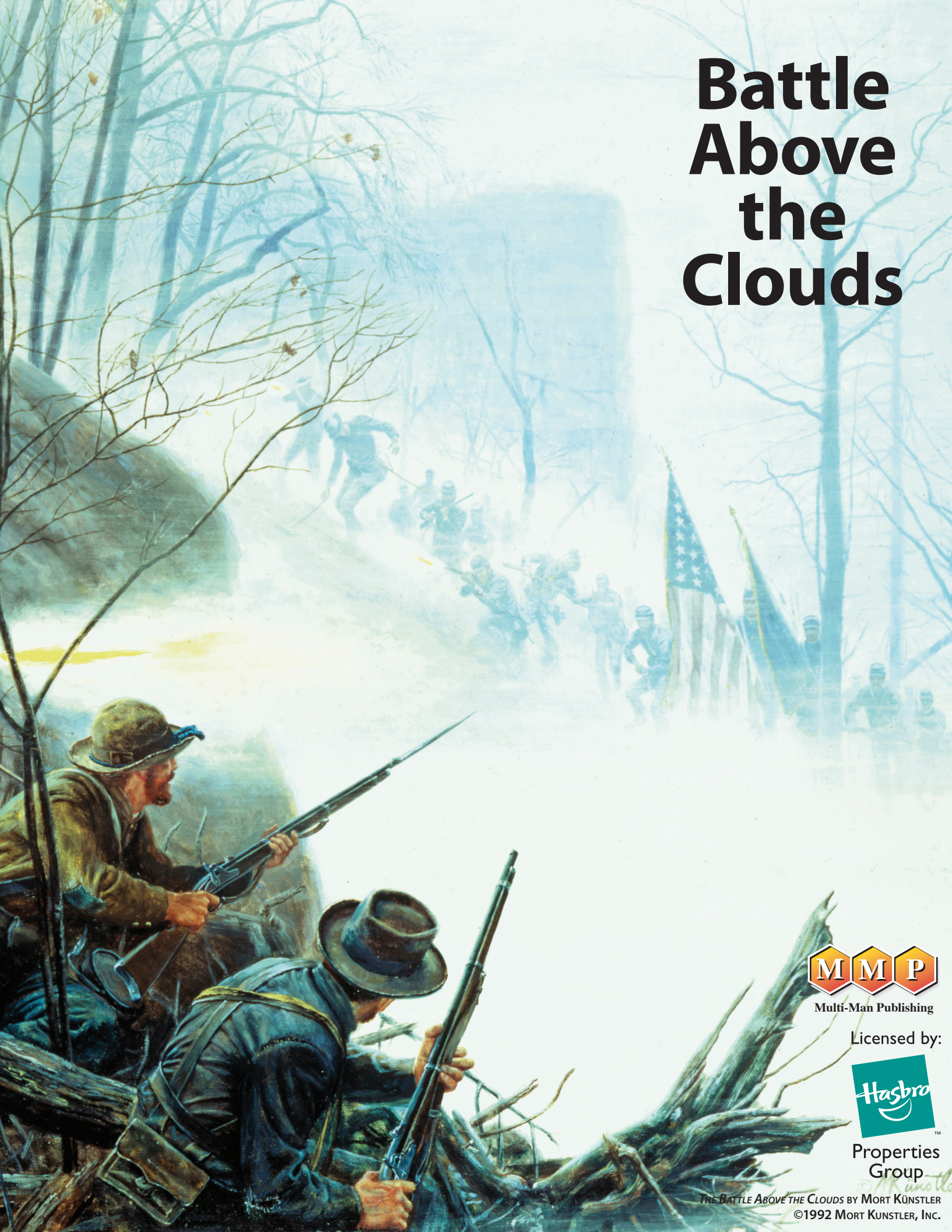# Battle Above the Clouds

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BATTLE ABOVE THE CLOUDS

THE CAMPAIGNS FOR CHATTANOOGA, AUGUST-DECEMBER 1863

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BASIC GAME RULES

1.0 INTRODUCTION

The *Battle Above the Clouds* (BAC) simulates the American Civil War campaigns for control of Chattanooga, Tennessee in the fall and winter of 1863. In the game, the players control Union and Confederate military forces in turns representing one day of real time. The map portrays a part of Tennessee, Alabama, and Georgia as it was in 1863, drawn principally from Civil War period maps. 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 the selected division, corps, wing, and army leaders from each side. Units consist of a varying number of points, each of which represents about 500 infantrymen or 700 cavalrymen.

The *Battle Above the Clouds* rules are similar to those of the previous seven games in the Great Campaigns of the American Civil War 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 journal The Skirmisher. These Standard Series Rules now form the basis for all games in the series. The *Battle Above the Clouds* includes these

standard rules in the separate rule booklet entitled: GCACW Standard Basic Game Rules, Version 1.1. This standard rule booklet forms a comprehensive guide to the common rules shared between all eight games in the series. The primary copy of Basic Game rule sections 2.0 through 12.0 appear in this separate booklet. Even if you are previously familiar with the GCACW Standard Rules, review the Version 1.1 revisions before continuing on with the remainder of the rules. You will also find some significant additions to the Standard Rules that need to be used just when playing BAC scenarios. These new items are delineated over these first 5 pages of the BAC rulebook.

GAME COMPONENTS

A complete game of the Battle Above the Clouds contains the following:

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

ABBREVIATIONS

AC: Army of the Cumberland
AL: Alabama
AP: Army of the Potomac
Art: Artillery
AT: Army of Tennessee (Confederate) or Army of the Tennessee (Union)
B: Buckner's or Breckinridge's corps
Brig: Brigade
Cav: Cavalry
Cmd: Command
CS: Confederate States
CT: Connecticut
Disorg: Disorganized
Div: Division
DM: Military Division of the Mississippi
DO: Department of the Ohio
Dmorize: Demoralized
Dr: Doctor
ET: East Tennessee
F: Forrest's corps
GA: Georgia
H: Hill's or Hardee's corps
K: Kelly's division
IL: Illinois
IN: Indiana
Inf: Infantry
L: Longstreet's corps (or wing)
Ldr: Leader
M: Martin's division
MD: Maryland
Mnt. Inf: Mounted Infantry
MP: Movement Points
Mt: Mount
NY: New York
OH: Ohio
Org: Organized
P: Polk's corps (or wing) or Pegram's division
P.O.: Post Office
Regt: Regiment
Res: Reserve Corps
RR: Railroad
Sub: Substitute unit
VA: Virginia
VP: Victory Points
W: Walker's or Wheeler's corps or Wharton's division
ZOC: Zone of Control

2.2 PLAYING PIECES

MILITARY UNITS

Mounted Infantry Units: An additional military unit is added in this module: mounted infantry. Mounted infantry functions exactly the same as cavalry, with the exceptions of Leader Activations (see 5.2 below).

"Highly Insubordinate" Units: Confederate units with red names and red decorative bars, and Confederate units with red names are "Highly Insubordinate." These units and leaders are: Polk, Cheatham, Hindman, Buckner, Hill, Breckinridge, and Longstreet. These units are more likely to become insubordinate during an insubordination check initiated by the Union player (see 14.0 below).

Union Armies: In scenarios 1-4, there is only one Union army, the Army of the Cumberland. However, in basic scenarios 5, 6, 7, and in advanced scenario 9, the Union player's forces on the map are separated into three armies (the Army of the Cumberland, the Army of the Tennessee, and a detachment from the Army of the Potomac). In addition, in advanced scenarios 8 & 9, the Union player has an additional army whose units all start in off-map boxes, the Department of the Ohio. Players can identify which army a leader or unit belongs to based on the color inside the box showing that counter's unit type, as follows:

- Black - Army of the Cumberland
- Red – Army of the Tennessee
- Blue – Army of the Potomac
- Green – Department of the Ohio

Leaders which are part of one army may not be attached to units of another army. The army leader Rosecrans may be attached only to an Army of the Cumberland infantry or artillery unit, and only Army of the Cumberland units may participate in a grand assault initiated by him. The army leader Burnside may be attached only to a Department of the Ohio infantry or artillery unit, and only Department of the Ohio units may participate in a grand assault initiated by him. (**Exception**: The army leader Grant commands all Union units, so he may be attached to any Union infantry or artillery unit, and any Union unit may participate in a grand assault initiated by him.) (**Note**: The Army of the Potomac and the Army of the Tennessee do not have "army leaders." Instead, "corps leaders" command these armies. See section 5.2.)

Hartsuff, the leader of the XXIII corps in the Department of the Ohio, may not be attached to or activate any units of the "XXIII-Cav" cavalry division. He may only be attached to or activate infantry or artillery units of the XXIII corps.

2.3 THE MAP

COMPASS DIRECTIONS

In the games released in this series covering the eastern campaigns, the maps have been oriented so that north is up. However, in games covering the western campaigns, the map has been rotated 60° counterclockwise so that north is to the upper left. Therefore, the compass directions are as shown below:
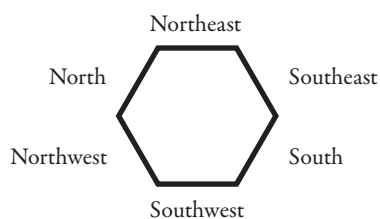
4.2 THE INITIATIVE SEGMENT

If both players roll the same number in the Initiative Segment, the Confederate player does not automatically win the initiative. Instead, if the dice roll is a 1-1, 2-2, or 3-3, the Union player wins the initiative. If it is a 6-6, the Confederate player wins. If it is a 4-4 or 5-5, neither player wins. Instead, the Union player performs an "Insubordination Check," to determine whether a Confederate leader or unit may become "Insubordinate." See section 14.0 for how this is done, and for the effects of insubordination. After the insubordination check is done, the initiative is re-rolled.

If one player has no units eligible for activation in an Initiative Segment, dice must still be rolled to determine whether an "Insubordination Check" takes place.

5.2 ACTIVATE LEADER

Mounted Infantry Units:

A mounted infantry unit may be activated by a leader in one of two ways:

- If the Union player activates an infantry leader, and a mounted infantry unit of his command is within the leader's command radius, the mounted infantry unit may be selected to join the activation. To determine the mounted infantry unit's movement allowance, double the die roll which is rolled for the infantry unit's movement allowance, and add one.
- If the Union player activates any cavalry leader, and a mounted infantry unit is within the leader's command radius, the mounted infantry unit may be selected to join the activation. Treat the mounted infantry unit as a cavalry unit when determining movement allowance. (**Note**: Although cavalry leaders may activate mounted infantry units, they may not be attached to them.)

Union Corps Leaders Thomas, Sherman, and Hooker:

In basic scenarios 5, 6, 7, and in advanced scenario 9, the Union player's forces are separated into three armies (see section 2.2). However, these "armies" are each commanded by corps leaders (Thomas, Sherman, and Hooker), while all Union forces are commanded by the army leader Grant. Grant functions as a normal army leader, but Thomas, Sherman, and Hooker are treated slightly differently:

- These leaders may not attempt a "Grand Assault," even though they command armies.
- They may activate any infantry or artillery unit which is part of their army. **Exception**: In scenarios 6 and 7, and part of Scenario 9, this restriction is removed. At these times, these leaders are free to activate any Union infantry or artillery unit.
- They may activate a maximum of *four* units during an "Activate Leader" action. These units may be from a single corps or from different corps.

6.2 RULES OF MOVEMENT

Tennessee River: The Tennessee River is a larger river than other major rivers on GCACW maps, and therefore it is more difficult to cross. The Tennessee River begins on the BAC north map in the N1001-N1101 hexside and ends on the BAC south map in the S2934-S3003 hexside. Note that all hexsides around Hiwassee Island (N1303) and William's Island (N2329) are part of the Tennessee River. The Tennessee River functions exactly the same as other major rivers, except for the sections below regarding fords and ferries and for section 10.4 ("Bridges and Ferries Across the Tennessee River").

Fords across the Tennessee River: Only cavalry units may cross fords on the Tennessee River. A cavalry unit may only cross a ford on the Tennessee River if it begins the Action Phase in one of the hexes adjacent to the ford. It must expend its entire MP allowance (if it is performing a march action), and move to the opposite side of the river, or attack an enemy unit there. Its movement is then finished. Cavalry units may also perform assault actions across fords

on the Tennessee River. Only cavalry units exert ZOC across a ford on the Tennessee River; infantry units and artillery units do not. The amount of cavalry manpower which may cross a ford on the Tennessee River each turn is unlimited.

Note: The hexsides listed below are also fords, even when the bridge or ferry across the hexside is destroyed. Players may place "Cavalry Ford" counters on these hexsides to help remember this:

- S1915 (Bridgeport) – S1914 (Taylor's Store)
- S1907 – S2006 (Rankin's Ferry)
- N2422 – N2522 (Friar's Island Ferry)

At all other bridge or ferry hexsides, no ford exists when the bridge or ferry is destroyed.

Ferries across the Tennessee River: Units of any type may cross ferries on the Tennessee River. However, a maximum of 4 manpower (total from *both* players' units) may cross a ferry hexside on the Tennessee River each turn. To remember how much manpower has crossed a ferry hexside, players may place "manpower" counters on the appropriate hexside. (**Note:** Units which retreat across a ferry hexside do not count against this limit. See section 7.6.) (**Advanced Game Note:** Wagon trains do not count against this 4-manpower limit.)

7.4   COMBAT DIE ROLL MODIFIERS

Mounted Infantry: Although mounted infantry units may be activated for movement by any Union cavalry leader, a mounted infantry unit is never considered to be subordinate to the cavalry leader when determining the tactical modifier. However, mounted infantry units are considered to be subordinate to their organization's corps leader

Insubordinate: If the attacking unit is Insubordinate (see section 14.0; Confederate player only), the attacker subtracts 2 from his roll. If a defending unit is Insubordinate, the defender's roll is not modified.

Leaders: Two leaders provide the owning player a bonus during an assault action:

Longstreet: If Longstreet is in command of a "Wing" of the Confederate army (see Special Rule 6 of Scenario 3, and section 14.0 of the Advanced Game Rules), and a Confederate corps leader in Longstreet's Wing successfully undertakes an assault action while Longstreet is currently stacked in the same hex as the active leader, the Confederate player adds 1 to has attack die roll. This bonus is in addition to the +1 modifier due to assault, and is applied regardless of whether or not a "grand assault" takes place. The Longstreet bonus may never be applied to defending units.

Sherman: If the Union player successfully undertakes an assault action with Sherman, and all of the infantry units selected for the assault are part of the XV corps, the Union player adds 1 to his attack die roll. This bonus is in addition to the +1 modifier due to assault, and is applied regardless of whether or not a "grand assault" takes place. The Sherman bonus may never be applied to defending units.

FLANK ATTACKS (TENNESSEE RIVER)

Remember that only cavalry can cross the Tennessee River at fords (6.2). Because of this restriction, for flank bonuses a hex is considered "covered" if it is separated from the defender's hex by a Tennessee River hexside containing a ford, and at least one infantry or artillery unit occupies the defender's hex. (**Exception**: If the Tennessee River is unfordable, a hex is covered even if only a cavalry unit occupies the defender's hex.)

7.6   RETREATS, ROUTS, AND ADVANCES

Cavalry units may retreat freely over a ford on the Tennessee River, even if they are not adjacent to it during the combat. Infantry and artillery units may not retreat over a ford on the Tennessee River.

Retreating over a ferry over the Tennessee River is always considered to be a Retreat Priority of 4 when weighing this option against other possible retreat hexes. The amount of manpower which may move across a ferry during a turn is not reduced if other units retreat over that ferry, however.

9.0   ENTRENCHMENTS

Two redoubts are printed on the map: in Chattanooga (N2628) and in Stevenson (S2023). Note that these redoubts can be used by either the Union or the Confederate player.

10.1   PONTOON BRIDGES

In this game, the Union and Confederate players are limited to *eight* and *four* minor river Bridge markers, respectively. The Union player is limited to *six* major river bridges. The Confederate player cannot build a major river bridge (except in the Advanced Game, where he is limited to *one* major river bridge).

10.4   BRIDGES AND FERRIES ACROSS THE TENNESSEE RIVER

The rules listed below affect bridges and ferries across the Tennessee River. None of the rules in section 10.0 (for bridges, dams, and ferries across other rivers) apply to bridges and ferries across the Tennessee River.

Units may cross the Tennessee River only at bridges, ferries, and fords. Only cavalry units may cross a ford across the Tennessee River, and the amount of manpower which may cross a ferry across the Tennessee River is limited (see section 6.2).

Note that there is only one permanent bridge across the Tennessee River (from S1915 (Bridgeport) – S1914 (Taylor's Store)). This bridge is destroyed in all scenarios of this game, and may *never* be rebuilt (however, a pontoon bridge may be built here).

10.41 PONTOON BRIDGES

Both players may build "pontoon" bridges across the Tennessee River during the game.

BUILDING PONTOON BRIDGES

Eligible infantry units may attempt to build pontoon bridges across the Tennessee River.

An infantry unit is eligible to build a pontoon bridge across the Tennessee River only if it meets all of the following conditions in Step 1 of the Recovery Phase:

- It is at Fatigue Level 0.
- It has a Combat Value of 5 or more.
- It occupies a hex containing an unbridged Tennessee River hexside.
- It must not have entrenched or repaired a ferry (or foraged in the Advanced Game) in the same Recovery Phase.
- The player must have an unused major river Bridge marker.
- (Advanced Game - Confederate only) The unit occupies, or can exert ZOC into, a hex containing a rail line, *and* the Confederate player can trace a series of RR hexes from that hex to a Confederate depot. This path may not enter a hex occupied by a Union unit.

Each player may only perform *one* attempt to build a pontoon bridge across the Tennessee River in any Recovery Phase. (However as noted in 10.1, the Union player may have up to *six* complete Major River pontoon bridges in the game at the same time).

PONTOON BRIDGE RESTRICTIONS

- Cavalry/artillery units and leaders may not build bridges.
- A bridge may not be built between two hexes if one of the hexes contains an enemy unit (or units) with a combined Combat value of 5 or more. It may be built into a hex if the enemy unit(s) in that hex have a combined Combat value of 4 or less.

Exception: In Scenario 8, the Union player may begin the game with a bridge built into a hex with a Confederate unit with a Combat Value of 5 or more. See section 11.4 of the Advanced Game Rules for further information on this.

- An eligible unit may attempt to build a maximum of one bridge per Recovery Phase, although it may attempt to build more than one bridge per game – even in the same hex.
- A maximum of one infantry unit per hex may make a bridge-building attempt in Step 1 of each Recovery Phase.
- A maximum of one bridge (of any kind) may be situated on each hexside at any time.
- Units may not build bridges during rain turns.

PONTOON BRIDGE CONSTRUCTION

If a player attempts to build a pontoon bridge across the Tennessee River, he follows the procedure below:

1. During the Recovery Phase, he specifies the hexside over which the bridge will be built.
2. He rolls two dice, modifying this roll if necessary (see below).
    - *2 or Less*: If the modified roll is a *2 or less*, the bridge is successfully built. Place a "Major River Bridge" marker directly on the hexside, with one end of thee bridge symbol pointing to the unit's hex and the other end pointing to the hex directly across the river.
    - *3 or More*: If the modified roll is *3 or more*, the bridge is not built. Another attempt to build a bridge across that hexside may not be made until the following turn.

Construction Die Roll Modifiers: A player's Tennessee River pontoon bridge construction die roll is modified if any of the following conditions are in effect (modifiers are cumulative):

+2	If the Tennessee River is currently unfordable.
+2	If there is no ford or ferry (or destroyed permanent bridge or ferry) across the hexside being bridged.
-1	For *each* previous day in which this unit attempted to build a bridge across this hexside of the Tennessee River. (**Note**: If this unit leaves the hex in which it is attempting to build the bridge, this modifier is "reset" to 0 during the next Recovery Phase.) However, the unit may perform any action within the hex (entrenching, combat, building a bridge over another hexside, etc.) without "resetting" the modifier. The player may wish to use a Manpower counter to keep track of the number of days that a construction attempt has been made.
-3	(Advanced Game – Confederate only) If the Confederate player is attempting to build a bridge.

10.42 DESTROYING BRIDGES AND FERRIES

Section 10.2 of the *GCACW Standard Basic Game Rules* is used here. The rule listed below is only a modification to this section.

Destruction Die Roll Modifiers: One additional modifier is added to this section:

+1: If the ferry is across the Tennessee River.

10.43 REPAIRING FERRIES

Either player may repair ferries across the Tennessee River.

An infantry unit is eligible to repair a ferry across the Tennessee River only if it meets all of the following conditions in Step 1 of the Recovery Phase:

- It is at Fatigue Level 0.
- It has a Combat Value of 5 or more.
- It occupies a hex containing at least one destroyed ferry hexside.
- It must not have entrenched or built a pontoon bridge (or foraged in the Advanced Game) in the same Recovery Phase.

Both players can repair an unlimited number of ferries per turn.

REPAIR RESTRICTIONS

- Cavalry/artillery units and leaders may not repair ferries.
- A ferry may not be repaired if one of the hexes connected by the bridge/ferry contains an enemy unit (or units) with a combined Combat value of 5 or more. It may be built into a hex if the enemy unit(s) in that hex have a combined Combat value of 4 or less. **Exception**: In Scenario 8, the Union player may begin the game with a ferry repaired into a hex with a Confederate unit with a Combat Value of 5 or more. See section 11.4 of the Advanced Game Rules for further information.
- A maximum of one infantry unit per hex may make a repair attempt in Step 1 of each Recovery Phase.
- Units may not repair in rain turns.

FERRY REPAIR PROCEDURE

If a player attempts to repair a ferry across the Tennessee River, he follows the procedure below:

1. During the Recovery Phase, he specifies the hexside on which the ferry repair will be attempted.
2. He rolls two dice, modifying this roll if necessary (see below). If the modified roll is *2 or less*, the ferry is repaired. Remove the Destroyed marker; the ferry is functional again. If the modified roll is *3 or more*, the repair attempt fails.

Repair Die Roll Modifiers: A player's Tennessee River ferry repair die roll is modified if any of the following conditions are in effect (modifiers are cumulative):

+2	If the Tennessee River is currently unfordable.
-1	For *each* previous day in which this unit attempted to repair this ferry. (**Note**: If this unit leaves the hex in which it is attempting to build the bridge, this modifier is "reset" to 0 during the next Recovery Phase.) However, the unit may perform any action within the hex (entrenching, combat, building a bridge over another hexside, etc.) without "resetting" the modifier. The player may wish to use a Manpower counter to keep track of the number of days that a repair attempt has been made.

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, artillery, or mounted infantry) units enter that hex. A player maintains control of an objective hex even if he does not have an undemoralized 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.

14.0   INSUBORDINATION

Confederate corps leaders and infantry and artillery military units (but not cavalry) may become insubordinate as detailed in the sections below.

14.1   INSUBORDINATION CHECKS

INSUBORD During the Action Cycle (see 4.2 above), the Union player may perform an "Insubordination Check." To do this, the Union player selects any Confederate infantry or artillery unit or infantry corps leader (not army leader) and rolls a single die, consulting the "Insubordination Table" below. If the result is "No Effect," nothing

happens. However, if the result is "Insubordinate," and a unit was selected, an "Insubordinate" marker is placed on the unit. If a leader was selected, "Insubordinate" markers are placed on him, and on all units which are under his command and within his command radius.

INSUBORDINATION TABLE

5 or less	No Effect
6 or above	Insubordinate

Modifiers (cumulative):

+2   If the unit or leader is "Highly Insubordinate" (see 2.2 above)

+2   If the unit or leader is outside of Bragg's command radius (**Note**: In several scenarios, Bragg is not included in the Confederate setup. In these scenarios, this +2 modifier always applies.)

+1   If an "Anti-Bragg Talk" Random Event occurred on the current turn (see section 2.0 of the Advanced Game Rules)

-1   If a "Beat the Federals" Random Event occurred on the current turn (see section 2.0 of the Advanced Game Rules)

(**Note**: Several Confederate corps leaders are "Highly Insubordinate" while their units are not. However, if one of these leaders becomes "Insubordinate," all units within his command radius become "Insubordinate" regardless of whether they are "Highly Insubordinate" or not.)

14.2   LIMITS OF INSUBORDINATION

Only units from a single Confederate corps (including its leader) may become insubordinate on any turn. If all units of one corps are already insubordinate, and the Initiative Dice Roll is 4-4 or 5-5, no "Insubordination Check" is made, and the Confederate player wins the initiative.

14.3   INSUBORDINATION EFFECTS

A leader with an "Insubordinate" marker may not perform an assault action. A unit with an "Insubordinate" marker may not attack any enemy unit in an assault action or a grand assault. The unit may attack in a march action (whether performed by itself, or during an "Activate Leader" action), but it receives a -2 die roll modifier on the combat chart.

14.4   TEMPORARILY IGNORING INSUBORDINATION

If one or more units have become insubordinate, and the Confederate player wins the initiative with a 6, he may ignore the effects of all "Insubordinate" markers which are currently in use for that Action Phase only. He may not ignore the effects of these markers if the Union player passes.

14.5   REMOVING INSUBORDINATION

All "Insubordinate" markers are removed during the Recovery Phase.

15.0   FORREST

The Confederate cavalry leader Forrest has two sides to his counter ("Forrest-A" and "Forrest-B"). When a scenario is set up, Forrest is placed on the side indicated in the set-up of that scenario. Each turn at the end of the Leader Transfer Phase, Forrest's counter may be flipped from one side to the other.

- If the army leader Bragg can trace a 15-hex path from his hex (exclusive) to Forrest's hex (inclusive), without entering Union-occupied hexes, Forrest's counter is flipped to (or remains on) its "Forrest-A" side. (**Note**: This path may transit any terrain type, including impassable terrain, and enemy ZOC.)

- If the army leader Bragg cannot trace a 15-hex path from his hex (exclusive) to Forrest's hex (inclusive), without entering Union-occupied hexes, the Confederate player may flip Forrest's counter to its "Forrest-B" side. Forrest's counter remains on its "Forrest-B" side until the end of the next Leader Transfer Phase, when it could be flipped back to its "Forrest-A" side.

BASIC GAME SCENARIOS

There are seven Basic Game scenarios of varying degrees of 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 1. 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.

Map: The Battle Above the Clouds map is divided into a north and south section. Some scenarios use only one map; others use both maps. In set-up instructions, hexes are listed by four-digit numbers preceded by "N" (north map) or "S" (south map). For example, "N2628" means hex 2628 on the north map (Chattanooga). To join the two map sections together, first use scissors to remove the gray border from the bottom of the north map. Then place the north map directly above the south map. Since there is a small amount of overlap on the maps, you should slide the north map about one hex south until the content of the two maps align. If done correctly, in odd numbered hex columns (e.g. "13xx") the southernmost hex of the north map will be directly above the northernmost hex of the south map (e.g N1334 is the same hex as S1301).

Lee & Gordon's Mill

SCENARIO 1: MCLEMORE'S COVE

NOTES: After capturing Chattanooga, Rosecrans had split up his army to pursue the Army of Tennessee, which he believed to be in full retreat. However, Bragg had only evacuated Chattanooga, and soon realized that his entire army was concentrated near the Union XIV corps, and might even be able to trap Negley's isolated division.

MAPS: Both maps are used

GAME LENGTH: 4 turns, September 10-13, 1863.

SPECIAL RULES:

1. *Leader Transfer*: The Union player may not perform leader transfers during the Leader Transfer Phase of Turn 1. However, the Confederate player may still perform leader transfers.
2. *Union Movement Restrictions*: The Union player is subject to the following movement restrictions:
   A. *Negley*: Negley may not activate or entrench until he is released. This may happen in any of four ways:
      - Thomas ends an Action Phase within 3 hexes of Negley's setup hex.
      - A Union unit (including Negley) is attacked.
      - A Confederate unit enters any hex adjacent to S4107 (Davis' Crossroads), or within 3 hexes of S3406 (Campbell) or S3509 (Powell).
      - The Turn 1 Action Cycle ends.
        Once Negley is released, he may activate or entrench freely. When the Turn 1 Action Cycle ends, Negley is released automatically (if he has not been already) and recovers normally.
   B. *Turn 2*: Most Union units and leaders (listed in the Union Set-Up) may not activate or entrench until Turn 2. Place Turn 2 counters on these units. At the beginning of Turn 2 all restrictions on these units are removed. Any individual unit or leader has these restrictions removed immediately if a Confederate unit moves within 4 hexes of its setup hex on Turn 1.
   C. *Turn 3*: Steedman and King may not activate or entrench until Turn 3. Place Turn 3 counters on these units. At the beginning of Turn 3 all restrictions on these units are removed. These restriction are removed immediately if a Confederate unit moves within 4 hexes of S1915 (Bridgeport) on Turns 1 or 2.
   D. "*Southern Flank*": Units of the "Southern Flank" (as indicated in the Union Set-Up) may not activate or entrench until Turn 2. Place Turn 2 counters on these units. In addition, Sheridan, Johnson, and Davis begin the scenario exhausted. They may not recover until the Recovery Phase of Turn 2. Also, none of the units of the "Southern Flank" may move into the "Mountain Road" from hexes S4515 to S3609. This final restriction is removed if:
      - Any unit of the "Southern Flank" is forced to retreat into one of these hexes, or
      - Any infantry unit of the "Southern Flank" enters S3509 (Powell).
3. *Confederate Movement Restrictions*: The Confederate player is subject to the following movement restrictions:
   A. *Turn 2*: Many Confederate units and leaders (listed in the Confederate Set-Up) may not activate or entrench until Turn 2. At the beginning of Turn 2 these restrictions are removed. Any unit or leader has these restrictions removed immediately if a Union unit moves within 4 hexes of its setup hex on Turn 1.
   B. *Graysville*: No Confederate unit may move within 7 hexes of Graysville (N3523) on Turn 1.
   C. *Chattanooga*: No Confederate unit may move within 7 hexes of Chattanooga (N2628) until after the Union player has won one initiative on Turn 2.

4. *Bridges and Ferries Across the Tennessee River*: All bridges and ferries across the Tennessee River are destroyed, except for the ferries listed below:
   - S1512-S1611 (Allen's Ferry)
   - S1809-S1910 (Love's Ferry)
   - N2422-N2522 (Friar's Island Ferry)
   In addition, the Union player places two Major River Bridges across the Tennessee River at the locations listed below:
   - S2423-S2523 (Caperton's Ferry)
   - S1915 (Bridgeport) – S1914 (Taylor's Store)
5. *Hex Control*: The Confederate player controls N3924 (Ringgold), N4523 (Tunnel Hill), N5222 (Dalton), N3631 (Lee & Gordon's Mill), S4604 (Lafayette), and S5814 (Summerville) at the beginning of the game. The Union player controls all other objective hexes.

VICTORY CONDITIONS:

The Confederate player gains and loses VPs for the following occurrences at the end of the game:

VP	Reason
+10	If the Confederate player controls either S3605 (Thornton's Mills) or S3808 (Bailey's Crossroads)
+10	If the Confederate player controls either S3406 (Campbell) or S3509 (Powell)
+10	If the Confederate player controls S2909 (Trenton)
+20	If the Confederate player controls N2628 (Chattanooga)
-10	If the Union player controls S4604 (Lafayette)
-6	If the Union player controls all of the following hexes: N3924 (Ringgold), N4523 (Tunnel Hill), and N5222 (Dalton)
-6	If the Union player controls N3631 (Lee & Gordon's Mill)
-2	If the Union player controls S5814 (Summerville)
+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 Confederate VP total is calculated and the players consult the chart below to determine the winner.

CONFEDERATE VP	WINNER
34 or more	Confederate Decisive Victory
24 to 33	Confederate Substantive Victory
14 to 23	Confederate Marginal Victory
4 to 13	Union Marginal Victory
-6 to 3	Union Substantive Victory
-7 or less	Union Decisive Victory

Confederate Line of Battle

CONFEDERATE SET-UP

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Forrest-B	Corps	F	Ldr	-*	N5222 (Dalton)
Dibrell	Brig	F-A	Cav	3*	N5222 (Dalton)
Scott	Brig	F-P	Cav	2*	N3723
BR Johnson-A	Brig	B	Inf	2*	N3924 (Ringgold)
Armstrong-A	Div	F-A	Ldr	-*	N3428 (Jay's Mill)
James Wheeler-A	Brig	F-A	Cav	2*	N3428 (Jay's Mill)
Rucker's Legion	Regt	F-P	Cav	1*	N3428 (Jay's Mill)
Pegram	Div	F-P	Ldr	-*	N4029 (Pea Vine Church)
Davidson-A	Brig	F-P	Cav	1*	N4029 (Pea Vine Church)
Bragg	Army	AT	Ldr	-	N3631 (Lee & Gordon's Mill)
Polk-A	Corps	P	Ldr	-	N3631 (Lee & Gordon's Mill)
Cheatham-A	Div	P	Inf	13*	N3631 (Lee & Gordon's Mill)
Reserve Artillery	Brig	AT	Art	1	N3631 (Lee & Gordon's Mill)
Hindman	Div	P	Inf	12	N3731
Buckner	Corps	B	Ldr	-	N4032 (Rock Spring Church)
Preston	Div	B	Inf	9	N4032 (Rock Spring Church)
Stewart-A	Div	B	Inf	8	N4032 (Rock Spring Church)
B Corps Artillery	Brig	B	Art	1	N4032 (Rock Spring Church)
Walker	Corps	W	Ldr	-	S4302 (Rentro)
Gist-A	Div	W	Inf	5	S4302 (Rentro)
Liddell	Div	W	Inf	8	S4302 (Rentro)
Russell	Brig	W-M	Cav	1^	S4105
Hill	Corps	H	Ldr	-	S4306 (Dug Gap)
Cleburne-A	Div	H	Inf	10+	S4306 (Dug Gap)
Martin	Div	W-M	Ldr	-	S4306 (Dug Gap)
Morgan	Brig	W-M	Cav	1^	S4306 (Dug Gap)
51 AL	Regt	W-M	Cav	1^	S4309
Breckinridge	Div	H	Inf	7*	S4707
Joe Wheeler	Corps	W	Ldr	-*	S5511 (Trion Factory)
Wharton	Div	W-W	Ldr	-*	S5511 (Trion Factory)
Harrison	Brig	W-W	Cav	3*	S5511 (Trion Factory)
Crews	Brig	W-W	Cav	3*	S5511 (Trion Factory)

*   Indicated units and leaders may not activate or entrench until Turn 2.
^   Indicated units begin the game under Breastworks-Complete counters.
+   Cleburne-A begins the game at Fatigue Level 1.

Union Set-Up

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Minty	Brig	Cav-2	Cav	3*	N1507 (Doughty)
Wagner	Brig	XXI	Inf	4*	N2628 (Chattanooga)
Crittenden	Corps	XXI	Ldr	-*	N3226 (Kington)
Wood-A	Div	XXI	Inf	5*	N3226 (Kington)
Palmer	Div	XXI	Inf	9*	N3425
Van Cleve	Div	XXI	Inf	8*	N3425
Wilder-A	Brig	XIV	Mnt. Inf	4*	N3621
Rosecrans	Army	AC	Ldr	-	S2909 (Trenton)
Reynolds	Div	XIV	Inf	7	S2909 (Trenton)
Brannan	Div	XIV	Inf	11	S2606
Thomas-A	Corps	XIV	Ldr	-	S3313
Baird-A	Div	XIV	Inf	6	S3313
Negley	Div	XIV	Inf	8+	S4107 (Davis' Crossroads)
Granger-A	Corps	Res	Ldr	-*	S1915 (Bridgeport)
D. McCook	Brig	Res	Inf	4*	S1915 (Bridgeport)
Steedman	Div	Res	Inf	7^	S1915 (Bridgeport)
King	Brig	XIV	Inf	3^	S1915 (Bridgeport)
Southern Flank					
Post	Brig	XX	Inf	2*	S4423 (Valley Head)
Sheridan-A	Div	XX	Inf	8*#	S4623 (DeSoto Falls)
A. McCook	Corps	XX	Ldr	-*	S5621 (Alpine)
RW Johnson-A	Div	XX	Inf	9*#	S5621 (Alpine)
Davis-A	Div	XX	Inf	5*#	S5621 (Alpine)
39 IN	Regt	XX	Mnt. Inf	1*	S5621 (Alpine)
R. Mitchell	Div	Cav-1	Ldr	-*	S5621 (Alpine)
Campbell	Brig	Cav-1	Cav	2*	S5621 (Alpine)
E. McCook	Brig	Cav-1	Cav	2*	S5621 (Alpine)
Watkins	Brig	Cav-1	Cav	2*	S5621 (Alpine)
Crook	Div	Cav-2	Ldr	-*	S5621 (Alpine)
Long	Brig	Cav-2	Cav	2*	S5621 (Alpine)

+   Negley begins the game at Fatigue Level 1.
#   Indicated units begin the game on their exhausted sides.
*   Indicated units and leaders may not activate or entrench until Turn 2.
^   Indicated units may not activate or entrench until Turn 3.

Scenario 2: Crossing Chickamauga Creek

NOTES: This scenario covers the opening moves of the battle of Chickamauga, as the Confederates attempted to cross Chickamauga Creek and interpose themselves between Rosecrans' main army (still further south in McLemore's Cove) and Chattanooga.

MAPS: Only the north map is used

GAME LENGTH: 1 turn, September 18, 1863.

SPECIAL RULES:

1. *Leader Transfer*: The Leader Transfer Phase is skipped.
2. *First Initiative*: The Confederate player automatically wins the first initiative without the need for a die roll. After this initiative is determined normally.
3. *Hex Control*: The Union player controls all objective hexes at the beginning of the game.
4. *Confederate Movement Restrictions*: BR Johnson may not march or attack across any bridge or ford across West or South Chickamauga Creek from N3425-N3326 (Ringgold Bridge) to N2724-N2725, even after Hood has been placed (see Special Rule 5 below). However, he may retreat across these bridges and fords freely.
5. *Confederate Reinforcements*: The first time the Confederate player wins the initiative with a 5 or a 6, Hood is placed in the same hex as BR Johnson. The Confederate may use this initiative normally (and Hood could be activated).
6. *Union Movement Restrictions*: Steedman may only activate one unit per Action Phase. This restriction applies for the duration of the scenario. However Steedman has no restrictions on performing an assault action.

VICTORY CONDITIONS:

The Confederate player gains and loses VPs for the following occurrences at the end of the game:

VP	Reason
+10	If a Confederate infantry unit occupies any of the four hexes on the road from N3331 (Snodgrass) to N3632 (Crawfish Spring)
+6	If a Confederate infantry unit occupies any of the four hexes on the road from N3330 (Kelly Field) to N3631 (Lee & Gordon's Mill) (**Note**: The Confederate player can only gain VP for one of the above two Victory Conditions.)
+3	If a Confederate infantry unit occupies Rossville (N3029)
+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 Confederate VP total is calculated and the players consult the chart below to determine the winner.

Confederate VP	Winner
18 or more	Confederate Decisive Victory
13 to 17	Confederate Substantive Victory
8 to 12	Confederate Marginal Victory
3 to 7	Union Marginal Victory
-2 to 2	Union Substantive Victory
-3 or less	Union Decisive Victory

Confederate Set-Up

Unit/Leader	Size	Command	Type	Manpower Value	Hex
BR Johnson-B	Brig	L	Inf	10*	N3924 (Ringgold)
Forrest-A	Corps	F	Ldr	-	N3924 (Ringgold)
Scott	Brig	F-P	Cav	2	N3924 (Ringgold)
Pegram	Div	F-P	Ldr	-	N4029 (Pea Vine Church)
Davidson-A	Brig	F-P	Cav	2	N4029 (Pea Vine Church)
Walker	Corps	W	Ldr	-	N4031
Gist-A	Div	W	Inf	5	N4031
Liddell	Div	W	Inf	8	N4031
Reserve Artillery	Brig	AT	Art	1	N4031
Buckner	Corps	B	Ldr	-	N4333
Preston	Div	B	Inf	9	N4333
Stewart-A	Div	B	Inf	8	N4333
B Corps Artillery	Brig	B	Art	1	N4333
Bragg	Army	AT	Ldr	-	N3932 (Dr. Anderson)
Polk-A	Corps	P	Ldr	-	N3932 (Dr. Anderson)
Cheatham-A	Div	P	Inf	13	N3932 (Dr. Anderson)
Hindman	Div	P	Inf	12	N3933
Hood	Corps	L	Ldr	-	Reinforcement

*   BR Johnson begins the game at Fatigue Level 1.

