, or any hex from W0101 – W0109 containing a road leading off the northwest (left) edge of the map

Tulahoma (Union only): Any hex from W0101 – W0132 containing a road leading off the northwest (left) edge of the map

Huntsville (Union reinforcement entry area only): Any hex from W0122 – W0132 containing a road leading off the northwest (left) edge of the map, or any hex from W0334 – W3633 containing a road leading off the southwest (bottom) edge of the map

Length of time to transfer by road:

Infantry, artillery, or wagon train units: If an infantry, artillery, or wagon train unit transfers from an off-map box to the map, or vice versa, the player removes the selected unit and places it on the Turn Track four turns ahead of the current turn. At the start of the Off-Map Transfer Phase in the turn corresponding to the box occupied by his unit, the player places the unit at the location it transferred to.

Cavalry units: If a cavalry unit transfers from an off-map box to the map, or vice versa, the player removes the selected unit and places it on the Turn Track two turns ahead of the current turn. At the start of the Off-Map Transfer Phase in the turn corresponding to the box occupied by his unit, the player places the unit at the location it transferred to.

TRANSFER BY RAIL

Only infantry units may transfer by rail. A unit may transfer by rail over any off-map rail connection. Units may transfer from off-map boxes to the map, and vice versa, and between off-map boxes, during the Off-Map Transfer Phase of each turn. Units may not transfer to an enemy box. (Note: Units may not transfer by rail during the Off-Map Segment of the Strategic Cycle.) The Union player performs all off-map rail transfers first, and the Confederate player second. A maximum of one unit may perform RR transfer per turn. If a unit is performing RR transfer, a second unit may not start to perform RR transfer until the first unit's transfer is complete.

A unit may not RR transfer to or from a box which currently contains at least 1 “Damaged” or “Destroyed” marker.

If a Union unit transfers by rail, it may reduce the number of supply points which the Union player receives in the next Strategic Cycle (see 11.2).

RR TRANSFER TO AND FROM THE MAP

The hexes listed below are the transfer locations to and from off-map boxes which have rail connections to the map. If an infantry unit occupies one of these hexes at the start of an Off-Map Transfer Phase, it may transfer to the appropriate box. If an infantry unit occupies an off-map box, it may transfer to one of the appropriate hexes. The player removes the selected unit and places it on the Turn Track two turns ahead of the current turn. At the start of the Off-Map Transfer Phase in the turn corresponding to the box occupied by his unit, the player places the unit at the location it transferred to.

If the unit cannot enter the map (usually, because its entry hex is blocked by an enemy unit or enemy ZOC), it is placed on the Turn Track, 1 turn ahead of the current turn. At the start of the Off-Map Transfer Phase of that turn, the player places the unit as if it had just transferred from the same box by road.

Tulahoma (to the map - Union): Any RR hex from W0109 – W3618 (Adairsville), or from W0102 – W0806 (Tobacco Factory). However, the Union player must be able to trace a path of RR hexes from the hex the unit is placed in to W0102 or W0109. This path may not enter a hex occupied by a Confederate unit, Confederate ZOC, or a destroyed or damaged RR station or cross a destroyed bridge.

Tulahoma (from the map - Union): W0308 (Tunnel Hill), W1007 (Dalton), W1710 (Tilton), W2211 (Resaca), W2614 (Calhoun), W3618 (Adairsville), or W0303 (Varnell Station). However, the Union player must

be able to trace a path of RR hexes from the unit's hex to W0102 or W0109. This path may not enter a hex occupied by a Confederate unit, Confederate ZOC, or a destroyed or damaged RR station, or cross a destroyed bridge.

Opelika (to the map - Confederate): Any RR hex from E3113 (W&A Depot) – E3934 (Palmetto). However, the Confederate player must be able to trace a path of RR hexes from the hex the unit is placed in to E3934 (Palmetto). This path may not enter a hex occupied by a Union unit, Union ZOC, or a destroyed or damaged RR station.

Opelika (from the map - Confederate): E3113 (W&A Depot), E3417 (East Point), E3826 (Fairburn), or E3934 (Palmetto). However, the Confederate player must be able to trace a path of RR hexes from the unit's hex to E3934 (Palmetto). This path may not enter a hex occupied by a Union unit, Union ZOC, or a destroyed or damaged RR station.

Macon (to the map - Confederate): Any RR hex from E3113 (W&A Depot) – E5820 (Bear Creek Station). However, the Confederate player must be able to trace a path of RR hexes from the hex the unit is placed in to E5820 (Bear Creek Station). This path may not enter a hex occupied by a Union unit, Union ZOC, or a destroyed or damaged RR station.

Macon (from the map - Confederate): E3113 (W&A Depot), E3417 (East Point), E3917 (Rough and Ready), E4117 (Quick Station), E4416 (Morrow's Station), E4917 (Jonesboro), E5420 (Lovejoy's Station), or E5820 (Bear Creek Station). However, the Confederate player must be able to trace a path of RR hexes from the unit's hex to E5820 (Bear Creek Station). This path may not enter a hex occupied by a Union unit, Union ZOC, or a destroyed or damaged RR station.

Greensborough (to the map - Confederate): Any RR hex from E3113 (W&A Depot) – E4901. However, the Confederate player must be able to trace a path of RR hexes from the hex the unit is placed in to E4901. This path may not enter a hex occupied by a Union unit, Union ZOC, or a destroyed or damaged RR station.

Greensborough (from the map - Confederate): E3113 (W&A Depot), E3309 (Decatur), E3403 (Stone Mountain), E4203 (Lithonia), or E4801 (Conyers). However, the Confederate player must be able to trace a path of RR hexes from the unit's hex to E4901. This path may not enter a hex occupied by a Union unit, Union ZOC, or a destroyed or damaged RR station.

RR Transfer Between Off-Map Boxes (Confederate only):

If a Confederate infantry unit occupies a friendly off-map box with a RR connection to an adjacent friendly box, the unit may perform a RR transfer. The Confederate player leaves the selected unit in the off-map box, but places a fatigue marker under the unit. He also places a corresponding fatigue marker on the Turn Track two turns ahead of the current turn. At the start of the Off-Map Transfer Phase in the turn corresponding to the box occupied by his fatigue marker, he places the unit at the location it transferred to. (Note: The fatigue marker does not represent fatigue in this case; it is just a marker to indicate the time required to transfer.)

14.7 INTERCEPTION

Any cavalry units which transfer by road to an off-map box of the opposite side (Union or Confederate) may be intercepted by cavalry units which are friendly to that box on the turn that they transfer. (Note: In the text below, "friendly" units are those of the same side as the box being transferred to; "enemy" units are of the side opposed to the box.) When cavalry units transfer by road to an off-map box, their fatigue marker from the previous turn should be kept next to the unit (see 14.6, "Transfer by Road"). In addition, the unit should remain on the map edge, adjacent to the hex from which it transferred. After all units have transferred, if enemy cavalry units have begun their transfer to a box this turn, and friendly cavalry units have begun their transfer to the same box this turn, the friendly player may compare the fatigue levels and locations of all of these units. He finds the highest fatigue level of the enemy units. Any of his friendly units which are at the same or lower fatigue level, and within 10 hexes of any of the enemy units (tracing a path of map edge hexes only) may intercept all of the enemy units.

To intercept, the friendly player follows the procedure below. He separates out his friendly units which can intercept, and the enemy units which are transferring. Any of his friendly units which cannot intercept will continue to transfer, and are placed on the turn track. (Fatigue markers may be removed at this point.) However, mark the hexes from which the two farthest-separated units which participated in this interception (friendly or enemy) exited the map; these hexes will be used if units return to the map.

During the Off-Map Transfer Phase of the *following* turn, Off-Map Combat (see 14.5) is performed between the intercepting friendly units and all of the enemy units. This combat is performed exactly as in section 14.5, and all results are applied normally. After the combat, one of two further results will happen:

- If the combat result was +1 or lower, all units continue to transfer to the off-map box. However, in the Off-Map Segment after the units are placed in the box which they transferred to, the friendly units which participated in the combat may not participate in steps 4, 5, or 6 (Friendly Box 2nd Movement, RR Damage, or Combat). They are placed in the box which they transferred into, but have no effect in this Off-Map Segment. After this Off-Map Segment they function normally.
- If the combat result was +2 or higher, all units (including friendly units which were transferring but did not participate in the combat) are placed on the Turn Track, 1 turn ahead of the current turn. In the Off-Map Transfer Phase of the following turn, they are placed back on the map, as if they had transferred from the off-map box which they were transferring to. They must be placed between (or in) the two hexes that were occupied by the farthest-separated units which participated in this interception. (Note: Refer to section 14.6 for rules on transfer. All rules in this section apply to the returning units. Also, since the units will not have had an opportunity to recover, all results of combat (disorganization, and possibly demoralization) are retained.)

15.0 LEADER WOUNDING AND DEATH

Several leaders, and the commander of one unit, can be killed or wounded during the game in combat. These are: Polk (Confederate), Walker (Confederate), McPherson (Union), Dodge (Union), and Kilpatrick (Union). (For simplicity, these commanders are all described as "leaders" in the section below.)

COMBAT

In any combat in which one or more of the leaders listed above occupy either the defending hex or any hex containing subordinate attacking units, one or more of those leaders may be wounded or killed. If in the combat procedure both players roll a 1 before any modifiers are taken into account, combat resolution is temporarily halted while the owning player checks for leader death. The owning player rolls a die for each such leader.

- On a roll of 1 or 2, there is no effect.
- On a roll of 3 or 4, the leader is wounded. Roll one die, and multiply the result by 12. The result is the number of turns that the leader is wounded. Place a counter representing him on the turn track that number of turns ahead of the current turn. On that turn, he may return to the game. (If there are less than that many turns remaining in the game, remove his counter from the game permanently.)
- On a roll of 5 or 6, the leader is killed. Remove his counter from the game permanently.

If a leader is wounded or killed, proceed as specified below:

Polk: Polk is succeeded by Stewart (flip Polk's counter over). In addition, replace the Stewart division counter with the Clayton-A division counter.

Walker: Walker is replaced with a substitute infantry brigade. An Artillery marker is placed with the substitute brigade, of the same value as Walker's artillery (in other words, the unit should keep the same Artillery value). (Note: This substitute brigade may have a manpower value of more than 6, which is the normal limit. If it has a manpower value of more than 6, other units may not attach to it, but it may detach further substitute brigades.)

Walker is never wounded. If the Confederate player rolls a 3 or 4 after the combat, Walker is killed instead of being wounded. However, a roll of 1 or 2 still means that there is no effect.

McPherson: McPherson is succeeded by Howard (flip McPherson's counter over). In addition, flip Howard's counter (IV corps commander) over to Stanley, and replace the Stanley division counter with the Kimball division counter.

In each Recovery Phase after McPherson has been killed or wounded, the Union player rolls a die. On a roll of 2-6, there is no effect. On a roll of 1, Hooker resigns and is replaced by Williams (flip Hooker's counter over); also, replace the Williams division counter with the Knipe division counter. In addition, if Hooker resigns, the Union player places the Slocum counter on the turn track, 30 turns ahead of the current turn. On that turn, Williams is replaced by Slocum (and Williams resumes command of his division; Knipe is replaced).

The Union player stops rolling for Hooker's resignation if either Hooker resigns, or if McPherson returns to command after being wounded, and Hooker has not yet resigned.

Dodge: Dodge is succeeded by Ransom-A (flip Dodge's counter over).

Kilpatrick: Kilpatrick is succeeded by Lowe (flip Kilpatrick's counter over).

Note that when counters are replaced above, artillery is neither gained nor lost. If the artillery value of a counter being replaced is different from the counter which is replacing it, note this on a scrap of paper (or use an artillery marker).

16.0 CONFEDERATE FORTS

Several Confederate forts are printed on the map. These forts are Confederate controlled and undestroyed at the start of all scenarios unless otherwise indicated. Confederate forts printed on the map are not the same as entrenchment fort marker counters that both players may build on their units per section 9 on Entrenchments in the Standard Basic Rules.

EFFECTS OF CONFEDERATE FORTS

- Union units may not enter or retreat into a hex containing an undestroyed Confederate fort. Similarly, Union leaders may not transfer or exert a command radius into or through an undestroyed fort hex.
- Union units adjacent to an undestroyed Confederate fort do exert a ZOC into the fort; however an undestroyed fort is always treated as occupied by a Confederate unit when determining the effects of *Union* ZOC.
- Confederate forts do not exert ZOC (unless a Confederate unit occupies its hex).
- A Confederate fort hex adjacent to a defending Union unit is considered "covered" for flank attack determination.
- Confederate units may enter fort hexes without restriction.
- Forts themselves may not activate or entrench.

CONFEDERATE FORTS AND COMBAT

Confederate forts in AIO have an intrinsic Combat Value of 1 and an intrinsic Artillery Value of 1. This intrinsic Combat Value may only be used in defense; a fort may never join in a Confederate attack (although Confederate units in fort hexes may attack).

Union units may attack an adjacent fort hex. If no Confederate units occupy the fort hex, the fort's intrinsic Combat and Artillery values are used to resolve the combat. If one or more Confederate units occupy the fort hex, the Confederate player's Combat and Artillery values are calculated by adding the fort's intrinsic values to the Combat and Artillery values of the Confederate units defending in the fort hex.

In Union attacks against forts, there can never be a *tactical* modifier in favor of the Union player. If the Union player has a higher tactical value than the Confederate player, or if no Confederate units occupy the fort hex, no tactical modifier is used. If the Confederate player has a higher tactical value, that

combat die roll modifier is applied normally.

In Union attacks against fort hexes, the Union player may never gain a *flank* attack bonus. All other combat modifiers are applied normally.

HOW CONFEDERATE FORTS ARE DESTROYED

If the Confederate player suffers a combat result containing an "r" (retreat) or "R" (rout) in any Union attack against a Confederate fort hex, the fort is permanently destroyed. Any Confederate units in the fort hex must also retreat or rout. Place a "Destroyed" marker in the hex – a Confederate fort is no longer considered to occupy that hex.

When calculating the Defender's Combat Value to determine the proper column on the Combat Chart, do not include the intrinsic Combat value of the fort. Combat results containing Manpower Value losses, "f" (fatigue-1), "F" (fatigue-2), and "D" (disorganize) results have no effect on forts; however, these results do affect Confederate units defending in the fort hex. A manpower value loss may not be taken by the fort; if there are any units in the fort, they take the full manpower loss. The destruction of a fort does not count as a Manpower value loss for Victory Point purposes in the scenarios.

A destroyed fort is considered to be a Confederate redoubt hex (see Standard Rules section 9.0) for the rest of the scenario, unless it is rebuilt (see 17.0). If it is not rebuilt, and Confederate units re-enter the hex, they gain all the normal benefits of a redoubt hex.

If the Union player controls Fulton County and no Confederate infantry units are within 3 hexes of any Confederate forts for 4 consecutive Recovery Phases, all Confederate forts are destroyed during the 4th Recovery Phase.

ENTRENCHMENT IN FORT HEXES

Confederate units in a fort hex are treated as if they occupied a redoubt hex for entrenchment purposes. Thus, in a fort hex, Confederate units with no other entrenchments have their Combat and Artillery values multiplied by 1.5 when defending. Units in fort hexes may continue to entrench normally until they are under a completed Fort marker (which should not be confused with a printed fort hex).

17.0 SHOUPADES

When Sherman was nearing the Chattahoochee River, Francis Shoup (Johnston's chief of artillery) had a series of entrenchments (called "Shoupades") built covering the railroad bridge across the river, and several of its fords. This is represented in the game by the rules below.

BUILDING SHOUPADES

If a supplied Union infantry division is within 12 hexes of a hex adjacent to the Chattahoochee River during the Recovery Phase of any turn, the Confederate player may begin to construct Shoupades. To do this, he places up to 8 Shoupade markers (on their "Build" side) in hexes adjacent to the Chattahoochee River, or within 1 hex of it. He may place as many of them as he wishes on the northwest side of the river, but only up to 2 on the southeast side of the river. In addition, at least 6 of these Shoupades must be placed in adjacent hexes (so that all 6 are connected in a line).

After he has placed the Shoupades, he rolls one die during each Recovery Phase after this. On a roll of 6 he may flip 1 Shoupade to its complete side. After he has flipped 1 Shoupade to its "Complete" side, he does not roll a die during later Recovery Phases; instead, he may automatically flip 1 Shoupade to its "Complete" side. Once all Shoupades are flipped to their "Complete" side, no further action is taken.

The Confederate player may also place Shoupade markers on their "Build" side in destroyed fort hexes (see 16.0), if at least 1 Confederate fort has been destroyed when the Confederate player places Shoupades. These Shoupades are completed in the same manner as described above, except that when a Shoupade in a destroyed fort hex is completed, the Shoupade marker *and* the "Destroyed" marker in the fort hex are removed. At this point, the fort has been repaired and

functions normally, including having intrinsic Combat and Artillery values.

The Confederate player may only place Shoupades on the map once during the game.

EFFECTS OF SHOUPADES

A Shoupade on its “Build” side has no effect on movement or combat. If a Union unit of any type enters its hex, the Shoupade is removed from the game permanently.

A Shoupade on its “Complete” side functions as a redoubt. It may not be destroyed, and may be used by either player.

18.0 ATTRITION

In the attrition segment of each Strategic Cycle, each player rolls a die and consults his respective attrition table (below). Depending on the result, he deducts or adds the amount of manpower to friendly infantry unit(s) which he selects which are on the map (**not in off-map boxes**). (**Note:** The number represents the total manpower addition to or reduction from the entire army, not per unit. For example, if the Union player receives a “Lose 2 manpower” result, he may reduce 2 units by 1 manpower, or reduce 1 unit by 2 manpower.)

The Confederate player may not deduct or add manpower to Georgia Militia units.

Historical Note: Among other factors, the Union army was reduced during this campaign by the expiration of the terms of many of its regiments, which had enlisted for 3 years at the beginning of the war. The Confederate army suffered from desertion at this point in the war, but this was balanced by the return of furloughed men & recruitment.

UNION ATTRITION TABLE:

1	NE
2-4	Lose 1 manpower
5-6	Lose 2 manpower

CONFEDERATE ATTRITION TABLE:

1-2	Gain 1 manpower
3-4	NE
5-6	Lose 1 manpower

19.0 CONFEDERATE RR DESTRUCTION

The Confederate player may not destroy a RR station unless it is between the Railhead marker (see 11.2.1) and a Union supply source (see 11.2). (**Note:** The RR station which the Railhead marker occupies may be destroyed.) If a Confederate unit with a Combat Value of 5 or more performs a “Burn RR Station” action in a RR station which is *not* between the Railhead marker and a Union supply source, a “Damaged” marker is placed instead of a “Destroyed” marker. If a “Damaged” marker is already in the hex, it is unaffected.

This rule does not apply if the Union player controls Fulton County.

Historical Note: Johnston did little to destroy the Western & Atlantic RR as he retreated, other than to destroy the RR bridges. As Sherman took control of it, most sections were intact, and the damage on the other sections was light.

20.0 FORREST

The Confederate player may receive Forrest as a strategic event (see 14.0), but he may also call him in, as described below. However, he may be penalized due to the Union occupation of Mississippi.

At the beginning of any Off-Map Segment in which Forrest is not on the Turn Track, the Confederate player may attempt to call Forrest in. To do this, he rolls

a die; if the result is 4 or less, Forrest is placed on the Turn Track 8 turns ahead of the current turn, as if a “Forrest” strategic event had occurred. If the result is 5 or 6, no action is taken.

If the Confederate player attempts to call Forrest in in an Off-Map Segment and fails, and attempts to do so in the next Off-Map Segment also, he succeeds automatically (he need not roll a die).

Mississippi Occupation:

If Forrest is called in by the Confederate player, and Fulton County has not yet been controlled by the Union player at the end of any turn, place the “Forrest Absent” marker on the Turn Track 25 turns ahead of the current turn. Remove it from the Turn Track when the turn marker moves past it. If the “Forrest Absent” marker is on the Turn Track, and the number rolled on the Strategic Events Table is 8 or greater, the Union has successfully occupied part of Mississippi (this was the area Forrest was assigned to protect). Move the Mississippi Occupation marker one space further on the track (to the next highest number). If it already occupies the “12” space, it is not moved further. (**Exception:** The Mississippi Occupation marker cannot be moved forward in two consecutive strategic cycles. If a roll of 8 or greater occurs in a Strategic Segment four turns after a previous roll of 8 or greater, the Mississippi Occupation marker remains in the space it currently is in.)

During the Supply Segment, the Confederate player must reduce the number of supply points he receives by the number of the space which the Mississippi Occupation marker is in (for example, if it is in the “5” space, the Confederate player must reduce the number of supply points he receives from 16 to 11).

If the Mississippi Occupation marker is in the “9” or “12” spaces, Confederate supply points may not enter through the Jacksonville or Opelika off-map boxes.

If the Mississippi Occupation marker is in a space higher than “0”, and the “Forrest Absent” marker is *not* on the Turn Track, *and* the number rolled on the Strategic Events Table is 10 or greater, Forrest has pushed back the Union occupation. Move the Mississippi Occupation marker one space back on the track (to the next lowest number). If it already occupies the “0” space, it is not moved further. (**Exception:** If the Mississippi Occupation marker occupies the “9” space at any time, it cannot be moved below this point. If it moves up to the “12” space, it can be moved back down to the “9” space, but not below this point.)

If Fulton County *has already* been controlled by the Union player at the end of a turn, the “Forrest Absent” marker is not placed on the Turn Track; Forrest can be called in without any penalty.

The Mississippi Occupation marker is placed on the “0” space at the beginning of all scenarios.

21.0 ROUSSEAU’S RAID

At the beginning of any Off-Map Segment, the Union player may place Rousseau, Harrison, and Patrick in the Jacksonville Off-Map Box. Harrison is placed with 2 manpower, and Patrick is placed with 1 manpower. In the Off-Map Segment in which these units are placed, in Step 1 (Enemy Box Movement), the Union player may not move these units. However, he may move them during Step 3 if Confederate units in the Jacksonville Box do not prevent him.

If these units occupy a Union off-map box at the end of any Off-Map Segment, Rousseau is removed from the game (after the raid, Rousseau returned to Nashville).

If these units are transferred to the map, the Union player must perform the following actions at the end of the 2nd, 3rd, or 4th turn after the units are transferred:

- He removes Rousseau from the game.
- He replaces one of the cavalry brigades with the “Jones” (3-Cav-AC) counter.
- He replaces the other cavalry brigade (if it has not been eliminated) with a substitute cavalry regiment counter. If both substitute cavalry regiments

are in use, this brigade is treated as a regiment (that is, it may attach to any cavalry brigade).

Rousseau's raid may only happen once during the game.

[If off-map rules are not being used, then during the July 24 Reinforcement Phase, the Union player places the cavalry brigade "Jones" (3-Cav-AC) on the map in any RR station hex with a Union depot. Jones is placed with 3 manpower, on his normal side. In addition, in the Supply Segment of the July 20 Strategic Cycle, the Confederate player may not use E3934 (Palmetto) as a Supply Source.]

When the Union player replaces one of Rousseau's brigades with Jones, he may assign Jones to another AC cavalry division (either McCook's or K. Garrard's). If he chooses to do this, he makes a note of it. This may only be done at the time that Jones is placed. The substitute cavalry regiment is assigned to the same division that Jones is.

22.0 STEEDMAN

If a Confederate unit occupies Murray, Whitfield, Catoosa, or Walker counties during a Reinforcement Phase, the Union player may immediately place Steedman as a reinforcement by road or rail from Tullahoma. However, if no Confederate units occupy these counties during a Recovery Phase, the Union player must remove Steedman from the map.

The Union player may not place Steedman on the map, and must remove him from the map during a Recovery Phase, if Confederate infantry unit(s) of at least 10 manpower total occupy these counties. (**Exception:** If a Confederate unit occupies one of the counties listed above, the Confederate player may force Steedman to remain on the map if he desires (usually, this would be because he has trapped him).) (**Historical Note:** Steedman was part of the force responsible for the defense of Chattanooga and so would have been kept back for this if a large Confederate force had threatened.)

The Union player may place Steedman on the map any number of times. (**Exception:** The Union player may not place Steedman on the map on the turn just after he removes him.) Steedman is always placed with 3 manpower, regardless of whether he lost manpower previously. However, if Steedman is eliminated, he may not be placed again.

23.0 BOMBARDMENT OF ATLANTA

If the Union "Siege Artillery" unit is in or adjacent to any fort hex around Atlanta, the Union player's command posture was "Passive" (see 4.0) during the last four turns, and the Union player does not control Fulton County, the Union player may bombard Atlanta in step 2 of the Supply Segment (see 11.1). To do this, he rolls two dice, and consults the "Bombardment Table" below:

BOMBARDMENT TABLE:

2-8	No Effect
9	1 Supply Point lost
10	2 Supply Points lost
11	4 Supply Points lost
12	6 Supply Points lost, and RR station damaged / destroyed

If the result indicates a number of Supply Points lost, and a Confederate depot occupies an Atlanta city hex, that number of Supply Points are removed from the depot (they are destroyed). If the depot contains less Supply Points than the result, all Supply Points are removed from the depot. (If the depot is reduced to zero Supply Points, it is not removed from the map.) If no depot occupies an Atlanta city hex, there is no effect.

If a "12" result is rolled, place a "Damaged" marker in E3113 (W&A Depot). If a "Damaged" marker is already in the hex, replace it with a "Destroyed" marker. (**Note:** A Confederate depot in the hex is not destroyed.)

If the Union "Siege Artillery" unit is eliminated, the Union player may replace it with 2 manpower during any Recovery Phase, by



placing it in a hex with an infantry unit which has at least 3 manpower and 2 artillery points. He must reduce the manpower of the infantry unit by 2 and reduce its Artillery Value by 2. He may only do this once during the game.

