

Peachtree Game Rules

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INTRODUCTION

Peachtree Creek was designed to be compatible with The Gamers' Civil War, Brigade Series. The **Atlanta** game (with maps SE and NE of Atlanta) in its basic format portrays the battle of July 22, 1864. **Peachtree Creek** covers that preceding battle of July 20 North of Atlanta, a possible attack Johnston might have made on the preceding day, as well as the subsequent battle of Ezra Church of July 28 and a hypothetical attack by Thomas on the Atlanta defenses on July 22 during the Battle of Atlanta when the bulk of the Confederate army was engaged to the East. A longer scenario spans July 20 to 22cd, and a campaign scenario, which links **Peachtree Creek** with **Atlanta**, spans a longer period.

General Hood, who had recently replaced General Johnston as commander of the Army of Tennessee, made at Peachtree Creek his first attack on the armies of General Sherman. The plan was to overwhelm Thomas's army as it was in the act of crossing Peachtree Creek. Johnston, prior to his relief, had been planning to make just such an attack. The battle was actually joined too late to catch the Federal forces in a vulnerable position, and as a result Hood was repulsed in the first of three Union victories that seriously sapped the strength of the Confederate army. A little over a week later, Hood sent S.D. Lee to intercept a Union move by the Army of Tennessee around Atlanta to the West. S.D. Lee, supported by Stewart, made

frontal attacks that resulted in the most one sided loss in the series of battles around Atlanta. This game allows players to recreate these battles in their historical setting, and explore a number of "what if?" situations which may lead to different outcomes.

Peachtree Creek is designed to be linked to the **Atlanta** game, with the two games can be played sequentially. The outcome and options taken by the players in Peachtree Creek change the initial situation in the Atlanta game. The modifications to unit status from the Atlanta game may then be used to modify the initial strengths for the Ezra Church scenario in the Peachtree Creek game. Of course, such a series assumes that the course of the campaign was not drastically altered by any of the earlier engagements. The campaign scenario linking both games gives more freedom of strategic maneuver. Players may also choose to play the Peachtree Creek and Atlanta scenarios sequentially, then extend from the Atlanta scenario onward using the campaign rules.

One **Peachtree Creek** scenario allows players to then play an attack by Thomas on the Confederate fortifications of Atlanta later on July 22, an attack Sherman invited Thomas to consider, but he declined to make. This scenario may be linked with the Atlanta July 22 scenario for a larger one day battle. For those with a taste for an even grander scale of maneuver, and table space to match, all four maps linking all of the battlefields can be played as one game starting on July 19 or July 20, allowing a several day period to be played, possibly extending to the time and site of the Battle of Ezra Church. This allows the Union player numerous extra options for maneuver, and the Confederate correspondingly more scope for unexpected countermoves.

1. TERRAIN AND MAP NOTES

1.1 Map Designations

The hex numbering system is used to identify individual hexes on the map. The principal map for **Atlanta** is identified as map **A**, with map **B** used for the longer scenario. Maps **C** and **D** are portrayed in the **Peachtree Creek** game. The four maps **A**, **B**, **C**, and **D** correspond to the **SE**, **NE**, **NW**, and **SW** quadrants respectively of the City of Atlanta and the country just to the North and East. Partial hexes to the left of the first column (1.xx) are considered column 0 (numbered 0.xx) should reference to them be necessary, with xx corresponding to the row.

1.2 Confederate Atlanta Entrenchments

The red hex sides are the Confederate entrenchments protecting Atlanta. As fortifications constructed earlier to protect Atlanta, they are counted as Trenches (similar in effect to "sunken road" benefits). In addition, any attacker attempting to move adjacent to an entrenched enemy unit must pass a morale check due to the troops' reluctance to attack such works. A similar morale check and an additional movement point is required to cross an entrenchment hex side into close combat, representing the effect of an abatis (absent in the case of a sunken road). Thus, a unit advancing from two hexes away must pass two morale checks and expend at least four movement points to close assault a unit defending behind such entrenchments. Note that this provision applies specifically to the Atlanta entrenchments, not to breastworks the player may construct under the provision of the series optional rule.

The line of works on the NE and NW sides of Atlanta from hex D49.33 to D51.33, and D43.33 to D27.20, connecting to the inner works, as well as the same works at the bottom of map C, were constructed July 21 when the Confederate forces fell back after the battle of Peachtree Creek. On 22 July they are counted as breastworks rather than trenches. For scenarios starting earlier, those works are not present.