Union Set-Up

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Steedman	Corps	Res	Ldr	-	N3029 (Rossville)
Whitaker-A	Brig	Res	Inf	5*	N3029 (Rossville)
J. Mitchell	Brig	Res	Inf	2	N3029 (Rossville)
D. McCook	Brig	Res	Inf	4	N3029 (Rossville)
123 IL / 72 IN	Regt	XIV	Mnt. Inf	1+	N3427 (Dyer's Mill)
Minty	Brig	Cav-2	Cav	3	N3428 (Jay's Mill)
Wilder-A	Brig	XIV	Mnt. Inf	2	N3529
Wood-A	Div	XXI	Inf	5#	N3631 (Lee & Gordon's Mills)
Rosecrans	Army	AC	Ldr	-	N3632 (Crawfish Spring)
Crittenden	Corps	XXI	Ldr	-	N3632 (Crawfish Spring)
Van Cleve	Div	XXI	Inf	8	N3632 (Crawfish Spring)
Palmer	Div	XXI	Inf	9	N3733 (Glass' Mill)

*   Whitaker begins the game on his exhausted side and at Fatigue Level 1.
\#   Wood begins the game under a Breastworks-Complete marker.
\+   The 123 IL / 72 IN begins the game at Fatigue Level 1.

Scenario 3: The Battle Of Chickamauga

NOTES: Bragg's attempt to cut off the Army of the Cumberland from Chattanooga on September 18 failed, but after two days of bloody fighting, the Union right flank was shattered. Only George Thomas, the "Rock of Chickamauga", prevented the Confederates from gaining a complete victory.

MAPS: Both maps are used

GAME LENGTH: 3 turns, September 18-20, 1863.

SPECIAL RULES:

1. *Leader Transfer*: The Leader Transfer Phase of Turn 1 is skipped.
2. First Initiative: The Confederate player automatically wins the first initiative without the need for a die roll. After this initiative is determined normally.
3. *Hex Control*: The Union player controls all objective hexes at the beginning of the game.
4. *Confederate Movement Restrictions*: The Confederate player has the following movement restrictions:
    A. *Law*: Law may not activate or entrench on Turn 1. These restriction are removed immediately if a Union unit moves within 4 hexes of his setup hex on Turn 1.
    B. *BR Johnson*: BR Johnson may not march or attack across any bridge or ford across West or South Chickamauga Creek from N3425-N3326 (Ringgold Bridge) to N2724-N2725, on Turn 1, even after Hood has been placed (see Special Rule 5A below). However, he may retreat across these bridges and fords freely. This restriction is removed at the end of Turn 1.
5. *Confederate Reinforcements*: The Confederate player receives reinforcements throughout the scenario. These are placed as described below:
    A. *Hood*: The first time the Confederate player wins the initiative with a 5 or a 6 on Turn 1, Hood is placed in the same hex as BR Johnson. The Confederate may use this initiative normally (and Hood could be activated). If the Confederate player does not win the initiative with a 5 or 6 on Turn 1, Hood is placed at the beginning of Turn 2.
    B. *Kershaw & Colquitt*: Kershaw and Colquitt are placed in N4123 (Catoosa Station) at the beginning of Turn 2. If this hex is occupied by a Union unit, they may be placed in either N4523 (Tunnel Hill) or N5222 (Dalton).

C. *Longstreet*: Longstreet is placed on any Confederate infantry unit in his wing at the beginning of Turn 3 (see Special Rule 6 below).
6. *Confederate "Wing" Commanders*: At the beginning of Turn 3, the Confederate player must reorganize the infantry units and leaders in his army into two "wings", "Longstreet's Wing" and "Polk's Wing". This reorganization takes place as described below:
    A. *Hill, Buckner, Walker, Hood*: The Confederate player must place two each of these four corps within each wing. To do this, he places a "Longstreet's Wing" or "Polk's Wing" counter beneath each corps leader's counter. (**Note**: Hood's "L" corps does not have to be placed in Longstreet's wing. Longstreet-A's "L" designation is for his wing, not his corps.)
    B. *Polk*: The Confederate player must place at least one division of Polk's corps (Cheatham or Hindman) in Polk's Wing; he may place the second division in either wing. Place wing counters on each division. (**Note**: Polk's corps does not have a corps leader on Turn 3.)

After his army is divided up into wings, the Confederate player places Longstreet on any unit in his wing. He also flips Polk's counter over to its Polk-B side. If Polk is attached to a division which has become part of Longstreet's Wing, he must be transferred to a unit in Polk's wing during the Leader Transfer Phase.

Longstreet and Polk-B function as normal Army Leaders, with two exceptions:
A. These leaders may only perform a Grand Assault if the corps leader which initiated the Assault Action is part of that leader's wing, and
B. When one of these leaders is performing a Grand Assault, only units of that leader's wing may be selected to join the Grand Assault. Units of the opposite wing, and cavalry units, may not be selected to join a Grand Assault which is attempted by either Longstreet or Polk. (**Note**: The "Reserve Artillery" may be selected to join in a Grand Assault attempted by either wing, but the "B Corps Artillery" may only be selected to join in a Grand Assault by the wing commander who commands Buckner's corps, or by Bragg.)

No restrictions are placed on Bragg; he functions normally during Turn 3.

Neither Longstreet nor Polk may transfer with a corps leader of the opposite wing.

If a wing commander occupies a hex in which all units of his wing are eliminated, he is immediately transferred to the nearest hex with units of his wing. He is transferred even if units of the opposite wing still occupy the hex.

7. *Steedman / Granger*: Steedman may only activate one unit per Action Phase. However Steedman has no restrictions on performing an assault action. At the beginning of Turn 2, the Union player must replace Steedman with Granger-A (flip Steedman's counter over). Granger is under no such restriction on his activations.

8. *Bridges and Ferries Across the Tennessee River*: All bridges and ferries across the Tennessee River are destroyed, except for the ferries listed below:
   - S1512-S1611 (Allen's Ferry)
   - S1809-S1910 (Love's Ferry)
   - N2422-N2522 (Friar's Island Ferry)

In addition, the Union player places two Major River Bridges across the Tennessee River at the locations listed below:
   - S2423-S2523 (Caperton's Ferry)
   - S1915 (Bridgeport) – S1914 (Taylor's Store)

At the beginning of the Recovery Phase of Turn 1, if Wagner is at Fatigue Level 0, the Union player may place a Major River Bridge across the Tennessee River from N2628 (Chattanooga) – N2529). Wagner may not entrench on Turn 1.

VICTORY CONDITIONS:

The Confederate player gains and loses VPs for the following occurrences at the end of the game:

VP	Reason
+15	If the Confederate player controls N3029 (Rossville)
+15	If the Confederate player controls N3231 (McFarland's Gap)
+10	If the Confederate player controls N2628 (Chattanooga)
+10	If the Confederate player controls N3330 (Kelly Field)
+8	If the Confederate player controls N3431 (Widow Glenn)
+8	If the Confederate player controls N3631 (Lee & Gordon's Mill)
+5	If the Confederate player controls N2927
+5	If the Confederate player controls N3227 (McAfee Church)
+5	If the Confederate player controls N3428 (Jay's Mill)
+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 Confederate VP total is calculated and the players consult the chart below to determine the winner.

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

Thomas on Horseshoe Ridge

Confederate Set-Up

Unit/Leader	Size	Command	Type	Manpower Value	Hex
BR Johnson-B	Brig	L	Inf	10*	N3924 (Ringgold)
Law-A	Div	L	Inf	5+	N3924 (Ringgold)
Forrest-A	Corps	F	Ldr	-	N3924 (Ringgold)
Scott	Brig	F-P	Cav	2	N3924 (Ringgold)
Pegram	Div	F-P	Ldr	-	N4029 (Pea Vine Church)
Davidson-A	Brig	F-P	Cav	2	N4029 (Pea Vine Church)
Walker	Corps	W	Ldr	-	N4031
Gist-A	Div	W	Inf	5	N4031
Liddell	Div	W	Inf	8	N4031
Reserve Artillery	Brig	AT	Art	1	N4031
Buckner	Corps	B	Ldr	-	N4333
Preston	Div	B	Inf	9	N4333
Stewart-A	Div	B	Inf	8	N4333
B Corps Artillery	Brig	B	Art	1	N4333
Bragg	Army	AT	Ldr	-	N3932 (Dr. Anderson)
Polk-A	Corps	P	Ldr	-	N3932 (Dr. Anderson)
Cheatham-A	Div	P	Inf	13	N3932 (Dr. Anderson)
Hindman	Div	P	Inf	12	N3933
Armstrong-A	Div	F-A	Ldr	-	S3901 (Warthen's Gap)
James Wheeler-A	Brig	F-A	Cav	2	S3901 (Warthen's Gap)
Dibrell	Brig	F-A	Cav	3	S3901 (Warthen's Gap)
Wharton	Div	W-W	Ldr	-	S4001
Harrison	Brig	W-W	Cav	3	S4001
Crews	Brig	W-W	Cav	3	S4001
Breckinridge	Div	H	Inf	7	S4105
Hill	Corps	H	Ldr	-	S4306 (Dug Gap)
Cleburne-A	Div	H	Inf	10	S4306 (Dug Gap)
Joe Wheeler	Corps	W	Ldr	-	S4206
Martin	Div	W-M	Ldr	-	S4206
Morgan	Brig	W-M	Cav	2	S4206
Russell	Brig	W-M	Cav	1	S4206
Hood	Corps	L	Ldr	-	Reinforcement (Turn 1)
Kershaw-A	Div	L	Inf	6	Reinforcement (Turn 2)
Colquitt	Brig	W	Inf	3	Reinforcement (Turn 2)
Longstreet-A	Wing	AT-L	Ldr	-	Reinforcement (Turn 3)

*   BR Johnson begins the game at Fatigue Level 1.
\+   Law may not activate or entrench until Turn 2.

UNION SET-UP

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Wagner	Brig	XXI	Inf	4	N2628 (Chattanooga)
Steedman	Corps	Res	Ldr	-	N3029 (Rossville)
Whitaker-A	Brig	Res	Inf	5*	N3029 (Rossville)
J. Mitchell	Brig	Res	Inf	2	N3029 (Rossville)
D. McCook	Brig	Res	Inf	4	N3029 (Rossville)
123 IL / 72 IN	Regt	XIV	Mnt. Inf	1+	N3427 (Dyer's Mill)
Minty	Brig	Cav-2	Cav	3	N3428 (Jay's Mill)
Wilder-A	Brig	XIV	Mnt. Inf	2	N3529
Wood-A	Div	XXI	Inf	5#	N3631 (Lee & Gordon's Mills)
Rosecrans	Army	AC	Ldr	-	N3632 (Crawfish Spring)
Crittenden	Corps	XXI	Ldr	-	N3632 (Crawfish Spring)
Van Cleve	Div	XXI	Inf	8	N3632 (Crawfish Spring)
Palmer	Div	XXI	Inf	9	N3733 (Glass' Mill)
Negley	Div	XIV	Inf	8	S3703
Thomas-A	Corps	XIV	Ldr	-	S3803
Baird-A	Div	XIV	Inf	9	S3803
Brannan	Div	XIV	Inf	11	S3804 (Pond Spring)
92 IL	Regt	XIV	Mnt. Inf	1	S3804 (Pond Spring)
Reynolds	Div	XIV	Inf	7	S3904 (Gowan)
A. McCook	Corps	XX	Ldr	-	S3905
RW Johnson-A	Div	XX	Inf	9^	S3905
Davis-A	Div	XX	Inf	5^	S3907
Sheridan-A	Div	XX	Inf	8	S3808 (Bailey's Crossroads)
39 IN	Regt	XX	Mnt. Inf	1	S4107 (Davis' Crossroads)
R. Mitchell	Corps	Cav	Ldr	-	S4210 (Cedar Grove P.O.)
E. McCook	Div	Cav-1	Ldr	-	S4210 (Cedar Grove P.O.)
Campbell	Brig	Cav-1	Cav	2	S4210 (Cedar Grove P.O.)
Ray	Brig	Cav-1	Cav	2	S4210 (Cedar Grove P.O.)
Crook	Div	Cav-2	Ldr	-	S4715 (Dougherty)
Long	Brig	Cav-2	Cav	2	S4715 (Dougherty)
Spears-A	Brig	Res	Inf	3	S1408 (Jasper)

* Whitaker begins the game on his exhausted side and at Fatigue Level 1.
+ The 123 IL / 72 IN begins the game at Fatigue Level 1.
# Wood begins the game under a Breastworks-Complete marker.
^ Indicated units begin the game on their exhausted sides.

SCENARIO 4: WHEELER'S RAID

NOTES: Joe Wheeler's early October cavalry raid caused a massive disruption to the Union supply chain during the siege of Chattanooga. Although Wheeler's cavalry was caught and routed off-map at Farmington, the devastation these Confederate horsemen caused in the Sequatchie Valley on October 2 forced the Union to reexamine their supply line into Chattanooga. This scenario allows Wheeler to raid either up river (the historical route) or down river from Chattanooga and to target either the rail line to Nashville or Union wagon trains. Wheeler is able to mysteriously cross the river without a ferry or bridge (as he did historically) but he must face uncertain Union troop dispositions.

MAPS: Both maps are used

GAME LENGTH: 8 turns, September 29 to October 6, 1863.

SPECIAL RULES:

1. *Substitute Units*: Although this is not an Advanced Game scenario, the rules for attachment and detachment listed in section 7.0 of the Advanced Game Rules apply to Union cavalry units (only) in this scenario. Two Union cavalry regiment substitutes are available. The Attachment Phase is added to the sequence of play and detachment is permitted. The Union player may detach substitutes from the units set up as part of Special Rule 2 (the newly created substitutes are then also deployed according to Special Rule 2).

2. *Union Cavalry Deployment*: Most Union cavalry units (all except Minty), the mounted infantry Wilder, and both cavalry leaders are deployed secretly by the Union player. These units may start in any hex on the northwest side of the Tennessee River (i.e. to the left of the river) except those hexes that are in Rhea County. All of the Union cavalry deployments should be secretly recorded on paper. (Use a copy of the Hidden Union Movement Record Chart provided on the back cover of this rulebook). Write down the deployments for McCook's division (leader E McCook, cavalry brigades Campbell & Ray, and any substitutes detached from these brigades) first. Then the Confederate player must announce whether or not Wheeler's crossing site will be on the North or South map (but not the specific hexside). After this announcement, the deployments for the remaining Union units (leader Crook and his brigades Long & Lowe, Wilder's mounted infantry, plus any substitutes detached from Long & Lowe) are recorded.

3. *Revealing Union Cavalry*: The hidden Union cavalry units are individually revealed and placed on the map whenever a Confederate unit moves (or retreats) to within five hexes (even if the intervening terrain is impassable). This revelation occurs in the middle of the Confederate movement – before the Confederate player has to decide the remainder of his movement path. A Union unit is also revealed if the Union player moves that unit from its starting location after it has become "alerted" (see below). The only exceptions to this rule are Union units that are deployed adjacent to a bridge, ferry, or ford over the Tennessee River. These units along the river start the scenario already revealed.

4. *Union Wagon Trains*: The Union player has 8 wagon train units.
   - *Deployment*: The Union player secretly chooses one of three options for the deployment of these 8 units (see Union wagon train setup below). All 8 units must be setup in a hex from the same option (all "Option A", all "Option B", etc.); mixing and matching is not allowed.
   - *Hidden Movement*: Union wagon trains do not appear on the map until the moment when they first become five or fewer hexes from a Confederate unit, or if they are directly across the river (one hex away) from a sharpshooter unit (on either its front or back side, see Special Rule 12). Until that time their location is recorded on paper (much like the hidden cavalry units listed above, except wagons are allowed to move in this hidden state and are not automatically revealed when adjacent to a bridge, ferry or ford over the Tennessee River). Wagon trains move as detailed below; record each wagon's new location on paper after it completes a move. All movement and extended march rolls should be made openly, however the number of wagons activated at one time and their exact identity is concealed from the Confederate player. Once revealed, wagon trains remain revealed for the rest

of the game, even if they subsequently become more than five hexes from all Confederate units.
   - *Movement, Leader Activation, Chain Activation, Terrain Restrictions, Combat, Movement Through Its Hex and Entrenchment*: Wagon trains follow all of the rules in section 8.4 of the Advanced Game Rules in this scenario. See that section for complete details.
   - *Extended March*: Since the wagon trains in this scenario do not carry supply points, the rules for extended march by wagon trains differ from section 8.4. Do not add 1 to the extended march rolls of wagons (they have the same success chance as Union infantry). However if a "D" result occurs, the wagon is eliminated and scores VP for the Confederate player.

5. *Confederate River Crossing*: After the Union deployment has been recorded, the Confederate player announces the hexside where his forces will cross the Tennessee River. The hexside chosen must be the site of a ford or a destroyed ferry, or the Confederate player may designate that he is crossing "off-map in Rhea County". The chosen location must be consistent with the earlier announcement of North or South map to the Union player ("off-map in Rhea County" is considered to be crossing on the North Map). The hexside chosen may not be adjacent to a hex containing revealed Union units. The crossing site chosen by the Confederate player may be far enough from Wheeler's starting point (near Chattanooga) that one or more turns elapse immediately. Use this table to determine the number of turns skipped:

CROSSING SITE	SKIPPED TURNS
"Off-map in Rhea County"	2 turns
Blythe's Ferry (N1204-N1305)	2 turns
Doughty's Ferry (N1507-N1606)	2 turns
Any ferry or ford in Hamilton County	1 turn
Kelley's Ferry (S2201-S2301)	0 turns
Any other ferry in Marion County	1 turn
All ferries & fords in Jackson County	2 turns

During these skipped turns, the Union player does get to move and recover wagon train units. However, all other units remain as deployed. Once the wagon trains have been moved for these turns, place the Confederate units on the map as designated below and start the following turn normally.
If the Confederate player picked a ferry or ford, all Confederate units are placed in the hex adjacent to that crossing site on the northwest side of the Tennessee River. If he picked "off-map in Rhea County", all Confederate units are placed in one or more of these hexes: N0701, N0801, or N1001. Any hidden Union wagon train units in the Confederate placement hex are immediately eliminated.

6. *Alerting Union Units*: No Union unit may activate (and the two Union cavalry leaders may not leader transfer) until alerted of the fact that Wheeler has crossed the river. Units are individually alerted in one of four ways:
   - during the Action Phase if a Confederate unit enters the same county
   - during the Action Phase if a Confederate unit moves within five hexes
   - during the first Recovery Phase after the Confederate river crossing occurs if a Confederate unit is in an adjacent county.
   - during the second Recovery Phase after the Confederate river crossing, all Union units are alerted.
Union wagon train units are always alerted and may move on the first turn of the scenario.

7. *Minty*: The reinforcement unit Minty arrives during the first Recovery Phase after the Confederate river crossing. Place him in one of these hexes: N0701, N0801, or N1001. If all of these hexes are occupied by Confederate units, hold Minty off-map until a future Recovery Phase when one or more of these hexes is unoccupied. Minty arrives already alerted.

8. *XI Corps*: The Union XI Corps arrives on map along the rail line from Nashville. During each Recovery Phase starting with Turn 3 (October 1), roll one die. On a roll of 4, 5 or 6, a reinforcement appears.

Steinwehr appears on the first such roll; Schurz and Howard appear on the second such roll. Place the arriving unit(s) in a RR station on the northwest side of the Tennessee River. That station must be connected to hex S0120 by a series of RR hexsides. No RR station along the path can be damaged, and no hex along the path can contain Confederate units. If no valid station connected to S0120 exists, place the arriving unit(s) on any space in Franklin County on the northwest (left) edge of the map.

9. *Movement Restrictions*: All bridges and ferries across the Tennessee River are destroyed and no bridge construction or bridge/ferry repair may occur during the scenario. Union units may never move, attack, or retreat into any hex on the southeast side of the Tennessee River, even if a ford exists at their location. Confederate units may never move, attack, or retreat into any hex within 2 hexes of N2529.

10. *Abandoned Raid*: Confederate units that have crossed to the northwest side of the Tennessee River may return back to the southeast side later in the game using a ford (remember that S1915-S1914, S1907 - S2006 and N2422-N2522 are fords even though the bridge or ferry over that hexside is destroyed). However as soon as they cross back to the southeast side, they are removed from play, their raid ended. Neither player receives VP for these units, unlike units removed from play due to Special Rule 11.

11. *Off-Map Movement*: Both players may move cavalry units (including mounted infantry) off the northwest (left) edge of the map to gain victory points. To exit the map, a unit must first move to a hex in the 0100 hex-column that contains a road or trail leading off northwest (left) edge of the map. The unit can then spend one additional movement point to leave the map. Infantry units may not exit the map, nor may any unit exit any of the other three map edges. Once a Union cavalry unit has exited the map, it may not return. Confederate cavalry units that exit from a hex on the south map may not return either. However Confederate cavalry units that exit from a hex on the north map should be placed near the map edge when they exit. Be sure to retain their current fatigue level and unit status. At the beginning of the Recovery Phase of the turn in which they exit, the Confederate player may elect to place any of these units that just exited back on the map in either hex N0113 or N0118. These units recover as usual during this Recovery Phase during which they return to the map. If the Confederate player does not return these units to the map during the turn they exit, the units may never return to play.

12. *Confederate Sharpshooters*: The Confederate player receives two sharpshooter units and two sharpshooter decoys (all with the same back). The Confederate player places two of these units (backside up, so unrevealed) on the map when Wheeler crosses the river; the other two units never enter play (so the Union player does not know if the sharpshooters on the map are "real" or not). The counters being deployed are placed one unit per hex in 2 of the 4 following hexes: S1802, S1902, N1930, and N2029. When a Union wagon train enters a hex adjacent to one of these units, flip it to its front side. If the counter was a decoy, remove it from the map. However if the unit is an actual sharpshooter it fires across the river at the wagon. Roll one die. On a roll of 6, the wagon is eliminated. Place a Debris marker in that hex. No Union wagon train may enter a hex occupied by a Debris marker. The Debris marker is removed during the Recovery Phase at the end of the turn. Sharpshooter units can fire at each wagon that passes them by and can fire once for each adjacent hex entered. Sharpshooters can never be eliminated and can not move from their placement hex.

13. *Insubordination*: The Confederate player may not become insubordinate in this scenario. If a 5-5 or 4-4 result is rolled for initiative, award that initiative to the Confederate player.

VICTORY CONDITIONS:

The Confederate player gains and loses VPs for the following occurrences at the end of the game:

VP	Reason
+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)
+3	For each Confederate cavalry brigade exited off the northwest map edge (see Special Rule 11) that did not return to play.
-2	For each Union cavalry (or mounted infantry) brigade exited off the northwest map edge (see Special Rule 11). Note the total subtraction for this victory condition may never exceed the positive addition the Confederate player receives for the victory condition immediately above. (Example: 3 Confederate cavalry brigades exit the map. The Confederate player receives +9 VP. Even if the Union player exits 5 or more cavalry brigades, the maximum subtraction for this victory condition will be -9 VP).
+10	For each Union wagon train unit that is eliminated
-3	For each Union wagon train unit that ends the game within 2 hexes of N2529.
+4	For each railroad station on the northwest side of the Tennessee River that contains a Damage marker at the end of the game (8 such railroad stations are present on the map)
+10	For each Confederate sharpshooter that is held off-map (because a decoy is deployed instead)

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
53 or more	Confederate Decisive Victory
38 to 52	Confederate Substantive Victory
23 to 37	Confederate Marginal Victory
8 to 22	Union Marginal Victory
-7 to 7	Union Substantive Victory
-8 or less	Union Decisive Victory

Wheeler's Attack on the Union Wagons at Anderson's Crossroads

CONFEDERATE SET-UP

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Joe Wheeler	Corps	W	Ldr	-	See Special Rule 5
James Wheeler-B	Brig	W-A	Cav	2	See Special Rule 5
Wharton	Div	W-W	Ldr	-	See Special Rule 5
Harrison	Brig	W-W	Cav	3	See Special Rule 5
Davidson-B	Brig	W-W	Cav	2	See Special Rule 5
Martin	Div	W-M	Ldr	-	See Special Rule 5
Morgan	Brig	W-M	Cav	2	See Special Rule 5
Morrison	Brig	W-M	Cav	1	See Special Rule 5
2 x Sharpshooter (real or decoy)					See Special Rule 12

UNION SET-UP

Unit/Leader	Size	Command	Type	Manpower Value	Hex
E. McCook	Div	Cav-1	Ldr	-	See Special Rule 2; deploy first
Campbell	Brig	Cav-1	Cav	2	See Special Rule 2; deploy first
Ray	Brig	Cav-1	Cav	2	See Special Rule 2; deploy first
Crook	Div	Cav-2	Ldr	-	See Special Rule 2; deploy last
Long	Brig	Cav-2	Cav	3	See Special Rule 2; deploy last
Lowe	Brig	Cav-2	Cav	2	See Special Rule 2; deploy last
Wilder-A	Brig	XIV	Mnt. Inf	3	See Special Rule 2; deploy last
D. McCook	Brig	Res	Inf	4	N2424 (Caldwell)
J. Mitchell	Brig	Res	Inf	1	N2529
Spears-A	Brig	Res	Inf	3	N2529
Tillson	Brig	Res	Inf	2	S1512
R Smith-A	Brig	Res	Inf	2	S1915 (Bridgeport)
Morgan-A	Div	Res	Inf	2	S2023 (Stevenson)
Minty	Brig	Cav-2	Cav	2	Reinforcement (Special Rule 7)
Howard	Corps	XI	Ldr	-	Reinforcement (Special Rule 8)
Steinwehr	Div	XI	Inf	5	Reinforcement (Special Rule 8)
Schurz-A	Div	XI	Inf	6	Reinforcement (Special Rule 8)

UNION WAGON TRAIN SET-UP

Unit/Leader	Option A Hex	Option B Hex	Option C Hex
Wagon Train-1	N1333	S1408 (Jasper)	S1408 (Jasper)
Wagon Train-2	S1301	S1409	S1409
Wagon Train-3	S1915 (Bridgeport)	S1410	S1410
Wagon Train-4	S1916	S1915 (Bridgeport)	S1411
Wagon Train-5	S2017	S1916	S1512
Wagon Train-6	S2018	S1917	S2018
Wagon Train-7	S2019	S2017	S2019
Wagon Train-8	S2020	S2018	S2020

Sharpshooters Attacking a Union Wagon Train

SCENARIO 4: WHEELER'S RAID (HISTORICAL SETUP)

NOTES: This setup is provided for players who wish to play solitaire, since the standard setup for Scenario 4 requires hidden information during the setup and early turns of play. Several sections are omitted (these sections are exactly the same as in the standard Scenario 4): Maps, Victory Conditions and Special Rules numbered 1, 6, 9, 10, 11 and 13. However, all the remaining Special Rules have been updated for this solitaire version and are included below. Please note that the rules for Alerting Union Units (Special Rule 6) do still apply, so many Union units will not be able to move on the first turn or two of the scenario.

GAME LENGTH: 6 turns, October 1 to October 6, 1863.

SPECIAL RULES:

2. *Union Cavalry Deployment*: Union cavalry units now start the scenario in their historical locations, given in the setup below. Note that the leader Crook and the cavalry brigade Long (previously set up on the map) are now reinforcements.
3. *Revealing Union Cavalry*: No units are ever hidden in this solitaire version of the scenario. Ignore Special Rule 3 from the standard version of this scenario entirely.

4. *Union Wagon Trains*: Two of the subsections of Special Rule 4 are modified from the standard version of the scenario. These two sections are:
    *   *Deployment*: The Union wagon trains are set up according to the new setup provided with this solitaire version of the scenario.
    *   *Hidden Movement*: Wagon trains are never hidden in the solitaire version of the scenario.
5. *Confederate River Crossing*: The historical Confederate crossing occurred off the map in Rhea County. Therefore the scenario length has been shortened by 2 turns and all Confederate units are placed in N0701 at start.
7. *Crook, Minty, Long*: The reinforcement units Crook, Minty and Long arrive during the Turn 1 Recovery Phase. Place them all in one of these hexes: N0701, N0801, or N1001. If all of these hexes are occupied by Confederate units, hold these units off-map until a future Recovery Phase when one or more of these hexes is unoccupied. These units arrive already alerted.
8. *XI Corps*: The Union XI Corps arrives just as in the standard version of this scenario. However you should roll for these units' arrival during every Recovery Phase of the game, starting with Turn 1 (October 1).
12. *Confederate Sharpshooters*: To set up the Confederate sharpshooters, randomly select two of the four sharpshooter units (without viewing whether they are real sharpshooters or decoys). Place one of the selected units in N1930 and the other in N2029. All other rules pertaining to sharpshooters (including when they are revealed) apply just as per the standard version of this scenario.

CONFEDERATE SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Joe Wheeler	Corps	W	Ldr	-	N0701 (Keith)
James Wheeler-B	Brig	W-A	Cav	2	N0701 (Keith)
Wharton	Div	W-W	Ldr	-	N0701 (Keith)
Harrison	Brig	W-W	Cav	3	N0701 (Keith)
Davidson-B	Brig	W-W	Cav	2	N0701 (Keith)
Martin	Div	W-M	Ldr	-	N0701 (Keith)
Morgan	Brig	W-M	Cav	2	N0701 (Keith)
Morrison	Brig	W-M	Cav	1	N0701 (Keith)

2 x Sharpshooter (real or decoy)   See Special Rule 12

UNION SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Wilder-A	Brig	XIV	Mnt. Inf	3	N1206
Lowe	Brig	Cav-2	Cav	2	N1512 (Pendergrass Mill)
D. McCook	Brig	Res	Inf	4	N2424 (Caldwell)
J. Mitchell	Brig	Res	Inf	1	N2529
Spears-A	Brig	Res	Inf	3	N2529
Tillson	Brig	Res	Inf	2	S1512
E. McCook	Div	Cav-1	Ldr	-	S1915 (Bridgeport)
Campbell	Brig	Cav-1	Cav	2	S1915 (Bridgeport)
Ray	Brig	Cav-1	Cav	2	S1915 (Bridgeport)
R Smith-A	Brig	Res	Inf	2	S1915 (Bridgeport)
Morgan-A	Div	Res	Inf	2	S2023 (Stevenson)
Crook	Div	Cav-2	Ldr	-	Reinforcement (Special Rule 7)
Long	Brig	Cav-2	Cav	3	Reinforcement (Special Rule 7)
Minty	Brig	Cav-2	Cav	2	Reinforcement (Special Rule 7)
Howard	Corps	XI	Ldr	-	Reinforcement (Special Rule 8)
Steinwehr	Div	XI	Inf	5	Reinforcement (Special Rule 8)
Schurz-A	Div	XI	Inf	6	Reinforcement (Special Rule 8)

UNION WAGON TRAIN SET-UP

UNIT/LEADER	HEX
Wagon Train-1	S1401
Wagon Train-2	S1402
Wagon Train-3	S1503
Wagon Train-4	S1504
Wagon Train-5	S1505
Wagon Train-6	S1605
Wagon Train-7	S1606
Wagon Train-8	S1607

SCENARIO 5: OPENING THE CRACKER LINE

NOTES: This scenario covers the Union attempt to break the siege of Chattanooga by opening a supply line. The previous day, two brigades from Chattanooga established a bridgehead south of the Tennessee River. Hooker's force was moving from Bridgeport to link up with them. Meanwhile, Bragg gave Longstreet the freedom to use his entire corps to stop the Union plan if he found it necessary.

MAPS: Both maps are used

GAME LENGTH: 1 turn, October 28, 1863.

SPECIAL RULES:

1. *Leader Transfer Phase*: The Leader Transfer Phase is skipped in this scenario.
2. *First Initiatives*: At the beginning of this scenario, the players do not roll for initiative. Instead, the Union player may activate Hooker, Howard, Steinwehr, Schurz, or Geary. He may continue to activate any of these units and leaders as long as he is able, or until one of them moves adjacent to or into N2531. After he is finished, or after one of these units moves adjacent to or into N2531, the dice are rolled for initiative and the game proceeds normally. (**Note:** If a Union unit moves adjacent to the Confederate cavalry brigade Grigsby, he may perform a cavalry retreat.)
3. *Union Movement Restrictions*: The Union player has the following movement restrictions:
   A. *Around Chattanooga*: Union units may not move, attack, or retreat into N2626, N2727, N2827, N2828, or N2829.
   B. *Lookout Mountain* (top): Union units may not move, attack, or retreat into any of the following hexes (all on top of Lookout Mountain): S2901, S3001, S3004, S3206, S3310, S3311, or S3509.
   C. *Lookout Mountain* (point): Union units may not move, attack, or retreat into N2731 (Craven's House) or N2733.
   Note: In hexes listed in the Special Rules 3A, 3B, and 3C above, place "No USA" counters.
   D. *First Initiatives*: No Union unit may move into any hex adjacent to N2731 (Craven's House) until after the Confederate player has won at least one initiative.
   E. *Flank Bonuses*: None of the hexes above are considered "covered" for purposes of flank bonuses unless occupied by a Confederate unit.
4. *Confederate Movement Restrictions*: The Confederate player has the following movement restrictions:
   A. *Releasing Units*: All Confederate units apart from Jenkins, Law, and Grigsby (including the corps leader Longstreet) may not activate or entrench unless they have been released. Place "Not Released" counters on these units. The Confederate player may release them at any time, but the Union player gains VP (see the Victory Conditions) for each one that is released. In addition, the Union player receives reinforcements (see Special Rule 5). The Confederate player must release these units in the order below:
      - Longstreet
      - Kershaw
      - Walker
      - Stewart
   B. *Chattanooga*: Confederate units may not move, attack, or retreat into any hex adjacent to N2628 (Chattanooga). Place "No CSA" counters in these hexes. None of these hexes are considered "covered" for purposes of flank bonuses unless occupied by a Union unit.
5. *Union Reinforcements*: If the Confederate player releases Longstreet, the Union player receives reinforcements. The next time the Union player wins the initiative, he places Whitaker in N2629, and he places Thomas on any unit of the Army of the Cumberland (Hazen, Turchin, or Whitaker).
6. *Destroyed Ferries*: All of the ferries from S2301-S2201 (Kelley's Ferry) to S1611-S1512 (Allen's Ferry) are destroyed, including these two ferries.

7. *Pontoon Bridges*: At the beginning of the game, the Union player places major river bridges at two locations:
   1. N2628 (Chattanooga) – N2529
   2. N2529 – N2429 (Thompson)
8. *Supply Path*: The Union player gains VP if he establishes a "Supply Path" at the end of the game. He may establish a Supply Path in one of two ways:
   A. *By Road*: The Union player has established a Supply Path "by road" if he can trace a path of road hexes at the end of the game from S2301 (Kelley's Ferry) to N2429 (Thompson). This path may not be more than 10 hexes in length, including both S2301 and N2429. None of the hexes in this path may be occupied by Confederate units.
   B. *By River*: The Union player has established a Supply Path "by river" if S2301 (Kelley's Ferry) and N2429 (Thompson) are free of Confederate units.
9. *Insubordination*: The Union player may only place one Insubordinate marker in this scenario, on any one unit or on Longstreet. If he makes an "Insubordination Check" on Longstreet, and the result is "Insubordinate", an Insubordinate marker is placed on Longstreet only. If an Insubordinate marker is already on the map and initiative dice roll is 4-4 or 5-5, the Confederate player wins the initiative.

VICTORY CONDITIONS:

The Union player gains and loses VPs for the following occurrences at the end of the game:

VP	Reason
+30	If the Union player has established a Supply Path "by road" at the end of the game (see Special Rule 8A)
+15	If the Union player has established a Supply Path "by river" at the end of the game (see Special Rule 8B) **Note:** The Union player may only gain VP for one of the two conditions above.
+10	If Longstreet is released (see Special Rule 4A)
+10	If Kershaw is released (see Special Rule 4A)
+8	If Walker is released (see Special Rule 4A)
+10	If Stewart is released (see Special Rule 4A)
-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
42 or more	Union Decisive Victory
32 to 41	Union Substantive Victory
22 to 31	Union Marginal Victory
12 to 21	Confederate Marginal Victory
1 to 11	Confederate Substantive Victory
0 or less	Confederate Decisive Victory

Hazen's Brigade lands at Brown's Ferry

CONFEDERATE SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Grigsby	Brig	W-K	Cav	1	S2404
Jenkins-A	Div	L	Inf	6	N2829
Law-C	Brig	L	Inf	5	N2829
Longstreet-B	Corps	L	Ldr	-*	N2829
Kershaw-A	Div	L	Inf	10*	N2829
Walker-A	Div	L	Inf	7*	N2929
Stewart-B	Div	L	Inf	9*	N2929

* Indicated units may not activate or entrench until they are released (see Special Rule 4A).

UNION SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Hazen	Brig	IV	Inf	4*	N2429 (Thompson)
Turchin	Brig	XIV	Inf	4*	N2429 (Thompson)
Hooker	Corps	AP	Ldr	-	S2205 (Whiteside)
Howard	Corps	XI	Ldr	-	S2205 (Whiteside)
Steinwehr	Div	XI	Inf	5	S2205 (Whiteside)
Schurz-A	Div	XI	Inf	6	S2205 (Whiteside)
Geary-A	Div	XII	Inf	4	S1910 (Shellmound)
Whitaker-B	Brig	IV	Inf	4	Reinforcement
Thomas-B	Corps	AC	Ldr	-	Reinforcement

* Hazen and Turchin are placed under Breastworks-Complete markers at Fatigue Level 2.

SCENARIO 6: LOOKOUT MOUNTAIN & MISSIONARY RIDGE

NOTES: To relive the pressure on Burnside's army, which was under siege in Knoxville, Grant knew he had to attack Bragg's army around Chattanooga. The battle opened with Hooker's assault on Lookout Mountain (the "Battle Above the Clouds"), and culminated the next day in the Army of the Cumberland's charge up Missionary Ridge, breaking the center of the Confederate line and routing the Army of Tennessee.

MAPS: Only the north map is used

GAME LENGTH: 2 turns, November 24-25, 1863.

SPECIAL RULES:

1. *Leader Transfer*: The Leader Transfer Phase of Turn 1 is skipped.
2. *Confederate Setup*: The Confederate player may choose the setup hexes of many of his units. All units listed in the Confederate setup as "See Special Rule 2" may be set up in any of the following hexes:
   - N2725
   - N2726 (Tunnel Hill)
   - N2826
   - N2927
   - N2928
   - N2929

   Only one infantry division or infantry brigade may be set up in each hex.

   The Confederate player need not reveal to the Union player which unit(s) he sets up in each hex. Instead, he places a Confederate Force Marker in each hex (numbers 1-6), and he conceals his Confederate Force Display from the Union player. He need not reveal to the Union player any information about the units which are set up in forces 1-6. (However, he must reveal all information to the Union player about any other unit which he moves into any of these forces, or into any other forces which he creates.)

   If he moves one of these units out of its setup hex, he must place it on the map, and it can never be hidden again. If the Union player attacks a hex that contains hidden Confederate unit(s), the Confederate player reveals his unit(s) only when the players "Determine Combat Values" (step 3 in a march attack, step 7 in an assault action). No information about the unit is revealed if it performs an action that does not cause it to leave the hex (for example, if a unit activates to gain a "Flanks Refused" marker, a unit or leader participates in an assault action which does not proceed past step 5 (because the Confederate player rolls a "6"), or a leader activates a unit but does not leave the hex).