24.0 UNION PREPARED PONTOON BRIDGES (SCENARIOS 15-18 ONLY)

Both players may build pontoon bridges in the Recovery Phase per the Standard Rules. In addition, the Union player may attempt to build a pontoon bridge across a river hexside (of any type) during the Action Cycle. The Union player attempts this special pontoon bridge by activating any infantry unit for a march or as part of an Activate Leader action (not an assault), but the infantry unit must already be adjacent to the intended pontoon bridge hexside. (The unit does not have to be at Fatigue Level 0.) The unit gains one fatigue level as usual, and the Union player rolls one die to attempt to build a pontoon bridge as he would normally, using section 10.0 of the basic rules. However, the Union player receives a -2 die roll modifier in addition to all other modifiers when attempting this bridge. If the bridge is not built, the unit's activation ends. However, if it is successfully built, a pontoon bridge is placed across the hexside. The unit does not have to cross the river on this move, but if it elects to cross then its move must end immediately after crossing (no attack is allowed in this move once the unit is in the hex on the opposite side of the river). In addition, any other units which cross this pontoon bridge in the same Activation Segment must also stop immediately after crossing.

The pontoon may not be built if the hex across the river contains an enemy unit(s) with total Combat value of 5 or more (entrenchments are not taken into account). If the hex across the river contains an enemy unit(s) with less combat power than this, then an attack across the pontoon hexside may occur (with a normal +2 on the defender die roll for an attack across a bridge); the Confederate player may cavalry retreat if cavalry are in the hex across the river. If the Union player gets an "a" result in the attack (or if the hex becomes empty due to cavalry retreat), then the Union unit may advance (but must end its move after crossing).

The Union player may not attempt to build a pontoon bridge from this same start hex in the Recovery Phase of the same turn as this special pontoon bridge action.

The Union player may only attempt to build 1 pontoon bridge during the Action Cycle of any turn.

If the Union player successfully builds a pontoon bridge during the Action Cycle, he may not attempt to build another pontoon bridge during the Action Cycle until after the next Strategic Cycle.

Historical Note: When crossing rivers, Sherman was able to have pontoon bridges built, and cross troops on them, before the Confederates were able to respond.

25.0 CONFEDERATE ARMY "LOST" BY UNION ARMY (SCENARIO 19 ONLY)

(**Note:** This rule applies to Scenario 19 only, not any other advanced game scenarios.) If, at the beginning of a turn or at some time during the Action Cycle, all Confederate units are more than 8 hexes from any hex on the Western & Atlantic RR which is northwest of the Chattahoochee River, more than 8 hexes from Rome (W3631), more than 12 hexes from an Atlanta city hex, no Union infantry divisions are adjacent to Confederate infantry divisions, and the current turn is Turn 12 or earlier, the Union army may lose track of the Confederate army. (**Note:** Confederate units performing mapedge movement (see 26.0) are considered "off-map" and are never within any of the areas described above, regardless of their location on the map.)

If this situation occurs, the Confederate player may roll one die. If the result is from 1 to 3, there is no effect; but if the result is from 4 to 6, the Union army has lost track of the Confederate army. The Confederate player may only make this check once per turn (either at the beginning of the turn, or once during the Action Cycle).

If the Union army loses track of the Confederate army, the following restrictions apply during this turn:

- o If the players roll the same number (except for “1’s”) in an Initiative segment, the Confederate player may end the current Action Cycle. If he chooses to do so, play proceeds immediately to the Recovery Phase.
- o If all Confederate units are performing mapedge movement (see 26.0), and the Confederate player wins the initiative and passes, the Union player may *not* take the initiative. Instead, a new initiative must be rolled.

If at any later time during this turn a Confederate unit ends a move within 8 hexes of any hex on the Western & Atlantic RR which is northwest of the Chattahoochee River, within 8 hexes of Rome (W3631), or within 12 hexes of an Atlanta city hex, or if a Confederate infantry division ends a move adjacent to a Union infantry division, or attacks a Union infantry division, all of these restrictions are removed for the rest of the turn. (Note: These restrictions are not removed if a Union infantry division ends a move adjacent to a Confederate infantry division, or attacks a Confederate infantry division.)

The Union army may lose track of the Confederate army on multiple days, not just one.

This situation will probably occur on Turn 4, and at the beginning of Turn 5, since the Confederate army begins the game away from the Union army.

26.0 CONFEDERATE MAPEDGE MOVEMENT (SCENARIO 19 ONLY)

(Note: This rule applies to Scenario 19 only, not any other advanced game scenarios.) If a Confederate unit occupies a hex from which it could transfer by road to the Jacksonville or Opelika off-map boxes (see 14.6), it may begin mapedge movement during the Reinforcement Phase.

To begin mapedge movement, the Confederate player places a “Mapedge Movement” marker on the unit, but it remains on the map. All fatigue, out of supply, demoralized, and other markers remain, along with exhaustion and disorganization. The unit may then perform Mapedge Movement, as described below.

If a unit began mapedge movement in a previous turn (and therefore has a “Mapedge Movement” marker on it), the Confederate player has three options:

- o During the Reinforcement Phase, he may perform Mapedge Movement with the unit again, as described below, and *keep the unit off-map* at the end of the Mapedge Movement.
- o During the Reinforcement Phase, he may perform Mapedge Movement with the unit again, as described below, and *re-enter the unit onto the map* at the end of the Mapedge Movement. To do this, he must move the unit to a hex by which it could enter if it were transferring by road from either the Jacksonville or Opelika off-map boxes. (The unit may remain in the hex it is in, if it is already in an acceptable hex; in this case, it gains 1 Fatigue Level.) Note that the restriction for transferring from the Jacksonville Off-Map Box to a hex near Rome when Rome is enemy-occupied (in which a unit must be placed at Fatigue Level 4) does not apply to mapedge movement. He then removes the “Mapedge Movement” marker.
- o During the Off-Map Transfer Phase, he may transfer the unit to the Jacksonville or Opelika off-map boxes, depending on where the unit is on the mapedge (the unit must be within the range of hexes listed to transfer to that off-map box, but need not occupy a hex containing a road). If he does this, certain markers are removed (see 14.6).

Note that units which are performing Mapedge Movement recover normally during the Recovery Phase.

MAPEDGE MOVEMENT DESCRIPTION

Mapedge movement occurs as follows: The unit performs “Strategic Movement” (see 8.0). However, the rules for Strategic Movement are changed in several ways for Mapedge Movement:

- o All of the requirements for “Strategic Movement Eligibility” are removed.
- o The last 2 “Strategic Movement Restrictions” are removed (so units performing mapedge movement may move within 8 hexes of Union units, and may enter Union-controlled counties).
- o If an infantry or wagon train unit *did not* begin Mapedge Movement this turn, and is *not* re-entering the map this turn, its movement allowance is reduced by 2 for each Fatigue Level expended; a cavalry unit under these conditions has its movement allowance reduced by 4 for each Fatigue Level expended. Therefore, if infantry, cavalry, or wagon train units moves 2 fatigue levels, and the Confederate player does not have command paralysis, their movement allowances would be 10, 16, or 8 movement points, respectively.
- o If an infantry or wagon train unit *did* begin Mapedge Movement this turn, or *is* re-entering the map this turn, its movement allowance is reduced by 4 for each Fatigue Level expended; a cavalry unit under these conditions has its movement allowance reduced by 8 for each Fatigue Level expended. Therefore, if infantry, cavalry, or wagon train units moves 2 fatigue levels, and the Confederate player does not have command paralysis, their movement allowances would be 6, 8, or 4 movement points, respectively.
- o The unit must move along the edge of the map (it must remain in column xx34).
- o The unit expends 1 movement point for each hex it enters (Exception: It expends 2 movement points for each hex in a Rain turn).
- o The unit ignores impassable hexes and hexsides, and Union units and their ZOC.

Although the unit remains on the map, it is not considered to occupy the hex; other units (Union and Confederate) may move adjacent to and/or enter the hex as if the unit did not exist. (Actually, the unit is somewhere between 5-15 hexes off-map.)

A unit may not re-enter the map in the same turn as it begins Mapedge Movement.

SUPPLY IN MAPEDGE MOVEMENT

A unit performing mapedge movement may forage, but the modifier for all six hexes adjacent to the foraging unit being in enemy ZOC is not used.

During a Supply Segment, the Confederate player may supply the unit in one of three ways:

- o He may supply the unit from an on-map depot, as if the unit actually occupied the hex in which it is located. In this case, he may trace a Wagon Supply Path (or the last 5 hexes of a Depot Supply Path) over any hexsides and through Union units and Union ZOC.
- o If off-map rules are not being used, he may supply the unit with a supply point on the Turn Track which he could currently place on the map (see special rule 30 in Scenario 19), if the unit occupies a hex within 5 hexes of where the supply point could be placed (note that the supply point does not need to be placed in a depot; it may be used to supply the unit directly).
- o If off-map rules are being used, he may supply the unit with a supply point which is being transferred to the map from an off-map depot, if the unit occupies a hex within 5 hexes of where the supply point could be placed (note that the supply point does not need to be placed in a depot; it may be used to supply the unit directly).



A bomb-proof in front of Atlanta, Ga.

SCENARIO 15: TO THE CHATTAHOOCHEE

NOTES: This scenario covers Sherman's campaign from just after McPherson's failed move on Resaca to the Union crossing of the Chattahoochee River.

MAP: Both maps are used.

GAME LENGTH: 68 turns, May 10 – July 16, 1864.

SPECIAL RULES:

- Union Command Points & Posture:** The Union player begins the game with 6 command points. Union posture is automatically active for the first four turns of the game. Place the "4 Turns Passive" marker on May 6; the Union player has already been in an active posture for 3 turns (May 7-9) before the beginning of the scenario. (Note: This means that in the Union Command Segment (see 4.0 in the advanced game rules) of Turn 4, the Union player will receive a +4 modifier to his Active Command Posture die roll for this marker (7/2 = 3.5, rounded up to 4), in addition to other modifiers.)
- Turn 1:** The following rules apply on Turn 1 only:
 - Beginning of Turn:** Turn 1 begins with the County Control Phase. Other phases before the County Control Phase are skipped on Turn 1. (Note: The Confederate player cannot perform a "Johnston's Night March" on Turn 1, since Johnston is not stacked with a Confederate corps leader.) The random event for Turn 1 is "Late Rain".
 - Dug Gap:** The Union player may not attack into W1010 (Dug Gap) on Turn 1 (although he may move into the hex if no Confederate unit occupies it).
 - Note – McPherson's location:** Since McPherson's Army of the Tennessee is so far from Sherman at the beginning of Turn 1, the Union player will probably fail a cohesion check (see 5.0 in the advanced game rules) if a double "1" initiative occurs; and he may continue to fail cohesion checks on later turns until he is able to bring his army back together.
- First Initiatives (Turn 1):** At the beginning of the game, the Confederate player receives several free initiatives. However, during these initiatives he has several restrictions:
 - Resaca units:** During these initiatives, he may only activate several units and/or leaders around Resaca (Allen, Hindman, Cleburne, Hood, Walker, Cantey, 26/66 GA, Grigsby, and Reynolds).
 - Attacking:** During these initiatives, none of these units may attack (although they may enter Union ZOC).
 - Column 13xx:** During these initiatives, none of these units may move into column 13xx on the west map.

The Confederate player may activate units within these restrictions for as long as he wants. After he has finished, the Union player automatically wins the next initiative. After this, both players roll for initiative, and the game continues normally.
- Union Crossing of the Oostanaula (Turns 1-3):** The Union player may not attempt to build a pontoon bridge or repair a bridge or ferry over the Oostanaula River until Turn 4 (although he may do these things on other rivers before Turn 4). (Note: Remember that he may not attempt a prepared pontoon bridge (see special rule 9) until Turn 6.)
- Confederate Corps Leaders (Turns 1-4):** On turns 1-4, the three Confederate corps leaders (Hardee, Hood, and Polk) may activate, be attached to, and transfer to any Confederate infantry unit. However, these leaders may activate a maximum of **three** infantry units in any Action Phase on turns 1-4. (There is no limit to their activation of wagon train units.) At the beginning of Turn 5, if any of these leaders occupies a hex which does not contain one of his subordinate units, this leader is moved to the nearest hex which contains one of his subordinate units.
- Redwine Cove Route (Turns 1-4):** No units (Union or Confederate) may enter hex W1413 on turns 1-4. This restriction is removed at the beginning of Turn 5. On turns 1-4, this hex is considered an impassable hex.
- Oostanaula River:** All bridges and ferries on the Oostanaula River from Calhoun (W2614-W2515) to Rome (W3631-W3532) are destroyed.
- Confederate Pontoon Bridge:** The Confederate player has a pontoon bridge at Rome (W3631-W3532), over the same hexside as the destroyed bridge.

- Union Prepared Pontoon Bridges:** The Union player may not attempt a prepared pontoon bridge (see 24.0 in the advanced game rules) until Turn 6 or later.
- Railhead Marker:** The Railhead marker is placed in W0308 (Tunnel Hill).
- Rainy Period:** If the "Rainy Period" (see 2.0 in the advanced game rules) has not occurred in this game by June 19, no random event die roll takes place on that day. Instead, a Rain (Current +2) event occurs, and the "Rainy Period" begins.
- Kilpatrick:** In section 15.0 in the advanced game rules, Kilpatrick may be wounded or killed if both players roll a 1 in combat. However, in this scenario, if Kilpatrick has not been wounded or killed yet, he may be wounded or killed if the Union player rolls a 1, 2, or 3 in combat, regardless of the number that the Confederate player rolls. If Kilpatrick is wounded and returns to play, he may only be wounded or killed in the standard way after this (if both players roll a 1 in combat.)
- Attacks on Atlanta Fort Hexes:** The Union player may not perform an attack on an Atlanta fort hex if there are Confederate unit(s) in the hex with a combined total of 6 points of combat value and artillery value (for example, a unit of 5 combat value and 1 artillery value). However, these Confederate unit(s) must be entrenched to Fort-Complete level.

VICTORY CONDITIONS:

The Union player gains and loses VPs for the following occurrences:

VP	Reason
+100	If the Union player controls Fulton County at the end of the game Note: If the Union player does not control Fulton County, he still gains these VP if the Confederate player is unable to place at least 1 Supply Point in W&A Depot (E3113) in the Supply Segment of the last three Strategic Cycles of the game. To avoid this, the Confederate player need not place a Supply Point in E3113, but he must be able to do so in the Supply Segment of one of these three Strategic Cycles.
+40	If at least 6 in-supply, undemoralized Union infantry divisions occupy either destroyed fort hexes around Atlanta, or Atlanta city hexes, at the end of the game
+20	If at least 6 in-supply, undemoralized Union infantry divisions are southeast (to the right) of the Chattahoochee River and within 5 hexes of an Atlanta city hex at the end of the game
+12	If at least 6 in-supply, undemoralized Union infantry divisions are southeast of the Chattahoochee River at the end of the game Note: The Union player may only gain VP for one of the above four victory conditions (the one with the highest VP award).
+25	In each VP Segment in which the Union player controls Fulton County Note: If the Union player does not control Fulton County, he still gains these VP if the Confederate player is unable to place at least 1 Supply Point in W&A Depot (E3113) in the Supply Segment of the current Strategic Cycle. To avoid this, the Confederate player need not place a Supply Point in E3113, but he must be able to do so in the Supply Segment of the current Strategic Cycle.
+10	In each VP Segment in which at least 6 in-supply, undemoralized Union infantry divisions occupy either destroyed fort hexes around Atlanta, or Atlanta city hexes
+5	In each VP Segment in which at least 6 in-supply, undemoralized Union infantry divisions are southeast of the Chattahoochee River and within 5 hexes of an Atlanta city hex
+3	In each VP Segment in which at least 6 in-supply, undemoralized Union infantry divisions are southeast of the Chattahoochee River Note: The Union player may only gain VP for one of the above four victory conditions (the one with the highest VP award).
+2	In each VP Segment in which the Union player controls Cobb County
+1	In each VP Segment in which the Union player controls Bartow County
+1	In each VP Segment in which the Union player controls Gordon County

- +1 In each VP Segment in which the Union player controls Whitfield County
- 5 In each VP Segment in which the Confederate player controls Walker County
- 2 In each VP Segment in which the Confederate player controls Chattooga County
- 2 For each point of Union Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, moving from one enemy ZOC to another, or due to supply effects).
- +3 For each point of Confederate Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, moving from one enemy ZOC to another, or due to supply effects).
- +3 For each 2 points of Confederate infantry Manpower value which are "Out of Supply" at the end of the game. (Note: The Union player only gains these VP if he also gains 100 VP for Fulton County (the first Victory Condition in the list) but does not control the county – that is, he has put Atlanta under siege but has not taken it.)
- 1 For each Union supply point lost in combat, extended march, or depot destruction by the Confederate player (but not points lost by voluntary destruction)
- +1 For each Confederate supply point lost in combat, extended march, bombardment, or depot destruction by the Union player (but not points lost by voluntary destruction)

- 5 If a Union depot is destroyed by the Confederate player (not by voluntary destruction)
- +5 If a Confederate depot is destroyed by the Union player (not by voluntary destruction)
- +5 If the Union player liberates prisoners in Macon (see advanced game rule 14.4)
- +20 If the Union player liberates prisoners in Andersonville (see advanced game rule 14.4)

At the end of the game, the Union VP total is calculated and the players consult the chart below to determine the winner.

UNION VP	WINNER
85 or more	Union Decisive Victory
75 to 84	Union Substantive Victory
65 to 74	Union Marginal Victory
55 to 64	Confederate Marginal Victory
45 to 54	Confederate Substantive Victory
44 or less	Confederate Decisive Victory

CONFEDERATE SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Depot	-	-	-	(8)	W1007 (Dalton)
Wagon Trains 1-3	-	-	-	(0)	W1007 (Dalton)
Humes	Div	H-W	Ldr	-	W1006
James Wheeler	Brig	H-W	Cav	2+	W1006
Harrison	Brig	H-W	Cav	1+	W1006
Joe Wheeler	Corps	W	Ldr	-	W0805
Kelly	Div	K-W	Ldr	-	W0805
Dibrell	Brig	K-W	Cav	1+	W0805
Hannon	Brig	K-W	Cav	1+	W0805
Hardee	Corps	HE	Ldr	-	W0706 (Long's Tanyard)
Govan	Brig	HE	Inf	6*	W0706 (Long's Tanyard)
Stevenson-A	Div	HD	Inf	6*	W0606
Brown-A	Brig	HD	Inf	7*	W0607
Cheatham	Div	HE	Inf	10*	W0607
Johnston	Army	AT	Ldr	-	W0708 (Buzzard Roost)
Stewart	Div	HD	Inf	13*	W0708 (Buzzard Roost)
Bate-A	Div	HE	Inf	8*	W0809 (Baylor's Mill Gap)
1/2 AR	Regt	P	Inf	1*	W1010 (Dug Gap)
Hindman	Div	HD	Inf	14#	W1612 (Redwine)
Allen-K	Brig	K-W	Cav	2	W1612 (Redwine)
Cleburne-A	Div	HE	Inf	6#	W2111 (Poole)
Hood	Corps	HD	Ldr	-	W2211 (Resaca)
Walker	Div	HE	Inf	13#	W2211 (Resaca)
Cantey	Div	P	Inf	3+	W2211 (Resaca)
26/66 GA	Regt	HE	Inf	3*	W2211 (Resaca)

CONFEDERATE SET-UP (CNTD)

Grigsby	Brig	H-W	Cav	1%	W2211 (Resaca)
Reynolds	Brig	P	Inf	1^	W2211 (Resaca)
Iverson	Brig	M-W	Cav	2	W2614 (Calhoun)
Martin	Div	M-W	Ldr	-	W2316 (Lay's Ferry)
Morgan	Brig	M-W	Cav	2	W2316 (Lay's Ferry)
Polk	Corps	P	Ldr	-	W3631 (Rome)
Scott	Brig	P	Inf	3^	W3631 (Rome)
Depot	-	-	-	(0)	E3113 (W&A Depot)
Loring-A	Div	P	Inf	3	Reinforcement by road from Jacksonville, May 11
Featherston	Brig	P	Inf	3	Reinforcement by road from Jacksonville, May 12
Smith	Brig	GA	Inf	2\$	Reinforcement in Atlanta, June 28

Additional reinforcements / off-map units (if off-map rules are used):

Jackson	Div	J	Ldr	-	Reinforcement (Jacksonville, May 12)
Armstrong	Brig	J	Cav	2	(as above)
Ross	Brig	J	Cav	2	(as above)
Ferguson	Brig	J	Cav	2	(as above)
Sears	Brig	P	Inf	3	Reinforcement (Jacksonville, May 12)
French	Div	P	Inf	3	Reinforcement (Jacksonville, May 13)
Cockrell	Brig	P	Inf	3	Reinforcement (Jacksonville, May 14)
Wagon Train 4	-	-	-	(0)	Reinforcement (Jacksonville, May 14)
Quarles	Brig	P	Inf	4	Reinforcement (Opelika, May 23)
Clanton	Brig	-	Cav	2%	Jacksonville Off-Map Box
Winder	Brig	-	Inf	2%	Andersonville Off-Map Box

Additional reinforcements (if off-map rules are not used):

Jackson	Div	J	Ldr	-	Reinforcement by road from Jacksonville, May 14
Armstrong	Brig	J	Cav	2	(as above)
Ross	Brig	J	Cav	2	(as above)
Ferguson	Brig	J	Cav	2	(as above)
Sears	Brig	P	Inf	3@	Reinforcement by road from Jacksonville, May 16
French	Div	P	Inf	3	Reinforcement by road from Jacksonville, May 17
Cockrell	Brig	P	Inf	3	Reinforcement by road from Jacksonville, May 18
Wagon Train 4	-	-	-	(0)	Reinforcement by road from Jacksonville, May 18
Quarles	Brig	P	Inf	4	Reinforcement by rail from Opelika, May 25

* Indicated units begin the game under Fort-Complete markers.

^ Indicated units begin the game on their exhausted sides

+ Indicated units begin the game under Breastworks-Complete markers.

% Indicated units begin the game on their exhausted sides with disorganized strength markers.

Indicated units begin the game at Fatigue Level 2.

\$ Smith is placed in E3113 (W&A Depot). If this hex is occupied by a Union unit or in a Union ZOC, Smith is placed in the nearest hex which is not occupied by a Union unit or in a Union ZOC.

@ Sears is placed at Fatigue Level 2. On the turn he enters he may embark for RR Movement even though he is at Fatigue Level 2, if he is placed in W3631 (Rome).

() Numbers in parentheses are the number of supply points in the depot or wagon train(s).

% Clanton and Winder must remain in the off-map boxes in which they start for the entire game.

UNION SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Lamson	Brig	1-Cav-AC	Cav	2+	W0303 (Varnell Station)
McCook	Div	1-Cav-AC	Ldr	-	W0604 (Waring)
Dorr	Brig	1-Cav-AC	Cav	2+	W0604 (Waring)
Cox-A	Div	XXIII-AO	Inf	7+	W0605
Hovey	Div	XXIII-AO	Inf	9	W0505
Schofield-A	District	AO	Ldr	-	W0506
Judah	Div	XXIII-AO	Inf	7+	W0506
Newton	Div	IV	Inf	10+	W0507
Siege Artillery	Brig	AC	Art	3\$	W0308 (Tunnel Hill)
Depot	-	-	-	(20)	W0308 (Tunnel Hill)
Wagon Trains 1-3	-	-	-	(0)	W0308 (Tunnel Hill)
Sherman	Army	DM	Ldr	-	W0608
Thomas	Army	AC	Ldr	-	W0608
Howard	Corps	IV	Ldr	-	W0608
Stanley	Div	IV	Inf	15	W0608
Wood	Div	IV	Inf	16	W0608
Palmer	Corps	XIV	Ldr	-	W0608
Davis	Div	XIV	Inf	15+	W0608
Baird	Div	XIV	Inf	16	W0609
Johnson	Div	XIV	Inf	16	W0710 (Sprigg's Mill)
Butterfield	Div	XX	Inf	15	W0710 (Sprigg's Mill)
Hooker	Corps	XX	Ldr	-	W0411 (Trickum P.O.)
Williams	Div	XX	Inf	14	W0411 (Trickum P.O.)
Geary	Div	XX	Inf	13	W0911 (Hall's Mill)
Kilpatrick	Div	3-Cav-AC	Ldr	-	W1116 (Villanow)
Klein	Brig	3-Cav-AC	Cav	1	W1116 (Villanow)
Murray	Brig	3-Cav-AC	Cav	2	W1116 (Villanow)
10 OH	Regt	3-Cav-AC	Cav	1	W1116 (Villanow)
K. Garrard	Div	2-Cav-AC	Ldr	-	W0422 (Lafayette)
Minty	Brig	2-Cav-AC	Cav	3+	W0422 (Lafayette)
Miller	Brig	2-Cav-AC	Cav	3+	W0422 (Lafayette)
Harrow	Div	XV	Inf	12*	W1715
Osterhaus	Div	XV	Inf	8*	W1814
McPherson	Army	AT	Ldr	-	W1915 (Caldwell)
Logan	Corps	XV	Ldr	-	W1915 (Caldwell)
ML Smith	Div	XV	Inf	7*	W1915 (Caldwell)
9 IL	Regt	Cav-AT	Cav	1*	W1915 (Caldwell)
Dodge	Corps	XVI	Ldr	-	W1916
Veatch	Div	XVI	Inf	10*	W1916
Sweeny-A	Div	XVI	Inf	12*	W1815
Wagon Trains 4-5	-	-	-	(0)	Wagon Train Redeployment, May 10#
Stoneman	Div	Cav-AO	Ldr	-	Reinforcement by road from Athens, May 12

UNION SET-UP (CNTD)

Biddle	Brig	Cav-AO	Cav	2	(as above)
Holeman	Brig	Cav-AO	Cav	2	(as above)
Blair	Corps	XVII	Ldr	-	Reinforcement by road from Huntsville, June 6
Leggett-A	Div	XVII	Inf	10	(as above)
Gresham-A	Div	XVII	Inf	9	(as above)
Long	Brig	2-Cav-AC	Cav	2	(as above)
Watkins	Brig	1-Cav-AC	Cav	1	Reinforcement by road from Tullahoma, June 18
JE Smith	Div	XV	Inf	3	Reinforcement by rail from Tullahoma, June 29
Alexander	Brig	XV	Inf	2	Reinforcement by rail from Tullahoma, June 30
4 MN / 93 IL	Regt	XV	Inf	1	Reinforcement by rail from Tullahoma, July 1
Raum	Brig	XV	Inf	1	Reinforcement by rail from Tullahoma, July 2
56 IL	Regt	XV	Inf	1	(as above)
17 IA	Regt	XV	Inf	1	(as above)
Steedman	Div	AC	Inf	3	Reinforcement by road or rail from Tullahoma (See 22.0 in the advanced game rules)

Additional reinforcements / off-map units (if off-map rules are used):

Capron	Brig	Cav-AO	Cav	1	Reinforcement (Athens, June 22)
Milroy	Brig	AC	Inf	6%	Tullahoma Off-Map Box

Additional reinforcements (if off-map rules are not used):

Capron	Brig	Cav-AO	Cav	1	Reinforcement by road from Athens, June 24
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- + Indicated units begin the game on their exhausted sides.
- * Indicated units begin the game at Fatigue Level 1 on their exhausted sides.
- \$ Siege Artillery begins the game at Fatigue Level 3 on its normal side.
- () Numbers in parentheses are the number of supply points in the depot or wagon train(s).
- # See 11.4 in the advanced game rules for Wagon Train Redeployment.
- % Milroy must remain in the Tullahoma Off-Map Box for the entire game.