Units in the Atlanta entrenchments may "double-extend" to cover 5 hexes instead of just 3. This reflects the much thinner manning necessary to hold such works, especially if abundant artillery was available. Both Hood and Johnston intended to use the Atlanta defenses as a way of holding off a large part of the Union army with a small force while acting elsewhere with the remainder.

1.3 Map Edges

The roads that exit the edges of the mapboard are treated as if connected along the map edge by a path along which a unit moving in column expends one movement point per hex. This reflects off-map roads which can be used by the forces on the mapboard, or for the conveyance of orders. Such a path is blocked by the presence of an enemy unit on the map edge. Units moving in accordance with this provision may not enter the map except at a hex where a road enters the map (although they may leave anywhere). They may not engage in combat with units on the board while in this mode of movement.

All map edge half-hexes are playable. Units forced off of the map by combat results are not eliminated, but placed in column on their next turn, and may re-enter the map in accordance with map edge provisions above.

1.4 City hexes

The only urban hexes in the game are on map "D": those of Atlanta. These hexes are indicated by a grey overlay over the basic color. These hexes act as blocking terrain with respect to line of sight rules.

1.5 Bridges, Streams, and Peachtree Creek

Primary roads are assumed to have bridges over all streams. Fords are assumed to exist wherever a minor road crosses a stream. Peachtree Creek is fordable in places. The Northerners were very apt at improvising the crossing of creeks in absence of bridges and fords. They accomplished this in several places on July 19 in spite of a storm-filled Peachtree Creek. On the map C, all Peachtree Creek stream hex sides East of Moore's Mill (C12.28) can possibly be crossed by an unshaken infantry or cavalry unit by expending its entire turn's movement allowance. Once such a move is made by a unit expending all of its movement points in place, roll a single die. A result of 1 or 2 indicates that the unit has found a crossing site. (A die roll of 1 is required if either hex is swamp, and no crossing exists if both are swamp.) The unit is then moved to the opposite side, and is put in "disorganized" status. Following units may cross in column formation, and are put in a morale state one worse than before they cross. They may be in shaken status and still cross. Once a unit crosses, others of the same division must cross at that same spot (or not at all) on the following turns. Units from other divisions within the Corps may also cross at that same spot. Units crossing use their entire movement allowance, and become shaken. (It may be helpful to record the crossing spots.) The same hex side cannot be checked two turns in a row, or by more than one unit. (The recordkeeping to keep a list of hexsides proved not to have fords is considered not worthwhile, but players could do this if they wish a more detailed treatment of this issue.) Artillery and Supply may not cross creeks in this

manner at all. Below Moore's Mill, Peachtree Creek is not fordable. (This issue is in question-possibly Peachtree Creek should be fordable to the confluence with Nancy's Creek.) Nancy's Creek (extending North from C10:35) is fordable as for Peachtree Creek above Moore's Mill. The Chattahoochee river cannot be crossed on the map (The bridges were destroyed.) Note that some bridges where primary roads cross streams are indicated as absent, others present.

1.6 Bridge destruction, construction

Bridges may be destroyed by the Confederate player, and thus indicated by placing a marker. Destruction is automatic during the night if desired for any bridge within 2 hexes of a Confederate unit not in possession of a Union unit. During the day, the bridge must be adjacent to a Confederate unit and the other end in an unoccupied zone of control, with the unit immobile and not firing for the entire turn. Bridges are considered rebuilt after midnight if hexes at both ends have previously been secured by Union units. Also, at other times, if both ends of a destroyed bridge are in Union hands, and a Union infantry brigade is present in one of the adjacent hexes, and no Confederate unit is within 2 hexes, a die roll may be made each turn for bridge repair. The units doing the repair must be in line formation, and may not take fire or perform any other action during the turn. A roll of 1 is needed to repair the bridge.

In other respects the terrain conforms (or is intended to conform) to the conventions of other Brigade Series games.

UNION SPECIAL RULES

2.1 Command peculiarities

2.1a Union Army Structure

The Union command structure has an extra layer of command compared to most games of the series except for **Bloody Road South**, which portrays the Battle of the Wilderness in which Grant's command structure was similar to Sherman's in this game. Sherman commands three armies, each of which has its own commander, although in the case of Schoefield, the Army of the Ohio is synonymous with the 23rd Corps.