3. *Confederate Entrenchment*: All Confederate units except Moore, Wright, and Grigsby begin the game with an "Entrenchment???" marker. This marker remains on the unit unless the unit is attacked or leaves the hex. If the unit leaves the hex, the marker is removed. However, if the unit is attacked (in step 3 in a march attack, in step 7 in an assault action), the Confederate player rolls a die, consults the table below, and places the appropriate entrenchment marker on the unit. (**Note**: If two units occupy the hex, the Confederate player rolls one die for each unit.)

CONFEDERATE ENTRENCHMENT CHART:

3 or less	No entrenchment
4-6	Breastworks-Complete
7 or more	Fort-Complete

Modifiers:

-1   If the unit occupies N2725 or N2726 (Tunnel Hill)
+1   If the unit occupies N2826, N2927, N2928, N2831 (Summertown), or N2731 (Craven's House)
+2   If the unit occupies N2829 or N2929

Apart from "Entrenchment???" markers, Confederate units may not entrench in this scenario, either during the Recovery Phase or during the Action Cycle (if the optional entrenchment during Action Cycle rule is used).

4. *Union Corps Leaders*: The Union corps leaders Thomas, Hooker, and Sherman have no restrictions on their command in this scenario. They may be attached to any Union infantry unit, may activate any Union infantry or artillery unit for movement, and may select any Union infantry or artillery unit for assault. However, they may select no more than four units during an "Activate Leader" action.

5. *Confederate Corps Leaders*: The Confederate corps leaders Hardee and Breckinridge have no restrictions on their command in this scenario. They 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, they may select no more than three units during an "Activate Leader" action.

6. *Destroyed Ferries*: All of the ferries from N2422-N2522 (Friar's Island Ferry) to N2214-N2314 (Igou's Ferry) are destroyed, including these two ferries.

7. *Placement of Pontoon Bridges*: At the beginning of the game, the Union player places major river bridges at three locations:
   A.   N2429 (Thompson) – N2529
   B.   N2529 – N2628 (Chattanooga)
   C.   N2425 – N2525 (Crutchfield)

8. *Hex N2525*: No Confederate unit may enter N2525 (Crutchfield) on Turn 1 until after a Union unit has entered the hex. Confederate units may enter this hex freely on Turn 2.

9. *First Two Initiatives*: The Union player automatically wins the first two initiatives. However, during these two initiatives, he must activate Hooker, either to perform an "Activate Leader" action, or an assault. During these two initiatives, the only units that may be selected to participate in these actions are Geary, Osterhaus, Cruft, and Whitaker. After the Union player is finished with these two initiatives, initiative is determined normally.

10. *Union Artillery on Moccasin Point*: If a Union unit with at least 2 artillery points occupies N2730 (Moccasin Point), Confederate units on the opposite side of the Tennessee River in N2731 (Craven's House) are affected in 2 ways:
    - If the Union player attacks this hex, he rolls one die before resolving the combat. If the result is an odd number, there is no effect; cloud cover prevents the artillery from performing a bombardment. If the result is an even number, the clouds have lifted, the bombardment is successful, and the Union player adds one to his combat die roll. This bombardment may occur an unlimited number of times per turn.
    - If a Confederate unit moves into this hex, the Union player may attempt to bombard the unit. To do this, he rolls a die. If the result is either 1 or 2, there is no effect. If it is from 3-6, the unit loses all remaining movement points. In addition, it is placed on its disorganized side. If it is already on its disorganized side, it is not affected further. The Union player may attempt to bombard moving unit(s) an unlimited number of times per turn. However, he may not bombard a unit unless it is moving. He may not bombard a unit remaining in this hex.

11. *Army of the Cumberland*: In any Union attack (either during a march action, or an assault or grand assault) where at least half of the units are part of the Army of the Cumberland (those whose unit type boxes are black inside), the Union player subtracts one from his combat die roll. However, if one of these attacks is successful (the combat result is +2 or greater), this modifier is removed and does not apply in any further attacks.

12. *Union Artillery Units*: None of the Union artillery units (except Artillery Reserve-1) may attack, or participate in an Assault Action or a Grand Assault (**Exception**: These units may be used on Moccasin Point (see Special Rule 10, above)). If forced to retreat, these units are eliminated instead; apply any combat losses to other units in the hex (if present). However, these units defend normally. In addition, if one of these units performs a march action or participates in an Activate Leader action, it may only move one hex, and it may not force march. Artillery Reserve-1 has no restrictions on its movement or retreat.

13. *Insubordination*: In this scenario, up to one Confederate corps leader and three units may become insubordinate in any one turn. Since Confederate corps leaders have no command restrictions (see Special Rule 5), these three units may be from either corps or a combination of both. If a leader becomes insubordinate, the Union player may select any three eligible units within his command radius. Units and leaders that are still hidden (see Special Rule 2) cannot become insubordinate.

14. *Cheatham*: At the beginning of Turn 2, the Confederate player replaces J. Jackson (of Hardee's corps) with Cheatham-B. Cheatham-B is placed on the same side (normal or exhausted) as J. Jackson.

15. *Hex Control*: The Confederate player controls all of the objective hexes (except Chattanooga) at the beginning of the game. The Union player controls Chattanooga.

VICTORY CONDITIONS:

The Union player gains and loses VPs for the following occurrences at the end of the game:

VP	Reason
+9	For each of the six following hexes that the Union player controls at the end of the game: N2725, N2726, N2826, N2927, N2928, N3028 **Note**: The Union player may gain a maximum of 36 VP for this condition.
+20	If the Union player controls N2831 (Summertown)
+15	If the Union player controls N3024 (Chickamauga Station)
-40	If the Confederate player controls N2628 (Chattanooga)
-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
65 or more	Union Decisive Victory
50 to 64	Union Substantive Victory
35 to 49	Union Marginal Victory
20 to 34	Confederate Marginal Victory
5 to 19	Confederate Substantive Victory
4 or less	Confederate Decisive Victory

CONFEDERATE SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Stevenson	Div	B	Inf	3*	N2831 (Summertown)
Pettus	Brig	B	Inf	3*	N2831 (Summertown)
Walthall	Brig	H	Inf	2*	N2731 (Craven's House)
Moore	Brig	H	Inf	2	N2830
J. Jackson	Div	H	Inf	5*	N2829
Cumming	Brig	B	Inf	3*	N2829
Bragg	Army	AT	Ldr	-	See Special Rule 2
Hardee	Corps	H	Ldr	-	See Special Rule 2
Gist-B	Div	H	Inf	8*	See Special Rule 2
P. Anderson	Div	H	Inf	7*	See Special Rule 2
Manigault	Brig	H	Inf	7*	See Special Rule 2
Breckinridge	Corps	B	Ldr	-	See Special Rule 2
Cleburne-B	Div	B	Inf	12*	See Special Rule 2
Stewart-A	Div	B	Inf	10*	See Special Rule 2
Bate	Div	B	Inf	5*	See Special Rule 2
S. Williams	Brig	AT	Art	1*	See Special Rule 2
Reserve Artillery	Brig	AT	Art	1*	See Special Rule 2
Wright	Brig	H	Inf	2	N3024 (Chickamauga Station)
Grigsby	Brig	W-K	Cav	2	N2922 (Tyner's Station)

* All Confederate units except Moore, Wright, and Grigsby begin the game with an "Entrenchment???" marker (See Special Rule 3).

UNION SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Hooker	Corps	AP	Ldr	-	N2531
Geary-B	Div	XII	Inf	8*	N2531
Osterhaus	Div	XV	Inf	7#	N2531
Cruft-B	Div	IV	Inf	3#	N2531
Whitaker-B	Brig	IV	Inf	3#	N2531
Naylor	Brig	AC	Art	1	N2730 (Moccasin Point)
RW Johnson-B	Div	XIV	Inf	11^	N2628 (Chattanooga)
Art Res-2	Brig	AC	Art	1^	N2628 (Chattanooga)
Art Res-3	Brig	AC	Art	1^	N2628 (Chattanooga)
Art Res-4	Brig	AC	Art	1^	N2628 (Chattanooga)
Parkhurst	Brig	AC	Inf	2^	N2628 (Chattanooga)
Palmer	Corps	XIV	Ldr	-	N2729
Baird-B	Div	XIV	Inf	12	N2729
Sheridan-B	Div	IV	Inf	13	N2828
Grant	Army	DM	Ldr	-	N2827 (Orchard Knob)
Thomas-B	Corps	AC	Ldr	-	N2827 (Orchard Knob)
Granger-B	Corps	IV	Ldr	-	N2827 (Orchard Knob)
Wood-B	Div	IV	Inf	14	N2827 (Orchard Knob)

continued over...

UNION SET-UP (CNTD)

Art Res-1	Brig	AC	Art	1	N2827 (Orchard Knob)
Howard	Corps	XI	Ldr	-	N2727 (Indian Hill)
Steinwehr	Div	XI	Inf	5+	N2727 (Indian Hill)
Schurz-B	Div	XI	Inf	6+	N2727 (Indian Hill)
Sherman	Corps	AT	Ldr	-	N2327
Blair	Corps	XV	Ldr	-	N2327
ML Smith	Div	XV	Inf	6	N2327
JE Smith	Div	XV	Inf	7	N2327
Ewing	Div	XV	Inf	10	N2327
Davis-C	Div	XIV	Inf	12	N2425

* Geary begins the game under a Breastworks-Complete counter.
^ Indicated units begin the game under Fort-Complete counters.
\# Indicated units begin the game on their exhausted sides.
\+ Steinwehr and Schurz begin the game at Fatigue Level 1.

Fight on the Crest of Missionary Ridge

SCENARIO 6: LOOKOUT MOUNTAIN & MISSIONARY RIDGE (HISTORICAL SET-UP)

NOTES: This setup is provided for players who wish to play solitaire, since the standard setup for Scenario 6 requires hidden information from the Confederate player during the setup. Several sections are omitted (these sections are exactly the same as in the standard Scenario 6): Maps, Game Length, and Victory Conditions. However, Special Rules are included below.

SPECIAL RULES:

1. *Special Rules 1, and 3-15*: Special Rules 1, and 3-15 from the standard Scenario 6 are used normally.
2. *Special Rule 2 (Confederate Setup)*: All Confederate units must be set-up according to the Confederate Set-Up below. Hidden units are not used in this scenario.

UNION SET-UP

The setup from the standard Scenario 6 is used.

CONFEDERATE SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Stevenson	Div	B	Inf	3*	N2831 (Summertown)
Pettus	Brig	B	Inf	3*	N2831 (Summertown)
Walthall	Brig	H	Inf	2*	N2731 (Craven's House)
Moore	Brig	H	Inf	2	N2830
J. Jackson	Div	H	Inf	5*	N2829
Cumming	Brig	B	Inf	3*	N2829
Stewart-A	Div	B	Inf	10*	N2929
Breckinridge	Corps	B	Ldr	-	N2928
Bate	Div	B	Inf	5*	N2928
Reserve Artillery	Brig	AT	Art	1*	N2928
Bragg	Army	AT	Ldr	-	N2927
Manigault	Brig	H	Inf	7*	N2927
P. Anderson	Div	H	Inf	7*	N2826
Hardee	Corps	H	Ldr	-	N2726
Gist-B	Div	H	Inf	8*	N2726
S. Williams	Brig	AT	Art	1*	N2726
Cleburne-B	Div	B	Inf	12*+	N2725
Wright	Brig	H	Inf	2	N3024 (Chickamauga Station)
Grigsby	Brig	W-K	Cav	2	N2922 (Tyner's Station)

*   All Confederate units except Moore, Wright, and Grigsby begin the game with an "Entrenchment???" marker (See Special Rule 3).

+   Cleburne begins the game at Fatigue Level 1.

SCENARIO 7: RINGGOLD GAP

NOTES: Bragg's army had been routed at Missionary Ridge, and only a determined Confederate rearguard action could save it from total defeat. Cleburne's defense of Ringgold Gap bought the Army of Tennessee enough time to regroup around Dalton.

MAPS: Only the north map is used

GAME LENGTH: 2 turns, November 26-27, 1863.

SPECIAL RULES:

1. *Insubordination and Turn 1 Initiative*: No Confederate unit may become insubordinate in this scenario. If a 5-5 or 4-4 result is rolled for initiative, award that initiative to the Confederate player. Also, the Confederate player adds 1 to all of his initiative die rolls during Turn 1. His rolls on Turn 2 are not modified.
2. *Confederate Wagon Train*: The Confederate player has a wagon train unit. This wagon trains follows all of the rules in section 8.4 of the Advanced Game Rules in this scenario. **Note**: This wagon train has 2 artillery points. Since wagon trains cannot attack, these artillery points can be used only in defense.
3. *Union Corps Leaders*: The Union corps leaders Hooker and Sherman have no restrictions on their command in this scenario. They may be attached to any Union unit, may activate any Union unit for movement, and may select any Union unit for assault. However, they may select no more than four units during an "Activate Leader" action.
4. *Union March Restrictions*: On Turn 1, Union units may not force march (although they may perform extended marches).
5. *Union Pontoon Bridge*: Place a Union pontoon bridge across N2525 (Crutchfield) – N2524.
6. *Dalton*: No Union unit may move, attack, or retreat into any hex adjacent to Dalton (N5222).
7. *Cleburne and Lewis*: If both Cleburne and Lewis occupy the same hex, the Confederate player may activate both units during the same Action Phase. To do this, he first activates and moves one of these two units normally. Then, he activates and moves the second unit. However, he uses the same movement allowance for the second unit as he determined for the first unit. In addition, this second unit may not attack (although it may move into enemy ZOC). If both units are performing extended marches, the Confederate player rolls for each unit separately. **Note**: If the Confederate wagon train performs a "Chain" Activation (see section 8.4 of the Advanced Game Rules) with one of these two units, and both Cleburne and Lewis occupy the same hex, all three units may be activated during the same Action Phase.
8. *Wharton, Davidson, Humes*: These units may not activate or entrench until Turn 2. This restriction is removed if a Union unit moves with 6 hexes of Dalton (N5222).
9. *Humes*: Humes is part of Wharton's division in this scenario.

VICTORY CONDITIONS:

The Union player gains and loses VPs for the following occurrences at the end of the game:

VP	Reason
-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)
+1	For each point of Confederate Manpower value lost in extended march, force march, or moving from one enemy ZOC to another

+6   If any of the following RR stations has a Destroy (not Damage) marker at the end of the game:
- Marble Switch (N3813)
- Red Clay (N4015)
- Varnell Station (N4518)
  Note: The Union player may gain a maximum of 6 VP for this condition.

+8   For each Confederate supply point lost in combat or extended march

-5   If the Confederate wagon train occupies Dalton (N5222), or any hex adjacent to it, at the end of the game (**Note:** This Victory Condition applies even if the wagon train has lost all of its supply points.)

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
30 or more	Union Decisive Victory
24 to 29	Union Substantive Victory
18 to 23	Union Marginal Victory
12 to 17	Confederate Marginal Victory
6 to 11	Confederate Substantive Victory
5 or less	Confederate Decisive Victory

CONFEDERATE SET-UP

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Cleburne-B	Div	B	Inf	9*	N3024 (Chickamauga Station)
Lewis	Brig $	B	Inf	2*	N3024 (Chickamauga Station)
Joe Wheeler	Corps	W	Ldr	-	N3024 (Chickamauga Station)
Grigsby	Brig	W-K	Cav	2	N3024 (Chickamauga Station)
Wagon Train-A	-	-	-	(3)	N3024 (Chickamauga Station)
Gist-B	Div	H	Inf	8*	N3425 (Ringgold Bridge)
Wharton	Div	W-W	Ldr	-+	N5222 (Dalton)
Davidson-B	Brig	W-W	Cav	2+	N5222 (Dalton)
Humes	Brig	W-A	Cav	1+	N5222 (Dalton)

()   Number in parentheses is the number of supply points in the wagon train.
*   Indicated units begin the game on their exhausted sides.
$ Due to a counter misprint, Lewis is shown as a division-sized unit. Use this division-sized unit when setting up this scenario (there is no effect on play).
+   Indicated units may not activate or entrench until Turn 2.

UNION SET-UP

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Davis-C	Div	XIV	Inf	12	N2623
Howard	Corps	XI	Ldr	-	N2524
Steinwehr	Div	XI	Inf	5	N2524
Schurz-B	Div	XI	Inf	6	N2524
Sherman	Corps	AT	Ldr	-	N2624 (Boyce's Station)
Blair	Corps	XV	Ldr	-	N2624 (Boyce's Station)
ML Smith	Div	XV	Inf	6	N2624 (Boyce's Station)
JE Smith	Div	XV	Inf	6*	N2624 (Boyce's Station)
Ewing	Div	XV	Inf	9*	N2624 (Boyce's Station)
Baird-B	Div	XIV	Inf	11^	N2826
Palmer	Corps	XIV	Ldr	-	N2927
RW Johnson-B	Div	XIV	Inf	10^	N2927
Osterhaus	Div	XV	Inf	7	N3027
Hooker	Corps	AP	Ldr	-	N2928
Cruft-B	Div	IV	Inf	6	N2928
Geary-A	Div	XII	Inf	7	N2828

*   Indicated units begin the game on their exhausted sides, disorganized, and at Fatigue Level 1.
^   Indicated units begin the game on their exhausted sides, but organized and at Fatigue Level 0.

THE BATTLE ABOVE THE CLOUDS ADVANCED GAME RULES

INTRODUCTION

The following rules are used only in Scenarios 8 and 9, 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.

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 or want to return wagon trains to the map.

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 10.6).

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 3.0).
   - If both players roll 2's or 3's, the Union player wins the initiative.
   - If both players roll 4's or 5's, the Union player performs an "Insubordination Check" (see 14.0 of the BAC Basic Game Rules).
   - If both players roll 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 roll of a 1 by both players 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. Emergency supply may be provided to out-of-supply units.

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

   A.   **Off-Map Segment**: The players undertake activities in the Knoxville and Atlanta off-map theaters.

   B.   **VP Segment**: County control is determined again. The players may be awarded VP.

   C.   **Supply Segment**: Players repair damaged or destroyed RR stations, construct new depots, place new supply points they are due to receive, and 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. This segment is skipped on the very last turn of a scenario.

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 on the Chart & Tables card), checking the result corresponding to that dice roll sum.

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

Stanley (Scenario 8): If this result occurs, the Union player removes the cavalry leader Stanley from the map. He flips the Stanley counter over to its R. Mitchell (Cav) side, and places this counter on the Turn Track ten turns ahead of the current turn. On that turn, he replaces the E. McCook cavalry brigade with Ray, flips the R. Mitchell (Cav-1) counter over to its E. McCook side, and then places the R. Mitchell (Cav) counter on the E. McCook counter. If this result occurs a second time during a game it is ignored.

Stanley (Scenario 9): If this result occurs, the Union player removes the cavalry leader Stanley from the map. He flips the Elliott-A counter over to its Elliott-B side. He also places the E. McCook counter (leader for the Cav-1 division) on the map in any hex containing a unit under his command. If this result occurs a second time during a game it is ignored.

Command Paralysis: If this result occurs, the player who *loses* the first initiative 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. (**Notes**: 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 an "Insubordination Check" occurs on the first initiative (see 4.2 of the BAC Basic Game Rules), Command Paralysis happens to the Union player during this turn.)

Anti-Bragg Talk: If this result occurs, the Union player *adds 1* to all Insubordination Checks (see 14.0 of the BAC Basic Game Rules) in the current turn. Place the "Anti-Bragg Talk" counter on the Turn Track on the current day.

Beat the Federals: If this result occurs, the Union player *subtracts 1* from all Insubordination Checks (see 14.0 of the BAC Basic Game Rules) in the current turn. Place the "Beat the Federals!" counter on the Turn Track on the current day.

Cache of Flatboats: If this result occurs, one player rolls a die. If the result is 1-3, it applies to the Union player, who can use it to build a pontoon bridge or repair a ferry. If the result is 4-6, it applies to the Confederate player, who may only use it to repair a ferry. The benefiting player selects an infantry unit of 5 or more manpower at Fatigue Level 0 adjacent to a ford, ferry, or destroyed bridge on the Tennessee River. He may immediately attempt to repair a ferry (or if the Union player, to build a pontoon bridge) with that unit, and *subtracts 3* from his die roll, in addition to all other modifiers (as if he had been attempting to repair the ferry or build a pontoon bridge for 3 additional days – see 10.41 & 10.43 of the BAC Basic Game Rules). If the unit does not succeed in repairing the ferry or building the pontoon bridge, and tries again in the Recovery Phase of that turn or any later turns, it continues to receive the -3 bonus to repair/bridge attempts as if it had been there 3 additional days. If the benefiting player does not have an eligible unit adjacent to a ford, ferry, or destroyed bridge, there is no effect. This result may occur more than once during a game, and may be applied to the same unit more than once.

Local Guide: If this result occurs, one player rolls a die. If the result is 1-3, it applies to the Union player; if the result is 4-6, it applies to the Confederate player. That player may choose one ferry on the Tennessee River which is not also a ford (see 6.2 of the BAC Basic Game Rules). Place the "Local Guide" counter on that hexside, on its appropriate side. He may treat that hexside as if it was a ford during that turn *only* (in other words, he may move, attack, and retreat across this hexside with cavalry). The opposing player may **not** treat that hexside as if it was a ford during that turn. Neither players' ZOC extend across this hexside during this turn (unless the hexside also has a repaired ferry or has a pontoon bridge across it).

Cheatham / J. Jackson: If this result occurs, and Hardee has taken command of his corps (replacing Cheatham), the Confederate player rolls one die. If the result is 1-3, no action is taken. However, if it is from 4-6, he replaces J. Jackson with Cheatham-B during the Reinforcement Phase of the current turn (Cheatham has returned from leave). Cheatham's counter is placed on the same side (normal or exhausted) as J. Jackson's. If Hardee has not been placed in command of the corps yet, or Cheatham has already replaced J. Jackson, this result is ignored.

Quarles & Baldwin: If this result occurs, the Confederate player rolls one die. If the result is 1-3, no action is taken. However, if it is from 4-6, he places Quarles' and Baldwin's brigades during the Reinforcement Phase of the current turn as reinforcements entering "from Atlanta". Quarles is placed with 2 manpower, and Baldwin is placed with 4 manpower. Both units are placed on their normal sides, with organized strength markers.

Delay Confederate Reinforcements (Scenario 8): If this result occurs, the Confederate player moves all units on his Reinforcement Turn Track forward one space (away from the current turn).

Accelerate Confederate Reinforcements (Scenario 8): If this result occurs, the Confederate player moves all units on his Reinforcement Turn Track back one space (toward the current turn).

Delay Reinforcements (Scenario 9): If this result occurs, a player rolls one die and consults the Reinforcement Arrival Table (below). If any of the indicated reinforcements have not yet arrived, they are moved forward one space (away from the current turn).

Accelerate Reinforcements (Scenario 9): If this result occurs, a player rolls one die and consults the Reinforcement Arrival Table (below). If any of the indicated reinforcements have not yet arrived, they are moved back one space (toward the current turn).

Reinforcement Arrival Table (Scenario 9):

1. Candy
2. Martin, Morgan, Tyler, Joe Wheeler, Kelly, Wade, Wharton, Davidson, Harrison
3. Hardee, Pettus
4. Sherman, Ewing
5. JE Smith, Wagon Train 7
6. Blair, ML Smith, Osterhaus, Wagon Train 8

3.0 RANDOM END OF ACTION CYCLE

INITIATIVE

In the Basic Game, the Action Cycle continues until both players pass in the same Initiative Segment. In the Advanced Game, however, the Action Cycle may end before both players pass, if both players roll a "1" in an Initiative Segment (see below).

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 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 2 (e.g. 2 or less since both Union Army leaders have command values of "4"). If this roll succeeds, the Action Cycle continues with a **Union** initiative. If it fails or the Union player decides not to extend the Action Cycle, proceed to Step 2.

2. The Confederate player now has the same 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 2 (e.g. 2 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.

4.0 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 (5.0) and RR movement (6.0) 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:

- Bledsoe
- Rhea
- Grundy
- Franklin

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

- Fannin
- Gilmore
- Polk
- Cherokee

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 or mounted infantry) units with a Manpower value of 1 or more occupies the control seat. In addition, that player must also have a combined Manpower value among all his units (including cavalry and mounted infantry) in that county of at least 2. (**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 Jackson, Marion or Sequatchie 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. (**Exception:** See "Strategic Movement and the Tennessee River, in section 5.0 below.)
- RR movement is prohibited in counties that are enemy-controlled.
- Depots may not be built at RR stations in enemy-controlled counties.
- Damaged or destroyed RR stations may not be repaired in enemy-controlled counties.

CONTROL SEATS

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

- Meigs: N2307 (Georgetown)
- Sequatchie: N0524 (Dunlap)
- Marion: S1408 (Jasper)
- Jackson: S2023 (Stevenson)
- Hamilton: N2628 (Chattanooga)
- Bradley: N3207 (Cleveland)
- Catoosa: N3924 (Ringgold)
- Walker: S4604 (Lafayette)
- Dade: S2909 (Trenton)
- DeKalb: S4731 (Rawlingsville)
- Murray: N5716 (Spring Place)
- Whitfield: N5222 (Dalton)
- Chattooga: S5814 (Summerville)

5.0   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. (**Exception:** See "Strategic Movement and the Tennessee River", below.)
- It must not occupy an enemy-controlled county (see 4.0). (**Exception:** See "Strategic Movement and the Tennessee River", below.)

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. (**Exception:** See "Strategic Movement and the Tennessee River", below.)
- It may not enter an enemy-controlled county (see 4.0). (**Exception:** See "Strategic Movement and the Tennessee River", below.)

STRATEGIC MOVEMENT AND THE TENNESSEE RIVER

- *Tracing the 8-Hex Path Across the Tennessee River:* When counting the distance in hexes between a unit performing strategic movement and an enemy unit, the hex path between the two units may not cross a hexside of the Tennessee River, unless that hexside has a repaired bridge, repaired ferry, a ford (if the enemy unit is cavalry), or a pontoon bridge belonging to the enemy player across it. Thus it is possible that a unit may perform strategic movement even though it is 7 or fewer

hexes distant from an enemy unit, assuming the units are separated by a Tennessee River hexside.

- *Strategic Movement in Counties Split by the Tennessee River*: A unit *may* perform Strategic movement if it occupies an enemy-controlled county, if the county is split by the Tennessee River, and the unit occupies the portion of the county that is on the opposite side from the county's control seat.

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).

6.0   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.
- It must not occupy an enemy-controlled county (see 4.0).
- A maximum of one Confederate unit may embark each turn.
- It may not be a mounted infantry unit.
- If a Confederate unit is attempting to embark, the Confederate player must be able to trace a path of RR hexes to N5825 (Brownlow Church). This path may not enter a damaged or destroyed RR station, a Union-controlled county, a hex occupied by a Union unit under a Breastworks-Complete marker or greater, or cross a destroyed RR bridge (even if a pontoon bridge is now in place over that hexside).
- A Confederate unit may not embark during the turn that the Confederate player places a reinforcement on the map "From Atlanta" (see 12.8).
- 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 S0120. This path may not enter a damaged or destroyed RR station, a Confederate-controlled county, a hex occupied by a Confederate unit under a Breastworks-Complete marker or greater, or cross a destroyed RR bridge (even if a pontoon bridge is now in place over that hexside).

- A Union unit may not embark during the turn that the Union player places a reinforcement on the map "From Nashville" (see 12.13).

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.

DISEMBARKING

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.
- It may not enter an enemy-controlled county (see 4.0).
- It must remain on the RR's listed below:
  - Nashville & Chattanooga RR
  - Western & Atlantic RR
  - East Tennessee & Georgia RR
  - Chattanooga & Cleveland RR

RR MOVEMENT ALLOWANCE TABLE

CONFEDERATE UNITS		UNION UNITS	
HEX(ES) MOVED	FATIGUE LEVEL GAIN	HEX(ES) MOVED	FATIGUE LEVEL GAIN
1 to 13	1	1 to 20	1
14 to 26	2	21 to 40	2
27 to 40	3	41 to 60	3

7.0 SUBSTITUTE UNITS

The Confederate player has six "substitute" infantry brigades and two "substitute" cavalry regiments. The Union player has seven "substitute" infantry brigades, two "substitute" cavalry regiments, and one "substitute" mounted infantry regiment.

7.1 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. The Union player may detach a substitute mounted infantry regiment from a marching mounted infantry unit as long as the unit has a manpower value 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 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.

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.

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.
- Substitute mounted infantry 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.)

Insubordinate: If an active unit has an Insubordinate marker, any substitute detached by this unit is also given an Insubordinate marker.

Highly Insubordinate: Substitute units are never Highly Insubordinate.

7.2 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.

Mounted infantry substitutes must attach to mounted infantry units. They may not attach to cavalry.

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 14.
- 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.
- Mounted infantry brigades may not be raised above a Manpower Value of 4.
- Mounted infantry regiments may not be raised above a Manpower Value of 1.

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 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.

Non-substitute mounted infantry regiments must attach to other mounted infantry units.

7.3   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 BAC 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.

8.0   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 by rail from a player's "supply source" and placed in a "depot" on that 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.

8.1   THE SUPPLY SEGMENT

The Supply Segment happens during each Strategic Cycle. During the Supply Segment, players perform the steps in the order listed below. The Union player performs all three of these steps first, followed by the Confederate player.

1. Players may repair damaged or destroyed RR stations (see 8.8).
2. Players first create any desired new depots at this time from either arriving supply points or wagon trains (see 8.3). Players then place their new supply points at friendly depots with a RR supply path (see 8.2).
3. Players determine the supply status of all of their units on the map (see 8.5). Once this is complete, empty wagon trains may be removed from the map to return during a future Reinforcement Phase.

8.2   SUPPLY POINTS & SUPPLY SOURCES

Both players receive supply points in each Supply Segment. The numbers received are given below:

  Union: 12 supply points

(**Exception**: In Scenario 9, the Union player receives 16 supply points in the Turn 24 (November 20) Supply Segment, and all Supply Segments after this.

  Confederate: 9 supply points

Supply points may be placed in any depot (see 8.3) which is in a RR station to which the player can trace a "RR Supply Path" (see below). A player may not defer the receipt of incoming supply points from one Strategic Cycle to the next. If there is no depot eligible to receive the points, or he chooses not to add them at this time, these supply points are permanently lost.

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 through one of his supply sources. The Union supply sources are S0109 and S0120, and the Confederate player's supply source is N5825 (Brownlow Church). If the Resaca Off-Map box is occupied by Union units, the Confederate supply source is blocked. If this occurs, the Confederate Player does not receive any supply points in this Supply Segment.

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 enemy unit,
- in an enemy ZOC,
- in an enemy-controlled county, or
- contains a damaged or destroyed RR station.

In addition, this path must remain on the RR's listed below:

- Nashville & Chattanooga RR
- Western & Atlantic RR
- East Tennessee & Georgia RR
- Chattanooga & Cleveland RR

No permanent bridge along the path may be destroyed, even if a pontoon bridge is across the hexside. (**Note**: Since the bridge from S1914 (Bridgeport) to S1915 (Taylor's Store) can never be repaired, a RR Supply Path can never be traced over this hexside.)

8.3   DEPOTS

Both players begin the game with at least one depot. In addition, players can create additional depots during the 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 3 depots per player. 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. A depot created by this method must be placed in a RR station with a RR Supply Path.

From a Wagon Train: A depot may be created in a hex occupied by a wagon train with 2 or more supply points. 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.

During the Recovery Phase, a player may voluntarily destroy friendly depots or 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.

8.4   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** (**Exception**: In Scenario 9, Union wagon trains may carry a maximum of *two* 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. 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.

- *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, remove it from the map as if it had been removed for Voluntary Redeployment (see below). Due to a counter misprint, the wagon train units do not have a white stripe across their name on their reverse (exhausted) side. We suggest you add a white indicator to the back of these counters below the horses (using white correction tape or liquid) so you can tell when these units are exhausted.

- *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 usual for an Activate Leader action. 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 hexsides, RR hexsides or over bridges or ferries (not across hexsides with trails or fords, or those hexsides that are devoid of any of these features).

- *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 a clear, rolling, rough, or hill hex; +4 MP to enter a woods 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.

Voluntary 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 has the option to remove the wagon train from the map. Place it on the Turn Track one turn ahead of the current turn. It may reenter play during the Reinforcement Phase of any subsequent turn at any friendly depot that can trace a RR Supply Path to a friendly supply source. The player does not have to bring it in immediately if he prefers to hold its entry until a future Reinforcement Phase.

Wagon Train Replacement: If a wagon train is eliminated, place it on the Turn Track eight turns ahead of the current turn. At the beginning of that turn, it may be placed in a friendly depot that can trace a RR Supply Path to a friendly supply source.

8.5   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 in an off-map box.
- 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.

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.

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 8.6) or foraging (see 8.7) 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. All three units must be in range of the same supply point. (**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 (except the final hex that the unit occupies may be in an enemy ZOC). The path may not cross hexsides which the unit being supplied could not itself cross.

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 *fifteen* hexes long (not including the hex the depot is in, but including the unit's hex). The first section of this path (up to *ten* hexes) may not enter a hex occupied by an enemy unit or an enemy ZOC, and may only cross hexsides which a wagon train can cross. The last *five* hexes of this path are then traced as a "Wagon Supply Path" (see above).

8.6 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.

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.

8.7 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.
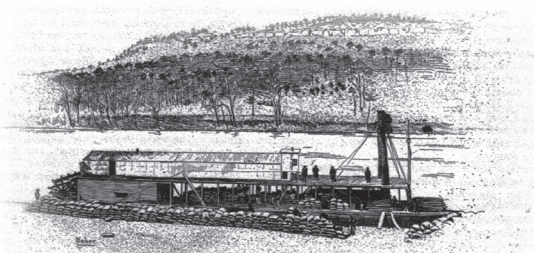
If a unit forages, the player rolls one die and consults the Forage Table. If the result is "In Supply", the Out of Supply marker is removed from the unit. This unit remains in supply until the next Supply Segment, at which time its supply status is determined normally.

FORAGE TABLE

1-3	In Supply
4 or greater	No Effect

Modifiers:

+X   The unit's current fatigue level

+2   If the unit is on top of a Plateau (see below) or in a mountain hex

+1   If all six hexes adjacent to the foraging unit are enemy-occupied or in enemy ZOC (even if occupied by a friendly unit), or are hexes into which the foraging unit cannot move due to terrain restrictions

+1   If Scenario 9 is being played

Plateaus: A hex is considered to be on a plateau if the first ridge hexside crossed from that hex (in any direction) would take a unit down the ridge. A unit moves "down" a ridge if the hex that the unit moves from contains the ridge hexside. A unit moves "up" a ridge if the hex that the unit moves to contains the ridge hexside.

> **Note**: For reference, there are four "Plateaus" on the BAC maps: Lookout Mountain, Sand Mountain, Walden's Ridge, and the Cumberland Plateau. Note that there are also several small extensions of the Cumberland Plateau on the south map in Franklin and Jackson counties.

Chattanooga in Scenario 9: In Scenario 9, units may not forage at all in any hex within four hexes of Chattanooga (**Exception**: Units may forage freely in Lookout Valley (hexes that are on the southeast side of the Tennessee River, in columns 24xx – 26xx, and in row xx29 or greater)).

8.8 RR STATION REPAIR

During the Supply Segment, players may repair RR stations. However, if a player chooses to repair RR stations, he must halve (rounding up) the number of supply points he receives during this Supply Segment. If a player chooses to repair RR stations, he may either:

- Remove "Damaged" markers from up to 3 RR stations, or
- Remove a "Destroyed" marker from a single RR station.

RR stations may only be repaired if the player controls the county in which the RR station resides. The RR station's hex can not be enemy occupied or in an enemy ZOC.

8.9 CONFEDERATE WAGON TRAINS & PONTOON BRIDGE

The Confederate player may remove the restriction that requires him to build a major river bridge near a rail line (see 10.41 of the BAC Basic Game Rules) if, at the end of a Recovery Phase, he removes one of his wagon trains from the map. In addition, if he removes this wagon train, he may build a major river bridge at any location on the Off-Map Display. **Note**: The restriction is not removed until the Recovery Phase of the *next* turn.

He may replace this wagon train in a friendly depot at the beginning of any later Recovery Phase, even after he has built a major river bridge, but he may not attempt to build a major river bridge which is not near a rail line while this wagon train is back on the map.

8.10 UNION SUPPLY TRANSFER BY BOAT IN SCENARIO 9

In Scenario 9, the Union player may transfer supply points by boat from Bridgeport during any Recovery Phase (but not earlier than Turn 3). To transfer the supply, the Union player must be able to trace a path of connected

hexes. Each hex in the path must touch the Tennessee River from the south-east side, and none of the hexes in this path (or on the opposite (northwest) side of the Tennessee River, and adjacent to this path) may be occupied by Confederate units (including Confederate sharpshooters (see 8.11)). The path must start in hex S1914 (Taylor's Store) (count this as the first hex) and must end either in:

- A hex containing a Union depot or wagon train on the southeast side of the river, OR
- A hex on the southeast side of the river that is connected across a Major River hexside with a hex (on the northwest side of the river) that contains a Union depot or wagon train. (**Note**: Since the river flows around both sides of William's Island (N2329), this hex may be counted as the southeast side of the river, allowing the Union player to transfer Supply Points to N2328.)

Count the last hex on the southeast side of the river as the final hex. If these conditions are met, the Union player may transfer supply points from the depot at Bridgeport to the depot or wagon train at the end of the path. The maximum number of points transferred is based on the path length:

- If the hex path is from 1-13 hexes long, he may transfer 9 supply points in each Recovery Phase.
- If the hex path is from 14-25 hexes long, he may transfer 6 supply points in each Recovery Phase.
- If the hex path is from 26-37 hexes long, he may transfer 2 supply points in each Recovery Phase.

8.11 CONFEDERATE SHARPSHOOTERS IN SCENARIO 9

The Confederate player has two "sharpshooter" units. (Sharpshooter decoys are not used in this scenario, only in Scenario 4.) These units may move in two ways during each turn:

- During the Leader Transfer Phase, a sharpshooter unit may move up to 10 hexes. However, it may not cross hexsides which an infantry unit could not cross, and it may not enter hexes occupied by Union units or their ZOC.
- During the Action Cycle, if a Confederate infantry unit occupies a hex with a sharpshooter in it at the beginning of an Action Phase, the sharpshooter may move with that infantry unit.

Sharpshooter units have no effect on movement or combat. However, if a sharpshooter unit occupies a hex adjacent to the Tennessee River, and a Union wagon train moves into a hex adjacent to it which is on the opposite side of the Tennessee River and a mountain or hill hex, the sharpshooter unit may fire at the wagon train. Roll one die. On a roll of 6, the wagon is eliminated. Place a Debris marker in that hex. No Union wagon train may enter a hex occupied by a Debris marker. The Debris marker is removed during the Recovery Phase at the end of the turn. Sharpshooter units can fire at each wagon that passes them by and can fire once for each adjacent mountain or hill hex entered. (**Note**: Sharpshooters may **not** fire at wagon trains that move into hexes that are neither hills nor mountains.)

If combat occurs, and a sharpshooter occupies the same hex as one of the Confederate units involved, the sharpshooter may advance, retreat, or rout with that unit.

If a Union unit of any type moves into a hex occupied by a sharpshooter (but no other Confederate unit), or if all Confederate units in the sharpshooters' hex were eliminated in combat, roll one die. If the result is from 1-4, move the sharpshooter to the nearest Confederate infantry unit. If it is from 5-6, the sharpshooter is eliminated from the game permanently.