Harpers Weekly wartime article and sketch on Snake Creek Gap engagement

SCENARIO 16: "THE REAL GAME FOR ATLANTA"

NOTES: This scenario covers Sherman's campaign from his movement against Atlanta after crossing the Chattahoochee River to the fall of Atlanta.

On July 11, after crossing the Chattahoochee, Sherman telegraphed Washington: "We now commence the real game for Atlanta, and I expect pretty sharp practice, but I think we have the advantage, and propose to keep it."

MAP: Both maps are used. (**Note:** This scenario may be played with the west map only (see below).)

GAME LENGTH: 64 turns, July 17 – September 18, 1864.

SPECIAL RULES:

- Union Command Points & Posture:** The Union player begins the game with 2 Command Points. Union posture is automatically active for the first four turns of the game. Place the "4 Turns Passive" marker on July 16.
- Turn 1:** The units which may activate or entrench on Turn 1 are listed below:
 - Union: All units of the Army of the Tennessee (except Pugh), K. Garrard's cavalry division, Schofield, Hascall-B, and Cox-B.
 - Confederate: Wheeler, Kelly's cavalry division, Martin's cavalry division, and Ferguson. (See special rule 6 for Humes & Jackson.)

Units not listed above may not activate, entrench, or build or repair bridges or ferries on Turn 1. Confederate units listed above may activate and entrench freely, except that they may not move northwest (to the left) of the Chattahoochee River. However, Union units are under the restrictions listed below on Turn 1 (and on Turn 2, see below):

 - No unit (except units of the XVII corps) may perform an extended march or a forced march. (However, they may participate in an assault or grand assault without restriction.)
 - Units may not move within 2 hexes of a Confederate infantry unit, while the Union units are on the southeast (right) side of the Chattahoochee River. (However, they may attack Confederate cavalry units in this area.)
 - Units may not move within 2 hexes of E3009 (Peachtree Church), or within 3 hexes of E3309 (Decatur). (However, they may attack Confederate cavalry units in this area.)
 - Units may not move or attack into any hex which is in column E35xx, or any column southeast (to the right) of this.
- Turn 2:** The units which may activate or entrench on Turn 2 are listed below:
 - Union: All units.
 - Confederate: Wheeler, Kelly's cavalry division, Martin's cavalry division, and Ferguson. (See special rule 6 for Humes & Jackson.)

Units not listed above may not activate, entrench, or build or repair bridges or ferries on Turn 2. Confederate units listed above may activate and entrench freely, except that they may not move northwest of the Chattahoochee River. However, Union units remain under the same restrictions as listed above on Turn 1.

Historical Note: Turn 1 was Johnston's last day in command. In the evening of Turn 1, Johnston received notice from Jefferson Davis that he had been relieved. On Turn 2, Hood wrote to Davis that he didn't want command of the army, at least for now; Davis wrote back that to reverse what he had ordered would just make things worse. Hood accepted, and Turn 3 was his first real day in command of the army.
- Turn 3:** On Turn 3, all units for both players may activate and entrench freely. At the beginning of Turn 3, the Confederate player wins the first 2 initiatives. However, during these 2 initiatives, he may not attack or move any of his units into Union ZOC. He may not declare a "Hood's Attack" in either of these 2 initiatives (although he may declare one after the second initiative). He may not attempt at "Activate Army Leader" action in either of these 2 initiatives. After this, initiative is determined normally. **Note:** If the Random Event for Turn 3 is "Command Paralysis", the player who *loses* the initiative die roll in the *third* initiative of the turn has Command Paralysis. This will be the first initiative die roll of the turn.
- Turn 3 End of Turn:** On Turn 3, if both player roll a "1" in the initiative

segment (see 6.0 in the advanced game rules), the Confederate player may extend the Action Cycle without rolling a die. The Union player must still roll a die to try to extend the Action Cycle.

- Humes & Jackson:** If a Union infantry unit ends a move adjacent to the Chattahoochee River from S2833 to S2514 (inclusive) on turns 1 or 2, Humes, Jackson, and all units of their cavalry divisions (Harrison, Ashby, Ross, and Armstrong) are immediately released. If this does not occur, Humes and Jackson are released with the rest of the Confederate units on Turn 3.
- Lowe/Kilpatrick:** At the beginning of Turn 7 (July 23), Kilpatrick replaces Lowe. Flip the "Lowe" division leader to the "Kilpatrick" side.
- Cheatham/Lee:** At the beginning of Turn 11 (July 27), Lee replaces Cheatham. Replace the "Cheatham" corps leader with the "Lee" corps leader.
- Destroyed Bridges and Ferries:** The bridges and ferries listed below are destroyed:
 - All bridges and ferries on the Oostanaula River from Calhoun (W2614-W2515) to Rome (W3631-W3532).
 - All bridges and ferries on the Etowah River, except for the RR bridge (W5417-W5517).
 - All bridges and ferries on the Chattahoochee River, except for McAfee Bridge (E1901-E2001) and the bridge at Roswell (E1503-E1603).

Note: There are not enough counters provided to place "Destroyed" markers on each bridge / ferry. Instead, players should use the "All Crossings Destroyed" counters, placing two counters (pointing at each other) on either end of a section of river along which all crossings are destroyed.
- Union Pontoon Bridges:** The Union player has 5 pontoon bridges:
 - Cavalry Ford (E1910-E2009)
 - Power's Ferry (E2010-E2110)
 - Pace's Ferry (E2313-E2412)
 - Rome – Etowah River (W3631-W3732)
 - Rome – Oostanaula River (W3532-W3631)
- Union Prepared Pontoon Bridges:** The Union player may not attempt a prepared pontoon bridge (see 24.0 in the advanced game rules) until Turn 9 or later.
- Rainy Period:** The "Rainy Period" (see 2.0 in the advanced game rules) cannot occur in this game (it already occurred in June).
- Hood's Attacks:** The marker on the Hood's Attack Track (see 13.0 in the advanced game rules) is placed in the "0" space.
- Shoupades:** Place Shoupade counters on their "Complete" side in the following 8 hexes: E2412, E2514, E2414, E2415, E2416, E2517, E2518, and E2617.
- Strategic Events:** The Confederate Brigade Transfer and Pillow events have already occurred once each. The XXIII Corps result has occurred three times.
- Unfordable Markers:** Place the "Major Rivers Unfordable" and "Minor Rivers Unfordable" markers on August 4.
- Railhead Marker:** The Railhead marker is placed in E2313 (Vining's Station).
- Attacks on Atlanta Fort Hexes:** The Union player may not perform an attack on an Atlanta fort hex if there are Confederate unit(s) in the hex with a combined total of 6 points of combat value and artillery value (for example, a unit of 5 combat value and 1 artillery value). However, these Confederate unit(s) must be entrenched to Fort-Complete level.
- Rousseau's Raid:** Rousseau's raid (see 21.0 in the advanced game rules) is in progress. These units currently occupy the Jacksonville Off-Map Box.

If off-map rules are not being used, the Union player receives Jones on July 24 (Turn 8), as described in 21.0 in the advanced game rules.

PLAY WITHOUT THE WEST MAP

If players have limited space to play, and wish to play with only one map, the west map can be removed. This can only be done if off-map rules are *not* used. In this case, the changes below are made:

- All counters (units, depots, etc.) in the setup which would be placed on the west map are not placed.
- During all Supply Segments, the Union player receives 3 supply points less than he normally would (so 23 during a standard

Supply Segment, 27 if a “Strong Union Logistics” strategic event has occurred, and 19 if a “Weak Union Logistics” strategic event has occurred).

- C. The Union player places 20 supply points in the depot at Marietta (E1412).
- D. The Union player automatically gains 3 VP during each VP segment (for control of Bartow, Gordon, and Whitfield counties).
- E. The Confederate player can never gain VP for control of Walker or Chattooga counties.
- F. Cherokee and Polk counties are permanently controlled by the Confederate player; Bartow County is permanently controlled by the Union player.
- G. The Union supply source is changed to E0117. This is also the hex to which the Union player must trace a path to embark units for RR movement.
- H. If the Union player receives a reinforcement by rail from Tullahoma, that unit is delayed one day, and is then placed in any RR hex from E0117 – E2014 (Smyrna Station). However, the Union player must be able to trace a path of RR hexes from the hex the unit is placed in to E0117. This path may not enter a hex occupied by a Confederate unit, Confederate ZOC, or a destroyed or damaged RR station.
- I. If the Union player receives a reinforcement by road from Athens, that unit is delayed two days, and is then placed in any hex from E0102 – E0120 (Graves) containing a road leading off the northwest (left) edge of the map.

- J. Special Rule 7 (“Lowe / Kilpatrick”) is ignored.
- K. 22.0 in the advanced rules (Steedman) is ignored.
- L. A “Forrest” strategic event is converted to “No Effect”.
- M. The Union player is limited to 2 depots on the map at any time (reduced from 5 in 11.3 of the advanced rules).

VICTORY CONDITIONS:

The conditions by which the Union player gains and loses VP are identical to Scenario 15 (To the Chattahoochee). However, Scenario 16 has its own victory conditions.

At the end of the game, the Union VP total is calculated and the players consult the chart below to determine the winner

UNION VP	WINNER
500 or more	Union Decisive Victory
450 to 499	Union Substantive Victory
400 to 449	Union Marginal Victory
350 to 399	Confederate Marginal Victory
300 to 349	Confederate Substantive Victory
299 or less	Confederate Decisive Victory

CONFEDERATE SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Jackson	Div	J	Ldr	-+	E2821 (Sandtown)
Armstrong	Brig	J	Cav	2+	E2821 (Sandtown)
Ross	Brig	J	Cav	2+	E2720
Humes	Div	H-W	Ldr	-+	E2719
Ashby	Brig	H-W	Cav	2+	E2719
Harrison	Brig	H-W	Cav	1+	E2617
French	Div	P	Inf	6*+	E2614
Walthall-A	Div	P	Inf	8*+	E2614
Stewart	Corps	P	Ldr	-+	E2714 (Montgomery Church)
Loring-B	Div	P	Inf	10*+	E2714 (Montgomery Church)
Cleburne-A	Div	HE	Inf	9*+	E2813
Maney-A	Div	HE	Inf	8*+	E2813
Hood	Army	AT	Ldr	-+	E2913 (Starch Factory)
Hardee	Corps	HE	Ldr	-+	E2913 (Starch Factory)
Walker	Div	HE	Inf	9*+	E2913 (Starch Factory)
Bate-A	Div	HE	Inf	5*+	E2913 (Starch Factory)
Cheatham	Corps	HD	Ldr	-+	E3012
Stevenson-A	Div	HD	Inf	9*+	E3012
Clayton-A	Div	HD	Inf	9*+	E3011
Brown-B	Div	HD	Inf	11*+	E3111 (Lewis' Saw Mill)
Smith	Brig	GA	Inf	2*+	E3212
Depot	-	-	-	(12)	E3113 (W&A Depot)
Wagon Trains 1-3	-	-	-	(0)+	E3113 (W&A Depot)
Williams	Brig	K-W	Cav	1	E2512
Ferguson	Brig	J	Cav	2	E2511

CONFEDERATE SET-UP (CNTD)

Joe Wheeler	Corps	W	Ldr	-	E2510
Martin	Div	M-W	Ldr	-	E2510
Allen-M	Brig	M-W	Cav	1	E2510
Iverson	Brig	M-W	Cav	2	E2509
Dibrell	Brig	K-W	Cav	1	E2405 (Old Cross Keys)
Kelly	Div	K-W	Ldr	-	E2404 (Prospect Church)
R. Anderson	Brig	K-W	Cav	2	E2404 (Prospect Church)
Hannon	Brig	K-W	Cav	1	E2403 (Cross Keys)
Wagon Train 4	-	-	-	(0)	Wagon Train Redeployment, July 17#

Reinforcements / off-map units (if off-map rules are used):

Clanton	Brig	-	Cav	2%	Jacksonville Off-Map Box
Winder	Brig	-	Inf	2%	Andersonville Off-Map Box
Militia Reserve 1	Brig	GA	Inf	2	Reinforcement (Macon, July 28)
Militia Reserve 2	Brig	GA	Inf	2	Reinforcement (Macon, July 28)
Gholson	Brig	J	Cav	1	Reinforcement (Opelika, September 1)

Reinforcements (if off-map rules are not used):

Militia Reserve 1	Brig	GA	Inf	2	Reinforcement by rail from Macon, July 30
Militia Reserve 2	Brig	GA	Inf	2	Reinforcement by rail from Macon, July 30
Gholson	Brig	J	Cav	1	Reinforcement by road from Opelika, September 3

- * Indicated units begin the game under Breastworks-Complete markers.
+ Indicated units cannot activate or entrench until Turn 3.
() Numbers in parentheses are the number of supply points in the depot or wagon train(s).
See 11.4 in the advanced game rules for Wagon Train Redeployment.
% Clanton and Winder must remain in the off-map boxes in which they start for the entire game.

UNION SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Watkins	Brig	1-Cav-AC	Cav	1+	W0515 (Gordon's Springs)
Vandever-A	Brig	XVI	Inf	4*+	W3631 (Rome)
2 MO	Regt	IV	Inf	1*+	W1007 (Dalton)
17 IA	Regt	XV	Inf	2*+	W1710 (Tilton)
Murray	Brig	3-Cav-AC	Cav	2+	W2211 (Resaca)
Raum	Brig	XV	Inf	1*+	W2211 (Resaca)
Depot	-	-	-	(3)	W2211 (Resaca)
56 IL	Regt	XV	Inf	1*+	W2614 (Calhoun)
JE Smith	Div	XV	Inf	3*+	W4322 (Kingston)
Depot	-	-	-	(3)	W4322 (Kingston)
Lowe	Div	3-Cav-AC	Ldr	-+	W5217 (Cartersville)
Klein	Brig	3-Cav-AC	Cav	1+	W5217 (Cartersville)
10 OH	Regt	3-Cav-AC	Cav	1+	W5217 (Cartersville)
Alexander	Brig	XV	Inf	1*+	W5217 (Cartersville)
45 IL	Regt	XVII	Inf	1*+	W5417 (Etowah Station)
4 MN / 93 IL	Regt	XV	Inf	1*+	W5816 (Allatoona)
Depot	-	-	-	(70)	W5816 (Allatoona)
14/15 IL	Regt	XVII	Inf	1*+	E0415 (Acworth)

UNION SET-UP (CNTD)

Pugh	Brig	XVII	Inf	2*+	E1113 (Kennesaw)
McArthur	Brig	AT	Inf	2*+	E1413 (Marietta)
Depot	-	-	-	(0)	E1413 (Marietta)
Blair	Corps	XVII	Ldr	-	E1514 (Georgia Military Institute)
Leggett-A	Div	XVII	Inf	7^	E1514 (Georgia Military Institute)
Gresham-B	Div	XVII	Inf	7^	E1514 (Georgia Military Institute)
Adams	Brig	Cav-AO	Cav	1+	E2824
Biddle	Brig	Cav-AO	Cav	2+	E2518
Stoneman	Div	Cav-AO	Ldr	-+	E2218 (Dr. Starnes)
Capron	Brig	Cav-AO	Cav	1+	E2218 (Dr. Starnes)
McCook	Div	1-Cav-AC	Ldr	-+	E2514
Dorr	Brig	1-Cav-AC	Cav	2+	E2514
Lamson	Brig	1-Cav-AC	Cav	2+	E2514
Siege Artillery	Brig	AC	Art	2+	E2514
Depot	-	-	-	(0)	E2313 (Vining's Station)
Wagon Trains 1-4	-	-	-	(0)+	E2313 (Vining's Station)
Thomas	Army	AC	Ldr	-+	E2412
Palmer	Corps	XIV	Ldr	-+	E2412
Johnson	Div	XIV	Inf	14+	E2412
Baird	Div	XIV	Inf	11+	E2412
Davis	Div	XIV	Inf	12+	E2412
Hooker	Corps	XX	Ldr	-+	E2411 (Randall)
Geary	Div	XX	Inf	8+	E2411 (Randall)
Ward	Div	XX	Inf	10+	E2411 (Randall)
Williams	Div	XX	Inf	11+	E2411 (Randall)
Sherman	Army	DM	Ldr	-+	E2110
Howard	Corps	IV	Ldr	-+	E2110
Stanley	Div	IV	Inf	12+	E2110
Wood	Div	IV	Inf	9+	E2110
Newton	Div	IV	Inf	6+	E2110
Schofield-B	District	AO	Ldr	-	E2009 (Isham)
Cox-B	Div	XXIII-AO	Inf	12	E2009 (Isham)
Hascall-B	Div	XXIII-AO	Inf	11	E2009 (Isham)
McPherson	Army	AT	Ldr	-	E1603 (Thompson)
Dodge	Corps	XVI	Ldr	-	E1603 (Thompson)
Sweeny-B	Div	XVI	Inf	6	E1603 (Thompson)
Fuller-A	Div	XVI	Inf	9	E1603 (Thompson)
9 IL	Regt	Cav-AT	Cav	1	E1603 (Thompson)
Logan	Corps	XV	Ldr	-	E1704
Woods	Div	XV	Inf	7	E1704
ML Smith	Div	XV	Inf	7	E1704
Harrow	Div	XV	Inf	7	E1704
K. Garrard	Div	2-Cav-AC	Ldr	-	E1901
Minty	Brig	2-Cav-AC	Cav	2	E1901

UNION SET-UP (CNTD)

Miller	Brig	2-Cav-AC	Cav	2	E1901
Long	Brig	2-Cav-AC	Cav	2	E1901
Wagon Train 5	-	-	-	(0)	Wagon Train Redeployment, July 17#
Grower	Brig	XVI	Inf	2	Reinforcement by rail from Tullahoma, August 6
Steedman	Div	AC	Inf	3	Reinforcement by road or rail from Tullahoma (See 22.0 in the advanced game rules)
Additional reinforcements / off-map units (if off-map rules are used):					
I. Garrard	Brig	Cav-AO	Cav	2	Reinforcement (Athens, July 22)
Milroy	Brig	AC	Inf	6%	Tullahoma Off-Map Box
Rousseau	Div	4-Cav-AC	Ldr	-	Jacksonville Off-Map Box
Harrison	Brig	4-Cav-AC	Cav	2	Jacksonville Off-Map Box
Patrick	Brig	4-Cav-AC	Cav	1	Jacksonville Off-Map Box
Additional reinforcements (if off-map rules are not used):					
I. Garrard	Brig	Cav-AO	Cav	2	Reinforcement by road from Athens, July 24
Jones	Brig	3-Cav-AC	Cav	3	(See 21.0 in the advanced game rules)

- * Indicated units begin the game under Fort-Complete markers.
 + Indicated units cannot activate or entrench until Turn 2.
 ^ Indicated units begin the game on their exhausted sides.
 () Numbers in parentheses are the number of supply points in the depot or wagon train(s).
 # See 11.4 in the advanced game rules for Wagon Train Redeployment.
 % Milroy must remain in the Tullahoma Off-Map Box for the entire game.



Street in Atlanta, Ga. The house next to the church was used as Sherman's headquarters.

SCENARIO 17: THE ATLANTA CAMPAIGN

NOTES: This scenario covers the entire campaign for Atlanta, from just after McPherson's failed move on Resaca to the fall of Atlanta.

MAP: Both maps are used.

GAME LENGTH: 132 turns, May 10 – September 18, 1864.

SPECIAL RULES:

Special rules are the same as in Scenario 15, except that one rule is changed (#11), and one rule is added (#14), as noted below

11. *Rainy Period:* The rule from Scenario 15 is not used in this scenario. A "Rainy Period" is not forced to start on June 19, and may not happen at all.
14. *Hood Replaces Johnston:* At the beginning of any turn in which at least 6 in-supply, undemoralized Union infantry divisions are southeast (to the right) of the Chattahoochee River, the Confederate player rolls two dice. If the result is 4 or greater, there is no effect. If the result is a 2 or 3, Hood has replaced Johnston. Flip Johnston's counter over to its "Hood" side. Next, replace Hood's corps leader counter with the Cheatham corps leader counter. Then, replace the Cheatham division counter with the Maney division counter. Finally, place the Lee corps leader counter (the flip side of the Hood corps leader counter) on the Turn Track 8 turns ahead of the current turn. At the beginning of that turn, replace the Cheatham corps leader counter with the Lee corps leader counter. (**Note:** Maney is not replaced by Cheatham at this point.)

When Hood replaces Johnston, place the marker on the Hood's Attack Track (see 13.0 in the advanced game rules) in the "0" space.

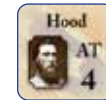
If at least 6 in-supply, undemoralized Union infantry divisions are southeast of the Chattahoochee River *and within 5 hexes of an Atlanta city hex*, Johnston is replaced on a dice roll of 2-6, instead of 2 or 3.

VICTORY CONDITIONS:

The conditions by which the Union player gains and loses VP are identical to Scenario 15 (To the Chattahoochee). However, Scenario 17 has its own victory conditions.

At the end of the game, the Union VP total is calculated and the players consult the chart below to determine the winner.

UNION VP	WINNER
565 or more	Union Decisive Victory
515 to 564	Union Substantive Victory
465 to 514	Union Marginal Victory
415 to 464	Confederate Marginal Victory
365 to 414	Confederate Substantive Victory
364 or less	Confederate Decisive Victory



CONFEDERATE SET-UP

Confederate Set-Up is the same as Scenario 15, except that several reinforcements are added (listed below):

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Additional reinforcements (if off-map rules are used):					
Militia Reserve 1	Brig	GA	Inf	2	Reinforcement (Macon, July 28)
Militia Reserve 2	Brig	GA	Inf	2	Reinforcement (Macon, July 28)
Gholson	Brig	J	Cav	1	Reinforcement (Opelika, September 1)
Additional reinforcements (if off-map rules are not used):					
Militia Reserve 1	Brig	GA	Inf	2	Reinforcement by rail from Macon, July 30
Militia Reserve 2	Brig	GA	Inf	2	Reinforcement by rail from Macon, July 30
Gholson	Brig	J	Cav	1	Reinforcement by road from Opelika, September 3

UNION SET-UP

Union Set-Up is the same as Scenario 15, except that several reinforcements are added (listed below):

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Grower	Brig	XVI	Inf	2	Reinforcement by rail from Tullahoma, August 6
Additional reinforcements (if off-map rules are used):					
I. Garrard	Brig	Cav-AO	Cav	2	Reinforcement (Athens, July 22)
Additional reinforcements (if off-map rules are not used):					
I. Garrard	Brig	Cav-AO	Cav	2	Reinforcement by road from Athens, July 24
Jones	Brig	3-Cav-AC	Cav	3	(See 21.0 in the advanced game rules)

SCENARIO 18: THE HARDEST KNOCKS

NOTES: This scenario is similar to Scenario 15, but starts a few days before, when the Union campaign began. It allows the Confederate player to block Snake Creek Gap (as Johnston failed to do), and thus encourages the Union player to do what Johnston was prepared for: attempt to either turn the Confederate right flank, or move on Rome.

Sherman's original plan was for McPherson to move on Rome; in his correspondence with McPherson, he stated, "You will have the longest marches, and it may be the hardest knocks, but you have the elements of the best army." (This was of course biased, since the Army of the Tennessee was Sherman's old army.) Sherman changed his plan, and instead decided to go through Snake Creek Gap, when four of McPherson's divisions (the two of the XVII corps, and two of the XVI corps) would not be available for the beginning of the campaign. The XVII corps came up in June, while the two XVI corps divisions never participated in the Atlanta campaign, engaging in operations further west.

MAP: Both maps are used.

GAME LENGTH: 79 turns, May 7 – July 24, 1864.