2.1b Issuing Orders

In the game in general, orders originate with the player representing Sherman, giving orders (using the Order Log) directly to his army commanders, who (using their own command points) must in turn issue (and log) orders to their subordinates. Sherman can also issue orders directly to corps or even divisions or brigades. Such orders to individual divisions and brigades can be written (as with orders to corps) if coming from an army commander, or in person as for "division goals" when coming from a corps commander. Note that subordinate army commanders (McPherson and Thomas) may only issue orders that carry out the intent of Sherman's orders, unless initiative is rolled, just as units subordinate to a Corps or Army must comply with the orders under which the Corps or Army is operating.

For the single day scenarios, the Player may instead assume the role of Thomas, who is under orders to cross Peachtree Creek and establish himself on the South bank in the basic scenario of July 20. Doing more requires a successful initiative roll. For the July 22 scenario of Thomas's attack on Atlanta, it is assumed that Thomas starts the scenario with an accepted force 0 order to attack. In longer scenarios or in the July 22 scenario in which the **Atlanta** and

Peachtree Creek games are joined, the player should take the role of Sherman, issuing orders via army commanders.

2.1c Army of the Ohio

Schoefield counts as a Corps commander, and the Army of the Ohio is in practical terms just a glorified name for the 23rd Corps. He does not issue written orders. (Optionally, another corps may be attached to the Army of the Ohio, in which case Schoefield issues orders as do the other army commanders. His orders to himself (in the role of 23rd corps commander) go through the usual acceptance procedure to reflect delays in implementing the orders. (Historically, Sherman often attached another corps to Schoefield's command. This was the case at Utoy Creek shortly after the period of time the game portrays.)

2.1d Division Goals to Brigades

Infantry corps commanders may, but infantry division commanders may not, give division (brigade) goals to individual infantry brigades. This allows the historical actions of this sort that occurred during the actual battle of Atlanta, such as that of Logan who, as 15th Corps commander, sent an individual brigade (Wagelin's) to fill the gap between 16th and 17th Corps on MacPherson's orders. Cavalry division commanders may give individual brigades division (brigade) goals as is normal under the standard rules. Brigades cannot, however, be attached to other divisions or corps. They must be issued commands individually until they are returned to their divisions (by another order). Note that issuing such goals to brigades can fragment the army's command, due to the difficulties of getting them under command again.

2.1e Command of Cavalry

Sherman gives orders to Cavalry divisions individually, as there was no effective Cavalry corps organization. (Union cavalry units are present in this battle only under optional rules)

2.1f Thomas

General "Slow Trot" Thomas has a rating of 3 for initiative and dealing with subordinates, but is -2 (to a 1) for receiving and acting on orders from Sherman. This is intended to reflect the difficulty his superiors sometimes found in getting him moving. This applies only to the longer scenarios.

2.1g Dodge's Corps

Dodge, commander of the 16th Corps, made a practice during the battle of July 22 of giving orders to individual brigades and regiments. This allows 16th Corps to disregard normal rules for division integrity. Units so ordered about must, however, stay within 4 hexes of either Dodge or the division commander. In effect, 16th Corps is a three or four brigade division. (Sweeny took issue with this practice and was dismissed later after the battle. His rating reflects this.) (optionally, simply play the corps with Sweeny and Fuller removed from the map, since Dodge was superceding their roles.)

2.1h 23rd Corps brigade attachments

Two brigades of the 23rd Corps, nominally of 1/23, were attached to the other divisions of that Corps, and operate in all ways as elements of the respective divisions to which they are attached, even to the consideration of wrecked division status.

2.1k Initiative

Individual brigades have no initiative rating, and do not exercise initiative in the usual sense. However, any detached brigade may make an initiative roll using a rating of 1, but the order given if initiative is achieved must be either a retreat or rejoining the unit's parent command.

In this game the subordinate army commanders may make initiative rolls. A successful initiative roll allows them to give themselves orders that are different from those previously received from Sherman (if any). They still must act through the issuing of orders to subordinates.

There are no Union Anti-initiative ratings except the special case already mentioned for Thomas.

2.2 Command Succession

If Sherman is killed, General Thomas replaces him, or McPherson if Thomas is killed or wounded.

Succession within the Army of the Tennessee goes to Logan then Blair then Dodge. (In longer scenarios, assuming Sherman survives, Howard is given the command later (within 3 days), whereupon Hooker resigns and a one in three die roll is made to see if Logan does likewise.) Palmer, Newton, and Stanley are next in succession for XIV, XX and IV corps.

Logan is succeeded by M.L. Smith then Woods, Blair by Leggett, and Dodge by Fuller.