8.12 UNION WAGON TRAIN REDUCTION IN SCENARIO 9

During the siege of Chattanooga, the Union wagon train supply system was greatly damaged by having to haul supplies to Chattanooga over long distances and difficult terrain. To reflect this, in Scenario 9, the Union player must roll a die whenever any wagon train moves *up* a ridge hexside *from* a mountain hex. He then consults the Wagon Reduction Table (below). If the result is "Lose 1", the number of supply points on the wagon train is reduced by 1. If the wagon

train is not carrying any supply points, it is not affected. If the result is "Lose All / Eliminate Wagon", all supply points on the wagon train are destroyed. The wagon train is removed from the map and placed on the Turn Track 12 turns ahead of the current turn. At the beginning of that turn, it may be placed in a friendly depot.

WAGON REDUCTION TABLE	
1-3	No Effect
4-5	Lose 1
6	Lose All / Eliminate Wagon

9.0 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.

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. 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.

In Scenario 9, only Grant may perform an Activate Army Leader action. Thomas, Sherman, and Hooker are not eligible.

10.0 OFF-MAP THEATERS

Events in areas surrounding the game maps may influence the game. An Off-Map Theater Display is provided that contains a grid of hex-shaped boxes. These boxes are used to represent key locales within the two nearby theaters of strategic importance: Atlanta and Knoxville. The Atlanta Off-Map Theater includes the Resaca, Rome, and Allatoona off-map boxes. The Knoxville Off-Map Theater includes all other off-map boxes. Although the boxes are hexagonal in shape, they are referred to as "boxes" for compatibility with the off-map theater rules for other games in the series.

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 an off-map theater.

10.1   OFF-MAP BOX CONNECTIONS

Each box in the Off-Map Theater Display is linked via the sides of its hex to one or more other boxes (or to the game maps). There are six types of off-map hexsides:

- Road hexside (gray hexside),
- Minor river hexside (light blue hexside with bridge symbol)
- Major river hexside with ford (dark blue hexside with hashed ford symbol)
- Major river hexside with bridge (dark blue hexside with bridge symbol)
- Game map connection (green hexside)
- Impassable (black hexside)

All of these hexsides fall into three types of connections that are used to determine movement characteristics between the boxes:

- No connection: if there is an impassable hexside between the boxes,
- Railroad connection: if there is an orange rail line connecting the boxes, or
- Road connection: all other cases (e.g. if neither an impassable hexside nor an orange rail is present).

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 players 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. See the legend on the Off-Map Theater Display for a further summary of the characteristics of off-map hexes and hexsides.

10.2   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:

1. **Union Movement**: The Union player may move eligible units into an adjacent off-map box connected by a road or railroad connection.

2a. **Union Entrenchment**: Any Union unit in either the Knoxville or Cumberland Gap box that was eligible for movement in Step 1 but opted to remain in the same box can instead entrench. Immediately place a Breastworks-complete marker on the unit. The Breastworks marker functions normally for combat purposes until the unit leaves that box (at which time the marker is removed). Units in off-map boxes may never reach a higher level of entrenchment than the Breastworks level, and entrenching is not allowed in any off-map box beside Knoxville and Cumberland Gap.

2b. **Union Bridge Building**: Any Union infantry unit of 5 manpower or more that was eligible for movement in Step 1 but opted to remain in the same box, is adjacent to a Major River with a ford or destroyed bridge across it, *and* did not entrench, can instead build a pontoon bridge. Immediately place a pontoon bridge over the desired Major River hexside adjacent to this unit's box. The Union player may have a maximum of one pontoon bridge on the Off-Map Theater Display. If he wishes to build another bridge when he already has one in play, he may remove the bridge which is in play and move it to the new location. (**Note**: The Union player may build a bridge over an off-map hexside even if a Confederate bridge has already been placed over the same hexside.)

3. **Confederate Movement**: The Confederate player may move eligible units into an adjacent off-map box connected by a road or railroad connection.

4a. **Confederate Entrenchment**: Any Confederate unit in either the Knoxville or Cumberland Gap box that was eligible for movement in Step 3 but opted to remain in the same box can instead entrench. Immediately place a Breastworks-complete marker on the unit. The Breastworks marker functions normally for combat purposes until the unit leaves that box (at which time the marker is removed). Units in off-map boxes may never reach a higher level of entrenchment than the Breastworks level, and entrenching is not allowed in any off-map box beside Knoxville and Cumberland Gap.

4b. **Confederate Bridge Building**: If the Athens/Campbell's Station bridge has been destroyed (see below), and the Confederate player has not placed his major river bridge on the map, any Confederate infantry unit of 5 manpower or more that is in the Athens or Campbell's Station Box may build a pontoon bridge. The infantry unit must have been eligible for movement in Step 1 but opted to remain in the same box and also opted not to entrench. Immediately place a pontoon bridge

over the Major River between Athens and Campbell's Station. (**Note**: The Confederate player may not build a pontoon bridge over any other off-map connection unless he has removed a wagon train; see 8.9.) The Confederate player may have a maximum of *one* major river pontoon bridge in the game. If he wishes to build another bridge when he already has one in play, he may remove the bridge which is in play and move it to the new location. He may also remove it if he wishes to build a bridge on the map. (**Note**: The Confederate player may build a bridge over an off-map hexside even if a Union bridge has already been placed over the same hexside.)

5. **Union Cavalry Movement**: If any Union cavalry units occupy boxes which do not contain enemy units, the Union player may move these units into an adjacent off-map box connected by a road or railroad connection. Cavalry units may therefore move two boxes during each Off-Map Segment.

6. **Confederate Cavalry Movement**: If any Confederate cavalry units occupy boxes which do not contain enemy units, the Confederate player may move these units into an adjacent off-map box connected by a road or railroad connection.

7. **Combat**: Combat occurs in each box that contains both Union and Confederate units.

The Athens/Campbell's Station Bridge: The bridge on the Off-Map Theater Display between the Athens Box and the Campbell's Station Box can be destroyed by any infantry unit of 5 manpower or more which occupies either box. If a player wishes to destroy the bridge, he must do so at the beginning of the Off-Map Segment (before either player moves his units). To destroy the bridge, the player places a "Destroy" marker on the bridge. The bridge can never be repaired, although a pontoon bridge may be placed across on top of it. If the bridge is destroyed, a major river ford exists at this location; but units may not move by RR transfer between these two boxes.

Pontoon bridges on the Off-Map Theater Display may not be destroyed by the opposing player, unless both boxes which the bridge is connected to are occupied by enemy units at the end of an Off-Map Segment.

10.3   OFF-MAP MOVEMENT RESTRICTIONS

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

*   Enemy units occupy the same off-map box, and the combined man-power value of these units is at least half of the manpower value of the friendly units in the off-map box (these enemy units would have arrived as reinforcements, as a transfer, or due to earlier Off-Map movement in this Off-Map Segment). **Exception**: Cavalry units may move if the enemy units occupying their box are only infantry and/or artillery (not cavalry).
*   The unit transferred into this off-map box some time since the last Strategic Cycle.
*   It arrived as a reinforcement after the last Off-Map Segment.
*   It performed RR transfer after the last Off-Map Segment.
*   An infantry or artillery unit attempts to cross between the two boxes, and there is a Major River between them without a bridge over it.
*   Union units may not enter the Allatoona or Wytheville off-map boxes. Confederate units may not enter the Stanford Off-Map box.

Gameplay Note: The first restriction above (where enemy units prevent off-map movement) allows a player to possibly pin enemy units in one box while simultaneously attacking an adjacent box. This tactic is especially helpful to the Union player since he moves first in the Off-Map Phase.

10.4   OFF-MAP COMBAT

In Step 7 of the Off-Map Segment, off-map combat occurs in each box that contains both Union and Confederate units. 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.

When resolving combat in an off-map box, the player who had units present in that off-map box at the start of the Strategic Cycle is considered the defender. If neither player had units in the box, or if all of the units in the box transferred into it some time since the last Strategic Cycle, the Confederate player is the defender. (**Exception**: If no player had units present in an off-map box at the beginning of Step 5 ("Union Cavalry Movement"), and both players' units occupy that box in Step 7 ("Combat"), the Confederate player is the defender, even if Union units occupied the box earlier in the Off-Map Segment.)

The attacker resolves the attack according to the following procedure:

1. Combine the Manpower values of all of the attacker's units in the box. This is the "Attack Value", Do the same for all defender's units in the box (including the multiplier for Breastworks if applicable). 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) nor-mally for the combat using the highest Tactical value among the units and leaders in the box for each player.
    -1   If defender's units occupy a "Mountain" box
    -1   If at least half of the attacker's units crossed a major or minor river to enter the defender's box
             Note: Only *one* of the two modifiers above may be used. The attacker may not receive a -2 overall modifier for these two conditions.
    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 "r" and "R". If the defender's result contains an "R" or "r", the attack succeeds and the defender must retreat. (The retreat procedure is given below). If the result from Step 3 is −1 or less, the attack fails and the attacker must retreat. If the result from Step 3 is a 0 or 1, the combat is incon-clusive. If a combat is inconclusive, the defender can either:
    *   elect to return to Step 1 and force the attacker to resolve another round of combat (with the same player as attacker), or
    *   declare the defense a failure and retreat his defending units. The attacker's units must stay if the defender wants another round of combat; the players proceed to Step 1 and recompute the combat odds. In the second round of combat, inconclusive results (results from Step 3 of 0 or 1) are considered failed attacks and the at-tacker must retreat. There can never be more than two rounds of combat in an off-map box in a single Strategic Cycle.

    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. However, new Strength markers are placed on their organized side, even if the combat result contains a "D".

    Demoralization/Fatigue: Units may never be demoralized or gain Fatigue Levels due to off-map combat regardless of the combat results.

10.5   RETREAT IN OFF-MAP COMBAT

If a player's units must retreat, they are moved to an adjacent off-map box that is connected to the box where combat took place by a road or railroad connection, or onto the map (if there is a road or railroad connection from

the combat box to the map – see below). If the units retreat into an off-map box, this box can not contain enemy troops. If the attacking player is retreating, the units must retreat into the box from which they entered the combat box, unless enemy units are present in that box at the time of the retreat. If attacking units entered the box from the map, they must retreat back onto the map, if possible. If there is no box or connection to the map which is free of enemy units adjacent to the combat box, the player must retreat to the nearest box free of enemy troops in that same theater. (He may not retreat onto the map using a connection from another box.) If no such box exists, the units are removed from the game (**Note:** These units ARE counted as combat losses for VP purposes).

Infantry and artillery units may not retreat across a Major River if no bridge exists across the river, unless no other adjacent box is free of enemy units.

Units may retreat onto the map if a connection exists from the box they occupy to the map. To do this, the units are placed in a stack in one of the hexes on the mapedge into which they could have transferred from the off-map box. However, certain restrictions apply:

- All units must be placed in the same hex.
- Units are placed on their exhausted sides, with disorganized strength markers.
- Units may not be placed in a hex containing an enemy unit.
- Units may not be placed in a hex which is within four hexes of a hex containing enemy units whose combined manpower value is at least 1/4 of the combined manpower value of the retreating units.

If no hex exists that meets these restrictions, the units may not retreat onto the map.

10.6   TRANSFER

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). The Union player transfers first; the Confederate player second. If a unit transfers, its Demoralized, Fatigue, or Out of Supply markers (if any) are removed; if exhausted it is flipped to its normal side; if its Strength marker is disorganized, it is flipped to its organized 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.

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.) The Union player performs all off-map road transfers first, and the Confederate player second.

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.

Resaca: Any hex from N5814 – N5830 containing a road leading off the southeast (right) edge of the map

Rome: Any hex from S5807 – S5821 containing a road leading off the southeast (right) edge of the map

Washington: N0701, N0801, or N1001.

Athens: Any hex from N1101 – N4301 containing a road leading off the northeast (top) edge of the map.

Length of time to transfer:

Infantry or artillery units: If an infantry or artillery 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 an 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 one turn ahead of the current turn. At the start of an 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. (**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 in each off-map theater per turn. For the purpose of RR transfer, all hexes on the north and south game maps are considered to be in the Atlanta Off-Map Theater.

RR Transfer to and from the Map

Only the Confederate player may transfer units between off-map boxes and the map by rail. (Both players may transfer units between off-map boxes by rail, however.) The hexes listed below are the transfer locations to and from off-map boxes which have rail connections to the map. If a Confederate infantry unit occupies one of these hexes at the start of an Off-Map Transfer Phase, it may transfer to the appropriate box. If a Confederate infantry unit occupies the Resaca or Athens off-map box, it may transfer to one of the appropriate hexes. If a Confederate infantry unit transfers, immediately place it in the appropriate off-map box or hex.

Resaca (to the map): Any RR hex from N5825 – N4518, or from N5122 – N4523. However, the Confederate player must be able to trace a path of RR hexes from the hex the unit is placed in to N5825. This path may not enter a hex occupied by a Union unit, Union ZOC, or a destroyed or damaged RR station.

Resaca (from the map): N5222 (Dalton), N4518 (Varnell Station), or N4523 (Tunnel Hill). However, the Confederate player must be able to trace a path of RR hexes from the unit's hex to N5825. This path may not enter a hex occupied by a Union unit, Union ZOC, or a destroyed or damaged RR station.

Athens (to the map): Any RR hex from N3001 – N3611, or from N3308 – N3314. However, the Confederate player must be able to trace a path of RR hexes from the hex the unit is placed in to N3001. This path may not enter a hex occupied by a Union unit, Union ZOC, or a destroyed or damaged RR station.

Athens (from the map): N3202 (Chatata), N3307 (Cleveland Depot), N3611 (Blue Spring Station), or N3314 (McDaniel's Station). However, the Confederate player must be able to trace a path of RR hexes from the unit's hex to N3001. 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:

If an infantry unit (either Union or Confederate) occupies an off-map box with a RR connection to an adjacent box which is not currently occupied by enemy units, the unit may perform a RR transfer. The player immediately moves the unit from one box to the other. After this first move, if all boxes which have connections to the box which the unit moved into are free of enemy units, the player may move the unit one additional box by a RR connection (therefore moving it two boxes during this RR transfer). (**Note:** Remember that the Union player performs all his Off-Map transfers first.)

Therefore, if a Confederate unit has a RR connection to an adjacent empty box at the beginning of an Off-Map Transfer Phase, but a Union unit moves into it during that Off-Map Transfer Phase, the Confederate unit may not perform a RR transfer into the box.)

A unit which moves with its first move into a box which has a RR connection to the map may *not* transfer onto the map with its second move. It may only transfer onto the map if it began the Off-Map Transfer Phase in Resaca or Athens (i.e. a box with a direct RR connection to the map).

RR Transfer Limitations

Players may not perform a RR transfer if any of the following conditions apply:

- A Confederate unit is trying to transfer in a theater where the Confederate player placed a reinforcement earlier this turn.
- A Union unit in an off-map box is trying to transfer and it can not trace a path of off-map boxes to the Knoxville box. All of the boxes in the path (including the box the unit is in) must be connected with RR connections, and none of them may be occupied by Confederate units. The path may not be traced from Campbell's Station to Athens if the Athens/Campbell's Station bridge is destroyed (see 10.2 above)

11.0   STARTING SCENARIO 8

At the beginning of Scenario 8, all Confederate units are set up on the southeast side of the Tennessee River, while all Union units are set up on the northwest side of the Tennessee River. Next, both players set up their off-map units, and perform an Off-Map Segment. The Union player then places several pontoon bridges and/or ferries across the Tennessee River, and then the Action Cycle begins. **Note**: The sections in this rule must be done in the sequence written (the Confederate player must set up his units first, the Off-Map Segment must be performed before the Union player crosses the Tennessee River, etc.).

11.1   CONFEDERATE SET-UP

First, the Confederate player determines how many reinforcements he receives. He *secretly* rolls two dice for Cavalry Reinforcements and Mississippi Reinforcements (see below). Some units may be set up on the map, while other units may be placed on the Turn Track. Units which are set up on the map are under the same restrictions listed below for other Confederate units. (**Note**: All units which are set up "on the map" should be noted on the Scenario 8 Set-Up Pad, not placed directly on the map.) Units which are not set up on the map should be placed on the Confederate player's Reinforcement Turn Track, and are not revealed to the Union player until they enter the map (see section 12.2).

CAVALRY REINFORCEMENT TABLE

2-4	No units
5-9	Mauldin
10-12	Mauldin, Joe Wheeler, Wharton, Harrison

Notes: Any Cavalry Reinforcements are set up on the map. Cavalry Reinforcements are never placed on the Turn Track.

MISSISSIPPI REINFORCEMENT TABLE

2-4	(Walker, Gist: 3)
5-7	Walker, Gist, (Breckinridge: 2)
8-9	Walker, Gist, Breckinridge
10-12	Walker, Gist, Breckinridge, (Gregg, McNair: 5)

Notes: Any Mississippi Reinforcements which are not in parentheses are set up on the map. Units in parentheses are placed on the Confederate Reinforcement Turn Track (see 12.2) on the turn number following their

name. On that turn, these Confederate reinforcements arrive on the map as specified in section 12.4.

Next, the Confederate player secretly notes the locations of all of his units which begin the game on the map. The locations should be written down on a copy of the Scenario 8 Setup Chart (located on the back of this rulebook). The Confederate player should conceal this sheet from the Union player (when the Union player performs his off-map set-up (11.3), he should use a separate sheet). The following restrictions apply to the Confederate player's set-up:

- All Confederate units must be set up in any hex on the southeast side of the Tennessee River (the side which Chattanooga (N2628) is on).
- The Confederate player may detach all six of his infantry substitute brigades and his two substitute cavalry regiments.
- Only Confederate units which are adjacent to a bridge, ford, or ferry on the Tennessee River may be entrenched. These units are placed under Breastworks-Complete markers.
- If a 15-hex path cannot be traced entirely on the southeast side of the Tennessee River from a unit's setup hex to Chattanooga (N2628), the total manpower in that hex may not be greater than 2. The 15-hex path may be over any terrain type, even impassable hexsides (but not over the Tennessee River).
- The Confederate player may place Stewart and/or BR Johnson in the Athens Off-Map Box. If he does this, he may also replace either counter with the corresponding counter of Buckner's corps (replace Stewart-C with Stewart-A, and replace BR Johnson-D with BR Johnson-A).
- As noted in the Scenario 8 setup, the Confederate player divides his 4 initial supply points between his starting wagon trains and the depot in Chattanooga.

11.2   UNION SET-UP

After the Confederate player has finished noting the locations of all of his units, the Union player places his units on the map. The following restrictions apply to the Union player's set-up:

- All Union units must be set up in any hex on the northwest side of the Tennessee River (the side opposite Chattanooga (N2628)).
- All Union infantry divisions must be set up at least 4 hexes from each other.
- At least three Union infantry divisions must be set up on each map. **Historical Note**: The two restrictions above are designed to force the Union player to spread out his army, as Rosecrans did, to confuse Bragg as to the actual point on the Tennessee River where the Union army would be crossing.
- As noted in the Scenario 8 setup, the Union player divides his 24 initial supply points between his starting wagon trains and the depot that he places in either S2023 (Stevenson) or S0108 (Tracy City). Remember no wagon may ever hold more than 4 supply points.
- The Union player may detach a maximum of two infantry substitute brigades and two substitute cavalry regiments.
- No Union units may be entrenched.
- The 3 OH and 89 OH are placed on the map in pre-determined hexes. The Union player may not change the setup hexes of these units.

After setting up his units, the Union player places two pontoon bridges across the Tennessee River, and removes up to four Destroyed markers at ferries across the Tennessee River. The two pontoon bridges must be located at fords, destroyed ferries, or the destroyed permanent bridge (S1915 (Bridgeport) – S1914 (Taylor's Store)). In addition, a Union infantry unit of five or more manpower must occupy the hex adjacent to the pontoon bridge or repaired ferry.

11.3   OFF-MAP SET-UP AND MOVEMENT

The Union player secretly notes the locations of all of his units which begin the game in off-map boxes. The locations should be written on the Scenario 8 Set-Up Chart and concealed from the Confederate player. Union units are set up in either the Monticello or London boxes. They may be divided between these two boxes as desired by the Union player. **Exception**: De Courcy must be set up in the London Box.

After the Union player sets up his off-map units, he randomly selects the name of one Union infantry division and two Union cavalry brigades which set up off-map. The Union player must tell the Confederate player the boxes that these units are in.

Next, the Confederate player sets up all of his units that begin the game in off-map boxes. The Confederate player may choose the locations of all units which are listed as "Off-Map". Units listed as "#1" (Buckner, Preston, B Corps Artillery, & Pegram's division) may be set up in the Morristown, Knoxville, or Campbell's Station boxes. Units listed as "#2" (Forrest & Armstrong's division) may be set up in either the Washington or Campbell's Station boxes.

After this, the Union player places his units on the Off-Map Theater Display using the Scenario 8 Set-Up Chart which he had created previously.

Next, both players perform an entire "Off-Map Segment" (see section 10.0). All units in off-map boxes may be moved during this segment (none have just arrived as reinforcements), except for De Courcy. De Courcy may not be moved in this Off-Map Segment. (Note that no transfer to the game map may occur at this time. The first time such a transfer may occur is during the first Off-Map Transfer Phase of the game, which occurs on Turn 2).

Union Pontoon over the Tennessee

11.4 RIVER CROSSING

After the Off-Map Segment is complete, the Confederate player places his units on the map using the Scenario 8 Set-Up Pad which he had created previously. However, he does not show the Union player any reinforcements which are on his hidden Turn Track. After the Confederate player places his units on the map, there may be a Confederate unit with a Combat Value of 5 or more opposite a Union bridge or ferry. However, the bridge or ferry is not destroyed; instead, the Union player will have one opportunity to attack over this bridge or ferry during his river crossing.

After observing the Confederate player's units, the Union player may adjust the locations of his pontoon bridges and ferries. If the hex opposite a pontoon bridge is occupied by a Confederate unit, he may move the bridge upstream or downstream to the nearest ford or destroyed ferry which is not adjacent to a Confederate unit and which no Union unit already occupies. He may also move any Union units which are adjacent to the bridge to the new hex on the northwest side of the Tennessee River adjacent to the bridge.

Similarly, if the hex opposite a repaired ferry is occupied by a Confederate unit, he may move the ferry upstream or downstream to the nearest destroyed ferry which is not adjacent to a Confederate unit and which no Union unit already occupies. (He does this by moving the Destroyed marker from the new ferry site to the old ferry site.) He may also move any Union units which are adjacent to the ferry to the new hex on the northwest side of the Tennessee River adjacent to the ferry.

He may *not* move a bridge or ferry if there is no Confederate unit adjacent to the bridge or ferry. He may not move a bridge or ferry closer to Chattanooga (N2628), and he may not move a bridge or ferry more than 15 hexes on the northwest side of the Tennessee River. (**Example**: The distance between S1907 (Rankin's Ferry) and S1511 (Lowry's Ferry) is 7 hexes. The distance between S1907 (Rankin's Ferry) and S2118 (Cameron's Ferry) is 17 hexes.) If there is no bridge or ferry site within 15 hexes which is not adjacent to a Confederate unit, the Union player may move it to any bridge or ferry site within 15 hexes (but again, not closer to Chattanooga).

After this, the Union player attempts to cross the Tennessee River. First, he determines how many of his bridges and ferries are complete. To do this, he rolls one die for each pontoon bridge or repaired ferry and performs the action listed below:

- Pontoon Bridges:
  1-3: No action. The bridge is complete.
  4-5: Remove the bridge. However, if the Union player attempts to build a pontoon bridge across this hexside during the Recovery Phase of Turn 1, he receives a -4 modifier for having attempted to build this bridge for four previous days.
  6: Remove the bridge. The Union player receives no modifier if he attempts to build a bridge across this hexside during the Recovery Phase of Turn 1.

- Ferries:
  1-3: No action. The ferry is repaired.
  4-5: Place a Destroyed marker back across the ferry hexside. However, if the Union player attempts to repair the ferry across this hexside during the Recovery Phase of Turn 1, he receives a -4 modifier for having attempted to repair this ferry for four previous days.
  6: Place a Destroyed marker back across the ferry hexside. The Union player receives no modifier if he attempts to repair the ferry across this hexside during the Recovery Phase of Turn 1.

After these die rolls are complete, the Union player checks to see how many bridges and how many ferries he has. If he has no completed bridges, he may replace one of the two bridges he has just removed, and place it across the river as complete. If he has no completed ferries, he may remove one of the Destroyed markers on one of the ferries he has just replaced, to indicate that the ferry is completely repaired.

After this, the Action Cycle begins. (**Note**: All other phases before the Action Cycle (Random Events, Reinforcements, Off-Map Transfer, etc.) are skipped on Turn 1.) The Union player automatically wins the first few initiatives. He wins as many initiatives as he has completed bridges or ferries across the Tennessee River. During each initiative, he must attempt to move at least one unit which is adjacent to the bridge or ferry to the opposite (southeast) side of the Tennessee River. He may not activate any units which are not adjacent to the bridge or ferry during these initiatives. However, he may move more than one unit across if all units are adjacent to the bridge or ferry, and all were activated by a leader in their hex. (**Note**: The Union player only wins one initiative per bridge or ferry. He does not win more initiatives if he has units remaining adjacent to the bridge or ferry which have not crossed.) If no Confederate unit occupies the adjacent hex, the Union unit(s) may continue to move normally if they have movement points remaining. If a Confederate unit occupies the hex, the Union player may attack the Confederate unit (although he is not forced to; he may choose not to activate these units if he wishes). If a Union leader is in the hex, he may perform an assault action if he wishes. If a Confederate unit with a Combat Value of 5 or more is on the other side of a Union bridge or ferry after these initiatives, the bridge or ferry is immediately destroyed.

During Turn 1 *only*, the amount of manpower which may cross ferries on the Tennessee River is increased from 4 to 8. (Remember that units must pay the number of Movement Points equivalent to 1/3 of their Manpower Value to cross a Major River Ferry – see 6.2 of the Basic Rules.)

After the Union player has finished these initiatives, initiative is determined normally. However, only Confederate units which are currently within 12 hexes of a Union unit on the southeast side of the Tennessee River may be activated. The 12-hex path must be counted entirely on the southeast side of the Tennessee River but may cross any terrain type, even impassable hexsides hexside (other than the Tennessee River). If the Confederate player wins initiative and none of his units are within 12 hexes of a Union unit on the southeast side of the Tennessee River, the Confederate player must pass. Even when the Confederate player is in this situation, players should still roll for initiative before each action to see if the Action Cycle ends early (see section 3.0).

Once the Action Cycle is complete, play proceeds to the Recovery Phase. However, during this Recovery Phase, Confederate units may not entrench. (Confederate units may entrench freely on all turns after this.)

After the Recovery Phase of Turn 1, the game continues normally. All Confederate units may be activated during the Action Cycle of Turn 2.

12.0   REINFORCEMENTS

Both players may receive reinforcements in Scenarios 8 & 9.

12.1   CONFEDERATE REINFORCEMENTS IN SCENARIO 8

The Confederate player can receive four types of reinforcements in Scenario 8: Cavalry Reinforcements, Mississippi Reinforcements, Virginia Reinforcements, and East Tennessee Reinforcements.

When the Confederate player begins the game, he will probably receive some of the reinforcements described below (see section 11.1).

12.2   HIDDEN CONFEDERATE REINFORCEMENTS

Confederate reinforcements in Scenario 8 are not revealed to the Union player. When the Confederate player rolls to determine whether he receives reinforcements, he conceals this die roll from the Union player. In addition, when he does receive reinforcements that are not placed directly on the map, he does not place these units on the main Turn Track. Instead, a separate Confederate Reinforcement Turn Track has been added, which the Confederate player should conceal from the Union player. The Confederate player should place his reinforcements on this Reinforcement Turn Track. He should only reveal them to the Union player when they are placed on the map.

12.3   CAVALRY REINFORCEMENTS

In the Reinforcement Phase of each turn, starting on August 30 (Turn 2), the Confederate player rolls two dice and consults the Cavalry Reinforcement Table. If he receives a "Reinforcement" result, he immediately places the unit(s) comprising a single increment of the Cavalry Reinforcement Chart on the map. Cavalry reinforcements enter "from Rome" (see 12.8).

The Confederate player must select these reinforcements in the order given in the Cavalry Reinforcement Chart. If he has received all four increments, the Confederate player does not roll for Cavalry Reinforcements after this.

CAVALRY REINFORCEMENT TABLE

2-5	NE
6-12	Reinforcement

CAVALRY REINFORCEMENT CHART

1st Increment: Mauldin

2nd Increment: Joe Wheeler, Wharton, Harrison

3rd Increment: Crews

4th Increment: Martin, Morgan, Russell, and one wagon train (with 2 Supply Points).

12.4   MISSISSIPPI REINFORCEMENTS

In the Reinforcement Phase of each turn, starting on August 30 (Turn 2), the Confederate player rolls two dice and consults the Mississippi Reinforcement Table. If he receives a "Reinforcement" result, he places the unit(s) comprising a single increment of the Mississippi Reinforcement Chart on the Turn Track six turns ahead of the current turn. At the beginning of a turn occupied by any of these units, they enter "from Atlanta" (see 12.8).

The Confederate player must select these reinforcements in the order given in the Mississippi Reinforcement Chart. If he has received all five increments, the Confederate player does not roll for Mississippi Reinforcements after this.

If the Confederate player receives Johnston as a reinforcement, he flips Bragg's counter to its "Johnston" side at the beginning of the turn that Loring is placed on the map or in an off-map box. In addition, the Initiative Segment (4.2) is changed. If both players roll 4's or 5's, the Union player does not perform an "Insubordination Check". Instead, the Confederate player wins the initiative. Confederate units may not become insubordinate when Johnston is on the map. However, Forrest is still flipped to his "-A" side if Johnston can trace a 15-hex path to him (see 15.0 of the BAC Basic Game Rules).

MISSISSIPPI REINFORCEMENT TABLE

2-6	NE
7 or greater	Reinforcement

Modifier:

-2   Each increment of Mississippi reinforcements which has already been received (**Note**: This includes Mississippi Reinforcements which have been received during the Confederate Set-Up, section 11.1.)

+8   If a "No reinforcement" result has been received on the Virginia Reinforcements table (**Note**: The Confederate player cannot receive Virginia Reinforcements if he has received this result. See the "Historical Note" in the Virginia Reinforcements section below.)

MISSISSIPPI REINFORCEMENT CHART:

1st Increment: Walker, Gist

2nd Increment: Breckinridge

3rd Increment: Gregg, McNair

4th Increment: French

5th Increment: Johnston, Loring

12.5   VIRGINIA REINFORCEMENTS

In the Reinforcement Phase of each turn, starting on August 30 (Turn 2), and possibly running until September 11 (Turn 14), the Confederate player rolls two dice and consults the Virginia Reinforcement Table. The Virginia Reinforcement roll always takes place after rolling for Mississippi Reinforcements.

If the Confederate player receives any result other than "NE", he does not roll for Virginia Reinforcements on any turn after this. However, if the Confederate player receives a "No reinforcement" result, he will probably receive more Mississippi Reinforcements, since he receives a positive modifier on the Mississippi Reinforcement Table for a "No reinforcement" result. (**Historical Note**: Jefferson Davis and Robert E. Lee were unsure whether it was the best choice to send Longstreet's corps to Bragg, and did not decide to do so until September 5 (Turn 8). If they had decided not to, Davis could have directed Johnston to send more troops to Bragg, as Johnston had originally promised to do.)

If he receives a "Two Divisions" or "Three Divisions" result, he must designate whether these units will be entering from Atlanta or Lynchburg.

- If the units are entering "from Atlanta", he places Law on the Turn Track fourteen turns ahead of the current turn, he places Longstreet & Kershaw on the Turn Track seventeen turns ahead of the current turn, and he places Pickett (if he has received a "Three Divisions" result) twenty turns ahead of the current turn. At the beginning of a turn occupied by any of these units, they enter "from Atlanta" (see 12.8).

- If the units are entering "from Lynchburg", he places Law on the Turn Track six turns ahead of the current turn, he places Longstreet & Kershaw on the Turn Track nine turns ahead of the current turn, and he places Pickett (if he has received a "Three Divisions" result) twelve

turns ahead of the current turn. At the beginning of a turn occupied by any of these units, they enter "from Lynchburg" (see 12.8).

When these reinforcements enter play, the Confederate player places the counters with "0" artillery values (Law-A, Kershaw-A, and Pickett-A) on the map. At the beginning of the third day after he receives the last unit, he replaces the counters on the map with the alternate counters that do have artillery values greater than 0 (Law-B, Kershaw-B, and Pickett-B).

VIRGINIA REINFORCEMENT TABLE

2	No reinforcement
3	"NE" if prior to Turn 8. "No reinforcement" if Turn 8 or later.
4-9	"NE" if prior to Turn 14. "No reinforcement" if Turn 14.
10	"NE" if prior to Turn 8. "Two divisions (Law, Kershaw, Longstreet)" if Turn 8 or later.
11	Two divisions (Law, Kershaw, Longstreet)
12	Three divisions (Law, Kershaw, Longstreet, Pickett)

12.6 EAST TENNESSEE REINFORCEMENTS

If a Union unit occupies the Morristown, Knoxville, Campbell's Station, or Athens off-map boxes at the end of any Strategic Cycle, the Confederate player places certain East Tennessee Reinforcements on the Turn Track:

- He places Jones on the Turn Track on the next turn.
- He places Wharton on the Turn Track four turns ahead of the current turn.
- He places Corse on the Turn Track thirteen turns ahead of the current turn.

At the beginning of a turn occupied by any of these units, they enter "from Lynchburg" (see 12.8).

Jones (commanding East Tennessee units) may be attached to any "ET" or "B" corps units. Jones enters "from Lynchburg", but if there are no "ET" or "B" corps units in the Wytheville or Saltville boxes when Jones is placed, Jones may be placed in the nearest off-map box to Wytheville which contains an "ET" or "B" corps unit.

The "Emergency" East Tennessee Reinforcement (the 60 VA) also enters "from Lynchburg". The Confederate player may place it at the beginning of any turn in which a Union unit occupies the Estillville, Jonesborough, or Saltville boxes.

12.7 CONFEDERATE REINFORCEMENTS IN SCENARIO 9

All Confederate reinforcements in Scenario 9 are placed directly on the Turn Track (they are not hidden from the Union player). (**Exception:** Hardee is the flip side of Cheatham's counter.) At the beginning of a turn occupied by any of these units, they enter as listed below:

- Martin, Morgan, Tyler, Joe Wheeler, Kelly, Wade, Davidson, Harrison: "from Rome"
- Hardee: flip Cheatham's counter to its "Hardee" side.
- Pettus: "from Atlanta"

12.8 CONFEDERATE REINFORCEMENTS ENTRY AREAS

Confederate reinforcements can be placed in several areas. These areas are listed below.

- **From Rome**: If units enter from Rome, the Confederate player may place them in any hex on the southeast (right) edge of the map from S5807-S5821 which contains a road leading off the southeast edge of the map.

- **From Atlanta**: If units enter from Atlanta, the Confederate player places them on the map, or in the Allatoona, Resaca, or Rome off-map boxes. If he places them on the map, he may place them in any RR station on the Western & Atlantic RR. He must be able to trace a path of RR hexes from the hex the unit is placed in to N5825 (Brownlow Church). This path may not enter a hex occupied by a Union unit, a Union ZOC, or a damaged or destroyed RR station. It may not cross a destroyed bridge, or enter a Union-occupied county. In addition, the Resaca Off-Map box may not be occupied by Union units. The Confederate player may not place them in either the Resaca or Rome off-map boxes if that box is occupied by Union units.

- **From Lynchburg**: If units enter from Lynchburg, the Confederate player may place them in the Wytheville or Saltville off-map boxes. He may not place them in the Saltville Off-Map Box if it is occupied by Union units.

12.9 UNION REINFORCEMENTS IN SCENARIO 8

The Union player can receive two types of reinforcements in Scenario 8: Reserve Corps Reinforcements and Kentucky Reinforcements.

12.10 RESERVE CORPS REINFORCEMENTS

In the Reinforcement Phase of each turn, starting on September 1 (Turn 4), the Union player rolls two dice and consults the Reserve Corps Reinforcement Table. If he receives a "Reinforcement" result, he places the unit(s) comprising a single increment of the Reserve Corps Reinforcement Chart on the map.

These reinforcements enter the map from the areas listed in the Reserve Corps Reinforcement Chart.

The Union player must select these reinforcements in the order given in the Reserve Corps Reinforcement Chart. If he has received all four increments, the Union player does not roll for Reserve Corps Reinforcements after this.

RESERVE CORPS REINFORCEMENT TABLE

2-8	NE
9 or greater	Reinforcement

Modifier:

+3 If at least one increment of Reserve Corps reinforcements has already been received

RESERVE CORPS REINFORCEMENT CHART

1st Increment: Tillson (from Huntsville – see 12.13)

2nd Increment: D. McCook (from Huntsville – see 12.13)

3rd Increment: Steedman, Granger (from Nashville – see 12.13)

4th Increment: Spears (from McMinnville – see 12.13)

12.11 KENTUCKY REINFORCEMENTS

In the Reinforcement Phase of certain turns, the Union player receives Kentucky Reinforcements. These reinforcements are listed in the Scenario 8 Set-Up. Kentucky Reinforcements enter "from Kentucky" (see 12.13).

12.12 UNION REINFORCEMENTS IN SCENARIO 9

All Union reinforcements in Scenario 9 are placed directly on the Turn Track. At the beginning of a turn occupied by any of these units, they enter as listed below:

- Candy: "from Nashville"
- Sherman, Ewing, JE Smith: "from Nashville"
- Blair, ML Smith, Osterhaus: "from Huntsville"

12.13   Union Reinforcements Entry Areas

Union reinforcements can be placed in several areas. These areas are listed below.

- **From Nashville**: If units enter from Nashville, the Union player may place them in any RR station on the Nashville & Chattanooga RR or the Tracy City RR. However, he must be able to trace a path of RR hexes from the hex the unit is placed in to either S0120 or S0109. This path may not enter a hex occupied by a Confederate unit, a Confederate ZOC, or a damaged or destroyed RR station. It may not cross a destroyed bridge, or enter a Confederate -occupied county. These reinforcements may also be placed in any hex on the northwest edge of the map from S0108-S0128 which contains a road or RR leading off the northwest edge of the map.

- **From Huntsville**: If units enter from Huntsville, the Union player may place them in any of the following hexes: S1934, S2134, S2534, S2633, S2734, S2833, or S2934.

- **From McMinnville**: If units enter from McMinnville, the Union player may place them in any hex on the northwest edge of the map from N0103-N0129 which contains a road leading off the northwest edge of the map.

- **From Kentucky**: If units enter from Kentucky, the Union player may place them in the Stanford Off-Map Box.

13.0   Stewart & BR Johnson (Scenario 8)

At the end of any Reinforcement Phase in Scenario 8, the Confederate player may replace Stewart-C (Hill's Corps) with Stewart-A (Buckner's Corps). The Confederate player may only replace Stewart's counter once during the game.

At the end of any Reinforcement Phase after the Confederate player has placed Gregg and McNair (Mississippi Reinforcements) on the map, he may replace BR Johnson-D (Hill's Corps) with either BR Johnson-B (I Corps) or BR-Johnson-C (Buckner's Corps). If BR Johnson does not have 2 artillery points, the Confederate player should note his correct artillery value on a scarp of paper. The Confederate player may only replace BR Johnson's counter once during the game.

If the Confederate player attaches BR Johnson-D to any Confederate unit, he should note that unit. He may later detach BR Johnson-D from that same unit, and place him as he would any other infantry substitute brigade.

14.0   Confederate "Wing" Commanders (Scenario 8)

In Scenario 8, the Confederate player may reorganize his army into "wings" if he wishes to. Historically, Bragg reorganized his army into wings during the battle of Chickamauga in an attempt to give him better control over his army, which had grown rapidly due to the reinforcements he had received.