SPECIAL RULES:

1. *Union Command Points & Posture:* The Union player begins the game with 9 command points. Union posture is automatically active for the first three turns of the game. Place the "4 Turns Passive" marker on May 6.
2. *Strategic Cycle:* In this scenario, the first Strategic Cycle occurs on Turn 3 (May 9). After this, the Strategic Cycle occurs on turns which are a multiple of 4 after Turn 3 (so Turn 7 (May 13), Turn 11 (May 17), etc.).
3. *Turn 1:* The random event for Turn 1 is "No Effect".
4. *Confederate Corps Leaders on Turns 1-7:* On turns 1-7, the three Confederate corps leaders (Hardee, Hood, and Polk) may activate, be attached to, and transfer to any Confederate infantry unit. However, these leaders may activate a maximum of **three** infantry units in any Action Phase on turns 1-7. (There is no limit to their activation of wagon train units.) At the beginning of Turn 8, if any of these leaders occupies a hex which does not contain one of his subordinate units, this leader is moved to the nearest hex which contains one of his subordinate units.
5. *Oostanaula River:* All bridges and ferries across the Oostanaula River from Calhoun (W2614-W2515) to Rome (W3631-W3532) are destroyed.
6. *Confederate Pontoon Bridge:* The Confederate player has a pontoon bridge at Rome (W3631-W3532), over the same hexside as the destroyed bridge.
7. *Railhead Marker:* The Railhead marker is not placed on the map. It may be placed on the map at the end of Step 1 of the Supply Segment of Turn 3, or in any Reinforcement Phase starting with Turn 4. (**Note:** In this scenario, if the Union player has not taken Dalton (E1007), he may want to use another railhead marker, on the East Tennessee & Georgia RR. He may use a spare counter to indicate this. However, once one of the railhead markers has been moved into or past Dalton, the second marker must be removed permanently.)
8. *Union Prepared Pontoon Bridges:* The Union player may not attempt a prepared pontoon bridge (see 24.0 in the advanced game rules) until Turn 9 or later.
9. *Rainy Period:* If the "Rainy Period" (see 2.0 in the advanced game rules) has not occurred in this game by June 27, no random event die roll takes place on that day. Instead, a Rain (Current +2) event occurs, and the "Rainy Period" begins.
10. *Kilpatrick:* In section 15.0 in the advanced game rules, Kilpatrick may be wounded or killed if both players roll a 1 in combat. However, in this scenario, if Kilpatrick has not been wounded or killed yet, he may be wounded or killed if the Union player rolls a 1, 2, or 3 in combat, regardless of the number that the Confederate player rolls. If Kilpatrick is wounded and returns to play, he may only be wounded or killed in the standard way (if both players roll a 1 in combat.)
11. *"Damaged" Markers:* Place "Damaged" markers in W0303 (Varnell Station) and W0308 (Tunnel Hill).
12. *Army of the Tennessee's Entry:* The Union player has 2 options for placing the Army of the Tennessee on the map. This includes all units of the Army of the Tennessee (and K. Garrard's cavalry division if Option A is chosen).
 - A. *From Guntersville:* During the Reinforcement Phase of Turn 1 (May 7), the Union player places the units of the Army of the Tennessee, and K. Garrard, Minty, and Miller, and Wagon Train 5, in any hex in row xx32 from W3532 to W4332. Units may be placed in different hexes. All units are placed at Fatigue Level 0 on their exhausted sides. Next, the Union player may place a major river bridge over the Coosa River from either W3633 or W3734. Since Johnston would have reacted to this movement, the Confederate player may change the setup hexes of several of his units after the Union setup, as listed below. He may change the setup hexes of all, some, or none of the units listed below. Units listed together do not have to be set up together. Some units which are listed together may have their setup hexes changed, and others in that same group left as-is. Units which have their setup hexes changed are placed on their normal sides at Fatigue Level 0 unless otherwise noted.
 - Cantey:* W3631 (Rome) – Under a Fort-Complete marker 1/2 AR: W3631 (Rome) or W4125 (Eve's Station) – On its exhausted side
 - Martin, Morgan, & Iverson:* Within 8 hexes of W3631 (Rome), but not in hexrows xx32, xx33, or xx34 – under Abatis markers
 - Hood & Hindman:* W4322 (Kingston) – Hindman on his exhausted side
 - Wheeler, Kelly, Dibrell, Allen-K, & Hannon:* W3019 (Springtown) – Dibrell, Allen-K, & Hannon on their exhausted sides
 - Walker:* W0706 (Long's Tanyard) – Under a Fort-Complete marker
 - Harrison:* W0704 – Under an Abatis marker
 - Stevenson-A, Brown-A:* W1007 (Dalton)
 - Cheatham:* W0606 – Under a Fort-Complete marker
 If this setup is chosen, the Union player wins the first 2 initiatives. However, during these initiatives, only units of the Army of the Tennessee, or K. Garrard's cavalry division, may be activated. After this, initiative is determined normally.
 - B. *From Chattanooga:* During the Reinforcement Phase of Turn 2 (May 8), the Union player places the units of the Army of the Tennessee, and Wagon Train 5, in any hex from W0101 – W0132 containing a road leading off the northwest (left) edge of the map. He may then immediately move these units along a path up to 4 hexes long. This path must be traced across road, RR, or bridge hexsides. All units are placed at Fatigue Level 0 on their normal sides. Units may be placed in different hexes, but must be able to trace the maximum 4-hex path (as above) to the same entry hex. If the Union player chooses this option, the Confederate player may not move any units, and the first initiative is determined normally. K. Garrard's cavalry division enters as a reinforcement on May 9 if this option is chosen.
13. *Union Command Posture & Cohesion Checks:* If the Union player chooses "Option A" for the Army of the Tennessee's entry (see Special Rule 12), then during the first 7 turns of the game (including during the Union Command Segment at the end of Turn 3), when the Union player must perform a Cohesion Check (see 5.0 in the advanced rules), he may trace paths from either Sherman or McPherson. At the end of the Action Cycle of Turn 7, this rule is removed. Therefore, it does *not* apply during the Union Command Segment of Turn 7. In addition, in the Union Command Segment of Turn 3, when the Union player determines how many Command Points he must spend for Active Posture, and must trace paths to each unit to determine his die roll modifier, he may trace paths from either Sherman or McPherson. This does *not* apply during the Union Command Segment of Turn 7, or any Union Command Segment after this. If Union Command Posture changes to Passive during the Union

Command Segment of Turn 3, then the Union player may trace paths to either Sherman *or* McPherson if he wishes to perform an assault action during turns 4-7.

14. *Random End of Action Cycle on Turns 1 & 2:* On Turns 1 & 2, if both player roll a “1” in the initiative segment (see 6.0 in the advanced game rules), the Union player may extend the Action Cycle without rolling a die. The Confederate player must still roll a die to try to extend the Action Cycle.
15. *Confederate Movement Restriction:* On Turns 1-6, Confederate infantry units may not move into row xx03, or any row northeast (above) this. However, they may attack Union units in these hexes. If forced to retreat into one of these hexes, the unit must attempt to move into row xx04 if activated again. This restriction is removed on Turn 7.
16. *Union First Moves:* The first time that an “Army of the Cumberland” or “Army of the Ohio” unit which begins the game on the map is activated, its movement allowance is reduced by 2. (These units begin the scenario just off-map.) If the unit’s movement allowance is reduced to 0, it may not move. However, its movement allowance is not reduced the next time it is activated.
If a unit is not activated on Turn 1 at all, this rule still applies to it on a

later turn, whenever it is first activated. Once a unit has been activated once, it never pays this penalty again.

If the Union player chooses “Option A” for the Army of the Tennessee’s entry (see Special Rule 12), this rule does not apply to K. Garrard’s cavalry division.

VICTORY CONDITIONS:

The conditions by which the Union player gains and loses VP, and the victory conditions, are identical to Scenario 15 (To the Chattahoochee).

EXTENDED SCENARIO:

Players may extend this scenario to cover the full campaign, as in Scenario 17 (The Atlanta Campaign). If this is done, Special Rule 11 from Scenario 17 (Rainy Period) replaces Special Rule 9 in this scenario, and Special Rule 14 from Scenario 17 (Hood Replaces Johnston) is added (it does not replace any special rule in this scenario). In addition, the game length is extended to September 26, not September 18. Victory Conditions are the same as in Scenario 17, and the added reinforcements in Scenario 17 are used.

CONFEDERATE SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Hannon	Brig	K-W	Cav	1+	W0502
Kelly	Div	K-W	Ldr	-	W0504
Allen-K	Brig	K-W	Cav	2+	W0504
Dibrell	Brig	K-W	Cav	1+	W0405 (Vacant)
Joe Wheeler	Corps	W	Ldr	-	W0308 (Tunnel Hill)
Humes	Div	H-W	Ldr	-	W0308 (Tunnel Hill)
James Wheeler	Brig	H-W	Cav	2+	W0308 (Tunnel Hill)
Harrison	Brig	H-W	Cav	1+	W0309 (Dunn’s Mill)
Grigsby	Brig	H-W	Cav	1+	W0511
Cleburne-A	Div	HE	Inf	6*	W0906
Govan	Brig	HE	Inf	6*	W0806 (Tobacco Factory)
Hindman	Div	HD	Inf	14*	W0706 (Long’s Tanyard)
Stevenson-A	Div	HD	Inf	7*	W0606
Brown-A	Brig	HD	Inf	7*	W0606
Cheatham	Div	HE	Inf	5*	W0607
Vaughan	Brig	HE	Inf	5*	W0607
Johnston	Army	AT	Ldr	-	W0708 (Buzzard Roost)
Hardee	Corps	HE	Ldr	-	W0708 (Buzzard Roost)
Hood	Corps	HD	Ldr	-	W0708 (Buzzard Roost)
Stewart	Div	HD	Inf	13*	W0708 (Buzzard Roost)
Walker	Div	HE	Inf	13	W0807
Bate-A	Div	HE	Inf	8*	W0809 (Baylor’s Mill Gap)
Depot	-	-	-	(8)	W1007 (Dalton)
Wagon Trains 1-3	-	-	-	(0)	W1007 (Dalton)
Cantey	Div	P	Inf	3	W2211 (Resaca)
1/2 AR	Regt	P	Inf	1^	W2211 (Resaca)
26/66 GA	Regt	HE	Inf	3*	W2211 (Resaca)
Martin	Div	M-W	Ldr	-	W3631 (Rome)

CONFEDERATE SET-UP (CNTD)

Morgan	Brig	M-W	Cav	2	W3631 (Rome)
Iverson	Brig	M-W	Cav	2	W3631 (Rome)
Reynolds	Brig	P	Inf	1^	E3113 (W&A Depot)
Depot	-	-	-	(0)	E3113 (W&A Depot)
Smith	Brig	GA	Inf	2\$	Reinforcement in Atlanta, June 28
Additional reinforcements / off-map units (if off-map rules are used):					
Polk	Corps	P	Ldr	-	Reinforcement (Jacksonville, May 8)
Scott	Brig	P	Inf	3	Reinforcement (Jacksonville, May 8)
Loring-A	Div	P	Inf	3	Reinforcement (Jacksonville, May 9)
Featherston	Brig	P	Inf	3	Reinforcement (Jacksonville, May 10)
Jackson	Div	J	Ldr	-	Reinforcement (Jacksonville, May 12)
Armstrong	Brig	J	Cav	2	(as above)
Ross	Brig	J	Cav	2	(as above)
Ferguson	Brig	J	Cav	2	(as above)
Sears	Brig	P	Inf	3	Reinforcement (Jacksonville, May 12)
French	Div	P	Inf	3	Reinforcement (Jacksonville, May 13)
Cockrell	Brig	P	Inf	3	Reinforcement (Jacksonville, May 14)
Wagon Train 4	-	-	-	(0)	Reinforcement (Jacksonville, May 14)
Quarles	Brig	P	Inf	4	Reinforcement (Opelika, May 23)
Clanton	Brig	-	Cav	2%	Jacksonville Off-Map Box
Winder	Brig	-	Inf	2%	Andersonville Off-Map Box
Additional reinforcements (if off-map rules are not used):					
Polk	Corps	P	Ldr	~	Reinforcement by road from Jacksonville, May 10
Scott	Brig	P	Inf	3~	Reinforcement by road from Jacksonville, May 10
Loring-A	Div	P	Inf	3~	Reinforcement by road from Jacksonville, May 11
Featherston	Brig	P	Inf	3~	Reinforcement by road from Jacksonville, May 12
Jackson	Div	J	Ldr	~	Reinforcement by road from Jacksonville, May 14
Armstrong	Brig	J	Cav	2~	(as above)
Ross	Brig	J	Cav	2~	(as above)
Ferguson	Brig	J	Cav	2~	(as above)
Sears	Brig	P	Inf	3@~	Reinforcement by road from Jacksonville, May 16
French	Div	P	Inf	3~	Reinforcement by road from Jacksonville, May 17
Cockrell	Brig	P	Inf	3~	Reinforcement by road from Jacksonville, May 18
Wagon Train 4	-	-	-	(0)~	Reinforcement by road from Jacksonville, May 18
Quarles	Brig	P	Inf	4	Reinforcement by rail from Opelika, May 25

* Indicated units begin the game under Fort-Complete markers.

+ Indicated units begin the game under Abatis markers.

^ Indicated units begin the game on their exhausted sides.

\$ Smith is placed in E3113 (W&A Depot). If this hex is occupied by a Union unit or in a Union ZOC, Smith is placed in the nearest hex which is not occupied by a Union unit or in a Union ZOC.

@ Sears is placed at Fatigue Level 2. On the turn he enters he may embark for RR Movement even though he is at Fatigue Level 2, if he is placed in W3631 (Rome).

~ If the Confederate player cannot place these units due to the presence of Union units, or if he does not wish to place them in the entry hexes available to him on the current turn, he may delay their entry until the following turn. He may continue to do this in later turns. In addition, he may place them on the Turn Track, 4 turns ahead of the current turn, and place them on that turn as if they were arriving by road from Opelika.

() Numbers in parentheses are the number of supply points in the depot or wagon train(s).

% Clanton and Winder must remain in the off-map boxes in which they start for the entire game.

UNION SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Schofield-A	District	AO	Ldr	-	W0102
Cox-A	Div	XXIII-AO	Inf	7	W0102
Hovey	Div	XXIII-AO	Inf	9	W0102
Judah	Div	XXIII-AO	Inf	7	W0102
Wagon Train 1	-	-	-	(4)	W0102
Newton	Div	IV	Inf	10+	W0104
McCook	Div	1-Cav-AC	Ldr	-	W0105
Dorr	Brig	1-Cav-AC	Cav	2	W0105
Lamson	Brig	1-Cav-AC	Cav	2	W0105
Howard	Corps	IV	Ldr	-	W0106
Stanley	Div	IV	Inf	15	W0106
Wood	Div	IV	Inf	16	W0106
Wagon Train 2	-	-	-	(4)	W0106
Sherman	Army	DM	Ldr	-	W0108
Thomas	Army	AC	Ldr	-	W0108
Palmer	Corps	XIV	Ldr	-	W0108
Johnson	Div	XIV	Inf	16	W0108
Baird	Div	XIV	Inf	16	W0108
Davis	Div	XIV	Inf	15	W0108
Wagon Train 3	-	-	-	(4)	W0108
Hooker	Corps	XX	Ldr	-	W0114 (Wood's Station)
Butterfield	Div	XX	Inf	15	W0114 (Wood's Station)
Williams	Div	XX	Inf	14	W0114 (Wood's Station)
Geary	Div	XX	Inf	14+	W0114 (Wood's Station)
Kilpatrick	Div	3-Cav-AC	Ldr	-	W0114 (Wood's Station)
Klein	Brig	3-Cav-AC	Cav	1+	W0114 (Wood's Station)
Murray	Brig	3-Cav-AC	Cav	2+	W0114 (Wood's Station)
10 OH	Regt	3-Cav-AC	Cav	1+	W0114 (Wood's Station)
Wagon Train 4	-	-	-	(4)	W0114 (Wood's Station)
McPherson	Army	AT	Ldr	-	See Special Rule 12
Logan	Corps	XV	Ldr	-	See Special Rule 12
Harrow	Div	XV	Inf	12	See Special Rule 12
Osterhaus	Div	XV	Inf	8	See Special Rule 12
ML Smith	Div	XV	Inf	7	See Special Rule 12
Dodge	Corps	XVI	Ldr	-	See Special Rule 12
Veatch	Div	XVI	Inf	10	See Special Rule 12
Sweeny-A	Div	XVI	Inf	12	See Special Rule 12
9 IL	Regt	Cav-AT	Cav	1	See Special Rule 12
Wagon Train 5	-	-	-	(4)	See Special Rule 12
K. Garrard	Div	2-Cav-AC	Ldr	-*	Reinforcement by road from Tullahoma, May 9
Minty	Brig	2-Cav-AC	Cav	3*	(as above)
Miller	Brig	2-Cav-AC	Cav	3*	(as above)

UNION SET-UP (CNTD)

Siege Artillery	Brig	AC	Art	3	Reinforcement by rail from Tullahoma, May 11
Stoneman	Div	Cav-AO	Ldr	-	Reinforcement by road from Athens, May 12
Biddle	Brig	Cav-AO	Cav	2	(as above)
Holeman	Brig	Cav-AO	Cav	2	(as above)
Blair	Corps	XVII	Ldr	-	Reinforcement by road from Huntsville, June 6
Leggett-A	Div	XVII	Inf	10	(as above)
Gresham-A	Div	XVII	Inf	9	(as above)
Long	Brig	2-Cav-AC	Cav	2	(as above)
Watkins	Brig	1-Cav-AC	Cav	1	Reinforcement by road from Tullahoma, June 18
JE Smith	Div	XV	Inf	3	Reinforcement by rail from Tullahoma, June 29
Alexander	Brig	XV	Inf	2	Reinforcement by rail from Tullahoma, June 30
4 MN / 93 IL	Regt	XV	Inf	1	Reinforcement by rail from Tullahoma, July 1
Raum	Brig	XV	Inf	1	Reinforcement by rail from Tullahoma, July 2
56 IL	Regt	XV	Inf	1	(as above)
17 IA	Regt	XV	Inf	1	(as above)
Steedman	Div	AC	Inf	3	Reinforcement by road or rail from Tullahoma (See 22.0 in the advanced game rules)

Additional reinforcements / off-map units (if off-map rules are used):

Capron	Brig	Cav-AO	Cav	1	Reinforcement (Athens, June 22)
Milroy	Brig	AC	Inf	6%	Tullahoma Off-Map Box

Additional reinforcements (if off-map rules are not used):

Capron Brig Cav-AO Cav 1 Reinforcement by road from Athens, June 24

+ Indicated units begin the game at Fatigue Level 1.

* K. Garrard's cavalry division is placed with the Army of the Tennessee if Option 1 of Special Rule 12 is chosen.

() Numbers in parentheses are the number of supply points in the depot or wagon train(s).

% Milroy must remain in the Tullahoma Off-Map Box for the entire game.



Atlanta, before being burnt: by order of Gen'l. Sherman, from the cupola of the Female Seminary

SCENARIO 19: "WITHOUT HOME OR HABITATION"

NOTES: After the fall of Atlanta, Hood headed north to cut Sherman's rail line, hoping to draw Sherman into a battle that Hood could win. Hood's campaign led Sherman to write back to Grant, "It will be a physical impossibility to protect the roads, now that Hood, Forrest, and Wheeler, and the whole batch of devils, are turned loose without home or habitation."

MAP: Both maps are used.

GAME LENGTH: 22 turns, September 29 – October 20, 1864.

SPECIAL RULES:

(**Note:** Since this scenario represents a raid, not a campaign of occupation as the other advanced game scenarios do, it has many special rules. These have been grouped below for clarity. In addition, advanced game rules 25.0 and 26.0 are used in Scenario 19 only. Also note that advanced game rule 24.0 is not used.)

Section A: Setup

- Destroyed Bridges and Ferries:** The bridges and ferries listed below are destroyed:
 - All bridges and ferries on the Oostanaula River from Calhoun (W2614-W2515) to Rome (W3631-W3532).
 - All bridges and ferries on the Etowah River, except for the RR bridge (W5417-W5517).
 - All bridges and ferries on the Chattahoochee River, except for the RR bridge (E2514-E2614).
 - Both bridges on Sweetwater Creek (E2323-E2322, and E2423-E2523).

Note: There are not enough counters provided to place "Destroyed" markers on each bridge / ferry. Instead, players should use the "All Crossings Destroyed" counters, placing two counters (pointing at each other) on either end of a section of river along which all crossings are destroyed.
- Union Pontoon Bridges:** The Union player has 4 pontoon bridges:
 - Sandtown Ferry (E2722-E2821)
 - Reeves (E2322-E2323)
 - Rome – Etowah River (W3631-W3732)
 - Rome – Oostanaula River (W3532-W3631)
- Confederate Pontoon Bridge:** The Confederate player has a pontoon bridge at Rivertown (E2932-E3032).
- Shoupades:** Place Shoupade counters on their "Complete" side in the following hexes: E2412, E2514, E2414, E2415, E2416, E2517, E2518, and E2617.
- Destroyed RR Stations:** Place "RR Station Destroyed" markers in the following RR stations:
 - E3826 (Fairburn) and E3934 (Palmetto)
 - All RR stations from E4117 (Quick Station) to E5820 (Bear Creek Station)
 - All RR stations from E3403 (Stone Mount) to E4801 (Conyers)
- Railhead Marker:** The Railhead marker is placed in E3113 (W&A Depot).
- Unfordable Markers:** Place the "Minor Rivers Unfordable" marker on October 8, and the "Major Rivers Unfordable" marker on October 10.
- Hood's Attacks:** The marker on the Hood's Attack Track (see 13.0 in the advanced game rules) is placed in the "4" space.

Section B: Advanced Game Rule Changes

- Forts/Atlanta:** Confederate units may not move, retreat, or attack into any fort hex around Atlanta at any time during the game. All rules regarding forts (section 16.0 of the advanced game rules) are ignored in this scenario. The Union player controls Fulton County (Atlanta) even if no Union units occupy the county. (**Historical Note:** Sherman left the XX corps in Atlanta during this campaign.)
- Strategic Segment:** The Strategic Segment (see 3.0 in the advanced rules) does not occur in this scenario (Strategic Events do not occur).
- Union Command Posture/Cohesion Check:** In this scenario, the Union player's command posture (see 4.0 in the advanced rules) is always "active". All rules regarding command posture are ignored. In addition, the Union player does not need to perform a "Cohesion Check" (see

- 5.0 in the advanced rules) under any circumstances.
- Strategic Movement:** Strategic movement (see 8.0 in the advanced rules) is not allowed in this scenario.
- Union RR Movement:** A Union unit may not perform RR movement (see 9.0 in the advanced rules) unless it has a manpower value of 2 or less, and an artillery value of 0. However, the Union player does not need to trace a RR hex path to W0102 or W0109 for the unit to embark; units may embark regardless of their location on the map.
- Union and Confederate Supply:** The Union player may not receive any supply points (see 11.2 in the advanced rules) during the game. (**Historical Note:** First Forrest's raid in late September, then the bridges destroyed by high water, and finally Hood's destruction of the railroad and the presence of Confederate units around the railroad prevented Union supply from being sent south of Chattanooga.) Confederate supply is not affected; the Confederate player receives 16 supply points in each Supply Segment.
- Union Transfer of Supply Points Between Depots:** The Union player may transfer no more than 2 supply points between depots in a Supply Segment (see 11.9 in the advanced rules).
- Attrition:** Attrition (see 19.0 in the advanced rules) is performed normally in this scenario.
- Confederate RR Destruction:** Confederate RR destruction (see 19.0 in the advanced rules) does not apply in this scenario. The Confederate player may destroy RR stations without restriction.

Section C: Movement Restrictions

- Releasing of Union units:** Union units may not activate or entrench until they are released. After they are released, Union units may activate and entrench freely.
 - Turns 1-3:** On turns 1-3 (September 29 – October 1), no Union units are released. Only Confederate units may move, within certain restrictions (see Special Rule 20). (**Exception:** If Union units are released by Confederate movement during these turns, they may move.) Note that a "Command Paralysis" random event during these turns is converted to "No Effect".
 - Turn 4:** On Turn 4 (October 2), K. Garrard, Miller, and Eggleston are released.
 - Turn 5:** On Turn 5 (October 3), all units of the Army of the Cumberland which are southeast (right) of the Chattahoochee River, Kilpatrick's cavalry division, Jennings, and Wagon Trains 1-3, are released.
 - Turn 6:** On Turn 6 (October 4), all units of the Army of the Ohio and the Army of the Tennessee which are southeast (to the right) of the Chattahoochee River, Corse and the 9 IL, and Wagon Trains 4 & 5, are released.
 - Western & Atlantic RR, Rome, and Atlanta:** If a Confederate infantry unit ends a move within 8 hexes of any hex on the Western & Atlantic RR which is northwest (to the left) of the Chattahoochee River, within 8 hexes of Rome (W3631), or within 12 hexes of an Atlanta city hex, all Union units listed above are automatically released (regardless of the turn), if they have not been already released. (**Exception:** Units of the Army of the Ohio and the Army of the Tennessee which are southeast of the Chattahoochee River, Corse and the 9 IL, and Wagon Trains 4 & 5, (those in the "Turn 6" restriction above) are not released until the following turn.)
 - 8 hexes:** An individual Union unit is also released (regardless of the turn) if a Confederate unit ends a move within 8 hexes of it. (**Exception:** Units of Kilpatrick's cavalry division, and Jennings, are not released unless a Confederate unit ends a move within 6 hexes of the unit.)
 - Supply Status, Supply Points, and Depots:** Units which are not released are automatically "In Supply" during a Supply Segment. The Union player may not destroy supply points or depots which are in a hex with a unit that is not released.
- FC Smith:** FC Smith may not move into any hex on the northwest (left) side of the Chattahoochee River which is not adjacent to the river at any time during the game. (He may move into hexes on the northwest side which are adjacent to the river.) If forced to retreat out of this area, he must attempt to move back into it if activated to march again.

20. *Confederate Movement During Turns 1-5*: Confederate units move somewhat differently in the early turns of the game:
- During turns 1-3, only Confederate units may move. The Confederate player need not roll for initiative, and “Random End of Action Cycle” may not occur during these turns. However, if the Confederate player releases any Union units during these turns, he must begin to roll for initiative, and “Random End of Action Cycle” may occur from this point on.
 - During turns 1-5, Confederate units which are on the southeast (right) side of the Chattahoochee River may not move into row xx26, or any row northeast of (above) this.
21. *Union Wagon Trains 4 & 5*: These wagon trains represent a herd of cattle. Therefore, they are treated somewhat differently than normal wagons trains:
- They may carry up to 12 supply points, not 4.
 - They may not receive supply points from a depot.
 - They may not have supply points transferred to them from another wagon train.
 - Once they have expended all of their supply points, they are removed from the game permanently.
 - A maximum of 4 supply points may be destroyed per wagon train per turn.
 - If they suffer an “r” or “R” result in combat, they are captured (they do not retreat / rout). Place a Confederate manpower counter with the captured wagon train(s) to indicate that they are now Confederate-controlled. A captured wagon train may be re-captured by the Union player.
 - All other wagon train rules apply to these wagon trains normally.