2.3 Army Designations

Union leaders are marked with their army designation, "Cmb" for corps commanders of the Army of the Cumberland, "Tn" for the Army of the Tennessee. (Schoefield is effectively both Army of the Ohio commander and 23rd Corps commander.) Division commanders have their division, corps, and army designated, with the army as "C", "T", or "O" for Cumberland, Tennessee, and Ohio respectively. Brigades do not have the army designation due to lack of space on the counter, but this is not a problem since corps designations are unique, unlike those in **August Fury**.

2.4 Supply

The Army of the Tennessee and Army of the Cumberland supply trains can resupply any corps supply trains in their respective armies. There is no Army of the Ohio supply trains; the 23rd Corps supply trains can be replenished from the Army of the Cumberland supply. Cavalry units can be resupplied by either Army supply unit. (Their carbine ammunition would not normally be available from the infantry corps supply trains.)

2.5 Plus weapon units

All Union Cavalry units are all considered to have "plus" "+" weapons, including Wilder's brigade (3/2/Cav). Wilder's brigade actually has the Henry repeaters, which are better than the "+" carbines. The additional advantage is reflected by the unit having higher firepower ratings per strength point than others. All "+" units become low in ammunition on a fire roll of 10 as well as 11 or 12, reflecting the fact that the higher rates of fire decreases the time before a unit can run low on ammunition.

Wilder's brigade (3/2/Cav) is not actually cavalry, but mounted infantry. These troops operate as cavalry in all respects except that they may not use the cavalry charge close assault mode, which would be a poor use for this unit anyway.

2.6a Detachment Marker

A single special detachment marker has been included for the Union forces, to represent a detachment of smaller than brigade size that is too far from the parent brigade to be represented by extended lines. It may be used only by a brigade that is detached from its division. Strength is allocated to the detachment marker just as to extended lines markers. The detachment must stay within 4 movement points of the parent command's marker (just as for division integrity). The detachment may extend lines, allowing the parent unit to have some forces in up to 6 different hexes. The detachment functions for purposes of combat as an extended line. For example, if the detachment routs, so does the parent command. Only one detachment marker is included, as only one unit may use this provision at a time. It is expected that most players will use the detachment for purposes of rear area security. This provision is only applicable to the longer scenarios or the joint July 22 scenario with **Atlanta**.

3.0 CONFEDERATE SPECIAL RULES

3.1 Hood or Johnston

The Confederate force may be commanded by either Johnston or Hood. If Johnston is left in command, the President's concern is primarily the state of the Army, with retention of Atlanta being of secondary importance. This (will) affects the victory conditions to give more importance to casualties than to terrain. Johnston is credited with a rating of 2, somewhat superior to Hood's, in part due to his better working relationship with his subordinates. He also has a higher than usual "panic roll", which in his case is less a matter of panic than a preference to give up some more terrain and fight under better conditions elsewhere, an attitude characteristic of his campaign prior to his relief. With Johnston in command, Hood commands his own (Cheatham's) corps with a rating of 3; Cheatham stays with his division which would otherwise be commanded by Maney, and also reverts to a 2 rating as a division commander.

If the Confederate player chooses to hold Atlanta as top priority, Hood relieves Johnston. The low rating given Hood in this capacity, 1, reflects his difficulties with army command in the period portrayed, in no small part due to difficulties in relations with his subordinates, especially Hardee. Hood suffers still from wounds received earlier in the war, and hence has restricted mobility: 6 movement points rather than 12. Optionally, the players may agree also to restrict him as Army commander to the bounds of Atlanta as marked by the fortifications, as he did not venture out to the scene of the fighting due to both mobility difficulties mentioned and an inclination to put excessive trust in the initiative of his subordinates. If Hood is in command, Hardee assumes a -1 anti-initiative posture. A choice of Hood as commander puts a priority on the aggressive defense of Atlanta, rewarding geographic victory conditions more highly than casualties. Hood is extremely unlikely to "panic" even in the face of severe losses. In addition, Hood's preference for the attack is well understood by his subordinates, who are reluctant to stop a fruitless attack as they might otherwise. Therefore the attack stoppage table is used with a "bonus" of one to continue the attack, or a bonus of 2 if the order was strongly worded. (A roll of 2 always causes attack stoppage, however.)

The battle of Peachtree Creek took place in the immediate aftermath of the relief of Johnston. It is reasonable to assume a rating of 0 for Hood to portray the confusion attendant to this command change. This may be done as an option. Hood reverts to a rating of 1 on July 21.