14.1   Reorganizing the Army into Wings

At the beginning of any turn in which Longstreet is on the map, the Confederate player may reorganize the infantry units and leaders in his army into two wings, "Longstreet's Wing" and "Polk's Wing". This reorganization takes place as described below:

A. *Hood*: The Confederate player places Hood on the map on Law's division.
B. *Hill, Buckner, Walker, Hood*: The Confederate player must place two each of these four corps within each wing. To do this, he places a "Longstreet's Wing" or "Polk's Wing" counter beneath each corps

leader's counter. (**Note**: Hood's "L" corps does not have to be placed in Longstreet's wing. Longstreet-A's "L" designation is for his wing, not his corps.)
C. *Polk*: The Confederate player must place at least one division of Polk's corps (Cheatham or Hindman) in Polk's Wing; he may place the second division in either wing. Place wing counters on each division. In addition, place wing counters on any substitute units which have been detached from Polk's corps (these units may be placed in either wing). (**Note**: Polk's corps does not have a corps leader while the Confederate army is reorganized into wings.)

After his army is divided up into wings, the Confederate player flips Longstreet's counter over to its Longstreet-A side. He also flips Polk's counter over to its Polk-B side. If Polk is attached to a division which has become part of Longstreet's Wing, he must be transferred to a unit in Polk's wing during the Leader Transfer Phase.

Longstreet-A and Polk-B function as normal Army Leaders, with two exceptions:

A. These leaders may only perform a Grand Assault if the corps leader which initiated the Assault Action is part of that leader's wing, and
B. When one of these leaders is performing a Grand Assault, only units of that leader's wing may be selected to join the Grand Assault. Units of the opposite wing, and cavalry units, may not be selected to join a Grand Assault which is attempted by either Longstreet or Polk. (**Note**: The "Reserve Artillery" may be selected to join in a Grand Assault attempted by either wing, but the "B Corps Artillery" may only be selected to join in a Grand Assault by the wing commander who commands Buckner's corps, or by Bragg.)

No restrictions are placed on Bragg; he functions normally while the Confederate army is reorganized into wings.

Neither Longstreet nor Polk may transfer with a corps leader of the opposite wing.

If a wing commander occupies a hex in which all units of his wing are eliminated, he is immediately transferred to the nearest hex with units of his wing. He is transferred even if units of the opposite wing still occupy the hex.

14.2   Changing the Army Back to Standard Organization

At the beginning of any turn in which the Confederate army is organized into wings, the Confederate player may change his army back to standard organization. To do this, he removes all "Longstreet's Wing" and "Polk's Wing" counters. Then, he flips Longstreet's counter over to its Longstreet-C side, and removes Hood. He also flips Polk's counter over to its Polk-A side. If either Polk or Longstreet are attached to divisions which are not part of their corps, they must be transferred to a unit in their corps during the Leader Transfer Phase.

The Confederate player may only organize his army into wings once during the game; once he has changed his army back to standard organization, he may not organize it into wings again.

ADVANCED GAME SCENARIOS

There are two Advanced Game scenarios, one of 32 turns (Scenario 8) and the other of 40 turns (Scenario 9). 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. Place the Turn marker on the Turn Record Track in the August 29 box (for Scenario 8) or the October 28 box (for Scenario 9). This is Turn 1. In Scenario 8, players should keep track of Manpower losses due to combat only; but in Scenario 9, since Manpower losses that are not due to combat also cause VP gain or loss, players should keep track of them in this scenario.

SCENARIO 8: THE CHICKAMAUGA CAMPAIGN

NOTES: This scenario covers the entire Chickamauga campaign, from the time that the Union army crossed the Tennessee River through the battle of Chickamauga.

MAPS: Both maps are used

GAME LENGTH: 32 turns, August 29 – September 29, 1863.

SPECIAL RULES:

1. *Starting the game*: See section 11.0 of the Advanced Game Rules.
2. *Bridges and Ferries Across the Tennessee River*: All bridges and ferries across the Tennessee River are destroyed (from Tucker Ferry (N1001-N1101) to Sublet Ferry (S2934-S3033)).
3. *E. McCook & Watkins*: The Union cavalry brigades E. McCook and Watkins begin the game off-map. In the Reinforcement Phase of Turn 4, place E. McCook on the map. In the Reinforcement Phase of Turn 5, place Watkins on the map. These units enter "from Huntsville" (see 12.13 of the Advanced Game Rules).
4. *Jones*: The Confederate corps leader Jones (commanding East Tennessee units) may be attached to any "ET" or "B" corps units in this scenario.
5. *Union Depot*: The Union player may place one depot on the map at the beginning of the game. He may place this depot in either S2023 (Stevenson) or S0108 (Tracy City).
6. *Bragg's Indecisiveness*: Until either Longstreet or Johnston has arrived on the map, apply these two modifiers to the following Union die rolls:
   - **First Initiative**: The Union player adds 1 to his die roll on the first initiative roll of each Action Cycle. All subsequent initiative rolls for that Action Cycle are unaffected. This modifier increases the chance that a Command Paralysis random event will affect the Confederates (see 2.0 of the Advanced Game Rules).
   - **Random End of Action Cycle**: The Union Player may subtract 1 from all his rolls to extend the action cycle (so he will succeed on a 1, 2, or 3).

   Once either Longstreet or Johnston is on the map (not in an off-map box), these modifiers are reversed for the rest of the game:
   - **First Initiative**: The Confederate player now adds 1 to his die roll on the first initiative roll of each Action Cycle. This modifier increases the chance that a Command Paralysis random event will affect the Union player.
   - **Random End of Action Cycle**: The Confederate Player may subtract 1 from all his rolls to extend the action cycle (so he will succeed on a 1, 2, or 3).

VICTORY CONDITIONS:

The Union player gains and loses VPs for the following occurrences at the end of the game:

VP	Reason
+50	If the Union player controls Hamilton County
+35	For each of the counties listed below which the Union player controls at the end of the game: • Whitfield • Bradley
+25	For each of the counties listed below which the Union player controls at the end of the game:

- Catoosa
- Walker

VP	Reason
+20	If the Union player controls Murray County
+15	For each of the counties listed below which the Union player controls at the end of the game: • Dade • Chattooga
+30	If a Union infantry unit occupies the Resaca Off-Map Box
+20	If a Union infantry unit occupies the Rome Off-Map Box
+15	If a Union infantry unit occupies the Athens Off-Map Box
+30	If a Union infantry unit occupies the Knoxville Off-Map Box
+10	If a Union infantry unit occupies the Cumberland Gap Off-Map Box
+30	If a Union infantry unit occupies the Saltville Off-Map Box
+15	If a Union unit (of any type) occupies the Saltville Off-Map Box at the end of any Off-Map Segment (**Note**: These VP are not awarded if a Union infantry unit occupies the Saltville Off-Map Box at the end of the game.)
-30	For each of the counties listed below which the Confederate player controls at the end of the game: • Jackson • Marion
-15	If the Confederate player controls Sequatchie County
-20	If a Confederate infantry unit occupies either the London or Monticello off-map boxes
-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 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)
+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 Union VP total is calculated and the players consult the chart below to determine the winner.

UNION VP	WINNER
150 or more	Union Decisive Victory
120 to 149	Union Substantive Victory
90 to 119	Union Marginal Victory
60 to 89	Confederate Marginal Victory
30 to 59	Confederate Substantive Victory
29 or less	Confederate Decisive Victory

Stevenson, Alabama

CONFEDERATE SET-UP

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Bragg	Army	AT	Ldr	-	On-map (see 11.1)
Polk-A	Corps	P	Ldr	-	On-map (see 11.1)
Hindman	Div	P	Inf	12	On-map (see 11.1)
Cheatham-A	Div	P	Inf	13	On-map (see 11.1)
Hill	Corps	H	Ldr	-	On-map (see 11.1)
Cleburne-A	Div	H	Inf	10	On-map (see 11.1)
Stewart-C	Div	H	Inf	8	On-map (see 11.1)
BR Johnson-D	Brig	H	Inf	2	On-map (see 11.1)
Liddell	Div	W	Inf	8	On-map (see 11.1)
Reserve Artillery	Brig	AT	Art	1	On-map (see 11.1)
3 CS	Regt	W-W	Cav	1	On-map (see 11.1)
Wagon Trains 1-5	-	-	-	(0)*	On-map (see 11.1)
Depot	-	-	-	(4)*	N2628 (Chattanooga)
Buckner	Corps	B	Ldr	-	Off-map (see 11.3 – #1)
Preston	Div	B	Inf	9	Off-map (see 11.3 – #1)
B Corps Artillery	Brig	B	Art	1	Off-map (see 11.3 – #1)
Pegram	Div	F-P	Ldr	-	Off-map (see 11.3 – #1)
Scott	Brig	F-P	Cav	2	Off-map (see 11.3 – #1)
Davidson-A	Brig	F-P	Cav	2	Off-map (see 11.3 – #1)
Hodge	Brig	F-P	Cav	1	Off-map (see 11.3 – #1)
Forrest-B	Corps	F	Ldr	-	Off-map (see 11.3 – #2)
Armstrong-A	Div	F-A	Ldr	-	Off-map (see 11.3 – #2)
James Wheeler-A	Brig	F-A	Cav	2	Off-map (see 11.3 – #2)
Dibrell	Brig	F-A	Cav	3	Off-map (see 11.3 – #2)
Frazer	Brig	B	Inf	3^	Cumberland Gap Box
A. Jackson-A	Brig	B	Inf	2	Jonesborough Box
Giltner	Brig	-	Cav	1	Saltville Box
J. Williams	Brig	-	Cav	1	Saltville Box
Mauldin	Regt	W-M	Cav	1	Cavalry Reinforcement
Joe Wheeler	Corps	W	Ldr	-	Cavalry Reinforcement
Wharton	Div	W-W	Ldr	-	Cavalry Reinforcement
Harrison	Brig	W-W	Cav	2	Cavalry Reinforcement
Crews	Brig	W-W	Cav	3	Cavalry Reinforcement
Martin	Div	W-M	Ldr	-	Cavalry Reinforcement
Morgan	Brig	W-M	Cav	1	Cavalry Reinforcement
Russell	Brig	W-M	Cav	1	Cavalry Reinforcement
Wagon Train 6	-	-	-	(2)*	Cavalry Reinforcement
Walker	Corps	W	Ldr	-	Mississippi Reinforcement
Gist-C	Div	W	Inf	9	Mississippi Reinforcement
Breckinridge	Div	H	Inf	7	Mississippi Reinforcement

continued over...

Confederate Set-Up (cntd)

Gregg	Brig	W	Inf	3	Mississippi Reinforcement
McNair	Brig	P	Inf	2	Mississippi Reinforcement
French	Div	P	Inf	3	Mississippi Reinforcement
Johnston	Army	AT	Ldr	-	Mississippi Reinforcement
Loring	Div	H	Inf	8	Mississippi Reinforcement
Longstreet-C	Corps	L	Ldr	-	Virginia Reinforcement
Law-A	Div	L	Inf	12	Virginia Reinforcement
Kershaw-A	Div	L	Inf	11	Virginia Reinforcement
Pickett-A	Div	L	Inf	9	Virginia Reinforcement
Jones	Corps	ET	Ldr	-	East Tennessee Reinforcement
Wharton	Brig	ET	Inf	3	East Tennessee Reinforcement
Corse	Brig	ET	Inf	2	East Tennessee Reinforcement
60 VA	Regt	ET	Inf	2	East Tennessee Reinforcement (Emergency)

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

*   The Confederate player has 5 wagon trains which begin the game on the map. He may divide the 4 supply points he starts with between the wagon trains and the depot in Chattanooga in whatever way he chooses. One additional wagon train enters with the final Cavalry Reinforcements. This wagon enters the map carrying 2 supply points.

^   Frazer begins the game under a Breastworks-Complete counter.

Union Set-Up

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Rosecrans	Army	AC	Ldr	-	On-map (see 11.0)
Thomas-A	Corps	XIV	Ldr	-	On-map (see 11.0)
Reynolds	Div	XIV	Inf	8	On-map (see 11.0)
Brannan	Div	XIV	Inf	12	On-map (see 11.0)
Baird-A	Div	XIV	Inf	9	On-map (see 11.0)
Negley	Div	XIV	Inf	8	On-map (see 11.0)
Wilder-A	Brig	XIV	Mnt. Inf	4	On-map (see 11.0)
A. McCook	Corps	XX	Ldr	-	On-map (see 11.0)
Sheridan-A	Div	XX	Inf	9	On-map (see 11.0)
RW Johnson-A	Div	XX	Inf	9	On-map (see 11.0)
Davis-B	Div	XX	Inf	8	On-map (see 11.0)
39 IN	Regt	XX	Mnt. Inf	1	On-map (see 11.0)
Crittenden	Corps	XXI	Ldr	-	On-map (see 11.0)
Wood-C	Div	XXI	Inf	8	On-map (see 11.0)
Palmer	Div	XXI	Inf	10	On-map (see 11.0)
Van Cleve	Div	XXI	Inf	8	On-map (see 11.0)
Stanley	Corps	Cav	Ldr	-	On-map (see 11.0)
R. Mitchell	Div	Cav-1	Ldr	-	On-map (see 11.0)
Campbell	Brig	Cav-1	Cav	2	On-map (see 11.0)
Crook	Div	Cav-2	Ldr	-	On-map (see 11.0)
Minty	Brig	Cav-2	Cav	3	On-map (see 11.0)

continued over...

UNION SET-UP (CNTD)

Long	Brig	Cav-2	Cav	2	On-map (see 11.0)
Wagon Trains 1-8	-	-	-	(24)*	On-map (see 11.0)
Depot	-	-	-	(0)*	See Special Rule 5
3 OH	Regt	XIV	Inf	1	S2023 (Stevenson)
89 OH	Regt	Res	Inf	1	S0108 (Tracy City)
Burnside	Army	DO	Ldr	-	Off-map (see 11.3)
Hartsuff	Corps	XXIII	Ldr	-	Off-map (see 11.3)
White	Div	XXIII	Inf	7	Off-map (see 11.3)
Hascall	Div	XXIII	Inf	7	Off-map (see 11.3)
XXIII Corps Art	Brig	XXIII	Art	1	Off-map (see 11.3)
Shackelford-A	Div	XXIII-Cav	Ldr	-	Off-map (see 11.3)
Byrd	Brig	XXIII-Cav	Cav	3	Off-map (see 11.3)
Foster-A	Brig	XXIII-Cav	Cav	3	Off-map (see 11.3)
Garter	Brig	XXIII-Cav	Cav	3	Off-map (see 11.3)
Wolford-A	Brig	DO	Cav	2	Off-map (see 11.3)
De Courcy	Brig	IX	Inf	3	Off-map (see 11.3)
E. McCook	Brig	Cav-1	Cav	2	Reinforcement - See Special Rule 3 (Turn 4)
Watkins	Brig	Cav-1	Cav	2	Reinforcement - See Special Rule 3 (Turn 5)
Tillson	Brig	Res	Inf	4	Reserve Corps Reinforcement
D. McCook	Brig	Res	Inf	4	Reserve Corps Reinforcement
Granger-A	Corps	Res	Ldr	-	Reserve Corps Reinforcement
Steedman	Div	Res	Inf	6	Reserve Corps Reinforcement
Spears-A	Brig	Res	Inf	3	Reserve Corps Reinforcement
Ferrero	Div	IX	Inf	6	Kentucky Reinforcement (Turn 12)
Parke	Corps	IX	Ldr	-	Kentucky Reinforcement (Turn 16)
Potter	Div	IX	Inf	3	Kentucky Reinforcement (Turn 16)

()   Numbers in parentheses are the number of supply points in the depot or wagon train(s).
*   The Union player has 8 wagon trains which begin the game on the map. He may divide the 24 supply points he starts with between the wagon trains and his depot in whatever way he chooses.

SCENARIO 8: THE CHICKAMAUGA CAMPAIGN (HISTORICAL SETUP)

NOTES: This setup is provided for players who wish to play solitaire, since the standard setup for Scenario 8 requires hidden information on both sides during the setup. Several sections are omitted (these sections are exactly the same as in the standard Scenario 8): Maps, Game Length, and Victory Conditions. However, all Special Rules are included below.

SPECIAL RULES:

1. *Starting the game*: Most of section 11.0 of the Advanced Game Rules is not used in starting this game. Sections 11.1, 11.2, 11.3, and part of 11.4 are omitted. Instead, the game starts in the middle of section 11.4, with the paragraph beginning "After this, the Action Cycle begins." This is just before Union units begin crossing the Tennessee River. No Confederate reinforcements are placed on the Turn Track.

2. *Bridges and Ferries Across the Tennessee River*: All bridges and ferries across the Tennessee River are destroyed, except for the ferries listed below:
   - S1512-S1611 (Allen's Ferry)
   - S1809-S1910 (Love's Ferry)

In addition, the Union player places one Major River Bridge across the Tennessee River at the location below:
   - S2423-S2523 (Caperton's Ferry)

Also, if Sheridan attempts to build a pontoon bridge during the Recovery Phase at the location below, he receives a +4 modifier for having attempted to build this bridge for four previous days:
   - S1915 (Bridgeport) – S1914 (Taylor's Store)

3. *E. McCook & Watkins*: The Union cavalry brigades E. McCook and Watkins begin the game off-map. In the Reinforcement Phase of Turn 4, place E. McCook on the map. In the Reinforcement Phase of Turn 5, place Watkins on the map. These units enter "from Huntsville" (see 12.6 of the Advanced Game Rules).

4. *Jones*: The Confederate corps leader Jones (commanding East Tennessee units) may be attached to any "ET" or "B" corps units in this scenario.

5. *Bragg's Indecisiveness*: Until either Longstreet or Johnston has arrived on the map, apply these two modifiers to the following Union die rolls:
   - **First Initiative**: The Union player adds 1 to his die roll on the first initiative roll of each Action Cycle. All subsequent initiative rolls for that Action Cycle are unaffected. This modifier increases the chance that a Command Paralysis random event will affect the Confederates (see 2.0 of the Advanced Game Rules).
   - **Random End of Action Cycle**: The Union Player may subtract 1 from all his rolls to extend the action cycle (so he will succeed on a 1, 2, or 3).

Once either Longstreet or Johnston is on the map (not in an off-map box), these modifiers are reversed for the rest of the game:

- **First Initiative**: The Confederate player now adds 1 to his die roll on the first initiative roll of each Action Cycle. This modifier increases the chance that a Command Paralysis random event will affect the Union player.
- **Random End of Action Cycle**: The Confederate Player may subtract 1 from all his rolls to extend the action cycle (so he will succeed on a 1, 2, or 3).

6. *Cleburne & Breckinridge*: These units may not activate or entrench until Turn 3. Either unit has these restrictions removed immediately if a Union unit moves within 12 hexes of its setup hex on the southeast side of the Tennessee River on turns 1 or 2. Historically, these units were spread out covering all of the fords & ferries northeast of Chattanooga when Rosecrans crossed, not concentrated into entire divisions.

7. *Van Cleve, Wagon Train 2*: These units may not activate or entrench until Turn 3. These restrictions are removed immediately if a Confederate unit moves within 12 hexes of N0118 (Lamb) on turns 1 or 2. Historically, these units were in Pikeville (off-map, about 10 miles northeast of Pitt's Crossroads (N0113)).

CONFEDERATE SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Cleburne-A	Div	H	Inf	10*	N1912 (Litteral)
Hill	Corps	H	Ldr	-	N2522 (Olive)
Breckinridge	Div	H	Inf	7*	N2522 (Olive)
Bragg	Army	AT	Ldr	-	N2628 (Chattanooga)
Walker	Corps	W	Ldr	-	N2628 (Chattanooga)
Gist-C	Div	W	Inf	9^	N2628 (Chattanooga)
Liddell	Div	W	Inf	8^	N2628 (Chattanooga)
Reserve Artillery	Brig	AT	Art	1^	N2628 (Chattanooga)
Wagon Trains 1-5	-	-	-	(0)	N2628 (Chattanooga)
Depot	-	-	-	(4)	N2628 (Chattanooga)
Polk-A	Corps	P	Ldr	-	N2831 (Summertown)
Cheatham-A	Div	P	Inf	13	N2831 (Summertown)
Hindman	Div	P	Inf	12	N2633 (Wauhatchie)
3 CS	Regt	W-W	Cav	1^	S2319
Mauldin	Regt	W-M	Cav	1	S4731 (Rawlingsville)
Stewart-A	Div	B	Inf	8	Athens Box
BR Johnson-A	Brig	B	Inf	2	Athens Box
Buckner	Corps	B	Ldr	-	Campbell's Station Box
Preston	Div	B	Inf	9	Campbell's Station Box
B Corps Artillery	Brig	B	Art	1	Campbell's Station Box
Forrest-B	Corps	F	Ldr	-	Campbell's Station Box
Armstrong-A	Div	F-A	Ldr	-	Campbell's Station Box
James Wheeler-A	Brig	F-A	Cav	2	Campbell's Station Box
Dibrell	Brig	F-A	Cav	3	Campbell's Station Box
Pegram	Div	F-P	Ldr	-	Campbell's Station Box
Scott	Brig	F-P	Cav	2	Campbell's Station Box
Davidson-A	Brig	F-P	Cav	2	Campbell's Station Box
Hodge	Brig	F-P	Cav	1	Campbell's Station Box
Frazer	Brig	B	Inf	3^	Cumberland Gap Box
A. Jackson-A	Brig	B	Inf	2	Jonesborough Box
Giltner	Brig	-	Cav	1	Saltville Box
J. Williams	Brig	-	Cav	1	Saltville Box

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CONFEDERATE SET-UP (CNTD)

Joe Wheeler	Corps	W	Ldr	-	Cavalry Reinforcement
Wharton	Div	W-W	Ldr	-	Cavalry Reinforcement
Harrison	Brig	W-W	Cav	2	Cavalry Reinforcement
Crews	Brig	W-W	Cav	3	Cavalry Reinforcement
Martin	Div	W-M	Ldr	-	Cavalry Reinforcement
Morgan	Brig	W-M	Cav	1	Cavalry Reinforcement
Russell	Brig	W-M	Cav	1	Cavalry Reinforcement
Wagon Train 6	-	-	-	(2)	Cavalry Reinforcement
Gregg	Brig	W	Inf	3	Mississippi Reinforcement
McNair	Brig	P	Inf	2	Mississippi Reinforcement
French	Div	P	Inf	3	Mississippi Reinforcement
Johnston	Army	AT	Ldr	-	Mississippi Reinforcement
Loring	Div	H	Inf	8	Mississippi Reinforcement
Longstreet-C	Corps	L	Ldr	-	Virginia Reinforcement
Law-A	Div	L	Inf	12	Virginia Reinforcement
Kershaw-A	Div	L	Inf	11	Virginia Reinforcement
Pickett-A	Div	L	Inf	9	Virginia Reinforcement
Jones	Corps	ET	Ldr	-	East Tennessee Reinforcement
Wharton	Brig	ET	Inf	3	East Tennessee Reinforcement
Corse	Brig	ET	Inf	2	East Tennessee Reinforcement
60 VA	Regt	ET	Inf	2	East Tennessee Reinforcement (Emergency)

()   Numbers in parentheses are the number of supply points in the depot or wagon train(s).
^   Indicated units begin the game under Breastworks-Complete counters
*   Cleburne and Breckinridge may not activate or entrench until Turn 3.

UNION SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Minty	Brig	Cav-2	Cav	3	N0903 (Smith's Crossroads)
Sub-1 [Hazen]	Brig	[XXI]	Inf	3+	N1819 (Poe's Tavern)
Wagner	Brig	XXI	Inf	3	N2126
Wilder-A	Brig	XIV	Mnt. Inf	4	N2126
Wagon Train 1	-	-	-	(3)	N2126
Van Cleve	Div	XXI	Inf	8*	N0118 (Lamb)
Wagon Train 2	-	-	-	(3)*	N0118 (Lamb)
Crittenden	Corps	XXI	Ldr	-	N0524 (Dunlap)
Palmer	Div	XXI	Inf	7+	N0524 (Dunlap)
Wood-A	Div	XXI	Inf	5	N0727 (Therman's)
Wagon Train 3	-	-	-	(3)	N0727 (Therman's)
89 OH	Regt	Res	Inf	1	S0108 (Tracy City)
Reynolds	Div	XIV	Inf	8	S1809
Brannan	Div	XIV	Inf	12	S1512
Wagon Train 4	-	-	-	(3)	S1512
Sheridan-A	Div	XX	Inf	9	S1915 (Bridgeport)

UNION SET-UP (CNTD)

Wagon Train 5	-	-	-	(3)	S1915 (Bridgeport)
Crook	Div	Cav-2	Ldr	-	S1915 (Bridgeport)
Long	Brig	Cav-2	Cav	2	S1915 (Bridgeport)
Stanley	Corps	Cav	Ldr	-	S2021 (Bolivar)
R. Mitchell	Div	Cav-1	Ldr	-	S2021 (Bolivar)
Campbell	Brig	Cav-1	Cav	2	S2021 (Bolivar)
Wagon Train 6	-	-	-	(3)	S2021 (Bolivar)
Rosecrans	Army	AC	Ldr	-	S2023 (Stevenson)
Thomas-A	Corps	XIV	Ldr	-	S2023 (Stevenson)
3 OH	Regt	XIV	Inf	1	S2023 (Stevenson)
Depot	-	-	-	(0)	S2023 (Stevenson)
Negley	Div	XIV	Inf	8	S1623 (Cave Spring)
Wagon Train 7	-	-	-	(3)	S1623 (Cave Spring)
Baird-A	Div	XIV	Inf	9	S1123 (Anderson)
A. McCook	Corps	XX	Ldr	-	S2423
Davis-B	Div	XX	Inf	8	S2423
Wagon Train 8	-	-	-	(3)	S2423
RW Johnson-A	Div	XX	Inf	9	S2734 (Bellafonte)
39 IN	Regt	XX	Mnt. Inf	1	S2734 (Bellafonte)
Burnside	Army	DO	Ldr	-	Jamestown Box
Hartsuff	Corps	XXIII	Ldr	-	Jamestown Box
White	Div	XXIII	Inf	7	Jamestown Box
Hascall	Div	XXIII	Inf	7	Jamestown Box
XXIII Corps Art	Brig	XXIII	Art	1	Jamestown Box
Shackelford-A	Div	XXIII-Cav	Ldr	-	Jamestown Box
Byrd	Brig	XXIII-Cav	Cav	3	Jamestown Box
Foster-A	Brig	XXIII-Cav	Cav	3	Jamestown Box
Garter	Brig	XXIII-Cav	Cav	3	Jamestown Box
Wolford-A	Brig	DO	Cav	2	Jamestown Box
De Courcy	Brig	IX	Inf	3	London Box
E. McCook	Brig	Cav-1	Cav	2	Reinforcement - See Special Rule 3 (Turn 4)
Watkins	Brig	Cav-1	Cav	2	Reinforcement - See Special Rule 3 (Turn 5)
Tillson	Brig	Res	Inf	4	Reserve Corps Reinforcement
D. McCook	Brig	Res	Inf	4	Reserve Corps Reinforcement
Granger-A	Corps	Res	Ldr	-	Reserve Corps Reinforcement
Steedman	Div	Res	Inf	6	Reserve Corps Reinforcement
Spears-A	Brig	Res	Inf	3	Reserve Corps Reinforcement
Ferrero	Div	IX	Inf	6	Kentucky Reinforcement (Turn 12)
Parke	Corps	IX	Ldr	-	Kentucky Reinforcement (Turn 16)
Potter	Div	IX	Inf	3	Kentucky Reinforcement (Turn 16)

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

*   Van Cleve and Wagon Train 2 may not activate or entrench until Turn 3.

+   In this scenario, Palmer has 3 artillery points, and Sub-1 has 1 artillery point. Historically, Sub-1 is Hazen's brigade of Palmer's division; in this scenario, it is part of the XXI corps.

SCENARIO 9: THE SIEGE OF CHATTANOOGA

NOTES: This scenario covers the campaign for Chattanooga, from the time that the "Cracker Line" was opened through the Confederate rout at Lookout Mountain & Missionary Ridge.

MAPS: Both maps are used

GAME LENGTH: 40 turns, October 28 – December 6, 1863.

SPECIAL RULES:

1. *Tennessee River*: All bridges and ferries across the Tennessee River are destroyed (from Tucker Ferry (N1001-N1101) to Sublet Ferry (S2934-S3033)), except for the two ferries below:
   - N2328-N2329
   - N2529-N2628 (Flying Ferry)

   In addition, the Union player places four Major River Bridges across the Tennessee River at the locations listed below:
   - S1915 (Bridgeport) – S1914 (Taylor's Store)
   - S1809-S1910 (Love's Ferry)
   - N2529-N2429
   - N2529-N2628 (Flying Ferry)

   Also, the bridge on the off-map display between the Campbell's Station and Athens boxes is destroyed.

2. *River Fordability*: Major rivers are unfordable for this entire scenario. However, minor rivers follow standard rules for fordability. (**Note**: Major rivers on the off-map display (but not minor rivers) are also unfordable. This means that no units (including cavalry) may move between off-map boxes over a major river unless there is a bridge over the river between those two boxes.)

3. *Beginning of Turn 1*: Turn 1 begins with the Action Cycle. The phases before the Action Cycle are skipped on Turn 1 (only).

4. *First Initiatives of Turn 1*: At the beginning of the Action Cycle on Turn 1 (only), the players to not roll for initiative. Instead, the Confederate player wins the first initiative. If he attacks any Union unit(s) during this initiative, then all initiatives after this are determined normally. However, if he does not attack any Union unit(s) during this initiative, he wins the second initiative. After this second initiative, initiative is determined normally.

5. *Random End of Action Cycle on Turn 1*: On Turn 1 (only), if both players roll the same number (not just "1's") in an Initiative Segment, the Action Cycle might end. If this happens, players follow the procedure in section 3.0 of the Advanced Game Rules for keeping the Action Cycle going. If neither player extends the Action Cycle, play proceeds to the Recovery Phase. If the Union player succeeds and the players had rolled double 4's or double 5's, he performs an Insubordination Check. On all turns after this, the Action Cycle might end only if both players roll a "1" in an Initiative Segment.

6. *Union Cavalry*: All Union cavalry units begin the game off-map. Starting with Turn 6, the Union player may recall these units to the map if desired (note that it can be preferable to leave them off-map until needed so these units do not have to be supplied). This decision does not have to be made on Turn 6; the Union player can delay as long as desired. When recalling these units, follow this procedure:
   - Stanley and all units of the 1st division (Elliott, Campbell, La Grange, and Watkins) are placed on the Turn Track one turn ahead of the current turn. On that turn, they enter "from Nashville" (see section 12.13 of the Advanced Game Rules) (**Note**: Since cavalry units cannot move by rail, these units must be placed on the northwest edge of the map).
   - All units of the 2nd division (Crook, Minty, Long, and Wilder) are placed on the Turn Track two turns ahead of the current turn. On that turn, they enter "from Huntsville" (see section 12.13 of the Advanced Game Rules).

   Union cavalry units may also leave the map. If, at the beginning of a Recovery Phase, a cavalry unit occupies a hex which is part of the entry area from which it entered, the Union player may remove that unit from the map. Its Demoralize, Fatigue, or Out of Supply markers (if any) are removed; if exhausted it is flipped to its normal side; if its Strength marker is disorganized, it is flipped to its organized side. It

may return to the map in the same way it entered at a later turn in the game.

7. *Command Restrictions Removed*: At any point in the game, both players may temporarily remove command restrictions from some of their leaders. A player may do this at any point in the Action Cycle. If a player removes command restrictions, his leaders are affected as described below:
   - *Union*: The Union corps leaders Thomas, Hooker, and Sherman have no restrictions on their command. They may be attached to any Union infantry unit, may activate any Union infantry or artillery unit for movement, and may select any Union infantry or artillery unit for assault. However, they may still select no more than four units during an "Activate Leader" action.
   - *Confederate*: The Confederate corps leaders Hardee (or Cheatham), Breckinridge, and Longstreet have no restrictions on their command. They may be attached to any Confederate infantry unit, may activate any Confederate infantry or artillery unit for movement, and may select any Confederate infantry or artillery unit for assault. However, they may select no more than three units during an "Activate Leader" action. (**Note**: While command restrictions are removed, up to one Confederate corps leader and three units may become insubordinate in any one turn, but do not include Insubordinate substitute units in this count. These three units may be from either corps or a combination of both. If a leader becomes insubordinate, the Union player select any three eligible units within his command radius.)

   If a player removes command restrictions, he must make note of the turn on which he does this. At the beginning of the turn 6 turns after this, his standard command restrictions are put back in force. If at that time a leader is attached to a unit which is not under his command, he is moved to the nearest unit which is under his command.

8. *Union Artillery on Moccasin Point*: If a Union unit with at least 2 artillery points occupies N2730 (Moccasin Point), Confederate units on the opposite side of the Tennessee River in N2731 (Craven's House) are affected in 3 ways:
   - Confederate wagon train units may not enter this hex, and the the Confederate player may not trace a "Wagon Supply Path" through this hex (although he may trace a path into it).
   - If the Union player attacks this hex, he rolls one die before resolving the combat. If the result is an odd number, there is no effect; cloud cover prevents the artillery from performing a bombardment. If the result is an even number, the clouds have lifted, the bombardment is successful, and the Union player adds one to his combat die roll. This bombardment may occur an unlimited number of times per turn. (**Note**: The Union player may not bombard Confederate units on Turn 1.)
   - If a Confederate unit moves into this hex, the Union player may attempt to bombard the unit. To do this, he rolls a die. If the result is either 1 or 2, there is no effect. If it is from 3-6, the unit loses all remaining movement points. In addition, it is placed on its disorganized side. If it is already on its disorganized side, it is not affected further. The Union player may attempt to bombard moving unit(s) an unlimited number of times per turn. However, he may not bombard a unit unless it is moving. He may not bombard a unit remaining in this hex. (**Note**: The Union player may not bombard Confederate units on Turn 1.)

9. *Union Artillery Units*: None of the Union artillery units (except Artillery Reserve 1) may attack, or participate in an Assault Action or a Grand Assault (**Exception**: These units may be used on Moccasin Point (see Special Rule 8, above)). If forced to retreat, these units are eliminated instead; apply any combat losses to other units in the hex (if present). However, these units defend normally. In addition, if one of these units performs a march action or participates in an Activate Leader action, it may only move one hex, and it may not force march. Artillery Reserve 1 has no restrictions on its movement or retreat.

10. *Walker / Gist*: During any Reinforcement Phase, the Confederate player may replace Walker-B (of the I corps) with Gist-B (of Hardee's corps). If Longstreet is attached to Walker, he is moved to the nearest unit under his command. The Confederate player may not replace Gist with Walker in a later turn.

11. *"Immediate" Pontoon Bridge*: Both players have the opportunity, once during the game, to **immediately** build a pontoon bridge on the map (not on the Off-Map Display) at the beginning of a Recovery Phase, without rolling dice. At the beginning of each Recovery Phase, the Union player is given the opportunity; if he declines, the Confederate player may choose to. This bridge must be built over the Tennessee River.

To build a bridge in this way, the player must select an infantry unit which is at Fatigue Level 0, with a Combat Value of 5 or more, and within 3 hexes of one of the hexes which will be bridged. No enemy unit may occupy any hex on the bridging unit's side of the river within 3 hexes of the hex from which the bridge will be placed. He then moves the unit to the hex on the same side of the Tennessee River from which the bridge will be placed, and places a major river pontoon bridge over the Tennessee River from the unit's hex. At the beginning of the next Action Cycle, the player who placed the bridge automatically wins the first initiative (and if the turn's random event is Command Paralysis, it automatically effects the opponent of the player who placed the bridge). There are two restrictions on building an immediate bridge:

- These bridges may not be built in rain turns.
- If the Confederate player has not removed a wagon train (see 8.9 of the Advanced Game Rules), he must build this bridge near a rail line (see 10.41 of the BAC Basic Rules).

Once a player has built one "immediate" bridge, he may not build another. However, the opposing player may still build one.

VICTORY CONDITIONS:

The Union player gains and loses VPs for the following occurrences at the end of the game:

VP	Reason
+50	If the Union player controls Hamilton County (**Note**: The Union player does not gain VP for Hamilton County if he cannot trace a path of hexes no more than 30 hexes in length from S1915 (Bridgeport) (exclusive) to N2628 (Chattanooga) (inclusive). This path may only cross hexsides which a wagon train could cross, and may not enter a hex containing a Confederate unit under a Breastworks-complete marker (or stronger).)
+25	If the Union player controls Catoosa County
+10	For each of the counties listed below which the Union player controls at the end of the game: • Walker • Bradley (**Note**: The Union player does not gain VP for Catoosa, Walker, or Bradley counties unless he *also* gains VP for Hamilton County above (control of the county and a 30-hex path to N2628 (Chattanooga).) However, he need not trace a hex path to the control seat of Catoosa, Walker, or Bradley counties.)

VP	Reason
+35	If the Union player controls Whitfield County (**Note**: The Union player does not gain VP for Whitfield County unless he *also* gains VP for Hamilton and Catoosa counties above (control of both counties and a 30-hex path to N2628 (Chattanooga).) However, he need not trace a hex path to the control seat of Catoosa or Whitfield counties.)
+30	If a Union infantry unit occupies the Knoxville Off-Map Box
+10	If a Union infantry unit occupies the Cumberland Gap Off-Map Box
+15	If a Union unit (of any type) occupies the Saltville Off-Map Box *at the end of any Off-Map Segment*
-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 point of Union Manpower value lost in extended march, force march, moving from one enemy ZOC to another, or due to supply effects (not in combat, retreat, or cavalry retreat).
+1	For each point of Confederate Manpower value lost in extended march, force march, moving from one enemy ZOC to another, or due to supply effects (not in combat, retreat, or cavalry retreat).
-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 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 Union VP total is calculated and the players consult the chart below to determine the winner.

Union VP	Winner
175 or more	Union Decisive Victory
145 to 174	Union Substantive Victory
115 to 144	Union Marginal Victory
85 to 114	Confederate Marginal Victory
55 to 84	Confederate Substantive Victory
54 or less	Confederate Decisive Victory

CONFEDERATE SET-UP

Unit/Leader	Size	Command	Type	Manpower Value	Hex
34 GA	Regt	B	Inf	1*	N3024 (Chickamauga Station)
Depot	-	-	-	(10)	N3024 (Chickamauga Station)
Wagon Trains 1-5	-	-	-	(0)	N3024 (Chickamauga Station)
P. Anderson	Div	H	Inf	13	N2726 (Tunnel Hill)
Cheatham	Corps	H	Ldr	-	N2826
Buckner	Div	H	Inf	5	N2826
Cleburne-B	Div	B	Inf	12	N2927
Bragg	Army	AT	Ldr	-	N2928
Breckinridge	Corps	B	Ldr	-	N2928

continued over...