Section D: Rules Affecting the Beginning of the Scenario

22. *Strategic Cycle*: In this scenario, the first Strategic Cycle occurs on Turn 2 (September 30). After this, the Strategic Cycle occurs on turns which are a multiple of 4 after Turn 2 (so Turn 6 (October 4), Turn 10 (October 8), etc.).
23. *Random Events*: The Random Event for turns 1 & 2 is “No Effect”.
24. *Rain in Early Turns*: In early October, a large storm system passed through the area. Although there were only a few days of rain around Atlanta, it was much more severe around Chattanooga. The heavy rain caused the rivers to flood (see Special Rule 25, “High Water”). This rain is represented in the rules below:
- During the Random Events Phase of turns 3-10, a roll of 8 is converted to “Rain (Current +1)”.
 - During turns 3-10, if a rain event of any type occurs, both rain numbers (the numbers that move or place the unfordable markers) are increased by 1. For example, a Rain (Current +1) event during this time would result in a Minor River Rain Number of 3 (2+1) and a Major River Rain Number of 4 (3+1).
25. *High Water*: At the beginning of a Recovery Phase, if the current turn is Turn 15 or earlier, a “Rain” marker is on the turn track for the current turn (including a “Rain” marker placed by a “Late Rain” random event), and either the “Minor Rivers Unfordable” or the “Major Rivers Unfordable” markers were already on the turn track at the beginning of the turn (before the Random Events Phase), a player rolls a die for each pontoon bridge, or railroad bridge of the Western & Atlantic RR (of which there are 3), which are on rivers which were unfordable at the beginning of the turn. If the result is from 1-3, the bridge is destroyed, and either the pontoon bridge is removed, or a “Destroyed” marker is placed on the map. If the result is from 4-6, there is no effect. (Note: The “High Water” marker should be placed on the turn track at the beginning of the turn to remind players that this check should be done at the end of the turn.)
26. *Confederate Army “Lost” by Union Army*: If the current turn is Turn 12 or earlier, and all Confederate units are far enough from the Western & Atlantic RR and other Union units, the Action Cycle may be much faster. See 25.0 in the advanced rules.

Section E: Rules Affecting the Entire Scenario

27. *Confederate Mapped Movement*: The Confederate player may move his units along the southwest (bottom) mapped edge (actually, they are moving 5-15 hexes off-map). See 26.0 in the advanced rules.
28. *Confederate Panic*: If at least 3 Confederate infantry divisions receive “R” or “r” results on the Combat Chart during the same turn, the

Confederate army immediately panics. Effects of panic are listed below, and apply for the rest of the game:

- If at least half of the combat value of the Confederate units in a combat are disorganized (whether attacking or defending), the Confederate player subtracts 1 from his combat die roll. This is in addition to other modifiers.
- Confederate units do not recover from disorganization, exhaustion, or demoralization unless they are at Fatigue Level 0 (not Fatigue Level 1).

If at least 3 Union infantry divisions receive “R” or “r” results on the Combat Chart during the same turn, and the Confederate army has not panicked yet, then this rule is ignored for the rest of this game. The Confederate army may not panic during this game. (Note that the Union army never panics.)

29. *Pontoon Bridges*: Players receive several benefits to pontoon bridge construction in this scenario:

- Both players may attempt to build pontoon bridges during rain turns, but receive a +2 construction die roll modifier.
- Both players receive a -2 construction die roll modifier if they attempt to build a pontoon bridge and there is no enemy unit or enemy ZOC in the hex across the river (the hex that the bridge will be built into).
- A Union infantry unit of any Combat Value may attempt to build a pontoon bridge over any of the 3 Western & Atlantic RR bridges (W2211-W2312, W5417-W5517, or E2514-E2614), if the permanent bridge across the hexside has been destroyed.

These rules do not apply in any way to the repair of permanent bridges or ferries.

30. *Confederate Off-Map Supply*: Hood planned to supply his army from the Alabama & Tennessee River RR, which terminated near Jacksonville, Alabama, about 40 miles from the southwest (bottom) mapped edge. Wagons would have been able to bring forward a limited amount of supplies from this depot. Therefore, if off-map rules are not being used, the following rule must be used.

The Confederate player may create a depot off-map and transfer supply points from it to the edge of the map using wagon trains. To do this, he performs two actions:

- a) He takes some (or all) of the supply points he receives during a Supply Segment and places them on the turn track on the current turn. (Realistically, they are off-map in Jacksonville.)
- b) He exits wagon trains from the map, as follows: During a Reinforcement Phase, if a Confederate wagon train occupies a hex from which it could be received as a reinforcement from Jacksonville, the Confederate player removes it from the map and places it on the Turn Track on the current turn.

During a Supply Segment, for every wagon train on the Turn Track which is at least 4 turns behind the current turn, the player may select 2 supply points which are on the Turn Track and at least 4 turns behind the current turn. (These supply points would have been placed there during a previous Supply Segment, as part of point “a” above.) He then places these supply points in any single hex in which a friendly unit could currently be received as a reinforcement from Jacksonville. If a depot or wagon train is in the hex already, he may place the supply points in the depot or wagon (although the wagon train still may not carry more than 4 supply points).

Example: On Turn 5, the Confederate player exits 4 wagon trains from the map and places them on the Turn Track on the current turn. On Turn 6, he places 16 points on the Turn Track on the current turn. On Turn 10, he places 8 of these supply points on the mapped edge. The Confederate player may use 2 of these supply points to build a depot in the hex the supply points are placed in (see 11.3 in the advanced rules). (Note: Since this depot will not be on a RR, and the Confederate player will not be able to trace a Depot Supply Path from it, he will probably want to keep some wagons on-map, or bring them back on-map, as described below.)

The Confederate player may bring wagon trains back onto the map during a Supply Segment. In any mapped hex that he is placing Supply Points in, he may also place any wagons which are currently on the Turn Track. He may place the Supply Points in the just-placed wagon train(s). (Note: The Confederate player will probably want to leave some wagon trains off-map to bring in more Supply Points in the next Supply Segment.)

Section F: Off-Map Special Rules

31. *Forrest*: Forrest (see 20.0 in the advanced game rules) cannot be called in in this game; since the Union player cannot receive supply points, he would have no purpose.
32. *Rousseau's Raid*: Rousseau's raid (see 21.0 in the advanced game rules) has already occurred (in July). It cannot occur in this game.
33. *Jacksonville and Opelika Off-Map Boxes*: Union units may not enter the Jacksonville or Opelika off-map boxes in the Off-Map Segment of turns 2 or 6, and may not transfer from the map into these boxes until the Off-Map Transfer Phase of Turn 7.

VICTORY CONDITIONS:

The Confederate player gains and loses VPs for the following occurrences:

VP	Reason
+50	If the Confederate player controls Cobb, Bartow, Gordon, or Whitfield counties at the end of the game, at least 20 Confederate manpower occupy the county, and the unit in the county control hex can trace a LOC (see below)
+30	If the Confederate player controls Floyd County at the end of the game, a Confederate unit occupies either W3223 (McGuire) or W4126 (Eve's Station), at least 20 Confederate manpower occupy the county, and both the unit in the county control hex and the unit in W3223 or W4126 can trace a LOC (see below)
+20	If the Confederate player controls Floyd County at the end of the game, a Confederate unit occupies either W3528 (Friendship Church) or W3929 (Yarborough P.O.), at least 20 Confederate manpower occupy the county, and both the unit in the county control hex and the unit in W3528 or W3929 can trace a LOC (see below)
+20	If the Confederate player controls Paulding County at the end of the game, at least 20 Confederate manpower occupy the county, and the unit in the county control hex can trace a LOC (see below)
+10	If the Confederate player controls Walker County at the end of the game, at least 20 Confederate manpower occupy the county, and the unit in the county control hex can trace a LOC (see below)
+10	If the Confederate player controls Chattooga County at the end of the game, a Confederate unit occupies W1329 (Trion Factory), at least 20 Confederate manpower occupy the county, and both the unit in the county control hex and the unit in W1329 can trace a LOC (see below) (Note: The Confederate player gains VP for only one county, even if he controls more than one.) LOC: A LOC (line of communication) is a path of hexes from a mapedge hex from which a unit could transfer to the Jacksonville, Opelika, Macon, or Greensborough off-map boxes (see 14.6 in the advanced game rules) to a Confederate unit. This path may not be more than <i>forty</i> hexes long (not including the hex the path

starts in, but including the unit's hex). The first section of this path (up to *thirty-five* hexes) may not enter a hex occupied by a Union infantry unit or a Union infantry ZOC, and may only cross hexsides which a wagon train can cross (therefore, it may only cross a river at a bridge, dam, or ferry). The last *five* hexes of this path may not enter a hex occupied by a Union unit (of any type) or a Union ZOC (of any unit type) (except the final hex that the unit occupies may be in an enemy ZOC). The path may not cross hexsides which the unit could not itself cross.

- 10 If the Confederate player controls one of the counties listed above, and a Union infantry division can trace a 1 or 2 hex path from its hex to the county control hex (not including the hex the path starts in, but including the county control hex). This path may not cross an impassable hexside.
- +3 For each RR station on the Western & Atlantic RR from Tunnel Hill (W0308) to Vining's Station (E2313) which is destroyed at any time during the game
- +2 For each point of Union Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, moving from one enemy ZOC to another, or due to supply effects).
- 3 For each point of Confederate Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, moving from one enemy ZOC to another, or due to supply effects).
- +1 For each Union supply point lost in combat, extended march or depot destruction by the Confederate player (but not points lost by voluntary destruction)
Note: If the Confederate player destroys a depot with more than 20 supply points, he only gains 20 VP for these supply points (although he still gains an additional 5 for the destruction of the depot).
- 1 For each Confederate supply point lost in combat, extended march or depot destruction by the Union player (but not points lost by voluntary destruction)
- +5 If a Union depot is destroyed by the Confederate player (not by voluntary destruction)
- 5 If a Confederate depot is destroyed by the Union player (not by voluntary destruction)

At the end of the game, the Confederate VP total is calculated and the players consult the chart below to determine the winner.

CONFEDERATE VP	WINNER
120 or more	Confederate Decisive Victory
100 to 119	Confederate Substantive Victory
80 to 99	Confederate Marginal Victory
60 to 79	Union Marginal Victory
40 to 59	Union Substantive Victory
39 or less	Union Decisive Victory

CONFEDERATE SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Cheatham	Corps	HE	Ldr	-	E2334 (Pray's Church)
Cleburne-A	Div	HE	Inf	7*	E2334 (Pray's Church)
Bate-C	Div	HE	Inf	5*	E2334 (Pray's Church)
Maney-B	Div	HE	Inf	9*	E2334 (Pray's Church)
Gholson	Brig	J	Cav	1*	E2334 (Pray's Church)
Armistead	Brig	PL	Cav	1*+	E2334 (Pray's Church)
Wagon Train 1	-	-	-	(4)*	E2334 (Pray's Church)
Wagon Train 2	-	-	-	(4)*	E2334 (Pray's Church)
Wagon Train 3	-	-	-	(4)*	E2334 (Pray's Church)

CONFEDERATE SET-UP (CNTD)

Wagon Train 4	-	-	-	(4)*	E2334 (Pray's Church)
Ferguson	Brig	J	Cav	1	E2829 (Rice's Mill)
Jackson	Div	J	Ldr	-	E3228 (Old Mill)
Ross	Brig	J	Cav	2	E3228 (Old Mill)
Armstrong	Brig	J	Cav	2	E3529
French	Div	P	Inf	7	E3131
Hood	Army	AT	Ldr	-	E3331
Stewart	Corps	P	Ldr	-	E3331
Loring-C	Div	P	Inf	9	E3331
Walthall-B	Div	P	Inf	5	E3531
Stevenson-B	Div	HD	Inf	8	E3731
Lee	Corps	HD	Ldr	-	E3830
Clayton-B	Div	HD	Inf	5	E3830
E Johnson	Div	HD	Inf	6	E4131
Joe Wheeler	Corps	W	Ldr	-	Reinforcement (see Random Events Table)
Allen-M	Brig	M-W	Cav	1	Reinforcement (see Random Events Table)
Harrison	Brig	H-W	Cav	1	Reinforcement (see Random Events Table)
Dibrell	Brig	K-W	Cav	1	Reinforcement (see Random Events Table)
Off-map units (if off-map rules are used):					
Clanton	Brig	-	Cav	2%	Jacksonville Off-Map Box
Depot	-	-	-	(0)	Jacksonville Off-Map Box
Depot	-	-	-	(0)	Opelika Off-Map Box

* Indicated units begin the game at Fatigue Level 4 on their exhausted sides.

+ Armistead is under Jackson's command in this scenario.

() Numbers in parentheses are the number of supply points in the depot or wagon train(s).

% Clanton must remain in the Jacksonville Off-Map Box for the entire game.

UNION SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
44 USCT	Regt	AC	Inf	1*	W1007 (Dalton)
17 IA	Regt	XV	Inf	1*	W1710 (Tilton)
Raum	Brig	XV	Inf	1*	W2211 (Resaca)
Depot	-	-	-	(3)	W2211 (Resaca)
56 IL	Regt	XV	Inf	1*	W2614 (Calhoun)
Watkins	Regt	1-Cav-AC	Cav	1	W2614 (Calhoun)
Wagon Train 4	-	-	-	(12)+	W3618 (Adairsville)
Wagon Train 5	-	-	-	(12)+	W3618 (Adairsville)
26 MO / 10 IA	Regt	XV	Inf	2*	W4322 (Kingston)
Depot	-	-	-	(3)	W4322 (Kingston)
Corse-B	Div	XV	Inf	9	W3631 (Rome)
9 IL	Regt	Cav-AT	Cav	1	W3631 (Rome)

UNION SET-UP (CNTD)

McCown	Brig	XV	Inf	2*	W5217 (Cartersville)
McCook	Div	1-Cav-AC	Ldr	-	W5217 (Cartersville)
Lamson	Brig	1-Cav-AC	Cav	1	W5217 (Cartersville)
45 IL	Regt	XVII	Inf	1*	W5417 (Etowah Station)
4 MN / 93 IL	Brig	XV	Inf	2*	W5816 (Allatoona)
Depot	-	-	-	(50)	W5816 (Allatoona)
14/15 IL	Regt	XVII	Inf	1*	E0415 (Acworth)
Vandever-B	Brig	XVII	Inf	2*	E1413 (Marietta)
Jennings	Brig	2-Cav-AC	Cav	2	E1820 (Anderson's Mill)
Jordan	Brig	3-Cav-AC	Cav	1	E2021 (Mt. Zion Church)
Kilpatrick	Div	3-Cav-AC	Ldr	-	E2322 (Reeves)
Murray	Brig	3-Cav-AC	Cav	2	E2322 (Reeves)
Thayer	Brig	3-Cav-AC	Cav	1	E2523
K. Garrard	Div	2-Cav-AC	Ldr	-	E2705 (Miller)
Miller	Brig	2-Cav-AC	Cav	2	E2705 (Miller)
Eggleston	Brig	2-Cav-AC	Cav	2	E2705 (Miller)
Cox	District	AO	Ldr	-	E3309 (Decatur)
Cooper	Div	XXIII-AO	Inf	10	E3309 (Decatur)
Reilly	Div	XXIII-AO	Inf	10	E3309 (Decatur)
FC Smith	Brig	XX	Inf	3	E2614 (Defoor)
Wagon Trains 1-3	-	-	-	(0)	E3113 (W&A Depot)
Depot	-	-	-	(70)	E3113 (W&A Depot)
Sherman	Army	DM	Ldr	-	E3211 (Troup Hurt)
Stanley	Corps	IV	Ldr	-	E3211 (Troup Hurt)
Whitaker	Div	IV	Inf	9	E3211 (Troup Hurt)
Wood	Div	IV	Inf	8	E3211 (Troup Hurt)
Davis	Corps	XIV	Ldr	-	E3215 (White Hall)
Carlin	Div	XIV	Inf	5	E3215 (White Hall)
Baird	Div	XIV	Inf	8	E3215 (White Hall)
Howard	Army	AT	Ldr	-	E3417 (East Point)
Osterhaus	Corps	XV	Ldr	-	E3417 (East Point)
Woods	Div	XV	Inf	10	E3417 (East Point)
Hazen	Div	XV	Inf	9	E3417 (East Point)
Ransom-B	Corps	XVII	Ldr	-	E3417 (East Point)
Fuller-C	Div	XVII	Inf	8	E3417 (East Point)
Leggett-B	Div	XVII	Inf	6	E3417 (East Point)
Belknap	Div	XVII	Inf	6	E3417 (East Point)
JE Smith	Div	XV	Inf	-	Reinforcement (see Random Events Table)
Steedman	Div	AC	Inf	3	Reinforcement by road or rail from Tullahoma (See 22.0 in the advanced game rules)

* Indicated units begin the game under Fort-Complete markers.

+ See Special Rule 21 regarding Union wagon trains 4 & 5.

() Numbers in parentheses are the number of supply points in the depot or wagon train(s).

THE GAME AS HISTORY

By Mike Belles

BACKGROUND

It is 138 miles by rail from Chattanooga to Atlanta, by way of the Western & Atlantic Railroad. In April of 1864, it is this route that Union general William Tecumseh Sherman is planning to gain control of. In September of the previous year, the Union had gained control of Chattanooga (off-map, 30 miles northwest of Dalton (W1007)), and after losing the battle of Chickamauga and enduring a month-long siege, had routed the Confederate army outside the city at the battle of Missionary Ridge. Since then, preparations have been underway for the move south toward Atlanta. As the second city of the South (behind only Richmond in population), the junction of four rail lines, and a major logistical center of the Confederacy, Atlanta is the logical target for the next campaign. To gain control of Atlanta, Sherman plans to use three armies: the Army of the Cumberland, the Army of the Ohio, and the Army of the Tennessee. The Army of the Cumberland, under George Thomas, is Sherman's largest army, with 80,000 men. It is currently around Chattanooga, which it had captured in the previous year. The Army of the Ohio is Sherman's smallest army, with 15,000 men; realistically, is only a single corps. Under John Schofield, it is around Knoxville, 100 miles to the northwest, and will soon start moving towards Chattanooga. It had gained control of Knoxville the previous year, and (like the Army of the Cumberland) had gone through a Confederate siege afterwards. Lastly, much of the Army of the Tennessee, 25,000 men, is en route from the Mississippi River to Chattanooga. Under the command of U.S. Grant, it had taken Vicksburg in the previous year. After the battle of Chickamauga, Grant had been promoted to command all three of the armies, and Sherman had taken his place in command of the Army of the Tennessee. With Grant going east to Virginia to lead the Army of the Potomac, Sherman has been placed in Grant's position, and James McPherson, Sherman's protégé, is now in command of the Army of the Tennessee.

Thus, approximately 120,000 men are either in or converging on Chattanooga. To supply this massive army will be a tremendous logistical undertaking, and Sherman is preparing for this. Nashville, 150 miles to the northwest by rail, houses the main supply depots for Sherman's army; but the rail line is not delivering enough to Chattanooga. So in early April, Sherman takes the rail line under military control, greatly restricting civilian traffic in order to bring as many supplies to Chattanooga as possible. Although the increase is not as much as Sherman wants, it is enough to adequately supply the army. However, should the rail line be cut, there is only a few days' extra supply in Chattanooga to feed the army.

While Sherman is preparing for his offensive, Confederate general Joseph E. Johnston is in Dalton, waiting for the Union advance. Under his command is the Army of Tennessee, with around 55,000 men. Johnston has been in command since December, replacing Braxton Bragg after the Confederate rout in the battle of Missionary Ridge. Johnston is popular with his men, but not with his president, Jefferson Davis. Davis believes Johnston is too cautious, and Johnston believes Davis has unrealistic expectations. Johnston has been in army command since 1861, and few doubt his skill in military matters; but his reluctance to attack means that his selection by Davis was only because Davis believed his other choices were worse. Their relationship will have a large impact on the upcoming campaign. But in late April, as McPherson's Army of the Tennessee nears Chattanooga, Johnston requests reinforcements – specifically, from Leonidas Polk's Army of Mississippi. Seeing the threat developing against Johnston, Davis authorizes Polk to move with a part of his army to Johnston's aid. Polk orders nearly all of his army, around 15,000 men, to move towards Dalton. While all may not arrive before the Union offensive begins, at least some should be there.

Although some reinforcements are reaching Johnston, these are due to the fact that Sherman is concentrating three armies around Chattanooga. At least Sherman will not have to contend with the type of reinforcements which were sent to aid Braxton Bragg, Johnston's predecessor, before the battle of Chickamauga. William S. Rosecrans, then in command of the Army of the Cumberland, had undertaken an offensive while the other Union armies were at rest, allowing Robert E. Lee the opportunity to detach a corps from his

Army of Northern Virginia (Longstreet's); the arrival of this corps led directly to the Union rout at the battle of Chickamauga. Instead, Grant, in command of the Army of the Potomac, will be moving against Lee at the same time that Sherman moves against Johnston, with the intent of stretching the limited resources of the Confederacy to their greatest extent.

MAY 2-15, 1864

On May 2, Thomas sets the Army of the Cumberland in motion towards Dalton; Schofield's and McPherson's armies are already on the way. On May 7, Davis' division encounters the first significant resistance at Tunnel Hill (W0308), but the Confederates (cavalry of Wheeler's corps) are quickly driven back and the Union troops move forward. In the timetables for the Western & Atlantic Railroad, the mileage from Atlanta is indicated for each station along the route; Tunnel Hill, at 107 miles from Atlanta, is 31 miles closer than Chattanooga. However, from here on the going will be much more difficult. A few miles further on, they encounter the main Confederate line, posted on Rocky Face Ridge, in front of Dalton (W1007). Here Johnston has been preparing to meet Sherman's army. Most of the Army of Tennessee is dug in on the gaps in Rocky Face Ridge around Dalton, and on a line curving around Dalton to the east. To attempt an assault into the gap through which the railroad passes, known as "Buzzard Roost" (W0708), would be suicidal; to move around the Confederate right flank would be difficult. However, Sherman has another plan. While the armies of Thomas and Schofield remain in Johnston's front, Sherman will send McPherson well to the south through a (hopefully) undefended gap – Snake Creek Gap (W1414). If successful, McPherson will emerge from the gap in Johnston's rear, destroy the railroad, forcing Johnston to fall back with two Union armies in his front and one in his rear, resulting in the near-certain destruction of his army.

McPherson's army is just arriving from northern Alabama (it is a few days behind the other two armies). On the evening of May 7, he reports to Sherman that his army is around Gordon's Gap (W0415); the next day, it will move through Villanow (W1116) and from there into Snake Creek Gap. Therefore, on the 8th, Sherman orders Thomas and Schofield to demonstrate against Johnston's army, to hold it in place. Geary's division assaults Dug Gap (W1010), coming close to taking the gap; but the arrival of Confederate reinforcements (Clebberne's division) prevents this. Newton's division moves along the crest of Rocky Face Ridge to a position near the Confederate defenses, but cannot proceed further. Meanwhile, Johnston has received reports that something is probably happening on his left flank. He dispatches Grigsby's cavalry brigade (which had just participated in the defense of Dug Gap) to ride south to Snake Creek Gap. In the early morning of the 9th, they reach the eastern end of the gap, and encounter McPherson's troops just exiting it, having entered it the previous night. Heavily outnumbered, all they can do is slow the Union advance. McPherson moves forward toward Resaca (W2211), arriving in front of it by early afternoon. If he can take it, and destroy the railroad bridge across the Oostanaula River, it will be a major blow to Johnston. At Resaca is a force of around 4,000 men, composed of Cantey's brigade (one of the first units of Polk's Army of Mississippi to arrive), and several other smaller units (including Grigsby's brigade). Outside it, McPherson has around 25,000, in two corps. But McPherson hesitates – he does not know what force he is facing, and separated from the other two armies, he is concerned about being attacked himself, and cut off from his route to Snake Creek Gap. So after some skirmishing, he falls back into the mouth of the gap. That evening, Johnston, now alerted to the danger he is facing, sends Walker's, Hindman's, and Cleburne's divisions to Resaca, with Hood in command, only to find that McPherson has pulled back.

Sherman is disappointed – his reaction, upon hearing that McPherson had possession of the gap, was "I've got Joe Johnston dead!" Now the Confederates are strongly posted around Resaca, preventing the railroad from being cut. But at least the gap is in Union hands. Over the next few days, Sherman gradually shifts his army south through Snake Creek Gap, leaving only Howard's corps and Stoneman's cavalry division in front of Rocky Face Ridge. Sherman is shielded from Johnston by Rocky Face Ridge, but on the 12th, a reconnaissance by Wheeler reveals that most of the Federals have left. That evening, Johnston performs the first of what will be several highly successful withdrawals over the course of the campaign. That night, the Army of Tennessee leaves Dalton, and moves toward Resaca. On the morning of the 13th, Sherman moves his army, now concentrated at the eastern end of Snake Creek Gap, out towards Resaca also. However, Confederate delaying tactics

ensure that by the time Sherman's army arrives in front of Resaca, Johnston's entire army is already around it.

Sherman does not expect Johnston to make a serious stand at Resaca, only a brief action, long enough to retreat across the bridge south. Therefore, on the 14th, his plan is to hold Johnston's army in place – or disrupt its retreat – while McPherson bridges the Oostanaula River to the west of Resaca. However, Johnston is fully prepared to defend Resaca. With 2 of Polk's 3 infantry divisions having arrived, he now has over 60,000 men. An assault by Schofield's and part of Palmer's corps in the center of Johnston's line encounters a well dug-in and prepared enemy, and is repulsed. When Johnston finds that the Union left is not anchored to the Conasauga River, he orders Hood to attack, hoping to drive towards Snake Creek Gap and separate the Union army from its supply path north, but Hood fails also, after the timely arrival of Williams' division supports Stanley's. Finally, Sweeny's division is preparing to bridge the Oostanaula at Lay's Ferry (W2215-W2316). However, hearing (falsely, it turns out) that the Confederates at Calhoun (W2614) are building a bridge of their own, he pulls his men back. Thus very little has been accomplished by either side on May 14th – but from Johnston's point of view, no movement achieves his objective of keeping Sherman at bay.

On the 15th, Howard's corps, followed by Hooker's corps, assaults the northern end of Johnston's line, without success; with their failure, Johnston orders Hood to attack again, hoping as before to roll up the Union left. But again it is unsuccessful, and now news reaches Johnston that Union troops are across the river at Lay's Ferry – Sweeny has at last gotten his bridge in place, his division across the river, and has held out against a small Confederate counterattack. With this, Johnston again issues orders for a night withdrawal. In spite of his army's successful defense, he has been flanked again. But even with his army in such close contact with the Federals, the withdrawal is uneventful, and the railroad bridge is burnt as the last Confederates cross. The Battle of Resaca has cost the Union around 4,000 men, and the Confederates 3,000.