3.2 Command peculiarities

The corps commanded (temporarily) by Stewart, along with Jackson's division of cavalry, constitute the Army of Mississippi. In practice, Stewart's corps is treated just like any other, and on 26 July it was re-designated as "Stewart's Corps" officially. Jackson's division is an independent command under the direct control of the Army of Tennessee commander, though it can be attached to one or another corps. It can draw supplies from any corps supply train. The Georgia state militia is also an independent command, which cannot be attached to a corps. It has its own artillery, but can draw supplies from any corps supply train.

3.3 Corps Attack Stoppage and Divisional Goals

Individual divisions operating under divisional goals will likely be used for at least some of the units in this game, given the virtual impossibility of a Corps Commander staying within the required number of movement points of a corps attacking through heavy woods. The normal handling of such a division for purposes of attack stoppage is to treat it as a corps of one division (and a commander), so that if the division is wrecked or its commander is killed or wounded, a roll is made on the '3' column rather than '1' column of the Corps Attack Stoppage table. Loss of both the commander and a wrecked division requires use of the '4' column. Optionally, players may wish to consider treating an attack stoppage determination just as for a corps, but counting brigades as divisions.

3.4 Command Succession

If the Army of Tennessee commander is killed or wounded, Hardee takes command, followed by Hood, Stewart, and Cheatham in that order. Within Hardee's corps, the order of succession is Walker, Cleburne, Bate, Maney. For Cheatham's (Hood's), it is Stevenson, Clayton, Brown. For Stewart's, succession is to Loring, French, then Walthall. Command of the Cavalry Corps goes to Martin, then Humes, then Kelly. These are immediate battlefield substitutions; very likely other assignments would be substituted given time, just as Stewart later replaced Loring in command of the Army of Mississippi after General Polk's death. S.D. Lee was en route to Atlanta to assume a Corps Command. Upon his arrival, he takes command of Hood's Corps, and Cheatham resumes his division command. If Johnston remains in command, S.D. Lee does not enter. At the beginning of any of the longer scenarios, the Confederate player rolls a die to see when S.D. Lee arrives. He arrives on July 22 plus the die roll at noon at hex D43.21.

3.5 Artillery Peculiarities

The Army of Tennessee had an artillery reserve of 36 guns which operate as normal artillery and can be given orders by the Army commander in the form of division goals, or can operate as would Corps artillery within command radius of the Army of Tennessee HQ. These units may also be assigned to the corps, as was actually done before the end of July. One battery, Anderson's, normally operated with the Georgia militia during the campaign. Hence, it is marked "Ga Mil" although it is actually part of the Reserve, and is considered part of the militia for practical purposes.

In addition, there were batteries without horses manned mostly by Georgia state troops, marked "Atlanta" in the counter mix. These units are restricted to the Atlanta inner defenses, and may be moved normally only during the night (using mules), one per turn. Should their movement become necessary at other times, they can be credited with 1 movement point for being manhandled, without the need to limber up (since that option is not available to these units.) They automatically are lost on a retreat out of an enemy zone of control. All of these guns were successfully evacuated from Atlanta when the city fell. Where normally 3 guns make up a point of artillery, these units have 4 per point to reflect somewhat less experience.

The Confederate artillery operated with fewer men per gun and considerably less ammunition supplies than did the Union. Therefore, the "out of ammunition" condition on a roll of 11 or 12 applies to Confederate artillery as well as infantry. Confederate artillery that runs out of ammunition is allowed to fire only at ranges of 2 or less. (This reflects the fact that grapeshot would likely still be available if the battery runs out of ammunition while firing offensively at longer ranges.) Ammunition is automatically replenished if the artillery is within 2 hexes of the Corps supply wagon or the Army trains during the resupply phase. (In fact, batteries did run out of ammunition and had to withdraw for that reason.)

Confederates artillery units are at most 4 points in this game (one battalion of 12 guns). Players may optionally restrict Confederate artillery to 4 points firing from a hex to reflect this, if necessary to prevent an ahistorical reorganization from being implemented by a particularly competitive Confederate player.

OTHER SPECIAL RULES

4.0 OTHER SPECIAL RULES

4.1 Breastworks and Entrenchments

By this time of the war, troops of both armies had gained an appreciation for the protection afforded by breastworks and entrenchments. The optional rule in the series rules for breastworks and entrenchments should be used for scenarios of longer than one day. For the July 22 scenario, the battle was fluid enough that only the breastworks marked on the map should be used.

Optionally, players may consider any hex containing unlimbered artillery as also having breastworks. The assumption is that if there has been enough time for artillery to unlimber, troops in the vicinity will have had some time to throw up some crude protection. (This rule duplicates a similar optional rule in **Bloody Road South**.) If players feel that this is too generous, it could be restricted to hexes in or adjacent to woods. This optional rule provides some breastworks effect with a minimum of recordkeeping.