CONFEDERATE SET-UP (CNTD)

Stewart-A	Div	B	Inf	9	N2928
Bate	Div	B	Inf	5	N2928
Walker-B	Div	L	Inf	7*	N2929
Reserve Artillery	Brig	AT	Art	1*	N2929
Longstreet-B	Corps	L	Ldr	-	N2829
Kershaw-C	Div	L	Inf	10*	N2829
Jenkins-B	Div	L	Inf	11*	N2829
2 x Sharpshooter (real)	-	-	-	-	N2829
G. Anderson	Brig	L	Inf	3*	N2831 (Summertown)
Grigsby	Brig	W-K	Cav	1+	S2806 (Squirreltown)
Stevenson	Div	B	Inf	4	Athens Box
J. Jackson	Div	H	Inf	13	Athens Box
Armstrong-B	Div	W-A	Ldr	-	Athens Box
Humes	Brig	W-A	Cav	1	Athens Box
Morrison	Brig	W-M	Cav	2	Athens Box
Giltner	Brig	-	Cav	2	Estilville Box
Jones	Corps	ET	Ldr	-	Saltville Box
Wharton	Brig	ET	Inf	2	Saltville Box
Corse	Brig	ET	Inf	2	Saltville Box
A. Jackson-B	Brig	ET	Inf	1	Saltville Box
60 VA	Regt	ET	Inf	2	Saltville Box
WE Jones	Brig	-	Cav	2	Saltville Box
Martin	Div	W-M	Ldr	-	Reinforcement (October 30)
Morgan	Brig	W-M	Cav	1	Reinforcement (October 30)
Hardee	Corps	H	Ldr	-	Reinforcement (October 31)
Tyler	Brig	W-A	Cav	2	Reinforcement (October 31)
Joe Wheeler	Corps	W	Ldr	-	Reinforcement (November 1)
Kelly	Div	W-K	Ldr	-	Reinforcement (November 1)
Wade	Brig	W-K	Cav	2	Reinforcement (November 1)
Wharton	Div	W-W	Ldr	-	Reinforcement (November 2)
Davidson-B	Brig	W-W	Cav	2	Reinforcement (November 2)
Harrison	Brig	W-W	Cav	1	Reinforcement (November 2)
Pettus	Brig	B	Inf	4	Reinforcement (November 4)

()   Numbers in parentheses are the number of supply points in the depot or wagon train(s).
*   Indicated units begin the game under Fort-Complete counters.
+   Grigsby begins the game at Fatigue Level 1, with his strength marker on its disorganized side.

UNION SET-UP

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Spears-B	Brig	XIV	Inf	3*	N1507 (Doughty)
R. Smith-B	Brig	XIV	Inf	4*	N2218 (Dallas)
Davis-C	Div	XIV	Inf	4*	N2422 (Jackson)
Wagon Train 1	-	-	-	(2)	N1326
Morgan-B	Brig	XIV	Inf	3	N0926 (Anderson's Crossroads)
Wagon Train 2	-	-	-	(2)	N0926 (Anderson's Crossroads)
Granger-B	Corps	IV	Ldr	-	N2627
Wood-B	Div	IV	Inf	10*	N2627
Artillery Reserve 2	Brig	AC	Art	1*	N2627
Thomas-B	Corps	AC	Ldr	-	N2728
Sheridan-B	Div	IV	Inf	13*	N2728
Artillery Reserve 3	Brig	AC	Art	1*	N2728
Palmer	Corps	XIV	Ldr	-	N2729
Baird-B	Div	XIV	Inf	8*	N2729
Artillery Reserve 4	Brig	AC	Art	1*	N2729
Grant	Army	DM	Ldr	-	N2628 (Chattanooga)
RW Johnson-B	Div	XIV	Inf	11*	N2628 (Chattanooga)
Parkhurst	Brig	AC	Inf	2*	N2628 (Chattanooga)
Depot	-	-	-	(0)	N2628 (Chattanooga)
Artillery Reserve 1	Brig	AC	Art	1	N2529
Whitaker-B	Brig	IV	Inf	4	N2629
Naylor	Brig	AC	Art	1	N2730 (Moccasin Point)
Hazen	Brig	IV	Inf	4$	N2429 (Thompson)
Turchin	Brig	XIV	Inf	4$	N2429 (Thompson)
Hooker	Corps	AP	Ldr	-	N2530
Howard	Corps	XI	Ldr	-	N2530
Steinwehr	Div	XI	Inf	5#	N2530
Schurz-A	Div	XI	Inf	6#	N2531
Geary-A	Div	XII	Inf	4#	N2633 (Wauhatchie)
3 OH	Regt	XIV	Inf	1*	S2201
60 NY	Regt	XII	Inf	1^	S2205 (Whiteside)
Cruft-A	Div	IV	Inf	9^	S1907
Wagon Train 3	-	-	-	(2)	S1408 (Jasper)
Wagon Train 4	-	-	-	(2)	S1409
Knipe	Brig	XII	Inf	1*	S1915 (Bridgeport)
Depot	-	-	-	(30)	S1915 (Bridgeport)
Wagon Train 5	-	-	-	(2)	S1915 (Bridgeport)
Wagon Train 6	-	-	-	(2)	S1915 (Bridgeport)
20 CT	Regt	XII	Inf	1*	S2023 (Stevenson)
3 MD	Regt	XII	Inf	1*	S1123 (Anderson)
145 NY	Regt	XII	Inf	1*	S0321 (Tantelon)

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UNION SET-UP (CNTD)

Parke	Corps	IX	Ldr	-	Campbell's Station Box
Ferrero	Div	IX	Inf	6	Campbell's Station Box
Potter	Div	IX	Inf	3	Campbell's Station Box
Sanders	Div	DO-Cav-1	Ldr	-	Campbell's Station Box
Wolford-B	Brig	DO-Cav-1	Cav	3	Campbell's Station Box
Pennebaker	Brig	DO-Cav-1	Cav	2	Campbell's Station Box
Burnside	Army	DO	Ldr	-	Knoxville Box
Manson	Corps	XXIII	Ldr	-	Knoxville Box
White	Div	XXIII	Inf	7	Knoxville Box
Hascall	Div	XXIII	Inf	4	Knoxville Box
XXIII Corps Art	Brig	XXIII	Art	1	Knoxville Box
Lemert	Brig	IX	Inf	3+	Cumberland Gap Box
Willcox	Div	DO	Inf	9	Jonesborough Box
Shackelford-B	Corps	DO-Cav	Ldr	-	Jonesborough Box
Carter	Div	DO-Cav-2	Ldr	-	Jonesborough Box
Foster-B	Brig	DO-Cav-2	Cav	3	Jonesborough Box
Garrard	Brig	DO-Cav-2	Cav	2	Morristown Box
Candy	Brig	XII	Inf	3	Reinforcement (October 30)
Sherman	Corps	AT	Ldr	-	Reinforcement (November 13)
Ewing	Div	XV	Inf	10	Reinforcement (November 13)
JE Smith	Div	XV	Inf	7	Reinforcement (November 14)
Wagon Train 7	-	-	-	(2)	Reinforcement (November 14)
Blair	Corps	XV	Ldr	-	Reinforcement (November 16)
ML Smith	Div	XV	Inf	6	Reinforcement (November 16)
Osterhaus	Div	XV	Inf	7	Reinforcement (November 16)
Wagon Train 8	-	-	-	(2)	Reinforcement (November 16)
Stanley	Corps	Cav	Ldr	-	See Special Rule 6
Elliott-A	Div	Cav-1	Ldr	-	See Special Rule 6
Campbell	Brig	Cav-1	Cav	2	See Special Rule 6
La Grange	Brig	Cav-1	Cav	1	See Special Rule 6
Watkins	Brig	Cav-1	Cav	1	See Special Rule 6
Crook	Div	Cav-2	Ldr	-	See Special Rule 6
Minty	Brig	Cav-2	Cav	2	See Special Rule 6
Long	Brig	Cav-2	Cav	2	See Special Rule 6
Wilder-B	Brig	Cav-2	Mnt. Inf	3	See Special Rule 6

()   Numbers in parentheses are the number of supply points in the depot or wagon train(s).
*   Indicated units begin the game under Fort-Complete counters.
\+   Indicated units begin the game under Breastworks-Complete counters.
^   The 60 NY and Cruft begin the game at Fatigue Level 2.
\#   Steinwehr, Schurz, and Geary begin the game at Fatigue Level 3.
$ Hazen and Turchin begin the game at Fatigue Level 2 and under a Breastworks-Complete counter.

THE GAME AS HISTORY

BY MIKE BELLES

BACKGROUND

At his headquarters in Winchester, Tennessee (about 10 miles off-map, northwest of Tantelon (S0321)), Union General William S. Rosecrans spent all of July, 1863 and the early part of August preparing for the Army of the Cumberland's next move against the Confederate Army of Tennessee. In late June, his army had completed, as Rosecrans termed it, "a nine days' campaign" – a maneuver that had pushed the Confederates 80 miles back while costing the Union less than 600 casualties. General Braxton Bragg's Army of Tennessee was now behind the Tennessee River and concentrated near Chattanooga (N2628). At the intersection of several southern rail lines, Chattanooga was a strategic hub of the Confederacy: the Memphis & Charleston Railroad, which ran westward to the Mississippi, the East Tennessee & Georgia Railroad, which ran eastward to Knoxville and from there connected with Lynchburg and Richmond; and the Western & Atlantic Railroad, which ran south to Atlanta, all met at Chattanooga. As Lincoln would later say, if the Union could hold Chattanooga, "the rebellion can only eke out a short and feeble existence, as an animal sometimes may with a thorn in its vitals." However, getting a Union army into Chattanooga would be a challenging task. In addition to crossing the Tennessee River, there were several long plateaus and ridges (extensions of the massive, 800-foot high Cumberland Plateau that Rosecrans now occupied), which were directly perpendicular to Rosecrans' line of advance. It remained to be seen to what use Bragg would put these natural defenses.

As Rosecrans' planning continues, those in Washington urged him to expedite the process. But Rosecrans can not be hurried: assembling the supplies required for this expedition is a massive undertaking. The army will have to be prepared to be away from its supply base in forbidding terrain for several weeks; Rosecrans does not want to set out until all was ready. By the middle of August, under continued pressure from Washington, Rosecrans' preparations at last reach their climax.

The Chickamauga campaign is about to begin.

AUGUST 16-29, 1863

Crossing the Tennessee River will be a difficult operation, and Rosecrans does not intend to have the Army of Tennessee in his direct front as he attempts to cross. Instead, he wants to confuse Bragg as to his intentions and convince the Confederate commander that he intends to cross the Tennessee 50 miles to the northeast, above Chattanooga. Luckily Bragg already surmises that the Union will cross in this area, largely due to his study of the local terrain. If Rosecrans crosses the Tennessee southwest of Chattanooga, he is confronted with two steep-sided plateaus (Sand and Lookout Mountains) that he must cross before reaching open ground. A northern crossing avoids these obstacles. Bragg has another reason to fear the northern crossing, for the Army of the Cumberland (63,000 men) and the Army of Tennessee (37,000) are not the only military forces in the area. To the northeast, in southeastern Kentucky, Ambrose Burnside has formed a smaller army (18,000), part of the Department of the Ohio, with which he is preparing to cross the Cumberland Plateau and take Knoxville, 90 miles from Chattanooga. In the Knoxville area, and spread out in the many gaps and passes of the Cumberland Plateau, is Simon B. Buckner's Department of East Tennessee (13,000). Buckner will have difficulty defending his large department against an advance by Burnside. However what Bragg fears even more is a junction by Rosecrans and Burnside between Bragg's army and Buckner's. If the Union can separate the two Confederate armies, the combined forces of Rosecrans and Burnside could turn and defeat in detail the Confederate army of their choice.

Therefore, when Rosecrans begins his plan to fool Bragg, it has exactly the effect he wants. On August 16, the Army of the Cumberland departs from Winchester. Two of Rosecrans' three corps, the XIV under George Thomas, and the XX, under Alexander McCook, march to the Stevenson area, although they disperse along the Tennessee River from Love's Ferry (S1809) to Bellafonte (S2734). However, Rosecrans sends the XXI corps, under Thomas Crittenden, to the north, into the Sequatchie Valley, spread out from Therman's (N0727) to Pikeville (off-map, about 10 miles northeast of Pitt's Crossroads (N0113). In addition to the bulk of the XXI corps, two brigades of the XXI corps (Wagner and Hazen), along with Wilder's "Lightning Brigade" of mounted infantry (commanded by the aggressive John T. Wilder, and armed with the new 7-shot repeating Spencer rifles), and Minty's cavalry brigade, are detached and sent forward to the Tennessee River. There these four brigades are ordered to encamp and act like a whole army. They play the part to the hilt. On August 21, as the first report reaches Confederate

camp that the Army of the Cumberland is on the move, Wilder's brigade arrives opposite Chattanooga and shells the city with artillery. Little is done of military importance, but the effect is enough. Hazen and Wagner play bands, build campfires, and drop sawed-off boards into the river upstream of Bragg's camp.

Faced with this show of force, and with the knowledge that Burnside's army is indeed on the move (he had begun moving on August 16; Buckner had become aware of his advance on August 20, the day before Wilder's bombardment of Chattanooga), Bragg keeps one of his two corps (Polk's) around Chattanooga and sends the other (D.H. Hill's) north of Chattanooga, spreading out in small detachments to guard every ford and ferry all the way to the Hiwassee River. Of his two cavalry corps, the one under Nathan Bedford Forrest is off-map to the north, connecting with Buckner's forces, while the one under Joe Wheeler is 50 miles to the south, resting and refitting. Bragg orders Wheeler to get his corps together and hurry north to picket the Tennessee River south of Chattanooga. Until Wheeler's troopers arrive, the only Confederate forces south of Chattanooga are a single regiment of cavalry, the 3rd Confederate.

But while Bragg can not predict Rosecrans' avenue of advance, he at least learns that he will receive reinforcements. With the other two major Confederate armies at rest, the Confederacy can afford to help Bragg with his manpower problem. From Mississippi, Joe Johnston sends Bragg two divisions: Walker and Breckinridge. Bragg creates another division from his original forces (under Liddell) and places it under Walker in a new "Reserve Corps". Breckinridge is placed under Hill's command. In Richmond, Robert E. Lee and Jefferson Davis discuss the possibility of sending a part of the Army of Northern Virginia out west. The idea had been suggested before, but it had never been done. Such a move, if it is undertaken, would require quite some time; the shortest route for these units to take would be via Knoxville, through Buckner's department, the very object of Burnside's current campaign. If Knoxville is blocked, the units will have to sent through Atlanta, a much longer route (775 miles versus 540 through Knoxville). But detaching a large force from the Army of Northern Virginia could also leave Lee unable to hold back George G. Meade, and the result of this could be the fall of Richmond and the end of the war. Lee and Davis struggle to choose the best option as the campaign continues near Chattanooga.

In the area around Stevenson, Rosecrans makes preparations for crossing the Tennessee River. From 400 to 800 yards across, the Tennessee River is a major artery of the North American continent. At two locations (Love's Ferry (S1809-S1910) and Allen's Ferry (S1512-S1611)), Rosecrans' engineers prepare rafts to ferry the army across the river. Further south, at Bridgeport, they create a temporary bridge to replace the one that the Confederates had destroyed. Last, at Caperton's Ferry (S2423-S2523), a pontoon bridge is prepared. By August 28, all is ready. In preliminary scouting across the river, Rosecrans is relatively certain that no major Confederate forces are opposite his units. However, he can not be sure. At dawn on August 29, Heg's brigade of Davis' division rows across the river at Caperton's Ferry and scatters the few pickets of the 3rd Confederate Cavalry in the area. A few hours later, Heg reaches the crest of Sand Mountain, just beyond the river, and begins entrenching. On the river below, the pontoon bridge is completed and the men and supplies of the Army of the Cumberland move across. On the same day, units are sent across on rafts at the ferries to the north. Few, if any, Confederates are there to meet them, and the slow process of ferrying men, artillery, and wagons across the river begins. The first stage of Rosecrans' plan has proven to be an unqualified success.

AUGUST 30 – SEPTEMBER 7 , 1863

In Chattanooga, Bragg does not become aware of Rosecrans' crossing until the next day, August 30, with word arriving by way of a civilian from Stevenson. Even then, the news is confusing. Over the next few days, Bragg continues to receive conflicting reports from all sections of the river. Some say that the force south of Chattanooga is only a feint, and will be pulled back as Rosecrans prepares for his main crossing to the north. However, Bragg knows that something very significant is happening around Bridgeport, and he tries to have Wheeler find out what is going on. This proves easier said than done, though. Wheeler's command is slowly making its way to the north; his men do not arrive in time to hold the passes of Sand Mountain. Instead, as they arrive, he spreads them along the passes of Lookout Mountain. Even then, they are so few that they wouldn't even be able to slow down a determined Union advance. And when Bragg orders Wheeler, on September 5, to move his men into Lookout Valley (between Sand and Lookout mountains) to "drive in the enemy's pickets, and assail him so as to develop his designs, strength, and position", Wheeler does nothing. Instead he replies with numerous explanations as to why this should not be done (it would uncover passes he was attempting to guard; the obstructions he had placed in the gaps would take too long to remove; he could gain no information beyond what he already knew; etc.).

One thing Bragg can do, though, is to bring Buckner's army within reach. Since learning of Burnside's advance, Buckner has been concentrating his forces at the passes that Burnside is likely to use to come down off the Cumberland Plateau. He has Forrest's cavalry at his disposal, too, so he can bring together a substantial army to meet Burnside. However, on August 30, Buckner receives orders from Bragg (who has overall command of Buckner's department) to withdraw his forces to the Hiwassee River (just off-map, in the Athens Box). Rather than be defeated everywhere, Bragg has chosen to give up Knoxville, with the hope that with shorter lines to defend, he can bring his forces to bear where they are needed most. He detaches Stewart's division from Hill's corps and sends it up to Buckner to help him prevent any southward push by Burnside; but over the next few days, as it becomes clear that Rosecrans' main force is crossing to the south, he pulls Buckner and Hill into the area directly around Chattanooga. By September 6, the entire Army of Tennessee is concentrated around Chattanooga.

Meanwhile, delays in crossing the Tennessee River by ferry have cost Rosecrans precious time. Crittenden's final units cross on September 4. On the previous day, impatient to begin his advance, Rosecrans gives orders sending the Army of the Cumberland on its way across Sand and Lookout mountains. McCook's corps takes the southern route, to Valley Head (S4423). Thomas' corps marches in the middle, the divisions taking various routes over the northern end of Sand Mountain. Negley's division is in the lead, and secures the top of Lookout Mountain at Steven's Gap (S3608) and Cooper's Gap (S3506) by September 8. Crittenden's corps moves north through Lookout Valley, but meets units of Polk's corps dug in at the point of Lookout Mountain, as well as on the top of it, and so is forced to stop.

With Buckner's forces out of his way, Burnside's army marches without incident all the way to Knoxville, entering the city on September 2. Now, Burnside turns to a different task. In southwestern Virginia, the salt mines of Saltville are an essential resource of the Confederacy. With the loss of Louisiana, these salt works now supply the majority of the salt used in the Confederacy. Essential to human and animal diet, and necessary for the preservation of food, a loss of salt in the Confederacy would create problems at very basic levels. Saltville is 130 miles to the northeast, but the only Confederate forces between Knoxville and Saltville are a few remnants of Buckner's command. Burnside spends more time securing the area around Knoxville, but he soon plans to move towards Saltville if Rosecrans can handle Bragg without him.

Only after Burnside has occupied Knoxville do Lee and Davis decide, on September 5, that the best choice is to send a detachment of the Army of Northern Virginia out west. Two divisions of Longstreet's corps will be sent, along with Longstreet himself. Longstreet has been lobbying all along for the idea – in fact, he not only wants to take troops to join Bragg's army: he also wants command of the Army of Tennessee. However, Lee and Davis are not interested in removing Bragg from command. Davis is a personal friend of Bragg, and isn't willing to replace Bragg unless there is no other alternative. Longstreet isn't pleased, but follows orders. The troops leave Orange Court House on September 9, and begin the long journey along southern railways to Tennessee.

Rosecrans is also receiving reinforcements, but they are fewer in number. His Reserve Corps, under Gordon Granger, is spread out covering the rear of the Army of the Cumberland all the way back to Nashville. With a campaign going on, he wants all of the troops at the front and orders Granger on September 4: "You must leave minimum garrisons in all your posts and come forward with all the force you can possibly spare." Granger immediately sets about re-assembling his brigades and divisions from their strung-out positions along the railroads. Within a few days portions of all three of his divisions are moving forward to Bridgeport.

September 8-17, 1863

As the days have gone by, Bragg has come to the realization that there will be no Union crossing to the north of Chattanooga. Even worse, the Army of the Cumberland is moving toward his rail connection to Atlanta, the Western & Atlantic Railroad. It will take the entire Army of Tennessee to stop them. Rather than leave a small force behind in Chattanooga to attempt to hold on under what will certainly be a Union siege, Bragg chooses to evacuate the city and march his entire army south toward Rome (off-map, 20 miles southeast of Summerville (S5814)) to protect the railroad. On the evening of September 7, the Army of Tennessee marches out of Chattanooga. Rosecrans learns of this the next day, and on September 9, units of Crittenden's corps occupy Chattanooga.

Having occupied the target of his campaign (Chattanooga) with barely a shot fired, Rosecrans is now convinced that he has Bragg on the run. For months now, the Army of Tennessee has not held a position when pressed by the Army of the Cumberland. Rosecrans begins to believe the Confederate deserters coming into his lines who tell him that Bragg will not stop any-

where north of Atlanta (100 miles further to the south). If this were to prove true, the best course of action would be to follow as fast as possible, keeping the Army of Tennessee from regrouping and making a stand. With this in mind, Rosecrans orders all three of his corps commanders to press deeper into the south, independent of each other. McCook, to the south, is ordered to move over Lookout Mountain to Summerville (S5814) via Alpine (S5621), Thomas to Lafayette (S4604), and Crittenden down the rail line towards Dalton (N5222). (The brigades to the north of Chattanooga (Wilder, Wagner, Hazen, and Minty) cross the Tennessee at Friar's Island Ferry (N2422-N2522) and are reunited with Crittenden's corps.) These maneuvers put a distance of roughly 20 miles between each corps, but with an enemy army that has taken to its heels, Rosecrans believes it is an acceptable risk.

With his lead units around Lafayette, and the rest of the army trailing behind on the way from Chattanooga, Bragg suddenly understands that he is being handed a tremendous opportunity. William Martin, commanding one of Wheeler's cavalry divisions, reports that there are now Union troops in McLemore's Cove, an enclosed valley to the south of Chattanooga formed by Lookout Mountain and a spur known as Pigeon Mountain. Martin's information is correct: on the 9th Negley had marched down through Stevens Gap, camped at the base of the mountain, and deployed skirmishers at Bailey's Crossroads (S3808). The rest of Thomas' corps is still on the other side of Lookout Mountain. However Bragg's entire army is right at hand. And despite rumors to the contrary, the Army of Tennessee is not beaten. Though its men are discouraged from having just given up Chattanooga, they are not as whipped as Rosecrans believes. Bragg has been intentionally sending deserters into the Union camp to cloud Rosecrans' perception of the situation. And so Bragg moves on this opportunity to defeat a portion of the Army of the Cumberland in detail. Bragg plans to send a division down through McLemore's Cove from the northeast to attack Negley on his left flank. Once Negley is engaged to the north, units from the Lafayette area will launch a second attack from the east. If all goes well, Negley will be forced to the southwest into the "pocket" of McLemore's Cove. A retreat in this direction will cut him off from Thomas' corps and probably force him to surrender.

This is Bragg's plan. However, the execution of it proves more difficult. On the evening of the 9th, Bragg issues orders for Hindman's division of Polk corps, encamped just over Chickamauga Creek from Lee & Gordon's Mill (N3731), to move down into McLemore's Cove to attack Negley in flank. Meanwhile, he orders Hill to have Cleburne's division, which is posted in the gaps of Pigeon Mountain, join Hindman in the attack. On the morning of the 10th, when the orders should have been carried out, Bragg's generals are moving slowly. Their difficulty isn't so much with their Union opponents – it is with Bragg himself. Few of the men under Bragg really trust him. Bragg has been in command of the Army of Tennessee since June 1862, and since then the army has been involved in two major battles, Perryville and Stones River. In both battles, the Army of Tennessee had attacked and fought the Army of the Cumberland to a draw. However after both battles, Bragg had chosen to retreat from the battlefield, citing over-arching strategic considerations. These decisions were open to question, and many Confederate soldiers felt that they had fought for nothing. Even worse, Bragg's subordinates have lost confidence in their leader. Many now feel that he is unfit to lead the army. In addition, after both campaigns, Bragg had quickly fixed the blame for the losses on his subordinates. Bragg's inability to assume any of the blame for himself only increased the distrust between him and his generals. Now the poor opinions that Bragg and his generals held for each other surface again. Hindman marches down into McLemore's Cove, reaching Morgan's (S4004), but once there, separated from the rest of the army, he loses his nerve. Instead of one Union division in McLemore's Cove, he believes that there are two. And Hill has found reasons why it would be impossible for Cleburne to move forward. In response to all of this, Bragg directs Buckner's corps into the cove to support Hindman. While this maneuver develops, Negley begins to sense that something is up. He knows he is facing Rebels at Dug Gap (S4206) partially entrenched to meet an attack. This stiff resistance runs counter to Rosecrans' assumptions that the Rebels are retreating. Negley thus pulls back to Davis' Crossroads (S4107) and waits for the rest of Thomas' corps to come up. Thomas arrives that evening and soon sends orders to hurry his trailing divisions forward. He writes to Rosecrans that he still hopes "to drive the enemy beyond Pigeon Ridge by to-morrow night."

The next morning, the 11th, Bragg expects that his plan will at last be executed. The appropriate units are in place; only action is required now. But again his commanders refuse to cooperate. Hindman fears that Crittenden (reported to be marching south from Chattanooga) will envelope his rear. Bragg's orders had given Hindman the option of calling off the attack if he believes it to be "imprudent". Hindman certainly does, and over the day a series of messages pass between him and Bragg, who is now with Hill and Cleburne at Dug Gap (S4206), waiting for the sound of Hindman's guns to

send Cleburne forward to join the attack. Hindman now has his own and Buckner's two divisions, but he refuses to move until 4:00 PM (when he receives orders from Bragg that "the attack which was ordered at daybreak must be made at once or it will be too late"). Hindman orders his men forward, but in fact it is already too late. Early that morning, Baird's division had reached Bailey's Crossroads, and that afternoon, Negley had fallen back there also. Hindman's attack meets only scattered Union rear guards, who fall back to the main Union lines at the foot of Lookout Mountain. Bragg's opportunity has passed.

However, incredibly, another opportunity soon presents itself. That same day, the 11th, Crittenden's XXI corps reaches Ringgold (N3924), with Wilder's brigade reaching Tunnel Hill (N4523), before Rosecrans orders them to turn back south towards Lafayette. Rosecrans is not yet sure whether the Confederates are in a position to do him any harm, but it appears that they are retreating more to the south, not in the direction Crittenden has been advancing. Crittenden's divisions are separated, as Thomas' had been, and he orders Wood's division, which is taking up the rear, to move south towards Lee & Gordon's Mill (N3631). Wood reaches Lee & Gordon's Mill on the evening of the 11th, but the rest of the XXI corps remains at Ringgold. Early on the 12th, Bragg realizes that he has yet another opportunity to trap an isolated Union division, and orders Polk to move with Cheatham's division to Rock Spring Church (N4032) to prepare for an attack on Wood. Later that day, he instructs Hindman's division, and then Walker's Reserve Corps, to follow. However, again Bragg's generals hesitate to attack. Polk does not arrive at Rock Spring Church until 4:00 PM, and the rest of his troops arrive later still. He believes that all of Crittenden's corps is spread out in his front, with more Union forces at Chattanooga (in fact, the rest of Crittenden's corps has just arrived from Ringgold, but they are all concentrated at Lee & Gordon's Mill). He writes to Bragg that he can not attack unless he receives "additional force" – and asks for Buckner's corps. Polk already has two of the army's four corps at Rock Spring Church (his own and Walker's). Bragg does send Buckner's corps, and the next morning (the 13th) arrives himself, only to find that Polk is expecting a Union attack, not preparing for an assault himself. New reconnaissance reveals that Crittenden's corps is now dug in at Lee & Gordon's Mill and no longer vulnerable to attack. Bragg calls off the offensive. Twice the Army of Tennessee has had a perfect opportunity to defeat a portion of the Army of the Cumberland and has thrown it away. For the next few days, the Army of Tennessee stays virtually motionless. Militarily, there is still good reason to move against the Army of the Cumberland, since it remains divided. However, Bragg has perhaps given up, having seen that his poor relationship with his generals is making offensive operations a near impossibility.

Rosecrans finally realizes the exposed position his army is in and begins to work diligently to bring it together. Thomas' and Crittenden's corps are now within 5-10 miles of each other. In addition, elements of Granger's Reserve Corps arrive at Bridgeport, and Rosecrans orders them to Rossville (N3029). However, McCook's corps is still at Alpine (S5621), 25 miles from Thomas' position in McLemore's Cove. Seeing more Confederates in his front than expected, McCook had halted at Alpine on the 10th and left his wagon trains on top of Lookout Mountain a few miles behind. On September 13, orders come from Rosecrans to march north to link up with Thomas. McCook sends his cavalry north to perform a "reconnaissance in force" towards Lafayette and marches his infantry towards Thomas' position in McLemore's Cove. (The cavalry action is successful enough to encourage Bragg to drop his operations against Crittenden, and send forces south to reinforce Hill's corps, which is holding positions in Pigeon Mountain and south of Lafayette.) McCook's march north is uneventful, but inefficient. He could have marched across the top of Lookout Mountain into the southern portion of McLemore's Cove (via S4714), but two errors lengthen his trip. First, Thomas' order to McCook is to march to Stevens' Gap; based on this, McCook believes that Thomas had been forced out of McLemore's Cove and back up onto Lookout Mountain. However, McCook could still take the Mountain Road along the southern edge of Lookout Mountain where it overlooks McLemore's Cove. However, he doesn't know of the existence of such a road. So McCook takes the long route, back through Valley Head (S4423), up into Johnson's Crook (S3511), and down into McLemore's Cove via Stevens' Gap. His last units arrive on the 17th. Thomas' corps shifts slightly to the north to link up with Crittenden, and the Army of the Cumberland is at last reunited. It is spread out for about 20 miles, generally along the west bank of South Chickamauga Creek, with the Confederates on the east side. "Chickamauga" had been the Cherokee Indians' name for the river. In their language, it meant "River of Death".

In east Tennessee, Burnside is far from being able to help Rosecrans. Byrd's cavalry brigade does reach Calhoun (about 5 miles off-map, northeast of Chatata (N3202), in the Athens off-map box) and sends 200 men to occupy Cleveland (N3207). However, the bulk of Burnside's army is around Jonesborough, moving slowly towards Saltville. Sam Jones, the Confederate

commander of East Tennessee, assembles a makeshift army of about 6,000 men from Buckner's command and units from western Virginia. Jones contests Burnside's advance as best he can. Then, on September 16, Burnside receives a telegraph from Halleck: "Move down your infantry as rapidly as possible toward Chattanooga to connect with Rosecrans." Burnside begins moving some units to the south, but it will be a couple weeks, at least, before any substantial force can reach the area around Chattanooga.

SEPTEMBER 18-20, 1863

On September 18, the Army of Tennessee is on the move again. Johnston sends Bragg two more small brigades (Gregg and McNair), which arrive on the 13th, but these are only "on loan" until the upcoming battle is over. Johnston doesn't believe he could spare any other forces for he is still facing Grant's victorious army at Vicksburg. However, the larger reinforcements – Longstreet's two divisions – are due to arrive within the next few days. They will add only 10,000 men to the army, but these are the well trained, veteran soldiers of the Army of Northern Virginia. With these new troops, and perhaps his discouragement wearing off, Bragg prepares another plan. Bragg plans to cross Chickamauga Creek to the north of the Union army, placing his Confederates between Rosecrans and Chattanooga. If successful, the Army of the Cumberland will be forced to attack to regain possession of Chattanooga. Hill's corps is left in the south to guard the gaps in Pigeon Mountain; Polk's corps will demonstrate against Crittenden at Lee & Gordon's Mill; and Buckner and Walker will cross further to the north, where they will hopefully swing past the Union left flank. In addition, a new division is formed under Bushrod R. Johnson, who has had command of the brigade guarding the Confederate depot at Ringgold (N3924). It is composed of his own brigade, Gregg's, McNair's, and Robertson's brigade of Longstreet's corps, which has just arrived from Atlanta. Johnson's division will move out from Ringgold and cross Chickamauga Creek as the northernmost portion of Bragg's army.

Unfortunately for Bragg, his orders are somewhat vague as to exactly what the commanders are to do; so Buckner crosses his corps at Thedford Ford (N3730-N3630), but after this, he does nothing, waiting for word that Walker has also crossed. Walker, however, runs into stiff resistance from Wilder's brigade while attempting to cross at Alexander's Bridge (N3629-N3529), and finally gives up after four hours and crosses at Lambert's Ford (N3729-N3628) instead. Johnson is also held up by Minty's brigade at Reed's Bridge (N3528-N3428), which delays Johnson for four hours. Johnson's division, now with the newly arrived Hood in command, pushes south after finally crossing Reed's Bridge, forcing Wilder to retreat south or be surrounded. Near nightfall, they encounter Wilder's new line across the Alexander's Bridge Road at N3531 (Viniard), and halt, not knowing where any friendly supporting units are.

During the afternoon of the 18th, Rosecrans is busy hurrying units north. He leaves Crittenden in position around Lee & Gordon's Mill, and sends Thomas' and McCook's corps through his rear, extending the Union line to the north, and covering the approaches to Chattanooga. However, due to some confusion in the orders, it is evening before any units begin arriving around Lee & Gordon's Mill.

Thus Bragg's crossing has been at least partially successful, at least from his point of view. Although progress is slow, by the morning of the 19th, the bulk of his army is across Chickamauga Creek, and for all that he knows, they are beyond the Union left flank. However, the actions on the morning of the 19th prove him wrong. In the early morning, Baird's and Brannan's infantry divisions, of Thomas' corps, complete their march to the north and camp at Kelly Field (N3330) and McDonald Field (N3329) respectively. Brannan's division moves forward to Jay's Mill (N3428), and attacks Davidson's cavalry brigade (with Forrest in command), the left flank of Bragg's army. Bragg sends Dibrell's brigade, and then Walker's two divisions, to support Forrest. The battle turns in the Confederates' favor, until Thomas orders Baird's division forward, and the Confederate attack is halted. It is only noon and Bragg's plan has completely fallen apart. Far from having gotten around the Union northern flank, his army is involved in a seesaw battle on his own northern flank. At least most of his men are on this northern flank, while Rosecrans' are still marching up from the south. So Bragg sends forward Cheatham's division to assist Walker. Cheatham advances along Walker's left flank into (N3429), but there he meets two more Union divisions just arriving from points south. These are not of Thomas' corps – they are Richard W. Johnson's division, of McCook's corps, and Palmer's division, of Crittenden's. Cheatham's division is the largest in the Army of Tennessee, but it is not strong enough to push aside Johnson and Palmer.

The continual arrival of Union infantry divisions has been enough to stop the Confederate attacks, but it soon causes a different kind of problem. In his desire to hold his left flank at any cost, Rosecrans has been sending north whichever troops are nearby and ready to march. The army's organization

is now sadly confused, with corps broken into individual divisions and brigades. If Rosecrans can remember where all of his units are, and the commanders of the individual units can communicate effectively with each other, this arrangement could still work. But the high-strung Rosecrans is under extreme stress and sleep-deprived. He begins to lose his overall sense of the battle. In addition, the heavily wooded terrain in the area makes it difficult for anyone to tell what is going on except in their immediate vicinity. Now, with one Confederate attack quickly following another, a mistake is made. Reynolds' and Van Cleve's divisions are posted in the north, extending the Union line to Dyer Field (N3430). When Davis arrives, Rosecrans orders him to move "in the direction of the heaviest firing". Davis ends up in the fields around the Viniard and Brock farms (N3531). Between his division and Van Cleve's, however, is a half-mile gap. Cheatham's earlier attack had been completely stopped, so around 2:00 PM, to give further support, Bragg sends Stewart's division forward on Cheatham's left flank. Hood's corps (composed of Johnson's division, and Law's division – Longstreet had not yet arrived to take command of the corps) is also committed on Stewart's left. Stewart's division meets Van Cleve's left flank, and the right of Johnson's division marches into the gap between Van Cleve and Davis. The Confederates push the Union troops back over the Lafayette-Chattanooga Road, the main north-south conduit supporting the Union line. The fight lasts several hours, and both Union divisions are forced back and nearly routed. Rosecrans' headquarters at Widow Glenn (N3431) even comes under fire at one time. However, the southerners are unable to cut the Dry Valley Road to the west, the only other north-sound road east of Missionary Ridge. The Union lines hold, and with the arrival of more divisions from the south (Negley and Sheridan), the Confederate advance is again stopped. That evening, Bragg sends Cleburne's division in one final attack, this time on the forward Union position (N3429). The units there (Baird and Johnson) are already under orders from Thomas to pull back to a more defensible position at Kelly Field (N3330), and Cleburne's attack does little more than push them back in a more disorganized fashion than they had intended. With that, the fighting is over for the day. Though it has been a close run affair, the Union line has held.

During the night, Rosecrans decides that the army will hold its line, but continue its northward shift. Thomas' position at Kelly Field is held by four divisions, while the rest of the army extends the line south through Dyer Field to Widow Glenn. Meanwhile, Bragg's hopes are bolstered by the arrival of Longstreet. However this experienced commander does not have a favorable first impression of the Army of Tennessee. No officer is on hand to greet Longstreet at Catoosa Station (N4123), and by the time he makes his way to the Confederate lines darkness approaches. As he tries to find Bragg's headquarters, he and his staff wander into a Union picket line and come close to being captured. However, Longstreet does learn that Bragg is giving him much more than just command of a corps. In the face of the enemy and in the middle of a battle, Bragg reorganizes the Army of Tennessee. He splits it into two wings: the "Right Wing", under Polk, and the "Left Wing", under Longstreet. Each wing holds half of the army's infantry divisions. On the morning of the 20th, Bragg expects Polk to attack the Army of the Cumberland's extreme left flank. Once the attack is started, Polk is to send in divisions one after another on down his line to the south. Once the Right Wing is engaged, the attack by Longstreet's Left Wing can commence. The result should be to push the Union out of their northern positions, and hopefully, roll up the entire Union line and drive it south into the narrow quarters of McLemore's Cove.

Carrying out this plan proves difficult, however. Polk's command now includes Hill's corps, which is to lead off the attack on the 20th at dawn. For some reason, Hill has received no orders; when he does receive them, he does not sense the urgency, and lets his men finish their breakfast. Besides this, he has to reposition his units to attack. By the time everything is ready, it is already 9:30 (by which time Bragg, Polk, and Hill have all attempted to place the blame for the delays on each other). However, when the attack finally comes, it threatens the Union left flank, as Bragg had hoped. Breckinridge's division moves into McDonald Field (N3329) and pushes south. There are only a few Union troops to stop an attack from this direction. If supported properly, an attack in this direction could cause serious damage to the Union line. However, the follow-up attacks from Polk's wing (by Cleburne, and then Stewart) are disjointed and easily repulsed. Breckinridge's men are driven back and the Union line remains secure.

Longstreet has been using this time to prepare his own assault, which is to follow Polk's. His skill on a battlefield is not easily matched, and this time his preparations are perfect. He forms Johnson's, Law's, and Kershaw's divisions into several lines, in front of the Union line at Dyer Field. Johnson's division will initiate the attack, with Law and Kershaw (commanding the 5,000 men of Longstreet's corps that have arrived up to this point) sending their troops in directly after. At 11:00 Longstreet receives word that the attack is to begin; Bragg has given up on the coordinated, one-after-the-other

attacks and simply wants all units to attack at once. Longstreet sends his three divisions in, followed a few minutes later by Hindman's division just to the south.