MAY 16-20, 1864

On May 16th, Sherman takes possession of Resaca (84 miles from Atlanta on the W&A). Johnston falls back to Calhoun, preparing to make a stand there; but finding that the Oothcaloga Creek divides his position, he decides to pull back further, to Adairsville (W3618). Reaching there on the 17th, he finds the valley so wide that his army "could obtain no advantage of ground", and gives orders to continue the retreat to Cassville (W4518), which it occupies by the morning of the 19th. Sherman, meanwhile, has had his army in pursuit, believing that Johnston may retreat beyond the Etowah River. Thus his army is becoming spread out. The bulk of the Army of the Cumberland has advanced along the road to Adairsville, but Davis' division is on its way to take Rome (W3631). Schofield's army is further east, passing through Sallacoa (W3713), and the Army of the Tennessee has moved west through Hermitage (W3425). Reaching Adairsville on the morning of the 18th, Sherman is confronted with a question. While the railroad continues south to Kingston (W4322), a shorter route goes towards Cassville. Sherman splits the Army of the Cumberland, sending Howard's and Palmer's corps to Kingston, while Hooker's corps is to go straight to Cassville.

Sherman's army is thus prepared to catch Johnston by whatever path he retreats. However, Johnston has stopped retreating, and is in fact preparing to attack. Before retreating from Adairsville, he had put together a plan with his commanders. Expecting that Sherman might split his army to follow the two roads leading out of Adairsville, he has deployed his army just south of Two Run Creek, with Hardee's corps to the west (at W4520) and Hood's and Polk's corps just in front of Cassville (W4518). While Hardee holds off the Union force advancing from Kingston, Hood and Polk can fall on Hooker and Schofield, who are coming in from Adairsville and Sallacoa, respectively. Even more helpful from Johnston's viewpoint, Sherman has directed the Army of the Tennessee, which has arrived in Kingston, to move to the fords south of the town, so it will not be near Cassville. With all of Polk's corps and Jackson's cavalry division having arrived (Polk's last brigades have come through Rome just before Davis took the town), Johnston now has around 70,000 men in and around Cassville on the morning of the 19th. Then Union troops appear – but from the wrong direction. They come from the east, along the Canton road (W4516), appearing on Hood's right. Hood, rather than be flanked, sends Hindman's division to block their path, and halts any plans to attack. These are Stoneman's and McCook's cavalry divisions, under orders

from Sherman to attempt to cut the rail line between Cass Station (W4719) and the Etowah River. While they have failed in this, their presence has foiled a Confederate attack on a spread-out Union army. Initially Johnston only falls back in front of Cass Station (W4719), but the line laid out there exposes the Confederates to flanking and plunging fire from the Union artillery. During the evening they pull out again, reaching Cartersville (W5217) by the morning of the 20th, and crossing the Etowah that day.

MAY 21-31, 1864

Sherman now has control of the W&A up to Etowah Station (W5417), 43 railroad miles from Atlanta. Over the last 15 days (since May 7), he has pushed the Confederates back 64 miles into Georgia, and he is still moving forward. So far his campaign has been highly successful. On the opposing side, Johnston's retreats have only increased the distrust and dissatisfaction with which Jefferson Davis views the commander of the Army of Tennessee. Johnston's new position, however, is a strong one. It is centered on Allatoona (W5816), where the railroad passes through a gap in the mountains. But since Sherman had been stationed in Georgia 20 years before as an artillery lieutenant, he knows the terrain. Instead of attacking it head on, he is planning yet another flanking maneuver.

First he decides to give his army a well-needed rest. When they move, it will be Sherman's largest flanking move to date. With the railroad bridge at Resaca repaired, Sherman has established his forward supply base at Kingston, and given orders that the troops carry 20 days' supplies with them. Now he will separate his army from the rail line and move around Johnston's left flank. On the 23rd, his army crosses the Etowah, McPherson at Wooley's Bridge (W4324), Howard and Palmer at Gillem's Bridge (W4823), and Hooker and Schofield on a pontoon bridge near Milam's Bridge (W5124). Sherman's overall objective is to reach the railroad again at Marietta (E1413); but to do this, his interim objective is Dallas (E0827). He expects that Johnston will not give battle until he reaches the Chattahoochee River; he has only done so once (at Resaca) in the campaign so far.

Johnston will not be caught unawares this time. When Jackson's cavalry division gives Johnston notice on the 23rd that the Union army is crossing the Etowah, he gives orders for his army to move towards Dallas also. Therefore, when Geary's division, with Hooker and Thomas present, comes near New Hope Church (E0724) around midday on the 25th, they hear that Hood's corps is in their front, and Hardee's nearby. Hooker's other two divisions arrive by the afternoon, and on Sherman's orders, Hooker launches an attack with all three divisions – Sherman doubts whether there is any serious opposition in the area. In reality, Hood's corps is indeed at New Hope Church, and Hooker's attack is stopped by Stewart's division (700 Union losses to 400 Confederate). Sherman's advance has at least temporarily been checked.

On the 26th, Sherman brings up the rest of his army, with McPherson occupying Dallas. Then on the 27th, he orders Howard to take Wood's division, and Johnson's division of Palmer's corps, and attempt to go around the Confederate right flank. Howard comes close to doing it, but Johnston sends troops to bolster his right, and Howard's attack at Pickett's Mill (E0822) is halted by Cleburne's division; this time the Union casualties are more severe, at 1,600, compared to 500 Confederate. Although McPherson occupies Dallas, there are well dug-in Confederate troops in his front, and Sherman acknowledges that his flanking move has not succeeded. Instead, he will now attempt to disengage and move his army back to the rail line. A further incentive to do this is that his supply situation is becoming difficult. There are few roads, and with his supply base 20 miles to the rear now, his men are having to subsist on less than full rations.

Sherman will not be able to put his plan into operation right away. On the 28th, in the belief that McPherson has already pulled out or is pulling out of Dallas, Johnston orders Hardee to have Bate attack the retreating Federals. Bate's attack runs into Logan's corps, which is still there and strongly entrenched, and is easily beaten back; the Confederate attack costs between 1,000 and 1,500 men, against 400 Union. However, the attack, and further skirmishing throughout the next few days, prevents McPherson's withdrawal until the evening of the 31st.

JUNE 1-27, 1864

On June 1st, Sherman begins to shift his army back towards the railroad. It is a slow process, since the armies are in close contact, and Johnston is not giving ground this time. And it is made worse by the fact that it begins to rain heavily on the 2nd, and continues to rain regularly as the days go by. As Sherman moves troops to his left, Johnston moves troops to his right to compensate, at first behind the headwaters of Allatoona Creek, but after Sherman continues to move around his right flank, he falls back to Lost Mountain (E1018-E1019). Now Sherman is free to move his army back to the railroad, which he does, with McPherson occupying Acworth (E0415) on the 6th. Although Sherman may have failed to take Marietta in his grand flanking maneuver, he has at least forced Johnston out of Allatoona. Now Johnston establishes a new defensive line, running from Lost Mountain through Pine Mountain (E0916), Kennesaw Mountain (E1213), and Brush Mountain (E1112).

Before Sherman moves forward to test Johnston's new line, he receives reinforcements – the XVII corps under Frank Blair, which has been on the march from the Mississippi River since early May. It had reached Rome on June 5th, and on the 8th it arrives at Acworth. At around 9,000 men, it comes close to replacing all of Sherman's losses in the campaign to this date. Sherman also tends to another matter before he advances: the railroad bridge across the Etowah was destroyed by Johnston in his retreat, and Sherman has found that he can't go too far from his supplies without difficulty. He therefore gives orders to have the bridge rebuilt. It is done on the 11th, by which time Sherman is on the move again. He moves on the 10th to the south, and is able to reach Big Shanty (E0914) without serious opposition. Now, there are 25 railroad miles to Atlanta. However, he is hemmed in by Johnston's line on the hills and mountains around it, and the rain continues to fall. Sherman is unwilling to move his army far off the rail line again; if nothing else, the condition of the roads due to the rain will not permit it. So instead he will slowly try to work his way around Johnston's position, forcing him gradually back. He is frustrated by the pace his army is creeping forward at, but has few other options.

Sherman's first objective is Pine Mountain. By the 14th, the Army of the Cumberland has moved partially around it, and Sherman, while observing the lines, sees a group of Confederate officers on the top of the mountain. It is Johnston, Hardee, and Polk, who are considering pulling back from the mountain, which has become somewhat of an exposed position. Sherman orders that a nearby battery fire three volleys at them, and one of the shells kills Polk instantly. While Polk was not a highly skilled general, he was popular with the men, and his loss is keenly felt. Initially Johnston replaces him with Loring, but a few weeks later Stewart assumes command of the corps.

Sherman's offensive continues to grind forward. Johnston pulls off of Pine Mountain on the night of the 14th, and off of Lost Mountain on the 16th. He also leaves Brush Mountain on the 19th, with his new, less-extended line arcing to the northeast on his right and following Mud and Noyes' creeks on his left. Sherman now directs Hooker (the right-most corps of the Army of the Cumberland), and Schofield (on Hooker's right, and the right flank of the Union army) to move around Johnston's left by crossing Mud and Noyes' creeks. In spite of yet another heavy rainstorm on the 18th, the creeks are crossed and Sherman's right is extended further. In fact, to counter the developing threat, Johnston moves Hood's corps from his army's right to its left on the 21st. Then, when the clear weather returns (this time for good) on the 22nd, Sherman orders Hooker and Schofield to continue the flanking maneuver, this time to either force Johnston to fight, or to give up Marietta. But upon their occupation of Kolb's Farm (W1517), Hood attacks – with all three of his divisions, and without orders from or notification to Johnston. The assault falls on Williams' and Hascall's divisions; but they are well prepared and have dug in, and Hood's attack is a complete failure, with the loss of around 1,500 men, to 250 on the Union side.

The flanking maneuver that Sherman had hoped to accomplish has not succeeded. In fact, Schofield states that the enemy line continues a mile beyond his own. Sherman has already extended his lines here as much he can without stretching them too thin; rather than try another large flanking move, he decides to try a direct assault on Johnston's lines. He hopes that his action on the flanks has forced Johnston to weaken his center, and with that in mind he gives orders on the 24th that on the 27th, each of his three armies will assault

Johnston's line in one place each, hoping that at least one of these will result in a breakthrough. Sherman later decides that Schofield is facing too strong of a force already, so Schofield will demonstrate with the intent of drawing off more Confederates. But McPherson and Thomas prepare their assault forces – McPherson orders ML Smith to attack Pigeon Hill, just south of Little Kennesaw Mountain (E1214), currently held by French's division, and Thomas orders Davis and Newton to attack further south, against the area held by Cleburne's and Cheatham's divisions. On the morning of the 27th, the assaults proceed as scheduled, preceded by a heavy artillery bombardment. But they are fruitless, with the only result being around 3,000 Union casualties, to 700 Confederate. For a month, since his repulse at New Hope Church, Sherman has made little progress, and now he has been completely halted.

He is not stopped for long. Word comes that as part of Schofield's demonstration, Cox's division has gained a position across Olley's Creek on the Sandtown Road, commanding the road from Marietta to Sandtown (E1919). Therefore, in the evening, Sherman sends word to Thomas to begin preparations for a move around Johnston's left.

JUNE 28 – JULY 10, 1864

To turn Johnston's left, Sherman plans to move the Army of the Tennessee from his left flank all the way around to his right, and extend Schofield's line. However, it will take time to get supplies ready for this; McPherson must be ready to be cut off from supplies via the rail line, since he will be so far out. In the mean time, he orders Geary to relieve Hascall's division, who is currently connecting Cox with the rest of the army; this is done on the 30th, and Hascall moves to support Cox. Then on July 1st, Hascall moves out further, about a mile short of Ruff's Mill (E2018). This is a thin line, but by the 2nd, McPherson is ready to move to Schofield's support. On the morning of the 2nd, M.L. Smith's division reaches Schofield's position, with the rest of the Army of the Tennessee marching at nightfall.

Schofield's position near Ruff's Mill is already too much for Johnston. He has received reinforcements, but only minimal ones – the Georgia militia is being raised, and the first of them, under G.W. Smith, have been called up from the Chattahoochee River. It is not nearly enough for Johnston. His line is overstretched, and he sees no way of stopping the Union move around his left. Therefore, during the night of the 2nd he conducts another retreat, pulling back to a line running through Smyrna Station (E2014). On the 3rd, Sherman's men at last occupy Marietta, his objective for over a month now and only 20 miles from Atlanta by rail, and they press forward to Johnston's new line. On the 4th, Dodge's and Blair's corps move onto and around Johnston's left; their position convinces Johnston to fall back during the night to a new line, this one directly on the Chattahoochee River. On the 5th, the Union army occupies Vining's Station (E2313). Now Atlanta is only 8 miles further along the route of the W&A. But at this point the mileage has become insignificant; from Vining's Station the city of Atlanta itself can be seen. Sherman has come within view of the prize.

The only remaining natural obstacle is the Chattahoochee River. Due to the heavy rains of June, it is still unfordable; and to further strengthen his position, Johnston has the benefit of prepared entrenchments. Francis Shoup, Johnston's chief of artillery, has had a 6 mile line of works constructed on the north side of the river. Sherman declines to attack this line, but instead gives orders to attempt to cross the Chattahoochee at a less well-defended spot. While the Army of the Tennessee demonstrates against the Chattahoochee south of Atlanta, Schofield crosses Cox's division at a submerged fish dam (E1909-E2009) in the face of virtually no Confederate opposition on the 8th, and Garrard crosses his cavalry division near the burned Roswell Bridge (E1503-E1603) on the 9th. Johnston has been flanked yet again, and gives up his line north of the Chattahoochee. On the evening of the 9th, the Confederate army pulls out, burning the railroad bridge behind them, and on the 10th digs in on a line along the railroad, connecting the Chattahoochee with Atlanta. Johnston has fallen back as far as he can without giving up Atlanta itself.

JULY 11-22, 1864

Jefferson Davis will not give Johnston the opportunity to give up Atlanta. He believes Johnston has missed many opportunities to attack, and at the very least has retreated too far and too fast. The only question is who will

replace him. Davis has sent Braxton Bragg, Johnston's predecessor, to Atlanta to provide further information. Davis' choice is between Hood and Hardee. Hood has written to Davis before and during the campaign, declaring his desire to attack; this is what Davis wants. Robert E. Lee, however, is unsure of his capability of handling the independent command of an army, and suggests that Hardee has more experience. Hardee, did, in fact, briefly command the army for a month after Bragg's removal and Johnston's arrival; but he made it clear at that time that he didn't want permanent command. While things may have changed now, Bragg will ensure that Hardee does not get the command, because when Bragg had been in command he and Hardee had been at odds repeatedly. Bragg arrives in Atlanta on the 13th, and over the next few days meets with Johnston and the army's corps commanders. His letters back to Davis (along with another of Hood's) convince Davis that Hood is the preferred choice. On the 17th, Davis issues orders removing Johnston from command and elevating Hood. Hood writes back to Davis on the 18th that he doesn't want command of the army, at least for now; Davis writes back that to reverse what he had ordered would just make things worse. Hood accepts, and on the 19th exercises command of the army.

By now, the capture of Atlanta has assumed more significance than it had had at the beginning of Sherman's campaign, two months ago. At that time, both he and Grant had been embarking on campaigns, either of which might bring an end to the Confederacy. Grant's campaign, while successfully bringing the Army of the Potomac to just outside Richmond, has been halted there. His next move, an attempt to seize Petersburg (just south of Richmond) has failed, and now has degenerated to a siege. If all Sherman can do is put Atlanta also under siege, it will probably not be enough. The north has been growing weary of the war, and a presidential election is coming up in November. Unless it is clear by that point that the Confederacy is near defeat, and that the war will not continue to grind on, it is unlikely that Lincoln will be re-elected. Should he fail, and a Democratic candidate be elected, the war would probably be ended by either by a reunion which allows the southern states to retain slavery, or by an admission of defeat by the north and disunion. Before November, Sherman must demonstrate that the war is virtually won, and the fall of Atlanta would be definite proof of this.

Sherman has therefore been preparing for the advance on Atlanta. He has given his army a rest, and brought forward supplies. With the Confederate army having pulled back to just outside Atlanta, McPherson, Schofield, and Howard's corps of the Army of the Cumberland cross to the south side of the Chattahoochee, with the rest of the Army of the Cumberland on the north side. By the 17th, he is ready to move. To the south, Hooker's and Palmer's corps cross the Chattahoochee at Pace's Ferry (E2313-E2412), and move towards Atlanta the next day. McPherson and Schofield move further east, towards the Georgia Railroad. On the 18th, a brigade of ML Smith's division destroys the railroad at Stone Mount (E3403), and then on the 19th Decatur (E3309) is occupied and the railroad there is destroyed. During this operation the Union troops encounter resistance from Wheeler's cavalry, but see no Confederate infantry. The Army of Tennessee is going through a change of commanders; but on the 19th, Hood's first day in command, he believes he has found a good opportunity to attack. Sherman has been advancing on a broad front, with his corps spread out; his left flank, Palmer's corps, is crossing Peachtree Creek at Embury (E2812), while his right flank, the Army of the Tennessee, is around Decatur (E3309). Hood decides to focus two of his corps (Hardee's & Stewart's) on the Army of the Cumberland, hoping to catch it while the men are crossing Peachtree Creek but not yet entrenched. If the attack succeeds, it may push them back towards the Chattahoochee River, where they would be forced to surrender. Cheatham's corps (Cheatham has been given Hood's old corps) and Wheeler's cavalry will hold the army's right flank against Schofield & McPherson.

Hood schedules the attack to begin at 1 PM on the 20th; but on that morning, McPherson is pushing slowly south from Decatur. The only opposition comes from Wheeler's cavalry, who won't be able to hold him for long. Cheatham therefore shifts his corps to the right to block McPherson; Hardee and Stewart also shift to the right to follow. By the time this movement takes place, and the attack finally begins, it is around 4 PM. Hardee's attack falls on Newton's division in E2912; Stewart's on Hooker's corps at Embury (E2812). Due to poor coordination, rough terrain, and stubborn Union resistance, both assaults fail. Sherman suffers around 2,000 losses, and Hood around 2,500 – and Hood does not gain the victory he needs to compensate.

On the 21st, Hood again sees a Union oversight, and prepares for another attack. McPherson, advancing south from Decatur, has reached Bald Hill (E3312), and has left his left flank open. Hood orders Hardee to take his corps, whose men have barely recovered from the attack the previous day, and march that evening south through Atlanta, then turn north, through Cobb's Mill (E3611) and hit McPherson's exposed flank, with the attack to begin at dawn of the 22nd. Once it begins, Cheatham's corps will join in. Stewart's corps, meanwhile, will disengage and pull back into the fortifications on the north side of Atlanta. The opportunity is there; but accomplishing the plan proves difficult. It is just after noon on the 22nd when Hardee's attack begins. Unfortunately for his men, while Blair's corps on Bald Hill is vulnerable, McPherson has that day ordered Dodge's corps into a position behind Blair, and while Hardee's men do make some progress, and take some of the initial Union positions, their advance is halted. An attack by Cheatham against the main Union line also achieves some success, where the railroad passes through the lines (Troup Hurt, E3211), but Union reinforcements push it back. Again Hood has failed to do serious damage to Sherman's army; this time the cost is around 5,500 Confederates, to around 3,500 Union.

Among the Union dead, however, is McPherson. Logan is given temporary command of the Army of the Tennessee, but Sherman gives permanent command to Howard on the 26th. This causes Hooker, incensed at not being given the command, to resign; Sherman temporarily fills his position with Williams, but calls Slocum forward to take the XX corps in August.

JULY 23 – AUGUST 7, 1864

On the 23rd, Hardee pulls his corps back behind Intrenchment Creek. Their intent is now defensive. Hood cannot prevent Sherman from approaching Atlanta; but he may be able to prevent him from taking it. To do this, he needs to keep open one of the four rail lines which run into Atlanta to ensure that his army is supplied. Of these four, one is Sherman's supply line (the Western & Atlantic RR); another has been cut by McPherson (the Georgia RR east through Decatur). This leaves the Atlanta & West Point RR, and the Macon & Western RR, both of which run through East Point (E3417), about 5 miles southwest of the city. The Atlanta & West Point RR (which runs westerly) is more vulnerable, and has in fact just been cut (for a few days) by a Union cavalry raid (Rousseau's), composed of regiments guarding the Union communications in Tennessee. This leaves the Macon & Western RR as Hood's only stable supply route coming into Atlanta. The Confederates behind Intrenchment Creek, therefore, know that they cannot fall back much further without precipitating the fall of Atlanta.

Sherman does indeed have Atlanta's rail lines in mind for his next move, but it will be a move to extend his right flank, which rests on Proctor's Creek, not his left. He intends to move the Army of the Tennessee from his left flank to his right, aiming for the rail line somewhere between Atlanta and East Point. In addition, he will send two of his cavalry divisions (McCook's & Stoneman's) on a deep raid, to cut the Macon & Western RR; with one of the other cavalry divisions (Garrard's) providing a diversion in support of the raid, and the last (Kilpatrick's) guarding the Western & Atlantic RR. If the cavalry raid can cause serious damage, or if Howard can reach the rail line, Hood should be forced out of Atlanta and a long siege averted.

On the 27th, Howard begins his move. The Army of the Tennessee pulls out of its entrenchments, and moves around Atlanta in the rear of the Union army. Howard is cautious, wary of yet another Confederate attack – and this is exactly what Hood intends. Steven Lee, having replaced Cheatham in command of Hood's corps, is to move with Brown's and Clayton's divisions, and Stewart is to move with his corps. Together they are to block the Union advance, and moving around its right flank, attack it and drive it back. Lee is new to command; and upon finding Howard's right flank (Logan's corps) at Ezra Church (E3015) on the 28th, he orders an assault with both divisions. Howard has had his men dig in earlier that day, however, and the attack is beaten back with heavy casualties. Stewart follows it up with an attack by Walthall's division, but that too is repulsed. Confederate casualties come to around 3,000, to only 600 Union. While the rail line is still in Confederate hands, the attack has again cost Hood more men than he cannot replace.

The cavalry operations also start on the 27th. McCook crosses the Chattahoochee early on the 28th at Smith Ferry (E2932-E3031). He then moves through Palmetto (E3934) and Fayetteville (E4926) towards Lovejoy's

Station (E5420), arriving there on the morning of the 29th, and begins to tear up the railroad, waiting for Stoneman to arrive. Garrard moves from Decatur to just across the South River at Flat Rock (E4309), drawing some of Wheeler's forces to his front; but Stoneman, moving in his rear, instead of crossing the South River at a point a little further south, heads much, much further south – towards Macon, off-map, about 50 miles southeast of Bear Creek Station (E5820), leaving the map along the route of the Georgia RR (E4901). If Stoneman can reach Macon and destroy the bridges there, this could take a long time to repair. In addition, around 1,500 Union officers are held as prisoners of war in Macon; and 30,000 Union soldiers are held in Andersonville, another 50 miles past Macon. To successfully release these prisoners would be an incredible coup. But Stoneman is unable to cross the Ocmulgee River at Macon, due to the arrival of some Georgia Militia there just before his men approach. Forced to turn back, his force is surrounded on the 31st by several of Wheeler's brigades, and while some of the men escape, many (including Stoneman) surrender. Back at Lovejoy's Station, McCook, after destroying a few miles of the railroad, hears that Wheeler (not Stoneman) is approaching, and heads back to the Chattahoochee. Wheeler's pursuit overtakes him on the 30th at Newman (off-map, about 15 miles south-east of Palmetto), and while McCook himself escapes, much of his command is captured. The Confederates repair the railroad within a few days. The raid is a disaster; Sherman has lost around 2,500 cavalymen for next to nothing.

Sherman is not yet ready to begin siege operations, however; he will try one more operation to attempt to maneuver Hood out of Atlanta. On August 1, he orders Schofield's army to march from the Union left to the right (as Howard's army had done several days before), with Palmer's corps to join them. (Stanley's corps will be extended to cover Schofield's old line, and Williams' corps will cover Palmer's old line.) Schofield & Palmer will extend the Union right across Utoy Creek, hopefully this time reaching the railroad and cutting Hood's supply line. Sherman places Palmer under Schofield during the operation. However, Palmer considers Schofield his junior in rank; the ensuing discussion over the next few days slows the movement, and finally, on August 6th, Palmer resigns from command. The Union line is gradually extended from Ezra Church (E3015), to Herring's Mill (E3016) and south to E3117. However, as Hood has shifted first Bate's division and then Cleburne's division to this sector, the presence of entrenched Confederate troops in Willis' Mill (E3217) on August 7 halts the Union movement. In spite of the heavy Confederate losses in the battles around Atlanta, the city is still in Confederate hands, with a functioning supply line.

AUGUST 8-24, 1864

Hood's continued ability to extend his line to block the Union maneuvers convinces Sherman that he will have to try other means to gain Atlanta. The simplest and easiest, if it works, would be a bombardment. Sherman has already ordered his generals to perform some limited shelling of the city; now he brings down several siege artillery pieces from Chattanooga, and orders a much more severe bombardment – 3,000 rounds on August 9th. Regardless of its intensity, the result is militarily negligible. Hood will not be forced out by artillery.

In fact, Hood has a plan of his own prepared. With Sherman's cavalry greatly reduced following the failed raids of late July, Hood orders Wheeler to take his three divisions north, to damage the Western & Atlantic RR, Sherman's lifeline to the north; as Sherman had hoped to break the railroads feeding Hood's army, Hood now will try the same strategy on Sherman. Sherman is well aware of how tenuous but vital a connection this railroad is, and has garrisons at the critical points. He has also built up a couple weeks' supply in his depots from Allatoona (W5816) to in front of Atlanta, but if this is used up there would be little remaining food for the Union army. While Confederate guerrillas have repeatedly fired on the trains and otherwise interrupted service at times, there has been until this time no determined effort to cut it. On the 10th, Wheeler sets out. Detachments of his force strike the railroad near Marietta (E1412), Cassville (W4518), and Calhoun (W2614); then on the 14th he tries unsuccessfully to take Dalton (W1007). The minimal damage at these points is quickly repaired. Wheeler heads further north, crossing the Tennessee River near Knoxville, hoping to wreck Sherman's supply line between Chattanooga and Nashville.