4.2 Commander Initiative

When a unit is confronted with a circumstance to which its current orders could not possibly pertain, initiative rolls are made with a +1 modifier. This is increased to +2 if enemy units are within 6 hexes of the commander. To apply, the commander must have a line of sight to the enemy units, or they must be within 6 hexes of and be within line of sight of some subordinate commander. (This case above specifically applies to the 22 July scenario of **Atlanta**, where Union units find Confederates attacking from a most unexpected direction. It is included here for consistency.)

Any unit not under orders receives a +1 initiative benefit. This is cumulative with the above bonuses, and any anti-initiative penalties.

4.3 Artillery Bombardment Limits (optional rule):

Over periods longer than a few hours, artillery generally would not bombard constantly during most Civil War actions. In fact, if there wasn't much going on, the gunners would gradually stop shooting.

In the absence of enemy infantry or cavalry action (fire or movement) within range of an artillery unit of the corps, or enemy artillery response, artillery automatically stop shooting. For Confederates, this provision is absolute. For Union, a player desiring to keep firing must pass an initiative roll (for this purpose only) by the corps commander if he does not currently have offensive orders. If you want artillery to bombard before starting an attack with infantry, that would require a separate order (and coordination). Whether artillery shoots or not under the provision of this rule is decided on a corps basis. The intent of this rule is to both reflect the tendency to stop shooting, and avoid having to track artillery ammunition. (Particularly competitive players will sometimes bombard whenever there is any chance for a favorable result if ammunition is not quite restricted.) During the course of the Atlanta campaign, Union artillery did bombard the city of Atlanta more or less continuously. Much of this damage was inflicted on civilians and structures that do not play a direct role in the game. The effect is reflected in victory points for positions, such as Bald Hill, from which such bombardment can be made.

4.4 Artillery Ammunition Limits

In all scenarios, artillery ammunition is unlimited for both sides. The Union forces had a period of several days just prior to the opening of the campaign portrayed during which they assembled a considerable amount of supplies on the East side of the Chattahoochie river. The Confederates are operating in close proximity to their depot in Atlanta, and are thus better supplied than in most other campaigns. If optional rule 4.3 above is not used, players may optionally restrict artillery to 100 points total plus 50 per day of the scenario, if necessary to discourage unnecessary bombardment, with this limit not applying to firing on targets within 2 hexes.

4.5 Status and Panic Rolls

Status and Panic rolls may be ignored in short (1 day) scenarios, since the commander's reaction to the battle "panic" would more than likely take place during the night turns. A case can be made that in 1864 you just did not have major army commanders who would panic in the sense of precipitate flight. In this game, the result of a "panic roll" is generally an orderly withdrawal, preferably during the night if the army can hold out until then. See personality sheets for more details.

5. Scenarios

5.1 Peachtree Creek Scenario

Historical Battle of Peachtree Creek of July 20 1864

This scenario starts with the historical attack positions for the historical Battle of Peachtree Creek. It is the smallest full scale battle scenario of the Atlanta campaign series, in that it involves relatively few troops and a short period of time. It is intended to be the basic scenario for the separate Peachtree Creek game. The action takes place entirely on the D (NW) map.

First turn: 4:00PM July 20 1864
Last Turn: 7:00PM July 20 1864
The Confederates move first

5.1a Union Information:

5.1a.1 Unit setup #1

3/2/IV	42:22
2/2/IV	42:20
1/2/IV	40:20
2/IVb(2)	41:20
2/IVdb(2)	43:26
3/3/XX	39:21
2/3/XX	38:21
1/3/XX	37:22
3/XXb(4), Thomas	43:28 (detached)
1/2/XX, 2/XXb(4)	35:23
3/2/XX	34:23
2/2/XX	33:24
3/1/XX,1/IVb(4)	31:24
1/1/XX	28:23
2/1/XX	28:26
XX HQ	33:26
XX Supply	45:30
1/1/XIV	26:24

Optional units in XIV Corps area:

rest of 1/XIV(Johnson)	25:25 to 22:25
3/XIV 3/XIVb(Baird)	16:28 to 20:24
2/XIV(Davis) less arty	12:31 to 12:30 to 14:29
2/XIVb	15:33 (detached)
XIV HQ	18:28
XIV Supply	19:35

Units may extend lines into adjacent hexes, in order to fill gaps in the line, including those hexes occupied by artillery.