Longstreet's attack is the best-coordinated attack the Confederates have put together within the past three days. However, it is greatly aided by an incredible piece of Confederate luck. This good fortune arises from the constant reshuffling of Union divisions. Reynolds occupies the southernmost position of Thomas's Kelly Field line. On his right is Brannan's division, and on Brannan's right is Wood. Thomas, shaken by the Confederate attacks that morning, orders Brannan north to support the line at Kelly Field. According to Thomas's latest knowledge, Brannan's division is in reserve, not forming a part of the line. But Reynolds does not want his right flank opened up, as it would be if Brannan pulls out of the line; he and Van Cleve had spent the afternoon of the previous day in just such a situation fighting off Stewart's attacks and he does not want a repeat experience. Brannan understands Reynolds' reasoning, and stays in position. However, Rosecrans (who receives word from Thomas that Brannan has been ordered to support him) orders Wood to close up on Reynolds' right. With Brannan's division between his own and Reynolds, this is impossible. However, twice during the past few days Wood has been rebuked by Rosecrans in front of his own staff for failing to follow orders explicitly. This time he will do exactly what he is told, no matter what the consequences. He orders his men to move out of the line and march behind Brannan's division to Reynolds' right. It is just as his troops are pulling out, at 11:10 AM, that Longstreet's troops come charging forward.

The result on the Union side is pandemonium. Davis', Sheridan's, and Van Cleve's divisions, on the southern end of the Union line, are completely unprepared for the number of Confederates charging at them from several directions at once. All three divisions virtually disintegrate. Portions of Wood's and Reynolds' divisions, just to the north, are swept up in the rout. Wilder, moving up from the southern end of the line, with his brigade still intact, initially considers attempting to cut his way through to Kelly Field. However he ends up retreating with the rest of the units, covering their rear as best he can. The entire right half of the Union army has routed and is in flight back towards Chattanooga. With it go Rosecrans, McCook, and Crittenden.

The Confederates advance north. Now all that remains of the Union army are Thomas' units in the Kelly Field area. Thomas commands half of the army by now, but he is no longer in communication with Rosecrans, and he is facing the entire Confederate army, part of which is moving towards his rear. If the Confederates can succeed in occupying Snodgrass Hill (N3331), they will block Thomas' line of retreat along the Dry Valley Road through McFarland's Gap (N3231). If they also can reoccupy the position to the north of Kelly Field from which they had attacked that morning, Thomas' only line of retreat would be up and over the rugged Missionary Ridge. If Thomas attempts to retreat over Missionary Ridge in the face of the Confederates, few of his men will make it out. So Snodgrass Hill must be held at all costs. Bits and pieces of units are assembled and formed into a line on it. Throughout the afternoon, repeated Confederate attacks against this position fail. By 2:00 PM, Thomas is running out of ammunition. But Granger, to the north at Rossville with his Reserve Corps, decides on his own initiative to reinforce Thomas. The timely arrival of his troops, with their extra ammunition, proves just enough to hold off the Confederates. Thomas knows that he cannot hold out indefinitely, however. At 4:30, he receives orders from Rosecrans to evacuate his position and withdraw to Rossville (N3029). But then at 5:00, just as his troops are pulling out, the entire Confederate Right Wing attacks. Some units escape intact, but many are captured in whole or in part. The retreat from Snodgrass Hill is even worse. During the night, Thomas attempts to establish a defensive line at Rossville and along Missionary Ridge with the few remaining organized units. The Confederates, exhausted from the two days' battle, simply camp in position on the bloody battlefield.

SEPTEMBER 21-29, 1863

On the morning of the 21st, the Confederates awake to possession of the battlefield, but little else. Over the course of the battle, they have lost 18,000 men killed, wounded, or missing. If Bragg is to follow up on his victory, it will be incredibly difficult. Rations are short, and the men are exhausted. Forrest, however, with a portion of his command, rides up to the top of Missionary Ridge, forcing Minty's brigade back, and after observing the Union position writes back to Polk: "I think they are evacuating as hard as they can go. They are cutting timber down to obstruct our passing. I think we ought to press forward as rapidly as possible." However, Bragg is unwilling to attempt an advance. The Army of Tennessee remains at rest on the 21st; on the 22nd, only Kershaw's and Cheatham's divisions are moved forward onto Missionary Ridge, which the Union had evacuated the night before. Then on the 23rd, the entire army moves into positions around

Chattanooga. Bragg's plan had been to push the Union army south so he could gain possession of Chattanooga -- instead he has only pushed them back into Chattanooga itself.

The Army of the Cumberland, though badly beaten, is not completely demoralized. It has lost 16,000 men, but on the morning of the 21st, as units begin to reassemble, the men are set to work entrenching around Chattanooga. Thomas does what he can to strengthen his line on Missionary Ridge; when Forrest attempts to take Rossville, he is repulsed. However, Thomas doubts that his line can hold under a major Confederate assault. On the evening of the 21st, after receiving the order from Rosecrans, he begins a further evacuation. There is still one unit, however, outside the fortifications being assembled at Chattanooga: Spears' brigade of the Reserve Corps, who arrived too late to participate in the battle. Rosecrans orders two of Spears' regiments to occupy the crossroads at the base of Lookout Mountain (N2829), while the third marches to the top of Lookout Mountain, and camps on the point, at Summertown (N2831) on the morning of the 22nd. However, on the 23rd, Forrest's cavalry moves onto Lookout Mountain further south, marches north to the point, and demands the regiment's surrender. The commander refuses, but that evening, under orders from Rosecrans, the regiment is withdrawn (with the rest of Spears' brigade) into the fortifications around Chattanooga.

By the morning of the 24th, the Army of the Cumberland is under siege. The Confederates do not completely surround Chattanooga; there is a pontoon bridge from Chattanooga to the northwest side of the Tennessee River, where as yet the there are no Confederates. However, with Lookout Mountain now in Confederate hands, bringing supplies into Chattanooga is becoming increasingly difficult. The army's supply line is the Nashville & Chattanooga Railroad, which crosses the Tennessee River at Bridgeport (S1915). However, the railroad bridge across the Tennessee River at that point has been destroyed; it will not be repaired for months. So from Bridgeport, supplies have to be moved to Chattanooga by wagon. At the beginning of the siege, there are five routes that Rosecrans can use. The easiest and shortest is through Lookout Valley (since a pontoon bridge has been laid at Bridgeport) to Chattanooga. However, with the Confederates now in possession of Lookout Mountain, wagons can no longer move past Moccasin Point. Instead, they have to recross the river at Brown's Ferry (N2429-N2529), and then again at Flying Ferry (N2529-N2628). This is the shortest route; but it requires that Union troops either recapture Lookout Mountain or strongly occupy Lookout Valley. Both are beyond the current capabilities of the Army of the Cumberland. The second route brings supplies by boat along the Tennessee River; however, the river is too low to allow for this. The third route is entirely on the northwest side of the Tennessee River. Wagons following this path proceed north to Jasper (S1408) and then hug the north bank of the river to Chattanooga. The fourth route (Haley's Trace) is similar, but instead of taking the river road, this supply line proceeds to Prigmore's Store (S1401), then over the southern tips of Walden's Ridge via N1633 and N1831, before rejoining the river road at N1830. These third and fourth routes take the wagons within eyesight of any Confederates on the southeast side of the Tennessee River, but for now, there is nothing to keep Rosecrans from using them. The fifth and most difficult route lies over Walden's Ridge. From Jasper, the wagons travel north through the Sequatchie Valley to Anderson's Crossroads (N0926), take the road over Walden's Ridge to Moccasin Gap (N2025), and then roll south into Chattanooga. This route is nearly 60 miles long, the roads up and down Walden's Ridge are difficult, and the top of Walden's Ridge is desolate and provides little forage for the mules pulling the wagons. For now, Rosecrans distributes his wagons across the third, fourth, and fifth routes.

Keeping the Army of the Cumberland supplied in Chattanooga is essential, but if the war is to be won, the siege will have to be broken, and the Army of Tennessee will have to be pushed deeper into the South. It is now apparent that the Army of the Cumberland will not be able to accomplish these objectives without substantial reinforcements. Bragg has received reinforcements from all over the South, and now it is Rosecrans' turn to be reinforced. The question is, how quickly can it be done? Ever since the last of Longstreet's men arrived, several days after the battle, the Army of Tennessee has outnumbered the Army of the Cumberland. Unless reinforcements reach the Chattanooga area soon, the Union situation could change from difficult into a crisis.

Burnside's army is the closest Union force, but he can't (or won't) go to Rosecrans' aid. On the 25th, Forrest's cavalry attacks Byrd's brigade and drives him back to Athens (20 miles off-map to the northeast). Byrd is soon supported by White's infantry division and Wolford's cavalry brigade, who help stabilize the line. White's division remains at Loudon (20 miles northeast of Athens), with Byrd and Wolford in his front. Although Halleck repeatedly urges Burnside to move his force to Rosecrans' aid, it takes Burnside until September 30 to concentrate his forces, and until October 4 (due to miscommunications) to receive an answer from Rosecrans on the best

plan to implement of several he has proposed. Burnside interprets a telegram from Halleck on October 5 ordering him "to hold Jones in check" as meaning that he shouldn't give up the positions he has taken in his move towards Saltville. He decides to move with his entire force against Jones, push him back, break up the rail line, and then move to help Rosecrans afterwards. But this will take even more time.

Another source of possible help is the Army of the Tennessee (Grant's army at Vicksburg – not to be confused with Bragg's Army of Tennessee). On September 15, before the battle of Chickamauga, Halleck had telegraphed Grant requesting that he send forces to assist Rosecrans. When news of the battle arrives, it is decided to send Sherman's XV corps. However, the men will have to travel by boat to Memphis and then march 250 miles across southern Tennessee to reach Rosecrans, repairing the Memphis & Charleston Railroad as they go. Not until October 4 do all of Sherman's troops reach Memphis, only the departure point of their long march.

Rosecrans will have to receive help sooner. On September 23, back in Washington DC, Secretary of War Stanton proposes to Lincoln that 30,000 men be sent from the Army of the Potomac to Rosecrans and that he can do this in just 5 days. Lincoln, by now experienced in the realities of war, replies, "I'll bet that if the order is given tonight the troops could not be got to Washington in five days." Stanton replies that it is certain that 30,000 bales of cotton can be moved over that distance in that time; and if cotton, why not men? In the end, it is decided to send 15,000 men, the XI and XII corps, under overall command of Joe Hooker. At 2:30 AM on the 24th the orders are issued and the operation begins.

SEPTEMBER 30 – OCTOBER 8, 1863

If all goes well, the Army of the Cumberland's defeat at Chickamauga may yet be turned into a very temporary setback. Hooker is on his way, Sherman will soon follow, and even Burnside might lend a hand. The Army of Tennessee, though it has forced the Army of the Cumberland back into Chattanooga, seems powerless to harm it further. Then, at the beginning of October, things begin to go wrong. First it is the weather. So far it has been a dry summer, but on October 1, the rain begins. From October 1 to November 23 (53 days), it rains for 19 days – more than 1 day in 3. The Union wagon routes turn to mud, and it is no longer certain whether these routes will be able to keep Rosecrans' army supplied.

Then on October 2, Wheeler strikes. Bragg had hoped the Federals might leave Chattanooga on their own; when that didn't happen, he orders cannon moved to the top of Lookout Mountain to shell Chattanooga. However this bombardment proves completely ineffective. So instead, he orders Wheeler to take his cavalry, along with most of Forrest's, and raid Rosecrans' supply lines. In doing so, he loses the services of Forrest. Under Bragg's orders, Forrest is left with a single regiment and a battery; the rest of the cavalry is under Wheeler's command. Forrest (who has never liked Bragg much) walks into Bragg's tent and, according to a witness, threatens to kill Bragg, stating that he will never obey an order from him again. Later in October Forrest is transferred to Mississippi.

Meanwhile, Wheeler takes the cavalry and heads north, crossing the Tennessee River with five of his eight brigades around Washington on September 30. The cavalry of the Army of the Cumberland, spread out to cover any crossing the Confederates might choose, has found that there were too many fords and ferries to effectively block a crossing. When Wheeler crosses, Crook is forced to fall back to near Smith's Crossroads (N0903). Wheeler proceeds up and over Walden's ridge and moves south down Sequatchie Valley. On October 2, at Anderson's Crossroads, he encounters an 800-wagon train just going up Walden's Ridge. It is quickly captured, and by evening, his men have destroyed about 400 wagons. As he is leaving, heading towards McMinnville (about 30 miles off-map, northwest of Dunlap (N0524)), McCook's cavalry division arrives from the Stevenson area. However they are unable to do more than clash briefly with Wheeler's rear guard. In the mean time Crook crosses over Walden's Ridge and joins in the pursuit. Wheeler's men ride northwest towards Murfreesboro, but with Crook's division close behind, only demonstrate against the town on October 4 and move on. Hooker's men are arriving, having reached Nashville by October 2 (9 days after they had been sent). As they arrive they are spread out along the railroad to prevent Wheeler from doing any more damage. Crook finally catches up with a portion of Wheeler's cavalry at Farmington (about 20 miles southwest of Murfreesboro) on the 7th. After a sharp fight they break Wheeler's line and force him to retreat. From then on Wheeler's cavalry is on the run, heading south and recrossing the Tennessee River at Muscle Shoals (about 90 miles off-map, west of Bellafonte (S2734). With the Confederates gone, the Union cavalry is repositioned to block any future raids. Crook's division camps at Huntsville (about 40 miles west of Bellafonte (S2734)), while McCook's division deploys at Winchester (about 10 miles off-map, northwest of Tantelon (S0321)).

Rosecrans' supply system is taking a beating, and it is going to get worse. On October 8, Confederate sharpshooters, armed with extremely accurate (and expensive) English Whitworth rifles, move into the mountains on the southeast side of the Tennessee River where it rounds Raccoon Mountain (N1930). When the next wagon train comes past, they open fire, killing by one estimate one quarter of the mules in the train. To get rid of them, Rosecrans orders a battery of artillery and an infantry regiment to the opposite side of the river. However the bombardment has little effect; the wagon route on the northwest side of the Tennessee River is effectively closed. This leaves only one route open – the long trek over Walden's Ridge. This route cannot supply the army for long. Already many of the mules are dying due to the continuous travel over difficult terrain; the longer and more difficult route over Walden's Ridge will surely hasten this process.

OCTOBER 9-26, 1863

Inside Chattanooga, conditions rapidly deteriorate. Rations are reduced to two-thirds, with commanders given discretion to reduce this to one-half. Any food in the Chattanooga area is soon gone, and with the rain turning the camps to mud, the soldiers are miserable. They are quick to find anything that can be eaten, including oxtails and corn intended for the mules. Most of the artillery horses are sent to Stevenson so that food will only have to be brought to Chattanooga for the men. This means that the Army of the Cumberland's artillery is virtually immobile. On the Confederate side, it is little better. Burnside's army had occupied one of the major remaining granaries of the south, and now that winter approaches, there is even less food to go around. The soldiers of the Army of Tennessee are getting barely enough to eat, and seeing that their commanders have not followed the victory at Chickamauga with anything more than a protracted siege, their morale plummets.

What is the Confederate high command doing? For much of October, it is fighting amongst itself. Now that Bragg is victorious at last, he decides to clean house. He will rid himself of several troublesome commanders and reorganize the army so as to break up those organizations that had conspired against him. Unfortunately for Bragg, his commanders have a similar objective. Throughout early October, a petition circulates which receives the signatures of many of Bragg's generals, including Longstreet, Hill, and Buckner. The petition is addressed to Jefferson Davis and asks for Bragg's removal from command; in effect, it is mutiny. When Davis receives word of the dissension within the army, he travels immediately to Tennessee, reaching Bragg's headquarters on October 9. That night, he meets with Bragg's generals, with Bragg himself present. There, Longstreet, Buckner, Cheatham, and Hill suggest that Bragg would do better in command elsewhere. However, Davis had decided beforehand that he would support Bragg. After several days' conference with the generals, he leaves, and Bragg is free to do as he wishes. Polk, Hill, and Hindman are all removed from command or sent elsewhere. Buckner is reduced from corps to divisional command. Only Breckinridge, whom Bragg respects as a soldier despite their personal disagreements, profits from the reorganization, being elevated to corps command. Hardee, who had been sent from the Army of Tennessee to Mississippi in June to help reorganize Johnston's army there, is recalled to command one of the corps. Hardee (nicknamed "Old Reliable") is well respected and an excellent commander. Perhaps he can help the Army of Tennessee recover from its worst period of internal strife.

The reorganization takes time; it is early November by the time it is complete. Meanwhile, the soldiers do nothing, simply sitting outside Chattanooga waiting for the Army of the Cumberland to pack up and leave. But if the Army of Tennessee were to undertake offensive operations at this time, it would be with extreme handicaps. The army's wagon system is barely able to keep the army supplied in its positions around Chattanooga. Moving south towards Bridgeport, or crossing the river to the north, will place an unbearable strain on the system and force the men to forage for their food. Throughout late September and October, both armies scoured the countryside for food, so foraging would have been difficult at best. Then there was the command situation. With the turmoil in the Confederate high command, it is likely that the problems Bragg encountered before Chickamauga would reappear again, this time possibly bringing any maneuver to a standstill. In the end the only "offensive" operation around Chattanooga is the continuation of the siege. Perhaps it will be enough?

Bragg does, however, send troops into east Tennessee. Burnside had renewed his offensive against Sam Jones' forces covering Saltville. To counter this, Bragg sends Stevenson's division "to press vigorously toward Knoxville" on October 17. On October 22, he dispatches Jackson's division to support Stevenson. Burnside responds by moving the IX corps south from Knoxville towards the Confederates. As Bragg had hoped, the forces remaining in Jones' front are no longer sufficient for Burnside to keep up the offensive.

On the Union side in Chattanooga, command changes are also taking place. These, however, are to culminate in the removal of the army's commander. First, in early October, McCook and Crittenden, who had both fled the battlefield after the rout of the Union right, are removed from command. Their two corps are consolidated into a new corps, the IV, under Gordon Granger, whose arrival at Kelly Field had been so timely during the battle of Chickamauga. The Reserve Corps is broken up amongst the IV and XIV corps. However, McCook and Crittenden are not the only victims of Chickamauga. Since the battle, Rosecrans has not seemed quite right. One day he is sure the army can hold out, the next day he is calling for reinforcements and supplies. Charles Dana, the war department's "spy" in Rosecrans headquarters, describes him as a "dazed and mazy commander". Lincoln says that he is acting "like a duck hit on the head". Rosecrans can not seem to grasp the situation, or come up with an effective solution. Lincoln decides that there will have to be a new commander at Chattanooga, and the man he wants is Ulysses S. Grant. Grant is not given direct command of the Army of the Cumberland; instead, on October 16, he is promoted to a newly-created position, commander of the "Military Division of the Mississippi". In this position, he will be in command of his old Army of the Tennessee, the Army of the Cumberland, and Burnside's Department of the Ohio. He is given a choice: he can either retain Rosecrans in command of the Army of the Cumberland, or replace him with Thomas. Grant chooses Thomas. Rosecrans receives the news on October 19, and leaves the next day. Knowing that the situation in Chattanooga is growing more critical every day, Grant wires Thomas on the 19th: "Hold Chattanooga at all hazards. I will be there as soon as possible. Please inform me how long your present supplies will last, and the prospect for keeping them up." Thomas replies laconically: "I will hold the town till we starve." On October 23, Grant arrives in Chattanooga. He knows that the first thing he must accomplish is the opening of a supply route, and he wants to know what options are available. Actually, a plan had already been prepared. W. F. Smith, whom Rosecrans had appointed as chief engineer, had made preparations to open up the route through Lookout Valley. Smith's plan isn't a standard operation; it is a commando-style landing on the southeast side of the Tennessee River. Under cover of darkness, one brigade will leave Chattanooga by boat, float down the Tennessee River, and land in N2429 (Thompson). Another brigade will use the boats to create a bridge back to the northwest side of the Tennessee River and cross themselves. These two brigades will then hold their ground against any Confederate counterattack. Finally, Hooker's forces, currently being assembled in Bridgeport, will march north through Lookout Valley to link up with them. If all goes well, a short supply line will be opened up from Bridgeport to Chattanooga and the siege will be broken. After reviewing the Brown's Ferry site the next day, Grant approves the plan. It is, in his words, "a desperate effort"; but there are few other options available.

OCTOBER 27-28, 1863

The plan is put into operation in the very early morning of the 27th. Just after midnight, 1,500 men of Hazen's brigade embark into pontoons and flatboats and float as noiselessly as possible down the river, passing directly in front of Confederate entrenchments. At 4:30 AM, they land at Brown's Ferry, and are immediately attacked by the Confederate forces in the area. However, Longstreet has only stationed a single brigade (Law's, of Jenkins' division) in Lookout Valley. Law has been on leave for the past few days, arriving back at Longstreet's headquarters only that night. In his absence Jenkins had moved three of his four regiments back to south side of Lookout Mountain. So there is only one Confederate regiment (the 15th Alabama) ready to resist Hazen's brigade, and the battle is over in about 15 minutes with the Confederates falling back away from the Union landing site. Turchin's brigade crosses shortly afterward and the Union has at least temporary possession of the Brown's Ferry area. Meanwhile, Hooker's forces cross at Bridgeport and begin marching north with about 8,000 men. Howard's corps (in the advance) reaches Whiteside (S2205) where they push back the only Confederate unit in the area (Grigsby's cavalry brigade). The next day, Hooker's men continue their march, and at 3:45 PM on the 28th, they reach the breastworks of Hazen's and Turchin's brigades. The siege is broken at last. Howard's corps camps near Brown's Ferry while Geary's division deploys near Wauhatchie (N2633). Geary's men are tired, and besides, Hooker wants to guard the route from there to Kelley's Ferry (S2301-S2201). With the recent rains, the river is running high enough to allow steamboats to transit up and down the river. To keep the wagon route to a minimum, the plan is to run steamboats from Bridgeport to Kelley's Ferry, where they would unload their supplies onto waiting wagons that can carry the rations on to Chattanooga.

So far, the Confederate response has been nonexistent. Longstreet is convinced that Hooker will move up onto Lookout Mountain via Johnson's Crook (S3511) and then march north along Lookout Mountain and attack his forces on it. The landing at Brown's Ferry must be a diversion. So, to Bragg's disgust, Longstreet does nothing on the 27th. Then, on the 28th,

when Hooker unites his forces with those at Brown's Ferry, the true Union plan is revealed. That afternoon, Longstreet finally proposes an offensive movement to Bragg. Although Longstreet has plenty of units at his disposal, he takes only Jenkins' division over Lookout Mountain to attack the isolated Union division (Geary's). Only one brigade of Jenkins' division (Bratton's) will make the attack. The other three will be positioned to halt any advance from the rest of the Union forces around Brown's Ferry. The movement will be made after nightfall, since during daylight Union artillery on Moccasin Point (N2730) can bombard any troops moving along the lower portion of Lookout Mountain (N2731). It is a few minutes after midnight when Bratton's men charge Geary's position. Alerted an hour and a half previously to the Confederate movement, Geary's men respond quickly, and Bratton is not able to make any progress. Then, hearing the firing, Hooker orders Howard's corps to march to Geary's aid. They run into the three Confederate brigades under Law's command which have been left behind for this purpose. However in the darkness, Law believes he is being overwhelmed and sends orders to Bratton to recall his troops so he does not get cut off. The Confederates withdraw from Lookout Valley leaving Grant's new "Cracker Line" secure.

October 29 – November 22, 1863

With the arrival of Hooker, the Army of Tennessee is now outnumbered by the Union forces around Chattanooga. Bragg decides to remain on the high ground outside of town but to look elsewhere for offensive operations. On November 4, he orders Longstreet to take his two divisions and move against Knoxville. Wheeler is also ordered to move with him. Wheeler's men and horses are in bad condition after their raid on the Union wagon train in early October. They are now in Courtland, Alabama (south of Mussel Shoals, where they had recrossed the Tennessee River) resting their horses. To replace Longstreet's men, Bragg withdraws Stevenson's and Jackson's divisions from in front of Burnside. Overall in Bragg's re-distribution of forces he will only lose a few thousand men from the "besieging" forces at Chattanooga – but more importantly, he will rid himself of Longstreet. On the night of November 13-14, Longstreet has a pontoon bridge laid across the Tennessee River at Loudon (between the Athens and Campbell's Station off-map boxes). Burnside, with the IX corps and Sanders' cavalry division, is on the other side and heavily outnumbered. Longstreet knows that Burnside must retreat: three times he attempts to cut the Union off as the two forces draw closer to Knoxville, but each time Burnside manages to escape. On November 18, Sanders, holding Longstreet's forces off while Burnside's infantry entrenches in Knoxville, is killed. However he has done his job well. When Longstreet's men arrive in front of Knoxville on the 19th, Longstreet writes back to Bragg: "His position here is stronger than at Chattanooga." Rather than assault the strong Federal fortifications, Longstreet settles in for yet another siege.

In Chattanooga, Grant receives word from Burnside of the Confederate movements against him. In order to keep Bragg from detaching troops to east Tennessee, Grant on November 7 orders Thomas, now in command of the Army of the Cumberland, to attack immediately. Grant wants it "to be an attack on the northern end of Missionary Ridge, with all the force you can bring to bear against it, and, when that is carried, to threaten, and even attack, if possible, the enemy's line of communications between Dalton and Cleveland." Thomas knows that this is entirely beyond the capabilities of the Army of the Cumberland. His men are still feeling the effects of the siege, and there are virtually no horses to pull artillery. After he has described this to Grant, Grant acquiesces; he isn't pleased, but he knows he will have to wait for the arrival of Sherman. After arriving in Memphis, Sherman's men work their way slowly along the 250-mile route towards Stevenson, repairing the Memphis & Charleston Railroad as they go. On October 27, Sherman's lead units are still over 100 miles away at Tuscumbia, Alabama. That day, he receives orders from Grant, who has just taken command in Chattanooga: he is to drop work on the railroad and instead move his command as fast as possible towards Bridgeport.

Sherman's men start the march immediately, but due to the rain and the poor condition of the roads, it will be weeks before Sherman arrives. In the meantime, Grant will have to keep waiting, and hope that Burnside can hold out. On November 8, the day after Grant had ordered Thomas to attack, Ewing, in command of Sherman's advance division, is at Fayetteville, still 40 miles west of Tantelon (S0321). On November 15, Ewing reaches Bridgeport, having marched through Stevenson. John E. Smith, marching over the mountains via Sweeden's Cove (S0815), enters Bridgeport the same day. Frank Blair, with Sherman's other two divisions (under Morgan L. Smith and Osterhaus) is only a few days behind. Sherman himself arrives in Chattanooga on November 15, and receives his upcoming assignment from Grant. Thomas's Army of the Cumberland in Chattanooga will demonstrate against the southern portion of Bragg's line on Missionary Ridge while Hooker moves against Lookout Mountain. Both of these actions are

designed only to hold the Confederate army in place. Meanwhile, Grant wants Sherman to cross the Tennessee River north of Chattanooga (at South Chickamauga Creek) and move over the northern end of Missionary Ridge, where Bragg has no troops. Once on Missionary Ridge, Sherman can roll up Bragg's flank and move into his rear. However, the march from Bridgeport to Chattanooga proves to be longest section of a long journey for Sherman's men. The rain and the supply wagons traveling the same road combine to slow their march to a crawl. By November 22, three of Sherman's divisions reach their destination, a few miles behind Chattanooga on the northwest side of the Tennessee River, out of sight of Confederate lookouts. However, the fourth, Osterhaus', has still not arrived, only having reached Whiteside (S2205).

Grant decides that he can wait no longer. Information has been received that Bragg might be retreating away from the Chattanooga area. If so, he likely will send additional troops to destroy Burnside's army. In addition, all of Grant's preparations will go to waste, and Bragg will be able to escape with his army intact. Actually, Grant's information is only partly correct. Bragg has decided to send two divisions away (Buckner and Cleburne), nearly 11,000 men. His reason is that he is not sure where Sherman has gone and believes that he might be marching further north to get into Longstreet's rear. Buckner and Cleburne should be able to hold him off, and possibly help Longstreet in an attack on Burnside. In reality however, since Sherman has not headed north, Bragg is further weakening his already outnumbered army at a time when it is about to be attacked. He only has about 40,000 men around Chattanooga, including Buckner and Cleburne; Grant, with Sherman's troops now in the mix, has nearly 70,000.

November 23-25, 1863

To hold Bragg's army in place, Grant on November 23 orders Thomas to perform a reconnaissance toward the Confederate lines. The main Confederate line is on Missionary Ridge; but during the siege, they had established a line of rifle pits and interconnected entrenchments closer to Chattanooga. The largest fortification of this line is on Orchard Knob (N2827), but the works extend all the way around the Union lines to the Tennessee River (at N2626). Grant's orders are to push the Confederates from these forward entrenchments. This will be the first offensive movement attempted by the Army of the Cumberland since it had gone into siege. Thomas sends three of the army's four divisions in Chattanooga (Baird, Sheridan, and Wood) out, along with Howard's XI corps, which has marched into Chattanooga over the pontoon bridges from Lookout Valley. The Union troops easily carry the Confederate lines; Orchard Knob is occupied by only two Confederate regiments (the 24th and 28th Alabama), which flee after a very brief engagement with Wood's entire division.

Bragg is astonished by the Union movement. He has expected an attack on Lookout Mountain, but certainly not a direct attack on the main Confederate line on Missionary Ridge. He hurriedly attempts to recall the units he had sent off the day before; Cleburne's division is still at Chickamauga Station (N3024), but only one of Buckner's three brigades (Reynolds') is still nearby. Bragg orders these troops recalled to his headquarters (in N2927). In addition, he directs Hardee, in command of the western portion of the Confederate line, to take Gist's division from its position at the foot of Lookout Mountain (in N2829) and extend the Confederate right further along Missionary Ridge (in N2726). Hardee will now command the northern portion of the Confederate line. Lookout Mountain is left under Stevenson's command; he will only have his own division and Jackson's to hold it and the line west of Chattanooga Creek, which has just been vacated by Gist's division.

Holding Lookout Mountain would not have been difficult if Grant had stuck to his original plan. However, heavy rain has so swollen the Tennessee River that the pontoon bridge from Lookout Valley to the northwest side of the river has broken, and Osterhaus' division is unable to cross. In addition, Cruft's division, which is garrisoning the Cracker Line from Bridgeport to Whiteside, marches north on the 23rd to assist in the impending battle. And so on the evening of the 23rd, Hooker has three full divisions around Brown's Ferry: Geary's, Osterhaus', and Cruft's. With no chance of bringing these troops over to join Sherman's force, Grant enlarges Hooker's orders late on the 23rd so that, in Hooker's words, he can "take the point of Lookout Mountain if my demonstration should develop its practicability". Hooker jumps at the chance, and immediately sets about preparing for a full-scale assault. An attempt to take the summit of Lookout Mountain, where Stevenson's division is encamped (at Summertown, N2831), will be nearly impossible; the only routes up to the summit are mere trails which can be easily defended. Instead, Hooker plans to attack the Confederate troops on the "bench", the lower portion of the mountain which encircles the summit. If this area can be taken, any Confederates on the summit will be cut off from the rest of their army. But a charge directly up to the bench will likely be suicide; the Confederate troops occupying the bench (Walthall's brigade,

of Jackson's division, in N2731 (Craven's House)), are dug in and ready for any attack from that direction. Instead, Hooker prepares an unorthodox plan. His men will ascend the bench further west from Walthall's position, and then move east and hit Walthall's position in flank. To support this attack, Hooker plans to use Naylor's additional artillery on Moccasin Point (N2730) to bombard Walthall's position.

Hooker's assault, composed of Geary's division, and Whitaker's brigade of Cruft's division, is assembled west of Walthall's position on the slope of Lookout Mountain (N2733) by 9:30 AM on the 24th. They set off through the broken terrain, over boulders and through gullies, toward the Confederates. A dense fog has covered the valley this morning, and the Confederates cannot see the Union movements. By 10:30, Hooker's men are in place. Walthall has only a few poorly entrenched units facing in this direction, and even his main line is being disrupted by the Union artillery bombardment from Moccasin Point. When Hooker's attack begins, Walthall's men fall back rapidly, with the Confederate line only stabilizing when reinforcements from the summit (Pettus' brigade) arrive. The Union troops occupy Walthall's headquarters at Craven's House, but are too tired to push further to cut the road leading down off the summit (N2830).

The attack has achieved what Hooker had hoped. From Missionary Ridge, Bragg sees in the early afternoon, as the fog parts, that the Union has taken Walthall's position. Lookout Mountain no longer is critical to keeping Chattanooga under siege now that the Cracker Line is open, so he decides to abandon it later that evening and use these units to bolster his line along Missionary Ridge. From the trenches around Chattanooga, the men of the Army of the Cumberland could only hear the battle, since the fog blocked their view until after it was over, leading to the name "The Battle Above the Clouds". But when they finally see that the Confederates have been routed, they are elated. The first battle to regain the heights around Chattanooga has gone to the Union.

Meanwhile, the main thrust of Grant's plan, Sherman's movement to occupy the northern end of Missionary Ridge, is still in question. Sherman spends the entire morning getting his divisions across the river to his bridgehead (in N2525). Bragg has been monitoring the Union crossing, and after seeing the Union troops marching toward Missionary Ridge, he orders Cleburne to take his division from its reserve position and block Sherman's advance. Cleburne's cool-headedness and perception in many previous battles, and the discipline he has instilled in the troops under his command, have made his division the finest in the Army of Tennessee. His men reach the northern end of Missionary Ridge at 3:00 PM, just as the Union troops of John E. Smith, Morgan L. Smith, and Ewing's are ascending it. Cleburne quickly orders his men into line in Tunnel Hill (N2726) and is able to halt the Union advance. From there, a thin line of his men stretch north to South Chickamauga Creek (through the southeast portion of N2725). Sherman's men occupy an isolated hill at the end of Missionary Ridge (the northwest portion of N2725), but in the fading light, uncertain of the terrain or what Confederate response might be coming, Sherman decides just to hold on to gains of the day.

The next morning (the 25th), Grant issues orders for what he plans to be the decisive blow: Sherman's assault on Cleburne's position at Tunnel Hill. However, even though Sherman has now been reinforced by Schurz's division of Howard's corps, he is unable to crack Cleburne's line. Repeated assaults fail, as Cleburne skillfully shifts his units around, blunting each of the Union attacks, and briefly counterattacking when necessary. The reason for the Confederate success is not solely Cleburne and his men: to get at Tunnel Hill, Sherman has to attack either along the narrow spine of the mountain or up the western slope. In addition, Cleburne had been reinforced by Stevenson's division that morning (the same troops Bragg had ordered off Lookout Mountain the night before). By 5:00 PM Sherman's last assault is repulsed; the right flank of the Confederate line has held.

However by this time events further to the south, in the center of the Confederate line, are changing the course of the battle. Seeing that Sherman is running into difficulty at Tunnel Hill, Grant decides that the Army of the Cumberland will have to help him. Grant is unsure of the capabilities of the Army of the Cumberland; his only experience with it so far has been with the undernourished soldiers under siege in Chattanooga. However, they are veterans of over two years of war, and ready to fight the Confederates who have kept them inside their entrenchments for so long. At 4:00 PM, the divisions of Palmer, Sheridan, Wood, and Baird move toward the main Confederate line. Bragg has made an odd decision in his defense of Missionary Ridge: half of the troops defending it are at the base, in lightly fortified rifle pits, with the other half at the crest of the ridge. Some of those at the base are under orders to fall back after a single volley and retreat back up the ridge. It is these forward rifle pits that the soldiers of the Army of the Cumberland are now ordered to assault. All four divisions advance in unison, and as the Union troops draw closer, many Confederates do fall back

after firing just once. The southerners that remain are quickly overwhelmed. But having moved forward, the Union soldiers find they are in a position that cannot be held. Since they are directly below Missionary Ridge, they are being pounded by artillery and rifle fire from above. They will either have to pull back to their previous line, or go all the way up Missionary Ridge. Missionary Ridge is over 200 feet high, and viewed from the plain below, a frontal attack on it seems impossible to both Grant and Thomas. However, to the Union soldiers at its base, flush with victory, and seeing no other way to end the Confederate fire into their ranks, the only choice is to keep moving forward. The soldiers of the Army of the Cumberland begin scrambling up Missionary Ridge, at first in some order, but as the rocky terrain breaks up brigades and even regiments, eventually in smaller groups -- but all moving towards the crest. On the plain below, Grant and Thomas are horrified, but powerless to stop the assault.

However, the Confederate troops at the crest are not in nearly as strong a position as many on the Union side believe them to be. Bragg had not considered an assault on Missionary Ridge to be within the realm of probability until the Union had taken Orchard Knob on the 23rd, so the soldiers at the top hadn't even begun entrenching until the 24th. In addition, due to a poor layout of the entrenchments and the uneven slope of Missionary Ridge, the Confederate artillerists are unable to fire on many of the Union soldiers as they make their way up the ridge. And beyond this, the Confederates retreating up the ridge from the rifle pits below make the job of those at the crest even more difficult. And so as more and more Union troops reach the crest and engage the defenders, the Confederates are overwhelmed. Confederate brigades and regiments are separated, flanked, and routed, and soon nearly the entire Confederate line on the southern end of Missionary Ridge (Bate's and Anderson's divisions from N2826 to N2927) disintegrates and flees back down the eastern slope.

But what of Hooker? That morning he sends two of his regiments to claim the Point of Lookout Mountain and plant Union flags there. Then Hooker sets his men in motion toward the Confederate left flank. He is delayed long enough in crossing Chattanooga Creek to give Breckinridge, in command of the southern portion of the Confederate line, a chance to halt him at Rossville (N3029) with a brigade from Stewart's division. However, Hooker's men arrive first, forcing Breckinridge to deploy his men to the north (in N3128). By now it is late afternoon, and Hooker, knowing that he has arrived on the Confederate left flank, sends his men north. Geary marches along the western slope of Missionary Ridge, Cruft along the crest, and Osterhaus along a road to the east of the ridge. Cruft and Osterhaus quickly rout Breckinridge's force. Stewart, holding the southernmost Confederate position on Missionary Ridge (in N2928) sees his line at last begin to break; with Hooker's arrival on his southern flank, he falls back.

Now the only Confederate troops remaining on Missionary Ridge are those to the north, under Hardee's command. At 7:45 PM Hardee, having been notified by Bragg that he will have to cover the army's retreat, gives the order to disengage and pull off of Missionary Ridge. The Union troops are exhausted after the day's battle, and Hardee is able to withdraw his men to relative safety behind South Chickamauga Creek. The Confederates have been soundly defeated; Union troops now occupy all of the positions they had held just two days before. The only question now is whether the Army of Tennessee will survive at all, or whether it will be entirely destroyed in the Union pursuit.

November 26-28, 1863

By the morning of November 26, the Army of Tennessee is in full retreat. Few of its divisions are in any state to fight a battle; much of the army is a disorganized mob, moving along the railroad to some point further south. Bragg knows that he has to delay any Union advance for two reasons: first, the army has to regain some sense of unity and cohesiveness; second, he has a large supply train still at Chickamauga Station (N3024). Covering the Confederate retreat will be the task of the only two divisions which have remained intact: Cleburne's, at Chickamauga Station, and Gist's, further to the south on South Chickamauga Creek.

Three Union columns are engaged in the pursuit that day under Sherman, Palmer, and Hooker. Sherman's men (Davis' division and Howard's corps) reach Chickamauga Station around noon and capture the remains of the Confederate depot. Pressing on, they soon encounter Cleburne, who is shepherding the wagon train slowly back towards Ringgold Gap (N4023). Sherman is unable to force an engagement, and by nightfall, the wagon train has safely passed through the gap. To the south, Gist's division does not fare as well. Near Graysville (N3523), all three Union columns converge on Gist's division, and he is just barely able to extricate it; but it is so disorganized that it will be unable to assist further in covering the army's retreat.