With the bombardment having failed, Sherman has been forced to fall back on an option which he would rather avoid to take Atlanta. Leaving only a

single corps north of Atlanta on the rail line, he plans to take the rest of his army around Atlanta to the south, cutting the Macon & Western RR, and forcing Hood to either come out and engage him or give up the city. Such an operation is risky, and therefore not Sherman's preferred option; but on the 13th he orders his army commanders to begin preparations for it. However, Wheeler's raid interrupts this; Sherman does not want to detach his army from its base while a raid is going on in his rear. Then, with Wheeler having left (and with Sherman convinced that he can adequately prepare for his arrival on the railroad north of the Tennessee), Sherman decides to take advantage of Wheeler's absence – perhaps another cavalry raid can succeed where Stoneman & McCook failed. Sherman orders Kilpatrick to take his own division, plus two of Garrard's brigades, and make another try at the Macon & Western RR. On August 18th, Kilpatrick leaves Sandtown (E2821), and reaches Jonesboro (E4719) on the 19th. As with the other cavalry raids, however, Kilpatrick can only do minimal damage; and in fact he is almost surrounded by converging Confederate forces (both cavalry, and infantry coming down from Atlanta). He escapes and reaches the Union lines at Decatur (E3809) on the 22nd.

Apart from continuing to sit in front of Atlanta, or another bloody charge reminiscent of Kennesaw Mountain, Sherman now sees no other option than to swing his army around Atlanta, as he had considered doing a week and a half before. It takes two days to get the army ready; they will begin the operation on the 25th.

AUGUST 25 – SEPTEMBER 5, 1864

On the 25th, Slocum's corps pulls back to cover the railroad bridge across the Chattahoochee. Stanley's corps moves out of its fortifications and marches around Atlanta behind the Union lines to Proctor's Creek, which has now become the Union left flank. The Union army begins a gradual shift around the Confederate-held East Point (E3417), with Stanley's corps reaching Utoy Post Office (E3018) on the 26th, and Howard moving to Camp Creek on the 27th. On the 28th, the Union army arrives along the Atlanta & West Point RR, and they spend the rest of that day and the next destroying it. On the 30th, Sherman gives orders for the Army of the Ohio to march to Morrow Mill (E3919), the Army of the Cumberland to Couch (E4120), and the Army of the Tennessee to Renfroes (E4321). Then on the 31st they will be ready to move onto the Macon & Western RR. Schofield does not reach his objective that day (only moving a couple miles past Red Oak (E3622), but Thomas and Howard reach theirs. So far the only opposition has come from Confederate cavalry. Howard, upon arrival at Renfroes, finds very little water there – so he decides to continue advancing (Sherman has given him discretionary orders allowing him to do so) up to and over the Flint River. He advances to within less than a mile of the railroad at Jonesboro (E4719); but since night is approaching, and it is unclear how many Confederates are in his front, he digs in.

Hood, meanwhile, has been attempting to determine what Sherman is doing. He is aware that the Union army is moving around his left flank, almost certainly with the intent to cut the Macon & Western. He is unsure where and in what strength they will strike. When word comes of Howard's advance, he orders Hardee's and Lee's corps from the East Point area to Jonesboro, to attack the enemy and push them back into and over the Flint River. By the afternoon of the 31st, Hardee, in overall command, has his men assembled, and sends them in – with unsurprisingly one-sided results. Howard has again been ready for the Confederate attack, and there are 172 Union casualties to over 2,200 Confederate. Meanwhile on the 31st, Schofield's army has reached the Macon & Western just south of Rough and Ready (E3917), and has begun destroying the track; Stanley's corps and Baird's division of Davis' corps do the same: Stanley near Rough and Ready with Schofield, and Baird at Morrow's Station (E4416). The last railroad into Atlanta has now been cut.

When Hood receives the news, he knows that Atlanta must be evacuated. He orders Hardee to send back Lee's corps to cover the retreat. This leaves Hardee with only his own corps at Jonesboro, against six advancing Union corps. Davis' and Stanley's corps do indeed march down the railroad into Hardee's front on September 1st. An assault by Davis breaks Hardee's line temporarily, but a lack of pressure by the other Union corps (particularly Stanley, who Sherman thinks should have moved faster) allows Hardee to plug the break, and his line holds until nightfall. Confederate losses are around 1,400, compared to 1,300 Union. In the evening, Hood evacuates Atlanta, with Stewart

and Lee marching down the road towards McDonough (E5813).

During the night, Hardee pulls back to a line in front of Lovejoy's Station (E5429); Sherman pursues on the 2nd, but decides Hardee's line is too strong for an immediate attack. On the 3rd, the rest of the Confederate army reinforces Hardee.

Meanwhile, on the 2nd, Slocum's corps marches into Atlanta and accepts the surrender of the city from the mayor. The following morning, Sherman, having received word from Slocum of the fall of Atlanta, sends a dispatch back to Washington, stating "So Atlanta is ours, and fairly won." To push farther would gain little; the next city of significance, Macon, is over 50 miles further south. So after skirmishing through the 4th, the Union army pulls back on the 5th to regroup in Atlanta. The campaign for Atlanta is over.

SEPTEMBER 6-28, 1864

Little happens militarily after the fall of Atlanta for the first half of September. Both armies rest, the Union army in Atlanta and the Confederate army at Lovejoy's Station. Cavalry operations in the rear of the Union army continue, however. Wheeler had arrived on the railroad between Chattanooga and Nashville around the same time as Atlanta fell; he did little damage and kept moving rapidly further west. He re-crosses the Tennessee River in mid-September, but waits in Tuscumbia, Alabama for some of his scattered forces to come in. In addition to the losses he has sustained due to combat and hard marching, one of his divisions was detached from his main force during the operations around Knoxville, and ended up in southwestern Virginia. However, another Confederate cavalry raid has started. Sherman has kept Nathan Bedford Forrest's command in northern Mississippi busy with one offensive after another throughout the Atlanta campaign, to prevent him from taking his men up into Sherman's rear. But now a break in these offensives has allowed Forrest to move his command to Tuscumbia (meeting Wheeler there), crossing the Tennessee River on the 21st. To deal with this threat, Sherman sends Newton's division to Chattanooga on the 25th, Corse's division to Rome (W3630) on the 26th, and Morgan's division to Chattanooga on the 28th. Sherman sends Thomas with Morgan's division; Sherman knows of Forrest's skill and aggressiveness and is taking no chances.

During this time, Hood has also had his army in motion. Moving to their left, they arrive around Palmetto (E3934) on the 19th. Rather than let Sherman make the next move, Hood will make it himself; he is preparing to march his army into Sherman's rear.

SEPTEMBER 29-OCTOBER 20, 1864

Forrest comes within 20 miles of the railroad on the 29th, but with so many Union forces converging on him, and the railroad in front of him now well-guarded, he decides that an attempt to damage it would be too risky, and so turns back.

Another raid begins on the 29th with the entire Army of Tennessee crossing the Chattahoochee at Rivertown (E3032). Sherman is aware of the movement, but does not know if all of the Confederate army has crossed, or where they are going. But with the Confederate army out of his front, he proposes to Grant on October 1st that if Hood heads west, he (Sherman) could leave some force with Thomas, and with the rest, "march across Georgia to Savannah or Charleston, breaking roads and doing irreparable damage". But Hood does not head west; instead, the Confederate army marches through Dark Corner (E2032) and Brownsville (E1727), reaching Powder Springs (E1522) on the 2nd. Stewart destroys the railroad on the 3rd, from Big Shanty (E0914) to Acworth (E0415). Sherman, now thoroughly aware of the situation, sets his army in motion to the north, leaving Slocum's corps to hold Atlanta; but Hood's army is in a position to do further damage. At Allatoona (W5816) is a large Union depot. The position is at a pass, and well fortified, but it is guarded by less than 1,000 men. Corse, still in Rome, has received orders to reinforce Allatoona; but the confusion caused by Hood's move means that there are few trains around for him to bring his men down. He manages to bring another 1,000 by the morning of the 5th. An attack by French's division later in the morning comes close to success, but ultimately is beaten back, at a cost of 800 Confederate casualties and 700 Union.

Hood is unwilling to risk his army in a full-scale battle against Sherman yet,

due to the demoralization of his army after the loss of Atlanta. He therefore heads further north, through Dallas (W0827) on the 6th and Van Wert (W5734) on the 7th, then moving off-map and crossing the Coosa River near Coosaville (off-map, about 10 miles southeast of Rome) on the 11th. The remnant of Wheeler's force meets up with Hood during this time. After the Confederate army leaves the railroad, Sherman initially loses track of Hood, and thinks he may be swinging south of the Chattahoochee to make an attempt on Atlanta; but then learning that Hood has gone north, he is still unsure of his exact location or intentions. On the 10th, Sherman sets the army in motion for Rome, thinking Hood may be about to attack the place.

By the time the Union army reaches Rome on the 12th, Hood has moved on. He has headed up the west bank of the Oostanaula, through Armuchee (W2728) on the 11th, and Sugar Valley (W2015) on the 12th, moving in front of Resaca (W2211) that same day. The garrison refuses a demand to surrender, and Hood declines to assault the place. On the 13th the Confederate army destroys the railroad from just past Resaca to Tunnel Hill (W0308), and the garrisons at Tilton (W1710) and Dalton (W1007) surrender. Sherman again doubles back to catch Hood, reaching Resaca on the 14th; but once more Hood has moved on. This time he has headed west, through Villanow (W1116) on the 14th, reaching a point nine miles south of Lafayette (near Almond (W1326)) on the 15th. There he waits for two days. Sherman pursues, taking Ship's Gap (W0618) from the small Confederate rearguard on the 16th. Hood has considered giving battle to Sherman, thinking the morale of his army has improved significantly; but on consultation with his officers, he finds that they don't think it has improved enough. Unwilling to go against his officers, he pulls out on the 17th, marching to Gadsden, Alabama (off-map, about 50 miles southeast of Summerville (W1632)), reaching it on the 20th. Sherman keeps the pursuit up as far as Gaylesville, Alabama (off-map, about 15 miles southeast of Summerville), but halts there (also on the 20th) to see what Hood will do next. Hood continues west; he has given up any attempt to regain control of Atlanta, or to threaten the Union army holding it.

AFTERMATH

On November 2nd, Sherman receives approval from Grant for his proposed march to the sea, and begins preparations for it. He sends Stanley's corps and Schofield's army north to Thomas in Chattanooga, to be sent to points further north or west to inhibit whatever plans Hood may have. Then with the rest of his army (Howard's army and Davis' and Slocum's corps), he heads south, back to Atlanta. The destruction Hood has done to the railroad is repaired within a couple weeks, and, after bringing supplies forward for his army, he orders the rails taken up from Chattanooga to Resaca, the Resaca bridge destroyed, and the railroad destroyed between the Etowah River and Atlanta. He then destroys anything in Atlanta that could be used for the war; the fires end up spreading into much of the city as well. The following day, November 16th, his army sets out from Atlanta, opposed only by Wheeler's cavalry and the Georgia Militia, which are able to offer no more than token resistance. The Union army marches by several routes, following the Georgia RR, Macon & Western RR, and roads between them. Along their routes, they are destroying Georgia's ability to make war. Should all go as planned, Sherman's eventual target is Savannah.

Meanwhile, the presidential election has taken place in the north, and Lincoln has won an overwhelming victory – at least in the electoral college (212 votes to 21). In the popular vote, he receives 2.2 million votes, compared to 1.8 million for his opponent, George McClellan. Had Sherman not taken Atlanta, the vote could have been much closer, and indeed Lincoln might not have won. But his victory, and the fall of Atlanta, means that the north is on a near-certain path to victory.

But that victory is not entirely certain. Hood marches west to Tuscumbia through late October, and crosses the Tennessee River there. After waiting 3 weeks for supplies, he heads north into Tennessee on November 21st. He is taking the entire Army of Tennessee against the limited forces under Thomas' command to make one final attempt to carry the war north; perhaps, against all odds, he can succeed.

VICTORY POINT SUMMARIES

In game terms, the historical campaigns can be summarized in the following victory point tables:

SCENARIO 15 (TO THE CHATTAHOOCHEE)

Event	VP Gain
Union losses (21)	-42
Confederate losses (15)	+45
Control of Whitfield County (17 cycles)	+17
Control of Gordon County (15 cycles)	+15
Control of Bartow County (14 cycles)	+14
Control of Cobb County (4 cycles)	+8
Union divisions south of the Chattahoochee (2 cycles)	+6
Union divisions south of the Chattahoochee (end of game)	+12
Grand Total	75 VP
	(Union Substantive)

SCENARIO 16 (THE REAL GAME FOR ATLANTA)

Event	VP Gain
Union losses (20)	-40
Confederate losses (33)	+99
Control of Whitfield County (16 cycles)	+16
Control of Gordon County (16 cycles)	+16
Control of Bartow County (16 cycles)	+16
Control of Cobb County (16 cycles)	+32
Union divisions south of the Chattahoochee, near Atlanta (11 cycles)	+55
Control of Fulton County (5 cycles)	+125
Control of Fulton County (end of game)	+100
Grand Total	419 VP
	(Union Marginal)

SCENARIO 17 (THE ATLANTA CAMPAIGN)

Event	VP Gain
Union losses (41)	-82
Confederate losses (48)	+144
Control of Whitfield County (33 cycles)	+33
Control of Gordon County (31 cycles)	+31
Control of Bartow County (30 cycles)	+30
Control of Cobb County (20 cycles)	+40
Union divisions south of the Chattahoochee (2 cycles)	+6
Union divisions south of the Chattahoochee, near Atlanta (11 cycles)	+55
Control of Fulton County (5 cycles)	+125
Control of Fulton County (end of game)	+100
Grand Total	482 VP
	(Union Marginal)

SCENARIO 19 (WITHOUT HOME OR HABITATION)

Event	VP Gain
Union losses (4)	+8
Confederate losses (2)	-6
RR stations from Big Shanty to Acworth destroyed (3 stations)	+9
RR stations from Tilton to Tunnel Hill destroyed (3 stations)	+9
Grand Total	20 VP
	(Union Decisive)

MAP GAZETTEER

By Ed Beach and Brad Swinson

Thanks go out to GCACW enthusiast and Atlanta native, Brad Swinson, who helped steer us toward the most relevant sites for our gazetteer this time. We hope this travelogue gives all players of Atlanta Is Ours a better sense of the ins and outs of this new area for our series.

Most of the entries in this Gazetteer are presented in our traditional format: everything on one map and then everything from the other. However, one of the most unique military raids of the Civil War stretched across these two maps (and ended just off-map on the Battle Above the Clouds map): the Great Locomotive Chase. This daring (or perhaps foolhardy?) episode is well deserving of its own section of the gazetteer so you can follow the escapades of James Andrews and his raiders in chronological order.

WEST MAP

Tunnel Hill (W0308): When the first train cars passed through this 1477-foot tunnel in 1850 it became the engineering marvel of the time. Now the Western and Atlantic railroad could provide continuous service from Atlanta to Chattanooga without Chetoogetta Mountain getting in the way. The project took almost two years to complete; the town of Tunnelville, or Tunnel Hill, came to life to support the work crews.

Prater's Mill (W0401): Benjamin Franklin Prater moved to Georgia with his wife Amanda in the early 1850s. Within a few years they had established a working mill along Coahulla Creek. The Prater family expanded their operations greatly over the next 100 years, adding a blacksmith, cotton gin, syrup mill, wool carder, and general store. The property was sold outside the family in 1953 and the mill closed soon thereafter. The Prater's Mill Country Fair is now held on the site each year on Columbus Day weekend.

Rocky Face Ridge (W0406-W0910): General Joe Johnston established a defensive line along this steep ridge as his opening position for the 1864 campaign against Sherman. Feeling that the Rocky Face position was impregnable, Sherman demonstrated with two corps at Buzzard Roost (W0708) and Dug Gap (W1010) before slipping Schofield's corps through the undefended Snake Creek Gap (W1314-W1414). Schofield's move threatened the Confederate supply line through Resaca and forced Johnston to withdraw from the Dalton area.

Lafayette (W0422): The town was incorporated in 1835 and took the name of the Revolutionary hero the Marquis de Lafayette. The most famous historical building in town is Chattooga Academy, one of the oldest brick school buildings in Georgia (dating from 1836). Confederate General John B. Gordon attended the school as a youngster. After the war he went on to become Governor of Georgia and the school building was renamed in his honor. Bragg took this building as his headquarters during the Battle of Chickamauga. It is said that he sat under an oak tree in front of the school as he planned his attacks on the Union positions across Chickamauga Creek. "Bragg's Oak" was destroyed in a storm in the 1920s.

Dalton (W1007): Dalton grew quickly in size after the Western and Atlantic Railroad came to town in 1847. It is now the second largest city in northwest Georgia (after Rome). Around 1900, Dalton became famous for its chenille bedspreads. Many workers from this industry transferred to the carpet industry after World War II, giving Dalton its current nickname: "The Carpet Capital of the World." Dalton is also the only town in the country to erect a statue in honor of General Johnston.

Spring Place (W1501): This town became the county seat for Murray County when the original Murray County was subdivided in 1851 to add Dade, Carroosa, Walker, Gordon, and Whitfield counties. The county's economy was strictly agricultural until 1906, when the Louisville and Nashville railroad established a line a few miles to the east. In 1912, the county seat was moved to the new town of Chatsworth that had sprung up along that railroad. The most famous resident of Spring Place was the mixed-blood Cherokee James Vann, who amassed a huge fortune trading in this region (after ensuring that the Federal Road would be built through Spring Place). The two-story, brick home he built just north of town in 1804 still stands as a testament to his amazing wealth.

Summerville (W1632): This county seat along the Chattooga River was the site of several days of running cavalry battles during the Chickamauga campaign.

Wood Station (W2010): Each year a re-enactment of the Battle of Resaca, the first battle of the Atlanta Campaign, is held on the third weekend of May at this location.

Sugar Valley (W2015): This rural town has existed since at least 1844 when the first post office opened in the area. A Methodist Church soon followed. The town name is probably due to a large grove of sugar maple trees in the area.

Resaca (W2211): Originally known as Dublin, Resaca was founded in 1848 with the arrival of the Western and Atlantic Railroad into the area. The town

was named by returning Mexican-American War veterans who had fought at the Battle of Resaca de la Palma just a few years earlier (1846). Just east of the town (but still within this hex) lies Fort Wayne, originally an 1862 Confederate training camp and staging area for reinforcements being sent north by rail transport. By May 1864, Confederate forces had built numerous trenches and placed an artillery battery on a dominant hill overlooking the Oostanaula River there. This battery was used extensively during the Battle of Resaca. The original parade grounds and entrenchments are still in place today. The entrenchments surrounding this battery were constructed by the Georgia Militia. These entrenchments are the last known constructed by the Georgia Militia remaining in the state – the others being destroyed by development. Now a county-owned 65-acre site, it contains two well preserved fortified areas used by both Confederate and Union forces during and after the Civil War. After the Battle of Resaca, Union forces used the hill to garrison the bridge that crosses the Oostanaula River at Resaca. Union forces constructed a larger and separate fortification in the form of a redoubt that remains in excellent condition today. Union forces occupied Fort Wayne until 1868.

Lay's Ferry (W2316): This ferry marked the location of the Union pontoon crossing downriver from Resaca that outflanked the Confederate position and forced Johnston to retreat south of the Oostanaula. Inaccessible in current times, the historical marker for the ferry is located along the road to Calhoun (Georgia Route 136) over a mile and a half to the northeast.

Calhoun (W2614): Originally known as Dawsonville, this town was renamed in 1850 to honor John Calhoun, vice president for both John Quincy Adams and Andrew Jackson. Sherman made his headquarters in the town as he prepared to face Johnston's forces near Adairsville.

Adairsville (W3618): For almost 50 years, this town along the Western and Atlantic railroad has celebrated its role as the starting point of the Great Locomotive Chase with an annual festival. If you are in the area at the end of September, be sure to check out the parade, craft vendors and the Little Mr. or Miss Great Locomotive Chase Pageant.

Rome (W3631): This town's seven hills at the confluence of two rivers convinced early settlers to name it after the capital of the Roman Empire. Prior to the war it served as the primary port for the shipping of the region's cotton exports down the Coosa River to foreign markets. In 1929, a joint project with an Italian company to build a rayon factory in town led Benito Mussolini to send a statue of Romulus and Remus from "Ancient Rome to New Rome."

Kingston (W4322): Besides its significant role in the Great Locomotive Chase (see below), Kingston's other claim to fame was as the site of the last significant surrender of Confederate forces east of the Mississippi. Over 3,000 Confederate soldiers under General William Wofford, commander in North Georgia, surrendered here on May 12, 1865, a full month after the formal ceremonies for the surrender of the Army of Northern Virginia had occurred at Appomattox Court House.

Cassville (W4518): Cassville, the county seat for Cass County, was home to two small colleges prior to the war. The town was captured by Union troops in May 1864 after Johnston withdrew from his defensive positions here. Five months later the colleges and much of the town was burned to the ground by Sherman's forces, ostensibly as reprisals for the guerrilla raids on the Western and Atlantic that plagued the Union army at this time. The county seat was moved to Cartersville with its superior location along the railroad. Cassville was never rebuilt but it does lay claim to the oldest post office in Georgia (which doubles as a small museum on the history of the area).

Waleska (W5003): American settlers first moved into this area in the 1830s, living alongside the indigenous Cherokee. The Trail of Tears disrupted this friendly arrangement and spurred on the early settler Lewis Reinhardt to name the town after his departing friend Warluskee, the daughter of a local Cherokee chief. This college town now hosts Reinhardt University, whose Funk Heritage Center is a popular destination for school groups learning about the area's Cherokee roots.

Euharlee (W5024): Euharlee boasts the oldest remaining covered bridge in the state of Georgia. This span over Euharlee Creek has earned the town the nickname "Georgia's Covered Bridge City," perhaps a bit of a reach given the town population was only 4,136 for the 2010 Census.

Sutalee (W5408): A farming community named after the nearby Cherokee town "Sutali," the Cherokee word for the number six.

Etowah Iron Works (W5414): This site where Stamp Creek drains into the Etowah River was the original ironworks in the area. In 1837 these works were sold to Moses Stroup, who worked with Mark Anthony Cooper (see Allatoona Iron Works) to initiate the iron industry in this area. A short spur rail line ran from these furnaces to the main Western and Atlantic line near Cartersville.

Etowah River Bridge (W5417-W5517): Built in the mid-1840s, this 620-foot railroad bridge featured a 12-foot wooden truss sitting on top of a series of tall stone piers. By the end of the war the bridge had been burned and rebuilt six times, including during the Atlanta Campaign, the start of Hood's Nashville Campaign, and once again when Sherman left for his March to the Sea.

Etowah Indian Mounds (W5419): These mounds were built between 950 AD and 1450 AD by the Muskogee Creek Indians. The 54-acre site includes seven mounds, borrow pits, a plaza, portions of the original village and a museum. The site was visited by William T. Sherman, who rode from Marietta, Georgia along the unfinished Western and Atlantic Railroad bed in 1844. Sherman was interested in these mounds because he had seen similar ones in his home state of Ohio.

Rolling Mill (W5515): Established in 1849, this water-driven facility featured nine furnaces, rolling trains, and nail machines. Its output by 1856 was up to 900 tons of pig iron per year, making the iron industry near Etowah a strategic target for the Union army during the Atlanta campaign.

Canton (W5602): This county seat was founded in 1833, soon after the local Cherokee natives had been marched west along the Trail of Tears. Originally named Etowah, the townsfolk changed their mind one year later and renamed their settlement Canton (after the city in southern China), hoping they could prosper in the silk industry. Cotton proved to be the better material and the Canton Cotton Mills earned a reputation for its high-quality denim in the 20th Century. The town is now a growing commuter suburb outside Atlanta. It was burned by Union cavalrymen in November 1864 to discourage Confederate guerillas from using the town as a base to disrupt traffic on the Western and Atlantic.

Allatoona Iron Works (W5615): A furnace owned by Mark Anthony Cooper, the runner-up in the Georgia governor's race in 1842 and one of the early organizers of the Western and Atlantic Railroad. Deciding to move on from politics, he invested instead in the iron industry in the Etowah river valley and was a co-founder of the town of Etowah (W5313). The remains of the town were flooded by the creation of Lake Allatoona in 1949.

Van Wert (W5734): This town was named after Isaac Van Wert, one of the captors of Benedict Arnold in the American Revolution. Founded in 1837, it is reputed to be the first town in Georgia with functioning water works, with water carried into town from the nearby mountains through a series of hollowed out cedar logs. The town was overrun when the settlement of Rockmart was founded in the 1870s and now serves as the name for two churches and an elementary school.

Allatoona (W5816): This town was founded during the 1830s Georgia Gold Rush to support the shallow gold mine nearby. The Battle of Allatoona Pass, one of the first actions of Hood's Franklin-Nashville campaign, occurred outside town in the railroad cut on October 5, 1864. General Corse's brigade was able to hold the pass against a fierce two-hour assault from Samuel French's Confederate division.

EAST MAP

New Hope Church (E0724): A desperate Confederate defense in this area halted Hooker's assault in the ravine below the church, a deadly area which became known as the Hell Hole. Even portions of the old church and headstones from the cemetery were used to assemble the breastworks in the area. The church has since been reconstructed and the ravine is now under historical preservation but not all is peaceful: rumors of Confederate ghosts haunting the ravine persist.

Pickett's Mill (E0822): The state of Georgia has turned the battlefield here into a state historic site. Visitors to this park can check out entrenchments, original Civil War-era roads, an 1800s cabin, and a small museum that recaps the action here

Dallas (E0827): The web site for the town of Dallas advertises it as a quaint rural town that serves as both a base to explore the nearby battlefields and the midpoint of the Silver Comet Trail, a rail-to-trail project that links Atlanta to the Alabama border and serves cyclists and runners alike.

Kennesaw Mountain (E1213): This National Battlefield Park is home of the most extensive national site commemorating the Atlanta campaign. The visitor center was doubled in size and reopened in 2002. It now includes exhibits on the Atlanta campaign, Sherman's March to the Sea, and the dramatic battle that occurred on the slopes of Big and Little Kennesaw Mountains in late June of 1864.