5.1a.2 Formations and Orders

The Union player represents Thomas; Sherman does not appear. Unlike other scenarios, the Union player is free to write orders from Thomas to his subordinates (Palmer, Hooker, and Newton, in this scenario) without considering Sherman, who does not enter play.

All union forces are in line, unlimbered formation, except 3/2/IV is in column. There are no breastworks. (The 14th corps did have some breastworks in place. There also were some

light works in the sector of Newton's division. Since the former works do not play a significant role in the battle, and the latter were not well developed, they are left out. Players may add them as an option.)

Union troops are under orders to defend in place. Thomas's objective given by Sherman is to hold to positions South of Peachtree Creek and advance toward Atlanta, while the Confederates are expected to attack McPherson and Schoefield to the East.

The XIV Corps remains in its starting positions on the defensive until it moves under orders from Thomas or on Palmer's initiative. Activating Palmer, or one of his divisions, has victory point implications.

2/IV is detached, reporting directly to Thomas. Treat it as a one division Corps. Newton may be sent orders by Thomas, and may attempt to take initiative. Units of 2/IV may draw supplies from the XX Corps supply wagon.

3/XXb and 1/XIVb are detached from their divisions, and are under Corps control. Other Union artillery is attached to their respective divisions, but can be detached by the Corps commander stacking with them and giving "division goals" or simply putting them under Corps control.

5.1a.3 Losses from action of 19 July:

1/1/XIV (Carlin) -1

2/2/XIV (Mitchell) -1

1/2/XIV (Morgan) -1

3/2/XIV (Dilworth)-3

5.1b Confederate Information:

5.1b.1 Unit Setup

Lws/B/H	44:18
Tlr/B/H	45:19
Fny/B/H	46:19
Gst/W/H	40:17
Stv/W/H	41:17
Mcr/W/H	42:17
Vgn/M/H	37:19
Wrt/M/H	38:18
Strl/M/H	37:18
Wkr/M/H	38:17
Lry/C/H	40:16
Gvn/C/H	41:16
Gby/C/H	40:15
Plk/C/H	41:15
Ftn/L/S	35:19
Sct/L/S	33:20
Cty/W/S	31:21
Rey/W/S	30:20
Ckl/F/S	29:18
Ect/F/S	28:18

4x Hardee b(4), 2xStewart b(4) set up with or adjacent to infantry units of their corps. (They may not be closer to the Union positions, however.)

Corps supply units set up south of infantry positions.

Leaders stack with units of their commands

Hood stays within the Atlanta defenses. He is treated as being at South map edge, and does not enter the map.

Optional:

Adams, Quarles, Sears, 2xStewart b(4)

West of 21:19, at least 3 hexes from Union units:

5.1b.2 Formations and Orders

All Confederate units are in line/unlimbered formation.

Confederate corps commanders are under orders to attack, in echelon, with Hardee attacking first followed by Stewart. The attack is to first concentrate on Howell's Mill Road and westward. The Confederate objective is to force the Union forces into the corner formed by the junction of Peachtree Creek and the Chattahoochie, and destroy them there. Concentration against Union forces farther West would occur as each division is rolled up by its flank (hence the timing of the assault).

The attack was to have started at 1:00PM originally, but the Confederates have had to shift their lines to the right so Cheatham can better protect Atlanta from the East. Stewart is getting impatient, and Hardee seems in no hurry to begin. (Stewart's move to attack may actually have preceded Hardee's.)

Cleburne begins the game in reserve. A die roll is made each turn starting at 4:30 to determine what happens to Cleburne:

die roll of: 1-2 Hardee may commit Cleburne (player's option)
 3-4 Cleburne remains in reserve
 5-6 Hood calls on Hardee to send Cleburne East of

Atlanta to reinforce the tenuous situation there.

If Cleburne is withdrawn, he is counted as an added "wrecked division" for purposes of Hardee's attack stoppage roll. (After Cleburne's withdrawal, or perhaps just before, Hardee called off the attack. The timing is a matter of some controversy.)

5.1b.3 Losses from 19 July action:

Adm/L/S	-1	Qrl/W/S	-1
Srs/F/S	-1	Rey/W/S	-2

5.1c Victory Conditions

5.1c.1 For Terrain:

1 point for every Union unwrecked brigade south of Peachtree Creek by at least 2 hexes at the end of the scenario. (Do count all units of Palmer's Corps if Palmer not activated.)

-1 point for every ford or bridge hex side within 2 hexes of an unwrecked Confederate unit at the end of the scenario.