On the morning of the 27th, only Cleburne's division is left to block the Union advance. Bragg hopes to regroup at Dalton (N5222), but that

morning most of his army, including the wagon train, is spread out between Dalton and Ringgold. If the Union can cut off the route to Dalton, Bragg may not be left with much of an army to regroup. Therefore, Cleburne must hold Ringgold Gap as long as possible. His men are up before daylight, and when Union troops arrive in Ringgold (N3924) at 8:00 AM, he is as ready as he can be. These are Osterhaus' men, with Hooker in command. Hooker sends first Osterhaus and then Geary against Cleburne. However, both divisions prove unable to break through, although they have stretched Cleburne's line to its limit. Just as more Union troops arrive in Ringgold, Cleburne receives a dispatch from Hardee: the army has withdrawn far enough to be out of danger. Cleburne carefully withdraws and Hooker is in no mood to attempt further pursuit. Cleburne's defense has saved the Army of Tennessee from complete destruction. To the north, Howard moves with his corps through Parker's Gap (N5320) and sends two brigades to Red Clay (N4015), where they tear up the rail line to hinder any future movement of troops between Bragg and Longstreet. Apart from this however, the Army of Tennessee is left on its own. Its loss of around 8,000 men over the past five days is not much greater than the Union loss of over 5,000, but whatever morale Bragg's army had is gone. Grant has no time to pursue Bragg further. He has another pressing matter to deal with: in Knoxville, Burnside is still under siege. Grant is worried he may not hold out much longer.

November 29 – December 6, 1863

From his position outside Knoxville, Longstreet has decided that a siege cannot force the Union out of Knoxville; he will have to order a direct assault on the fortifications. On the morning of the 29th, he sends McLaws' division forward. Unfortunately for Longstreet, the Union troops are more than ready, and their fortifications prove stronger than expected. The Confederate attack is a complete failure with Longstreet losing 813 men to the Union's 13.

Before word of the failed attack can reach Grant in Chattanooga, he sends Sherman's Army of the Tennessee and Granger's IV Corps north to relieve Burnside, with Long's cavalry brigade in advance. When Longstreet learns of the approaching Union troops (on December 1), he leaves Knoxville, retreating to Rogersville (in the Morristown Off-Map Box). On December 3, Long's brigade reaches Knoxville, and on the 6th, Sherman himself arrives and meets with Burnside. Sherman finds that conditions for Burnside were not as bad as reported. The citizens in east Tennessee are mostly loyal Unionists, and they have kept his men reasonably well supplied. There has been some suffering, but nothing like what has been experienced at Chattanooga. Regardless, however, the siege is over, and the Confederates are now on the defensive on all fronts.

Aftermath

In Dalton, Bragg knows that his days in command of the Army of Tennessee are numbered. The only question is: who will replace him? His resignation on November 28 is accepted, and Hardee is given temporary command on the 30th. However Hardee refuses permanent command, forcing Jefferson Davis to turn to Joe Johnston. Between the two men there is a long-standing distrust, but Davis believes no one else is fit for command. Johnston assumes command on December 27; to him will go the task of reviving the army's morale and preparing it for the Union spring offensive that will surely be directed at Atlanta.

Grant is also preparing for that offensive. The army's supply system is still in a sad state. Grant sets about making it more efficient and reliable. The army is clearly not ready for an offensive in December, but by spring of the next year it will have to be. By then, Grant will be promoted to overall command of all Union armies. And so it will be his good friend Sherman who will direct the May 1864 Union drive toward Atlanta.

MAP GAZETTEER

By Ed Beach

The landmarks of the western theater of the American Civil War are not as familiar to many players as those from the eastern campaigns. To help players gain a feel for the region covered on the Battle Above the Clouds maps, here is a gazetteer of significant map locations.

North Map (northwest of Tennessee River)

Cumberland Plateau: This highland represents the southern portion of the Appalachian Plateau, an elevated region running from New York to Alabama along the western edge of the Appalachian Mountains. The plateau is actually a flat plain of eroded rock, even though it looks like a long mountain when its escarpment is viewed from the east. Rich in coal and frequently dissected by valleys known as "coves" and "gulfs," it hosts some of the best scenery in the eastern United States.

Sequatchie Valley: This incredibly straight 150-mile valley runs from northeast to southwest from central Tennessee down to the Tennessee River. Geologically the valley even continues into Alabama, forming the fertile lowlands near Bridgeport and Stevenson.

Dunlap (N0524): This county seat on the banks of the Sequatchie River briefly served as army headquarters for Bragg on August 29, 1862 (after he left Chattanooga to embark on his 1862 invasion of Kentucky).

Cheekville (N1134): This quaint mining town is now known as Whitwell and is famous for the Whitwell Middle School project to teach tolerance to the town's youth. The project involved collecting a paper clip for each victim of the Holocaust (even though the town had no Jewish inhabitants at the time). To date the town has received over 30 million paper clips and the story of the project is told in the 2004 documentary Paper Clips.

Ketner's Mill (N1230): The Ketner family operated a mill in this area producing quality old-fashioned cornmeal until 1992. This hex is the site of their first mill in the area. Their later mill on the Sequatchie River stands to this day and is the site of an annual country arts fair each October.

Walden's Ridge: This heavily wooded eastern edge of the Cumberland Plateau stands between the valleys of the Sequatchie and Tennessee Rivers. At the outbreak of the war only a few dozen hardy families inhabited the ridge.

Fairmount Academy (N1825): Established in 1856, this building served as schoolhouse, church, meeting house and voting place for the residents of Walden Ridge.

Connor Tollhouse (N1926): This house and tollgate was home to the Conner Family, settlers on Walden Ridge soon after the 1838 Cherokee removal. The road below the tollhouse was nearly vertical except for "a slight turn to the right halfway up." As long as the road was dry it could be traversed by mule teams who would haul their load for about 50 feet, block the wheels, rest, and then start up again.

Smith's Crossroads (N0903): This small town was founded by pioneer William Smith in 1820. At the time it was the junction between the Black Fox Trail to the Cumberland Plateau and the main Native American trail north to the Great Lakes. After the war the town took on the name of Dayton and became renowned as the location of the 1925 Scopes Trial (in which John T. Scopes was convicted for teaching Darwin's Theory of Evolution). The Rhea County Courthouse in Dayton has been restored to its look during the trial.

Old Hiwassee Garrison (N1102): A government military outpost occupied this site from 1807 to 1813. In command here was Revolutionary War hero Return J. Meigs, a vocal advocate for the rights of the Cherokee of the region. Meigs died in 1823 and is buried near the site of the old fort. The Tennessee county across the river is named in his honor.

Blythe's Ferry (N1204-N1305): Dating from 1809, this ferry was originally owned by William Blythe, who had a mixed European and Cherokee descent. Nearly 10,000 Cherokee crossed the river using this ferry while being dislocated from the region on the Trail of Tears in 1838-1839. Within a few years, Blythe too was forced to relocate to Oklahoma, dying there in 1856.

Soddy PO (N1616): This small town went through a boom just after the war when the Soddy Coal Company was founded. By 1880, the company was producing 50,000 tons of coal per year, shipping it out via the newly constructed Cincinnati Southern Railroad. The remains of this operation are still visible as part of Cumberland Trail State Park.

Poe's Tavern (N1819): Later known as the town of Daisy, this crossroads hosted a traveler's rest stop (founded by Hasten Poe in 1812) that served the area for over 100 years.

Big Suck Creek (N1829): Where this creek emptied into the Tennessee River was a formidable whirlpool that was so notorious even Thomas Jefferson wrote about it: "Above the Chickamogga towns is a whirlpool called the Sucking pot, which takes in trunks of trees or boats, and throws them out again half a mile below." According to Cherokee legend, a houseful of people lived under the Suck and pulled unsuspecting travelers into the depths. At the time of the war, this section of the Tennessee was still treacherous to navigate, for besides the Suck were additional hazards named Deadman Eddy, the Pot, the Skillet, and the Pan. Only in 1913 were these obstacles tamed with the construction of Hales Bar Dam (which spanned the river from S1906-S2005).

Dallas (N2218): This original county seat for Hamilton County is now under water beneath Dallas Bay, a part of Chickamauga Lake (formed by the damming of the Tennessee in 1940).

NORTH MAP (SOUTHEAST OF TENNESSEE RIVER)

Williams' Island (N2329): Archaeologists have found evidence of human habitation on this island from as early as 12,000 BC. From 900 to 1650 AD, the island was home to the Native American town of Talimico that included a temple, burial mound, central plaza and hundreds of houses, all surrounded by a wooden palisade. The island is now a state-owned archeological park.

Brown's Ferry (N2429-N2529): Around 1800, a mixed-blood Cherokee named John Brown (not the one of Harper's Ferry fame!) launched a ferry and tavern operation on this site. Brown was a top-notch river guide, an expert at navigating The Suck and other river hazards. His ferry served as a key link on the wagon road between Spring Place, Georgia, and Fort Nashborough (the original name of the city of Nashville). The tavern still stands to this day, serving as a private residence.

Harrison (N2519): Founded in 1840 as the new seat for Hamilton County, the town was named for newly elected President William Henry Harrison.

Friar's Island Ferry (N2422-N2522): The large island (Friar's) in the middle of the Tennessee River near this ferry made it the best ford site for cavalry north of Chattanooga. Both Wilder and Minty crossed their mounted brigades over this ford in early September 1863.

Chattanooga (N2528): A Muscogee Creek tribe inhabited this strategic crossroads in 1540 when the Spaniard Hernando DeSoto descended the Tennessee River to this locale. 150 years later, a French trading post was established here as part of their route between the Mississippi Valley and Charleston, South Carolina. In 1816, English settlers arrived and founded the town of Ross's Landing on this site. The city was renamed in 1838 as Chattanooga, based on the Creek phrase for a "rock rising to a point" (describing Lookout Mountain).

Moccasin Point (N2629-N2730): A sharp bend in the river forms this point (its name is derived from its shape when viewed from the top of Lookout Mountain). Archaeological evidence found on this peninsula has shown that humans have inhabited the bend for the last 10,000 years. The vast array of prehistoric sites present here prompted the Federal government to designate Moccasin Bend as a National Archeological District in 2003.

Wauhatchie (N2632): This Tennessee town is named after Wauhatchie, a great Cherokee chief who lived just south of here across the Georgia state line. Wauhatchie helped Andrew Jackson fight the Creeks in 1814, when he was severely wounded. He was a signer of the 1817 Hiawassee Purchase and two decades later followed the Trail of Tears west with the rest of his nation.

Paris Station (N2702): This nearly constructed station on the brand new rail line to Trenton doubled as the post office for this section of Lookout Valley.

Craven's House (N2731): In 1854, most of the land on the north end of Lookout Mountain was purchased by Robert Cravens, the president of a Chattanooga-based mining company. On this new property, Cravens planted an orchard, built cabins for a summer retreat and added a permanent residence for his family (a white one-story home that could easily be seen from miles away). After Chickamauga, the Confederates built entrenchments right through Cravens' land. Union artillery soon used the easily visible house as a target, causing the family to leave about a week to prior to Hooker's attack up Lookout Mountain in late November. The family returned after the battle to find only the foundation of their home remaining, but they rebuilt and remained on the property into the 1880s.

Summertown (N2831): The other main property holder on Lookout Mountain was James Whiteside from Danville Kentucky. He built a summer resort with a hotel and cottages on top of the mountain and named the area "Summertown." By the time the war broke out, about two dozen families were living up on the mountain each summer.

Tyner's Station (N2922): Two rail bridges near this stop were burnt by pro-Union inhabitants of east Tennessee prior to the Chickamauga campaign. When Bragg withdrew to Chattanooga, he assigned Cleburne's division to this locale to secure the rail line. Cleburne's men erected several large earthworks near the station.

Ooltawah(N3018): Now spelled "Ooltewah," residents of this town can not agree whether this name derives from the Cherokee word for "resting place" or "owl's nest." However the Ooltewah High School team mascot is the Owl, so perhaps "owl's nest" is the more modern interpretation of convenience.

Rossville (N3029): Originally known as Poplar Springs, this town was renamed in 1813 in honor of its chief citizen, Cherokee Indian Chief John Ross. His log cabin home can still be seen at its original site to this day. Ross was the principal chief of the Cherokee from 1828 until his death, presiding over the tribe during the tumultuous years when they were relocated west.

McFarland (N3031): This farm was the homestead of Xzanders Gordon McFarland and his family. When his two sons joined the Confederate army, Xzanders packed up his four teenage daughters and fled into southern Georgia. However his wife (Lucy Ann) refused to leave the house with her young sons. She ended up turning her house over to the Union army as a hospital and nursing the wounded of both sides. The family was successfully reunited after the war; the one casualty was the oldest son, who died in the fighting just a few miles away at Missionary Ridge.

Cleveland (N3207): The town of Cleveland was named after Colonel Benjamin Cleveland, an American commander at the Revolutionary War battle of Kings Mountain. The town was incorporated in 1837 to serve as the county seat for the newly created Bradley County.

Snodgrass (N3331): George Washington Snodgrass moved from Virginia to this parcel of land in 1848 at the age of 45. The name "Horseshoe Ridge" (commonly used to describe the spur of Missionary Ridge that crosses the Snodgrass property) was not coined until after the Battle of Chickamauga as a way to describe the site of Thomas' heroic defensive stand.

Widow Glenn (N3431): Eliza Glenn was a recent widow. Her husband John (not the astronaut!) was wounded and died in a Confederate hospital in Mobile, Alabama, in 1861. When Rosecrans occupied her house on the second day of fighting, he told her to evacuate to safety. She spent the battle in a nearby ravine with several other families of the region. Returning home after the battle, she saw her house was in ashes; it had taken a direct artillery hit.

Lee & Gordon Mills (N3631): In 1836, the three Gordon brothers moved into this area, encouraged by the two natural advantages of the site: Chickamauga Creek (a fine millstream) and the spring waters of nearby Crawfish Spring. Each brother purchased land in this area with James Gordon establishing a grist mill along the creek. In 1857 he turned this mill over to his son-in-law, James Lee. Although serving as a key location for both armies during the battle of Chickamauga (it is right where the Lafayette Road crossed Chickamauga Creek), the mill survived and James Lee continued to operate it after the war. As luck would have it, the mill burnt to the ground a few years later; the building currently on the site is an 1867 reconstruction.

Crawfish Spring (N3632): The first recorded settler of this area was Cherokee Chief Crayfish, whose name was applied to the nearby natural spring. Foot-long crawfish do live in its water to this day, validating that the waters are indeed well named. This spring became the main Union hospital site during the Battle of Chickamauga. Crawfish Spring was also chosen as the location of the 1889 reunion of Chickamauga veterans. This "Blue and Gray Barbeque" was instrumental in providing momentum to found a national battlefield park at Chickamauga. In 1891, the town of Chickamauga was incorporated here; the name Crawfish Spring has dropped out of usage.

Snow Hill PO (N3832): This area was site of the "Snow Hill" plantation that was owned by the widow Clarissa Gordon Hunt, niece of James Gordon (the founder of Lee and Gordon Mills). Clarissa's plantation house served as the post office for the local area and was probably used by Bragg as his headquarters in early September as he withdrew toward Lafayette.

Ringgold (N3924): The railroad depot at Ringgold is the only station on the Western and Atlantic that has been in continuous use since the 1850s. Despite being built from 14-inch thick sandstone, the building was badly damaged during the Battle of Ringgold Gap (the post-battle repairs with limestone blocks are visible today). The other excitement at Ringgold occurred a year earlier during the "Great Locomotive Chase" of 1862. That famous event started when the Union spy James Andrews hijacked the locomotive General at Big Shanty, Georgia. His goal was to take the train to Chattanooga ripping up rails, bridges and tunnels as he went. They were chased (in reverse!) by the train's conductor (himself a captain in the Georgia militia), through Dalton and Tunnel Hill. Finally, a few miles north of Ringgold, the Union detachment had to abandon the train when it ran out of fuel. Andrews and his men were rounded up by the Confederates and either imprisoned or (in Andrews' case) hung. Six of Andrews' men became the first recipients of the United States Medal of Honor for this action. However, Andrews was ineligible since he was a civilian. The classic Walt Disney movie The Great Locomotive Chase (1956) is probably the best-lasting testament to his daring.

Dr Anderson (N3932): This Virginia-born physician was one of the wealthiest men in Walker County, having a net worth of over $6,000 according to the 1860 census. Both Polk and Daniel Harvey Hill used the doctor's house as headquarters during the campaign.

Old Federal Road (N4002-N4103): The first roadway heading south from Knoxville to Athens, Georgia, was constructed here after the Cherokee granted rights to open such a road with the 1805 Treaty of Tellico. A separate, more western branch of the Federal Road ran from Spring Place, Georgia, through Ringgold toward Nashville.

Red Clay (N4015): Although the Civil War-era train stop was located in Georgia, it is the site just across the state line that makes Red Clay famous. These ground served as the focal point of the Cherokee Nation for six years starting in 1832, just after the state of Georgia had banned them from assembling within that jurisdiction. Red Clay hosted 11 general councils as Chief John Ross attempted to negotiate a treaty that would keep the Cherokee in the southeast. It was here at Red Clay in 1838 that the Cherokee first heard that their forced removal to Oklahoma was to begin. The site is now a historical park run by the state of Tennessee and is considered the starting point for the "Trail of Tears."

Old Fort Marr (N4105): United States troops constructed a fort on this site astride the Old Federal Road in 1814. A two-story, frontier-style blockhouse that anchored a corner of the fort has been preserved (and is probably the best remaining example of a structure from a Cherokee Removal fort). This blockhouse has since been moved three times: in 1858 to serve as Ananias Higgins' smokehouse, in 1922 to Polk County High School, and finally in 1965 to the county seat of Benton (off-map to the northeast across the Ocoee River) where it sits near the county jail. The small town that has sprung up near its original site has taken on the name "Old Fort".

Catoosa Springs (N4121): Both Catoosa Springs and nearby Cherokee Springs served as Confederate hospitals from 1862 to the end of the Chattanooga campaign. Patients were railed in from various western battlefields to recuperate in one of the Catoosa County hospitals (whose total capacity was about 2,000 beds).

Leet's Mill and Tanyard (N4129): Arthur Leet was a Methodist clergyman from Ireland who settled in this area because of the nearby natural spring. His house was used as Bragg's headquarters on September 18 and 19 during the Battle of Chickamauga. Leet is buried in the graveyard of the nearby Pea Vine Church, a short walk from Leet's Spring.

Ball Play (N4504): The name "Ball Play" is common through the Cherokee sections of Tennessee, typically denoting an area used by the Cherokee for their elaborate ball game called "anetsa," the progenitor of modern lacrosse.

Tunnel Hill (N4523): 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. Knowing the strategic importance of the tunnel, it was a prime target for Andrews' raid during the Great Locomotive Chase (see Ringgold above). But by the time Andrews reached Tunnel Hill, the Confederate locomotive Texas was in hot pursuit, so he decide to forego damaging it. Tunnel Hill was also the site of a Confederate hospital after Chickamauga (in the still-standing Clisby Austin house). John Bell Hood was sent here to recover from the leg wound and amputation he had suffered during the battle. He was not expected to live, so his leg was sent with him so it could be buried with the general. After his recovery, the leg was instead buried alone in the family cemetery near this house.

Blue Ridge (N4601-N4701): This ridge continues north and east off the map, reaching Blue Ridge Gap about 3 miles off-map. Even though it shares the same name, it is a bit of a stretch to consider this spur as part of the more famous "Blue Ridge," the long continuous range that runs from Georgia up past the Shenandoah Valley to Maryland and Pennsylvania (in those last two states the Blue Ridge is known as "South Mountain"). Nonetheless, these mountains in the corner of the north map are indeed part of this same front chain of the Appalachians and serve as a symbolic link to the earlier maps in the GCACW series (which are over 400 miles away).

Prater's Mill (N4616): Benjamin Franklin Prater moved to Georgia with his wife Amanda in the early 1850's. 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 (N4621-N5326): 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 (N4923) and Dug Gap (N5225) before slipping McPherson's Army of the Tennessee through the undefended Snake Creek Gap (N5529-N5629). McPherson's

move threatened the Confederate supply line through Resaca and forced Johnston to withdraw from the Dalton area.

Dalton (N5222): Dalton grew quickly in size after the Western & Atlantic Railroad came to town in 1847. It now is 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 (N5716): This town became the county seat for Murray County when the original Murray County was subdivided in 1851 to form Dade, Catoosa, 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.

SOUTH MAP (NORTHWEST OF TENNESSEE RIVER)

Tracy City (S0108): As legend has it, coal was discovered in this area in the 1840s when two young boys were trying to dig a groundhog out from under a stump. Soon the financier Samuel Franklin Tracy had formed the Sewanee Mining Company and had extensive holdings in the region. By 1855 a branch line of the Nashville and Chattanooga railroad was completed to the town; Tracy City's boom period had begun.

Tantelon (N0321): This rail line leads west (off-map) to the towns of Cowan, Sewanee and Winchester. Sewanee, only 9 miles away, is the site of the University of the South. This college was founded in 1857 by an Episcopal Church delegation led by Reverend Leonidas Polk, the same "Bishop General" who would command a corps in Bragg's army during the Chickamauga campaign. To this day, this university (most often known as "Sewanee") is a top-rated institution whose School of Theology still serves as the official seminary of the Episcopal Church.

Sinking Cove (S0625): A popular area for spelunkers, the caves in the Sinking Cove region are home to their own subspecies of Tennessee cave salamander, the eight-inch long Sinking Cove Cave salamander.

Jasper (S1408): Jasper was founded in 1820 as the new county seat (instead of Cheekville) using land donated by Elizabeth Lowery, daughter of Cherokee Chief John Lowery. Lowery had served as a military officer with Andrew Jackson during the Creek War of 1813-1814.

Lowry's Ferry (S1511-S1611): A large island (Lowry's Island) splits the Tennessee River at this point. This ferry was operated by the family of John Lowery, who was granted much of the land in the area as part of the Cherokee settlement.

Allen's Ferry (S1512-S1611): This critical locale was fortified by both Union and Confederate forces during the war (during the Chickamauga campaign, "Fort Thomas" stood here to guard the Union pontoon bridge across the Tennessee). Just south of here (in S1513) now lies the town of South Pittsburg, home of the National Cornbread Festival.

Cave (undiscovered) (S1520): Although well known to the prehistoric peoples who lived in the mouth of this cave as early as 7000 BC, this cavern was unmarked on the Civil War maps of the time. Colonel Thomas Russell, a veteran of the American Revolution, was the first settler to purchase the land near the cave; it remained in his family's hands until 1928. When a 1953 National Geographic excavation showed the value of the site, it was sold to the park service. In 1961, President Kennedy established Russell Cave National Monument to preserve the site. This small park is now visited by thousands of visitors each year (mostly school groups).

Love's Ferry (S1809-S1910): This ferry owned by Samuel Love was the main connection between Jasper and the railroad at Shellmound. While not running the ferry, Love doubled as the county's mail carrier.

Bridgeport (S1915): The key rail link between Chattanooga and the west (Nashville and Memphis) crossed the Tennessee River at this small town. The strategic importance of this crossing was emphasized by the fact that Union cavalry under General Mitchell seized the town in April 1862 (after Shiloh) and held it for four months. Finally on August 27, a mixed force of Confederate cavalry and infantry drove them from both Bridgeport and their fortification at Battle Creek (at this time named "Fort McCook"; see Allen's Ferry entry above for discussion of a later fortification in the same area).

Stevenson (S2023): The rail lines fork at this town, one heading northwest to Nashville, the other following the Tennessee toward Memphis. With the strategic importance of this town clear, the Union began fortifying it in the summer of 1862. By the end of the war two large forts, two smaller redoubts and seven blockhouses surrounded the town. One of the forts (Harker) has survived since the war; recently restored, it now commands views of the nearby Crow Creek Waterfowl Refuge.

SOUTH MAP (SOUTHEAST OF TENNESSEE RIVER)

Whiteside (S2205): Originally named Running Water after the nearby creek, this settlement was chief base of operations for the warlord Dragging Canoe during the Chickamauga Wars of 1776 to 1794. This Chickamauga Cherokee leader moved his operations here in 1782 after his base near Chattanooga had come under attack. From here, Dragging Canoe launched raids against colonial settlements across the American southeast, at times striking into Kentucky and Virginia. He and his brothers (Little Owl, Badger, and Turtle-at-Home) enlisted the aid of other tribes and the French, British and Spanish in their struggles against the encroaching American frontiersmen.

Nickajack Cave (S2110): This cave served as a source of saltpeter for the Confederates throughout the war.

Hart's Bar (S2218): This ford was discovered by Union scouts on August 26. With a depth of four feet or less across the river here, it was a viable crossing site for cavalry but not infantry.

Sand Mountain (from S2208 to the bottom map edge): Geologically this is a continuation of Walden's Ridge, though the limestone soil of this plateau is far inferior to that across the river. This nearly barren, waterless ridge represents a formidable obstacle, either for a Civil War army or for the Jewish farming commune that tried and failed to make Sand Mountain their home from 1903 to 1905.

Highdon (S2815): The current town on this site is spelled as "Higdon" (population 1214). This small community is proud to be home to North Sand Mountain School, an award-winning public school (grades K-12) whose athletic teams are nicknamed "the Bison."

Trenton (S2909): When his division arrived in Trenton, Union General Negley described it as a town of "300 souls … with two churches, three stores, courthouse, mill, and blacksmith shop." When the Army of the Tennessee arrived in November, Sherman sent Ewing's division to march through Trenton and burn the town, hoping to deceive Bragg of his true intention to join Grant further north at Chattanooga.

Ider (S3121): Now a small town with a population over 600, Ider is host to the area's annual Mule Day festival. Activities at the town park include a parade, antique car show, gospel singing and horse and mule pulls.

Lookout Mountain (from S2901 to the bottom map edge): This huge plateau that dominates the region near Chattanooga would just be a part of the Cumberland Plateau had the Tennessee River not sliced the region in two. According to Civil War soldiers, you could see into seven states from the top of Lookout Mountain (though it is doubtful that any portion of Kentucky, Virginia or South Carolina can be seen from here due to the curvature of the earth). The mountain now is home to numerous upscale communities and tourist attractions, such as Ruby Falls, Rock City, the incline railway and, of course, Chickamauga and Chattanooga National Military Park.

Trenton Gulf (S3208): This incredibly scenic nook in the side of Lookout Mountain has been renamed as "Cloudland Canyon" and now hosts one of the most beautiful parks in the state of Georgia.

McLemore's Cove (from S4613 up to the end of Pigeon Mountain): This picturesque valley nestled between two arms of Lookout Mountain was named for Robert and John McLemore, the two sons of a white trader and his Cherokee wife. Most of the area is protected as the McLemore Cove Historic District, so it remains agricultural to this day. The cove is home to an especially high density of cedar trees, as can be seen by the name of the local post office (Cedar Grove).

Davis' Crossroads (S4107): The Davis brothers, Martin and John, moved to this road junction in the 1840s with their new wives (who were themselves sisters). The small community that developed here was soon named after these two families. Martin died just prior to the war, leaving his widow Julia to fend for herself and six small children when the Army of the Cumberland advanced through the area. Her house still stands to this day.

Dougherty (S4715): Here at the end of McLemore's Cove lay the summer home of a Georgia lawyer (famous at the time), the Honorable William Dougherty.

Bluebird Gap (S4408), Dug Gap (S4306), Catlett's Gap (S4105-S4204): These three passes each housed a wagon road from Lafayette west into McLemore's Cove. Cleburne's Confederate infantry and Martin's cavalry ob-

structed these passes with fallen timber and entrenched here on September 8, 1863.

Lafayette (S4604): Nicknamed "the Queen City of the Highlands" (though its population is only 7,000, so perhaps "city" is a misnomer), the original settlements in this area were called first Benton and then Chattooga. The town was incorporated in 1835 and took the name of the Revolutionary hero the Marquis de Lafayette at that time. 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.

DeSoto Falls (S4623): This 104-foot waterfall was named after the Spanish conquistador Hernando DeSoto, who passed through the area in 1540 on his meandering expedition that eventually led to the discovery of the Mississippi River.

Rawlingsville (S4731): DeKalb County has had five different county seats since its incorporation in 1835. The first of those was in Rawlingsville, a small town just north of the Cherokee removal fort built by Major John Payne. The region experienced an iron and coal-fueled boom in the 1880s, and Rawlingsville was engulfed by the growing town of Fort Payne during this time. However the deposits proved to be smaller than expected, so Fort Payne converted its industry to sock manufacture. By the beginning of the 21st Century, over half of the socks produced in America came from Fort Payne, allowing the residents to bill their town the "Sock Capital of the World."

Trion Factory (S5511): This site was chosen for the first large cotton mill in Northwest Georgia in 1845. Within 2 years, the Trion Factory was in full production (the name comes from the three investors who originally sponsored the project). Over 160 years later, the (now renamed) Mount Vernon Mill is still in business on 4th Street in Trion supplying denim to markets around the country. It has only been shutdown four times: an 1858 epidemic, Sherman's occupation in 1864, a fire in 1876 and a strike in 1934. The area around the factory was the site of two cavalry battles during the war: one during the Chickamauga campaign and a Second Battle of Trion Factory on October 18, 1864 (during Hood's march into Tennessee from Atlanta).

May's Gulf (S5533–S5334): Now known as Little River Canyon, this beautiful gorge is currently a preserve owned by the National Park Service. The Gulf starts at Little River Falls (in S5531) and continues south to the canyon mouth about 9 miles downriver (off-map to the south of 5534). The name "May's Gulf" actually comes from the 1864 Atlanta campaign. Then, the 10th Kentucky cavalry, led by General Andrew Jackson May, crossed through this area. Encountering stiff resistance from Confederates dug in on the east side of the canyon, May's passage to Atlanta was delayed here for several days. After the war, May was sent to survey the region and made sure to prominently label the canyon as "May's Gulf" on all his maps.

Subligna (S5804): The mountains of North Georgia are an unusual place to find a town with a Latin name. However the founder of this town (in 1854) was Dr. William Dunlap Underwood, a Latin scholar. The residents of the new town wanted to name their growing village after their founder, so Underwood suggested a moniker formed from the Latin words for "under" ("sub") and "wood" ("ligna"). Underwood went on to open the first general store and post office in town; upon his death he was buried in the Subligna Cemetery.

Summerville (S5814): This county seat along the Chattooga River was the site of several days of running cavalry battles during the Chickamauga campaign (see Scenario 1). Nowadays, the town is arguably most famous for being the home city of artist Howard Finster. Born just west in Valley Head, Alabama (S4423), Finster was a full-time Baptist preacher by the age of 24. Twenty-five years later, in 1965, he retired from preaching so he could focus on his art. His most notable creations include a huge outdoor garden park filled with works of visual art and over 10,000 paintings inspired by a divine message to spread the gospel through art. He gained national fame when his work was featured on the album covers and music videos of the bands REM and the Talking Heads in the 1980s. Although Finster died in 2001, his Paradise Gardens (which now include the World Folk Art Museum and Chapel) are kept alive by the annual Finster Fest held in Summerville each May.

DESIGNERS' NOTES

With the publication of the *Battle Above the Clouds*, the *Great Campaigns of the American Civil War* series has finally arrived out west. This volume of the series introduces more new faces in command and confronts more design challenges than any previous volume, simply because it moves the series 400 miles from it beginnings in Virginia. Fitting the *GCACW* series into the western theater was at once a daunting, but rewarding task. We operated under a mandate to change only what was necessary so we could keep the main body of rules intact. Our reward was in seeing the armies come to life with players making decisions in situations that either Rosecrans or Bragg could easily have faced.

For those who have played previous games in this series, they'll notice little change in the Army of the Cumberland compared to the Army of the Potomac. There are a few differences, however: Thomas's 3/4 tactical value and Wilder's Lightning Brigade can come in very handy at times. But the biggest changes are for the Confederates. Bragg's Army of Tennessee was just not up to the standard that Lee's Army of Northern Virginia set. As Ed and I dug into the research for this game, it wasn't immediately obvious how to reduce the effectiveness of the Army of Tennessee. After discussion, the faster march rate was retained; this campaign took place in the heart of the Confederacy, where the southern commanders were much more familiar with the lay of the land. However, the solid one-point tactical advantage that the Army of Northern Virginia enjoys is gone. The leadership and discipline in Bragg's army was not equal to Lee's (although there are a few exceptions: notably Cleburne, Forrest, and Hardee). But in many cases, the Army of the Cumberland is the equal of the Army of Tennessee.

In *BAC*, the Confederate player is also hampered by the struggles within the high command of the Army of Tennessee during this period, represented by the "Insubordination" rule. This type of command paralysis happened to a lesser extent in other campaigns of the war, but during this campaign it was the main cause of several missed opportunities for the Confederates, both during the operations around McLemore's Cove and during the battle of Chickamauga itself. Originally, my idea had been to select the unit that would become insubordinate at random. However Ed proposed that we involve the Union player in the selection. The idea was perfect, since the commanders that usually chose to disobey (or circumvent) Bragg's orders were nearly always the ones that had the best chance of causing the Union army serious harm.

Another new rule that players of the advanced game will notice is the wagon train-based supply rules. For this game, this added level of detail was virtually a must. With the complex terrain of the various plateaus cut by the Tennessee River, and the important part that logistics played in both campaigns (particularly in the siege), the county-based supply systems of previous games couldn't handle all of the different situations. The concern when we began testing these rules was that a player's wagon trains could be attacked at will by enemy cavalry; however testing has shown that this isn't a real problem. Players must be more careful of the their supply lines now, but the use of cavalry has expanded to both defending a player's wagon trains and being ready to perform a raid on the enemy's if the possibility opens up.

In spite of the fact that they are played on the same maps, the two advanced games scenarios could not be more different. Scenario 8 (The Chickamauga Campaign) begins after the armies have been out of contact with each other for over a month; this allowed us to let each player set up his units with minimal restrictions, provided they are on opposite sides of the Tennessee River. The result is that no two games will ever be the same. Over time, it will probably be found that certain Union or Confederate setups are better than others. However it is unlikely that a "perfect setup" will be found, since as soon as one player knows exactly where the other player's units are going to be, he can set up his units where they can best exploit this. On the other hand, Scenario 9 (The Siege of Chattanooga) begins with a precise setup, where every hex (and fatigue level) at the start of the game is critical. The Union has just opened the Cracker Line, and the Confederate player has a brief opportunity to close it. Even if does succeed in closing it, the Union player is not in a hopeless situation; if he can hold out until the arrival of Sherman, he will have a large enough force to make a determined effort at driving the Confederates away from Chattanooga permanently.

As in all previous games, the maps are a critical part of the package. Once again, Charlie Kibler has done a spectacular job of both painting a beautiful map and bringing in the atmosphere of the 1860's. Players who have previous experience with the series will notice that the maps are much like those for the eastern theater; but the unusually rough terrain in the area drove us to add two new terrain features: hills and ridges. When creating the maps, we found that Missionary Ridge wasn't high enough to qualify as a line of mountain hexes, but we had to provide some defensive benefit to this imposing feature, so a "halfway" result between rough and mountain hexes was the result. We also knew that we would have to do something different to represent the plateaus in this area. It took us a few playtesting iterations to arrive at the current combination of defensive modifiers and movement penalties that accurately reflect the impact these elevated highlands had on the armies.

Even with all of these changes, however, the completed game is remarkably similar to the first game in the series, *Stonewall Jackson's Way*. The basic mechanics of the game system - movement, combat, command - have had relatively minor changes over the years. Joe Balkoski's original design has now been used in ten games (eight volumes plus the two campaigns in Skirmisher #2)! Looking to the future, work on Volume 9, which will cover the Atlanta campaign, has already begun. Ultimately, with the completion of more games, the plan is to have maps covering the entire route from Nashville to Atlanta.

- Mike Belles

We made one more change to the series for *BAC*, but that was not to any rule or game system. Rather it was our move to adopt a team-based approach to development. More than any other game in the series, *BAC* involved contributions from a number of talented individuals. This move to greater specialization within the team paid great dividends. While Mike could dive into the historical details of the campaigns and its armies, I was free to focus on the research required to complete the map and on coordinating the play-testing efforts. When you add in the fact that we had Dave Powell, designer of numerous games on the campaign, consulting with us as well, it really felt like we had assembled a "dream team" for the project. Dave's contribution of meticulously researched and highly detailed regimental strength information during the battle of Chickamauga was an incredible boost. We also want to give extensive credit to our playtesters, especially Chris Withers, Jay Meyers, Justin Rice, Rob Doane and Steve Likevich, who not only playtested heavily but contributed to the design of the game during email "brainstorming" sessions. We really had all the top players of the series contributing to ensure that the scenarios would be immediately balanced for tournament play.

We believe you will enjoy the result of everyone's efforts. So have fun, and happy gaming around Chattanooga!

- Ed Beach

BATTLE ABOVE THE CLOUDS CREDITS

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Graphic Design: Nicolas Eskubi

Rules Layout: Nick Richardson

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Proofreaders: Rob Doane, Mark Greenwood, Chris Leary, Rick Miller, Justin Rice, Toshikazu Takasawa

Scenario 4 Wheeler's Raid

Hidden Union Movement Record Chart

Unit	Used?	Set-up Hex	Manpower	Alerted?	Revealed?	Current Hex/Fatigue
Wagon Train-1	yes		n/a	yes		
Wagon Train-2	yes		n/a	yes		
Wagon Train-3	yes		n/a	yes		
Wagon Train-4	yes		n/a	yes		
Wagon Train-5	yes		n/a	yes		
Wagon Train-6	yes		n/a	yes		
Wagon Train-7	yes		n/a	yes		
Wagon Train-8	yes		n/a	yes		
E. McCook	yes		–			
Campbell	yes		(2)			
Ray	yes		(2)			
Crook	yes	Enter these setup hexes after CSA chooses map for Wheeler's crossing	-			
Long	yes		(3)			
Lowe	yes		(2)			
Wilder	yes		3			
Sub-8 (Cav)						
Sub-9 (Cav)						
Tillson	yes	S1512	2		yes	
R Smith-A	yes	S1915	2		yes	
Morgan-A	yes	S2023	2		yes	
J Mitchell	yes	N2529	1		yes	
Spears	yes	N2529	3		yes	
D McCook	yes	N2422	4		yes	

INSTRUCTIONS

During setup, fill in all white boxes in the columns "Used?". "Setup Hex", and "Manpower". In the "Used?" column, record "no" if the substitute is not present on the map at the start of the game; otherwise write the name of the cavalry division (McCook or Crook) to which this substitute's parent unit belongs. The initial manpower of each cavalry brigade is shown in parentheses in the "Manpower" column. Record a lower number if you detach substitutes from these units during setup. Remember that the Crook leader, his two brigades (Long, Lowe), Wilder, and any substitutes detached from Long & Lowe are set up **after** the Confederate player has designated whether Wheeler is crossing on the north or south map.

Once game has begun, place a check in the "Alerted?" column if a condition from Special Rule 6 has been satisfied and the unit is now eligible to move. Place a check in the "Revealed" column if the unit has been shown to the CSA player and placed on the map.

As Wagon Train units execute hidden moves across the map, record their new hex and fatigue level in the "Current Hex/Fatigue" column directly above.

Scenario 8 Set-Up Chart

Confederate Set-Up

	Set-Up Hex
Bragg	
Polk	
Hindman	
Cheatham	
Hill	
Cleburne	
Stewart	
BR Johnson	

Mauldin	
Joe Wheeler	
Wharton	
Harrison	

	Set-Up Hex	Turn Track Box
Liddell		n/a
Reserve Art.		n/a
3 CS		n/a

	Set-Up Hex	
Walker		
Gist		
Breckinridge		
Gregg	n/a	
McNair	n/a	

Wagon Train 1	
Wagon Train 2	
Wagon Train 3	
Wagon Train 4	
Wagon Train 5	

Union Set-Up

	Set-Up Box
Burnside	
Hartsuff	
White	
Hascall	
XXIII Art.	
Shackelford	
Byrd	
Foster	
Garter	
Wolford	