Wallis House (E1215): With the Kolb farmhouse (see below) this is one of the two remaining structures from the Civil War era in the Kennesaw Mountain area. Proposed legislation would add this land (used as a headquarters by Union General Howard) to the National Park and ensure the preservation of this now run-down structure.

Roswell (E1403): A town founded in the mid-1830's by Roswell King, a native of Connecticut. King had identified this as a good area for the construction of a cotton mill during his travels earlier though the area due to the confluence of the Chattahoochee River and Vickery Creek. Roswell remained a small town until early 1970's, when the construction of Georgia 400 connected it to Atlanta causing the population to grow over 300 percent during the next 10 years. Many antebellum locations still exist in Roswell today including Allenbrook, a plantation style home constructed in 1845, The Old Roswell Presbyterian Church, built in 1840, The Archibald Smith Plantation, completed in 1845, Barrington Hall, built in 1839 and Bulloch Hall built in the Greek Revival style

in 1839 by Major James Stephens Bulloch, one of Roswell's first settlers. It was here on December 22, 1853, that Bullock's daughter, Martha married Theodore Roosevelt Sr. Martha was the mother of Theodore Roosevelt (the 26th US President) and grandmother of Eleanor Roosevelt.

Roswell Mill (E1503): On the banks of Vickery Creek, ruins of the Roswell Manufacturing Co. Mills can still be found. Constructed in 1839 and 1853, these mills were burned by Union forces on July 7, 1864. The "Roswell Gray" fabric manufactured at the mills was used for Confederate uniforms, tents, and other military and civilian products. Per General Sherman's orders Theophile Roche (a French national and the head weaver at the Ivy Woolen Mill) and the female workers were arrested for treason and held on the Roswell town square as prisoners for several days. 400 women workers and their children were forced to walk to Marietta and then boarded a train that took them to Indiana. They were first imprisoned and then released. The fate of all is not known, but some remained in Indiana and found employment, while others would eventually return to Roswell. The 1853 mill was rebuilt after the Civil War and used until destroyed by fire again in 1926. The waterfall created when the creek was dammed to provide waterpower as well as the original machine shop can be viewed from an interpreted trail at the site. A marker dedicated on July 8th, 2000 to the deported mill workers is located nearby on 75 Sloan Street.

Georgia Military Institute (E1514): This military academy opened its doors in 1851 with an initial class size of seven. By 1864 there were enough cadets in attendance to field two companies of soldiers. Their first action was at Resaca early in the Atlanta campaign where they fought the 9th Illinois Mounted Infantry. The campus, now empty, was burned to the ground by Sherman's troops in November 1864 and never rebuilt.

Kolb's Farm (E1517): This property at the edge of Kennesaw Mountain National Battlefield was the site of intense fighting on July 22, 1864 when Hooker's corps clashed with Hood's Confederates on the left flank of Johnston's army. The Kolb family house and cemetery are still intact, though now new residential subdivisions have crept in and about their property.

Bell Bomber/Lockheed/Dobbins AFB (E1713): Franklin Delano Roosevelt's administration wanted to build aircraft away from the coast, making Atlanta a prime location. Cobb County boosters lobbied heavily for Marietta, and they had help from General Lucius Clay, the son of former U.S. Senator Alexander Stephens Clay. He was overseeing the construction of hundreds of airfields nationwide, including Rickenbacker Field in Marietta. The Bell Bomber plant transformed Marietta and helped the Allies win World War II. Construction began on the plant on March 30, 1942; it had built more than six hundred B-29s by the time the war was over. The federal government pumped \$73 million into the plant that employed more than 28,000 locals at its peak and covered 4.2 million square feet, the largest such facility ever built in the Deep South. Rickenbacker Field became Dobbins Air Force Base in 1950, and a year later Bell Bomber became the home of Lockheed-Georgia.

Paper Mills (E1809): Just a few years before the war, the Marietta Paper Mills complex was incorporated at this site along Soap Creek (now known as Sope Creek). The buildings were destroyed by Union troops during the Atlanta campaign but their foundations can still be seen along the trail system of modern-day Sope Creek Park.

Ruff's Mill (E2017): This section of Nickajack Creek is home to the Concord Covered Bridge, one of only sixteen remaining in Georgia and the closest one to Atlanta. The bridge was first built in 1848 but was burnt in July 1864. The current bridge dates from 1872 but has been refurbished several times since. Upstream from the bridge the remnants of Ruff's Mill can be found including both a dam and the foundation of the old grist mill.

Gann House (E2018): This house was built by Cobb County's first state senator, John Gann. It is the oldest structure still standing in Cobb County.

Vining's Station (E2313): This town was originally known as Pace's, after the landowner Hardy Pace who operated the ferry and mills in the area. However in the 1840s the construction engineer William Vining was in charge of building a curved trestle bridge in this area. The town was soon renamed as the area became most famous for "Vining's Bridge."

Sweetwater Town Site (E2321): A Cherokee village named after a Native American occupied this central site and served as a trading post for this area. The village seems to have been abandoned by 1864, the last year it was mentioned on any maps.

Paces' Ferry (E2412): The principal crossing of the Chattahoochee near Atlanta up until the time that the rail bridge was built for the Western & Atlantic a few miles downstream.

New Manchester Mill (E2423): Now a part of Sweetwater State Park, the brick ruins of this mill, burnt during the Civil War, were used in the recent movie *The Hunger Games: Mockinjay, Part 1* to represent the destruction in the main characters' home district.

Collier's Mill (E2912): Tanyard Creek Park now occupies this area and is one of the few undeveloped parcels of land on the Peachtree Creek battlefield. Old mill stones and historical markers providing the original location of the mill can

be found adjacent to the park.

Niles (E3013): The Dexter Niles house was Johnston's headquarters after pulling back south of the Chattahoochee. It was here that he was removed from command in favor of Hood. Only a historical marker remains at the site.

Campbellton (E3028): The county seat for Campbell County from its founding in 1828 until 1870. The seat was moved to Fairburn in the 1870s; Campbellton had become a backwater by that date since its residents had refused permission for the rail line to come through town.

Atlanta (E3113-E3114, E3213): The site for Atlanta was determined less than 25 years before the war: in 1837 the chief engineer for the newly commissioned Georgia state railroad, Colonel Stephen H. Long, drove a stake into the ground here to establish Mile Zero for the fledgling rail line that would run north to Tennessee. The settlement that emerged here was initially called "Terminus;" by 1840 it was still so non-descript that Long declined a half-share of land along its main street as compensation predicting that "Terminus will be a good location for one tavern, a blacksmith shop, a grocery store, and nothing else." But additional railroads were soon connected to the spot, leading to the town's incorporation in 1843 and its renaming to Atlanta (the feminine form of "Atlantic" from "Western and Atlantic Railroad") in 1845. From here the town took off, reaching a population of 2,572 in 1850 and 9,554 by 1860. The population doubled yet again during the early years of the war as factories, arsenals, and other war-time industries found the location in the center of the Confederate rail network to be optimal.

Utoy Church (E3216): A log cabin church was built on this site as early as 1824. Four years later the current structure was built which served as a Confederate field hospital throughout the Atlanta actions especially during the nearby battle at Utoy Creek.

Decatur (E3309): A distinct town from Atlanta during the Civil War, Decatur now directly adjoins Atlanta and is an up-and-coming suburb, helped by the nearby presence of the prestigious Emory University (hex 3109).

Stone Mountain (E3402): This huge mound of granite rises 825 feet above the terrain of the area allowing it to feature as both a marvel of geology, natural beauty and southern history. The attraction it is best known for is the world's largest bas relief: a carving of Jefferson Davis, Robert E. Lee and Stonewall Jackson, all mounted on their favorite steeds. However nowadays the Stone Mountain Park also includes a miniature railroad, historical museum, trail system, grist mill, carillon, covered bridge, antebellum plantation, ropes course, and summer laser show. Recent controversies over Confederate memorials have thrust Stone Mountain back into the news; one interesting proposal is to add a "Freedom Bell" to the site to commemorate Stone Mountain's mention in Dr. Martin Luther King's "I Have a Dream" speech.

Stone Mount Depot (E3403): Constructed out of granite blocks quarried out of the nearby mountain, this train station is nearly indestructible. Since the rail line closed in the 1950s, it has served as the town hall and is currently being transformed into a visitor center.

Hartsfield-Jackson Airport (E3718): Often ranked as the busiest passenger airport in the world, this modern-day transportation hub is located on what was once the Atlanta Speedway, a racetrack built in 1909. The site was chosen by Coca-Cola founder and one-time Atlanta mayor Asa Candler because this farmland and swampy pasture at the headwaters of the Flint River was one of the few relatively flat areas in the region. Candler organized a company called the Atlanta Automobile Association which assembled the 287-acre tract from 14 different properties. Candler purchased the package in 1909 for \$77,674.28. The track, also known as Atlanta Motor Speedway, Candler Raceway, Automobile Speedway, and Atlanta Raceway, cost \$400,000 to build and opened on November 9, 1909. The speedway was not the success that Candler had envisioned and it closed after only one season. Undeterred, Candler began staging air shows and air races at the field in 1910, eventually adding motorcycle and car races back into the mix. Later in the decade, as the government began airmail service, Atlanta began to search for a suitable site for an airfield. Newly elected alderman William Hartsfield was given the task of finding a location and the abandoned racetrack was the site he chose. In 1925 Candler gave Atlanta a 5-year, rent-free lease on the property for use as an airfield. As part of the agreement it was named Candler Field. The first hangar at Candler Field was built around 1926. Within months, several other buildings were constructed adjacent to the site. The first scheduled airline service from Atlanta occurred on September 15, 1926.

Fairburn (E3826): Late April and May of each year might be the best time to visit the town of Fairburn: the Georgia Renaissance Festival sets up shop one mile to the west (in hex 3727).

Rough and Ready (E3917): The Rough and Ready Tavern stood at this spot in 1864 serving as residence, general store, train station and watering hole. General Hardee used the building as his headquarters on August 30, 1864, one day before Union troops finally cut the last rail line into Atlanta one mile to the south.

Windemere Plantation (E4133): This plantation boasts an elegant 1850s Greek Revival home that also hosts an equestrian farm. Asking price in 2013? \$2.75 million.

Arabia Mountain (E4405): Rising 170 feet over the surrounding terrain, this isolated mound of rock, or monadnock, is much smaller than its more famous cousin, Stone Mountain. “Tidal Grey” granite was quarried here and used in projects at the U. S. Naval Academy and for the Brooklyn Bridge.

Jonesboro (E4719): Margaret Mitchell’s novel and classic movie *Gone with the Wind* is set at the plantation of Tara, a fictional location “within 6 miles of Jonesboro” [hence our use of the Tara name in scenarios occurring in this area]. The likely inspiration for Tara is the Stately Oaks plantation, built in 1839 and still open to visitors near downtown Jonesboro.

Fayetteville (E4926): Over 22 miles from downtown Atlanta, this small town named after the Marquis de Lafayette has just begun to see rapid growth. The main historic attraction in town is the Holliday-Dorsey-Fife House, built by John Stiles Holliday, the uncle to the more famous “Doc” Holliday of western gun-fighting fame.

Atlanta Motor Speedway (E5821): Initial construction of this motor speedway was completed in 1959. However, by all accounts, the circuit was still far from ready for racing. Creature comforts for spectators were fairly minimal – the only toilets in the facility were a three-hole outhouse in the infield – and the first row of seating in the grandstand was too low to see over the track wall. Mud abounded at every turn. Still, Atlanta International Raceway (as it was then known) showed promise, having been built in a dip in the ground forming a natural bowl for spectators. Those not in the grandstands or wooden bleachers brought blankets to sit on the earth banks to observe the action. At 1.522 miles it became the seventh superspeedway to host a NASCAR Cup race when it finally made its racing debut on July 31, 1960.

GREAT LOCOMOTIVE CHASE

Two years prior to the Atlanta Campaign, one of the most dramatic incidents of the war play itself out across the two maps included with this game. So fittingly, we present here a recap of the April 12, 1862 Great Locomotive Chase.

The Plan: A Union spy, James Andrews, proposed a daring plan to General Ormsby Mitchell, whose troops were moving into Middle Tennessee and hoped to capture the strategic town of Chattanooga. Andrews would recruit 22 volunteer soldiers from Mitchell’s forces and take them on a raid to destroy key structures along the Western and Atlantic rail line. Success would prevent the Confederates from moving forces north from Atlanta to reinforce Chattanooga, allowing Mitchell’s attack on that city to quickly succeed. Posing as civilians and traveling in small groups, “Andrews’ Raiders” reached the town of Marietta by April 11. The stage was set.

W&A Depot (E3113): Early on the morning of April 12, conductor William Fuller arrived at the W&A Depot in Atlanta to depart with the morning passenger train heading north to Chattanooga. The locomotive the General would be shouldering the load that day. This steam engine could travel 35 miles on one cord of wood, making the trip to Chattanooga a “five-cord run.” Not only would stops to take on additional firewood be needed, but water stops were also critical with the boiler ejecting steam regularly to power the cylinders. At 4 am sharp the train pulled out of the station and headed north.

Marietta (E1413): After a quick stop at Vining Station, the train arrived in Marietta. Fuller did notice an unusually large number of passengers getting on here this morning (Andrews and his men) but he did nothing to prevent the train from pulling out on schedule at 5:15 am.

Big Shanty (E0914): After rounding Kennesaw Mountain, the train pulled into Big Shanty for its scheduled breakfast stop at the Lacy Hotel (dining cars were not yet commonly included on railroads in that time). With the crew and passengers inside eating, and knowing that there was no telegraph station in Big Shanty, now was the time for Andrews to strike. After uncoupling the mail car and two passenger coaches the raiders jumped in the abandoned engine and proceeded to steam north out of the station. To Fuller’s embarrassment the foreman of the railroad, Anthony Murphy, was with him that day. Murphy exclaimed to Fuller, “Someone is running off with your train.” After sending a rider back to Marietta to alert the authorities by telegraph, Fuller and Murphy pursued the General north on foot.

Moon Station (E0713): This freight platform was located two miles north of Big Shanty. A work party was busy there repairing a switch when the General approached. Gullibly, they handed Andrews and his men a crowbar when asked for tools. Shortly thereafter, Andrews stopped the train so his men could cut the telegraph line headed north. Just in time, as it turned out, since Fuller’s messenger was soon to reach the telegraph office at Marietta. With the line now down, no one in front of the General would hear of the stolen train before it approached. The raiders also broke and barricaded the rail line in case any pursuit developed.

Etowah Station (W5417): Just north of the Etowah trestle was a small station where the spur line from the Etowah Iron Works joined the main W&A tracks. Andrews’ men saw an engine, the Yonah, already under steam and working on that spur line. Despite some urging from his men to destroy the Etowah Bridge and the Yonah, Andrews pressed on. So far his ruse was working and everyone believed Andrews’ story that the General was a special ammunition train headed

to Chattanooga. Andrews chose to keep with this deception as long as possible and avoid any armed confrontations.

Andrews’ decision to steam past the Yonah would prove costly, mostly due to the determination and grit of William Fuller. With his companions on foot, Fuller reached Moon Station and borrowed a hand-operated pole car from the track crew. Manually pushing their way north, these Confederate pursuers coasted into Etowah Station after an exhausting chase that had now included a full sixteen miles on foot or with a manually-operated hand car. Quickly repositioning the Yonah for their pursuit, Fuller and his men steamed out of Etowah Station and headed north after the raiders. They were over an hour behind but now had a proper engine with which to close the distance.

Kingston (W4322): The gap narrowed even further once Andrews reached Kingston, a significant rail hub where the spur line to Rome left the Western and Atlantic. Due to the rail traffic in the area, Andrews had to wait at Kingston for two trains to clear the tracks before heading north. By the time his raiders had departed, Fuller’s pursuing train was less than half an hour behind. Knowing that there were so many engines at Kingston that could pursue them, Andrews men stopped twice north of the town to destroy the telegraph and rip up track. They then steamed north with great haste, hoping to get to the next major stop before a southbound passenger train blocked their progress.

Adairsville (W3618): The General reached Adairsville just in time. The passenger train had just started easing out of the station. Once again ordering this passenger traffic to the side to make way for his ammunition train, Andrews was able to get a clear track north. However he was by no means out of the woods; Fuller had been busy as well. The determined W&A conductor commandeered the engine Texas just north of the break in the tracks above Kingston. At Adairsville he left aside the Texas’ freight cars, allowing him to pursue the General north with just an engine and tender. However, he had no time to turn the Texas around; it would pursue the General north facing backwards. Now the true race to Chattanooga was on!

Calhoun (W2614): Stopping near here to once again cut the telegraph and to load on some rail ties to use as obstacles, Andrews and his men for the first time gained sight of the Texas in pursuit. Desperate to stay out in front, the Union raiders started to detach spare box cars, drop rail ties on the tracks, and attempt to set fire to bridges ... anything to delay the Texas and allow them to keep up their lead!

Tilton (W1710): Already having stretched the supplies of the General further than usual, Andrews stopped at a wood and water station near Tilton to refuel. However, they had to abort without a full load of wood when they heard the Texas approaching from the south. How far would this partial resupply last?

Dalton (W1007): The General soon approached the next major rail hub at Dalton. Andrews dismounted from the train and quickly checked the switches to see if they would be headed along the Western and Atlanta to Chattanooga or the East Tennessee and Georgia RR toward Knoxville. Luckily the switches were all in order. Abandoning the usual safety regulations for a rail yard, the General steamed straight on through.

Tunnel Hill (W0308): Knowing the strategic importance of the tunnel, it had initially been a prime target for Andrews’ raid. But with the Texas in hot pursuit, Andrews decided to forgo trying to damage it. The two trains continued their race right on through the three-tenths of a mile-long tunnel.

Aftermath: Finally, a few miles north of Ringgold, the General ran out of wood. Andrews and his men fled the train into the nearby woods. Over the next few days they were all captured. They were imprisoned and eight men (including Andrews) were hung. Six of Andrews’ men became the first recipients of the United States Medal of Honor for their role in the raid. (Sadly, Andrews was ineligible for the honor since he was a civilian. His legacy would instead have to be recalled by actor Fess Parker in the 1956 Disney movie about the chase.)

The Great Locomotive Chase was over. It would be two more years before the Western and Atlantic rail line would once again be thrust into the spotlight as the principal stage and lifeline for Sherman’s Atlanta campaign.

DESIGNERS’ NOTES

By Mike Belles

The most obvious characteristic of this module, one that sets it apart from the other GCACW modules, is its size – not in maps, but in scenarios. With 14 basic scenarios and 3 separate advanced scenarios (not counting the full length campaign and the pre-Snake Creek Gap setup), this module beats the previous record holders in both categories: *Grant Takes Command* with 8 basic scenarios, and *Battle Above the Clouds* with 2 separate advanced scenarios. Why? Because it covers 5½ months of near-solid campaigning! From May 7, when the Union army entered the area covered by the maps, until October 17, when the Confederate army left it, maneuver and combat were almost constantly happening. And with that long of a campaign, the scenarios are quite varied. In the basic scenarios, there are focused, slugfest battles; map-width maneuvers; cavalry raids; smaller, partial-army operations; and a river crossing. The advanced

scenarios cover a sustained offensive drive, a siege, and a full-army raid. There is something for everyone here.

With this much action, it is amazing how well the Atlanta campaign fits the GCACW mold. Yes, there are some interesting module-specific rules, but compared to other modules, these are relatively few. For the most part, the scenarios can be played using the standard GCACW rule set. Sherman was able to keep his army moving forward most of the time – and he never made a large mistake that made us feel like we had to add a rule to cover his blunders. Likewise, Johnston and Hood, while ultimately failing to hold Atlanta, kept the Army of Tennessee in one piece and fighting hard throughout the campaign. So both players can set up their armies and “have at it”, without having to worry about a lot of peculiar rules that will force them down a particular historical path.

In addition, the two maps cover (with very few exceptions) the entire area marched over by the Union and Confederate armies during the period covered in this module. Near the northwest edge is Tunnel Hill (W0308), the furthest north position occupied by the Confederate army at the start of the campaign, and the furthest Confederate advance north during Hood's October raid. On the southwest edge is Rome (W3631), where the furthest west combat occurred between Polk's arriving troops and Davis' division; Van Wert (W5734), through which McPherson's men marched on their way to Dallas; and Palmetto (E3934), Hood's supply base before his October raid. The southeast edge goes past Lovejoy's Station (E5420), giving the Union player ample room to maneuver into the Confederate rear. And lastly, the northeast edge gives the Union player several hexrows of maneuver room beyond Johnston's original defenses at Rocky Face Ridge, and goes beyond the Georgia RR at Stone Mount (E3403), where it was destroyed by McPherson, and allows for a good 15 RR miles past this. The few exceptions where troops went off-map are mainly cavalry raids – the great Union raid in late July, and Wheeler's raid in August-September. Hood went off-map briefly on his way north to get around Rome, but rules have been provided in that scenario to represent this move.

Of course, even though the campaign is such a good fit for the GCACW system, there has been plenty of design work required, and several particularly interesting highlights. First of all, the Confederate army had two commanders over the course of the campaign – Johnston & Hood. Since their strategies were so different, we wanted to represent this operationally. The rule added for Johnston (“Johnston's Night Marches”) was a natural extrapolation from the existing “Activate Army Leader” rule; but Hood's rule (“Hood's Attacks”) had to be created from scratch. That mechanic required input from all three of us to get it right, with the correct mix of combat and maneuver bonuses, neither too weak nor too strong. The Confederate player should be able to use these rules to his benefit; but over-use of either could lead to a loss similar to that suffered historically.

Secondly, there are two sections of rules that were taken from earlier games that deserve mention. Wagon supply rules had been introduced into the series for BAC, due to the convoluted nature of the terrain – the Tennessee River and the various plateaus forced the county-based system out. I had hoped that we would be able to re-introduce the county-based system in *Atlanta Is Ours*, but both armies' dependence on the Western & Atlantic RR as their sole source of supply meant that the wagon supply system was the best way to represent the situation. Players will be glad to see that the system here is similar to that in BAC. However, there are two significant differences. First, when wagons trains are placed back in a depot, it is with a Fatigue Level 4 marker, representing the 2 turns to return after supplying a unit, and second, a player must have wagons in a depot to supply units with, instead of being able to use the depot by itself. These changes represent the close distance that both armies were forced to stay to the rail line if they wanted to maintain their supply lines. Off-map rules were also taken from previous modules (GTC & BAC) – but in this case the rules were altered more strongly. These off-map rules are specifically for cavalry raids, and infantry will rarely be in the off-map display. These boxes are much larger (in real-world distance) than those in other games, due to the faster movement of cavalry. Fortunately, since the cavalry raids had very little impact on the campaign, we were able to make this an optional rule – only for those players that like this type of chrome!

Another rule that should be discussed is Union command posture. We certainly aren't comparing Sherman to McClellan, even though *On to Richmond* is where the rule originated. But even Sherman couldn't keep his army going at “GCACW speed” for the entire length of the campaign, although he would have liked to. As mentioned in the “historical note” in that section of the advanced rules, other factors (which it would be difficult to represent in the game) held him back. For example, while the gamer may know that Kilpatrick's raid wasn't a success at the moment he has to leave the Macon & Western RR, it took Sherman another couple days to learn this, when Kilpatrick arrived back at the Union army. Similarly, personality conflicts within the Union army slowed progress at times (Utoy Creek is one of the better examples of this). Giving the troops a rest after a month or so of hard campaigning was also a necessity. All in all, rather than adding additional layers of rules to represent each of these delays individually, it seemed simpler to have a single “command posture” rule to cover it all.

Finally, the cohesion rule deserves mention. Without this rule, the Union player can spread his army out and overlap the smaller Confederate army. But historically, Sherman was unable to do this – even in his operations off of the rail line, he kept his army in a relatively compact unit. The cohesion rule simulates this in an easy-to-remember format.

Of course, I would be remiss in not stating how much this module has benefited from the team approach. While I focused on the advanced game, Chris took the basic scenarios, and Ed designed the map and took care of all of the behind-the-scenes work. For my part, I can say that many, many times, Ed and Chris have tweaked rules that wouldn't have been quite right, suggested lines of research that altered the design, adjusted my perspective (sometimes you just can't see it yourself!), and in general been a great sounding board for the many questions that have come up over the course of the design. And while we had many advanced game playtesters, Alberto Romero and his team stand out. They were a huge help, providing many reports, and some excellent design changes.

Lastly, the other obvious thing that stands out about the Atlanta campaign is how well known it is. Sherman ranks just behind Lee, Grant, and Stonewall Jackson in the list of best-known generals of the war. *Gone with the Wind* has made the burning of Atlanta part of the American psyche. And although Gettysburg may have turned the war against the Confederacy, the fall of Atlanta sealed its fate. So it was clear throughout this project that the players' objective would be clear – to say, at the end of a game, “Atlanta is ours”!

By Chris Withers

When creating a scenario, the historical situation should dictate how the design comes together. There needs to be just enough special rules to guide the scenario within the historical context, but without overwhelming a player with too many extra rules to read and remember. For example, in the “Kennesaw Mountain” scenario, there are only two special rules, but they are critically needed to constrain the action within the bounds of what Sherman was willing and able to do at the time. For players who do not like historically guiding restrictions, there is the next scenario, “Crossing the Chattahoochee”, which features wide open sweeping maneuver, perhaps GCACW at its best.

With 14 basic scenarios, over such varied terrain, time, and situations, the result is a rich plethora of gaming. My favorite is usually a good maneuver scenario, but I also really enjoy battle scenarios and scenarios with intricate tactical situations. AIO also has all these types of basic scenarios: “what-if”, solitaire, one-turn for beginners, tournament appropriate, lots of turns and with random events, cavalry action, etc. The basic scenarios cover all the battles, all the areas of the maps, and introduce players to a number of game specific campaign rules such as “Hood's Attacks”. We hope you will try these out and enjoy them!

Special thanks goes to Niall Taylor and Steve Likevich who both played a huge number of play-tests with me; typically the same scenario over and over again to get it balanced before we moved on to the next scenario. Niall also created the Vassal module which made all the playtesting possible in the first place.

ATLANTA IS OURS CREDITS

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