5.1c.2 For Casualties:

1 for every Confederate casualty, -1 for each Union casualty. This includes both infantry and artillery losses.

5.1c.3 For wrecked units:

(subtract for Union, add for Confederate)

- 1 Per wrecked brigade
- 2 Per wrecked division
- 5 Per wrecked corps

5.1c.4 For Cleburne:

-5 if Cleburne uncommitted or withdrawn

5.1d.5 For Palmer:

- +5 if Palmer's Corps not activated
- +2 if only one division of Palmer's Corps activated

5.1c.4 Ratings:

- CSA Massive victory: less than -50
- CSA Major victory -50 to -15
- CSA Minor victory -15 to 0
- Draw 0 to 10
- USA Minor victory 11 to 30
- USA Major victory 31 to 60
- USA Massive victory 61 or more

Historically, this battle was a major Union victory. The Union victory points for terrain and a few wrecked Confederate brigades and numerous casualties to win by about 60-25 (Historically, Cleburne was withdrawn at 6:00PM).

If Johnston is in command, victory points for terrain are halved, and for Confederate wrecked units are multiplied by 2. (Optionally: the battle starts an hour earlier due to presumably better coordination.)

5.1d Peachtree Creek Minor Variants

5.1d.1 Earlier attack:

The attack might have been made earlier in the day, prior to Union entrenchment by XIV Corps, had it not been delayed by maneuvers having to do with Hood's maintaining contact with Cheatham, who was having to shift farther South than expected to cover the Decatur road. This variant assumes that these maneuvers were either unnecessary, or were not permitted to affect the attack, which goes forward in the morning against less prepared Union forces. The scenario is identical except that the time is changed to 2:00PM. (In fact, some of the Union forces are still crossing - 3/XX enters the map and moves a full turn just prior to turn 1.) Union forces are not in breastworks.

5.1d.2 Restrict action to East of Howell's Mill Road:

This option allows players to reduce the number of units to those which had a role in the historical battle. Those west of Howell's Mill Road are unlikely to play much of a role anyway.

The XIV corps units, except 1/1/XIV are not set up. 1/1/XIV may fire and face, but may not move otherwise. Adams's, Quarles's, and Sears's brigades and 2 artillery battalions of Stewart's Corps are omitted.

Confederate units may not move more than one hex west of Howell's Mill Road while within 2 hexes of Union Units. They may not move to any hex Northwest of 1/1/XIV.

5.1d.3 Hidden deployment of the Confederate Left:

The Confederate units facing XIV Corps (Adams's, Quarels's, and Sears's brigades, and two battalions of artillery) may start with hidden locations. They are revealed when a Union unit moves within 2 hexes, or into a position having line of sight within 6 hexes, or when moved. This reflects Palmer's lack of knowledge about what lay ahead of him. With units clearly seen on the map, it is a bit too easy for Palmer to overwhelm these light forces.

5.2 Peachtree Creek Two Day Campaign

This scenario starts on July 19 with the Union crossing of Peachtree Creek, and continues through the 20th. It is fought entirely on the NW map C, or may be extended to include both maps C and D, as the players choose. With both maps in play, the scenario may be extended to include the 21st. The scenario starts at noon due to a violent thunderstorm in the morning.

First turn: 12:00PM July 19 1864

Last Turn: 7:00PM July 20 1864 (or on July 21)

The Confederates move first (skip on first turn)

5.2a Union Information:

5.2a.1 Unit setup

XIV Corps: starts in hexes North of Nancy Creek

XX Corps: enters turn 1, hexes 35:22 to 35:33 (North edge)

3/IV enters 2:00PM 46.35, but must withdraw off the North edge by nightfall

2/IV, IVb enters at 46.35 at 5:00PM

5.2a.2 Formations and Orders

Units have initial orders given by the player, already accepted.

5.2b Confederate Information:

5.2b.1 Unit Setup

Stewart's and Hardee's corps, Hood in Atlanta defenses

Atlanta artillery, Siege artillery, Naval artillery all of which must stay within the Atlanta inner defenses

All start anywhere on the South side of Peachtree Creek. Positions of units which are in line/unlimbered and their leaders may be written, and revealed only when Union units come within 2 hexes or line of sight, or when the units move.

5.2b.2 Formations and Orders

Units have initial orders given by the player, already accepted.

5.2c. Victory conditions:

5.2c.1 For Terrain:

Map C (NW):

- 5 Union forces on the South side of Peachtree Creek, or 1 per division, whichever is smaller
 - 5 Union forces South of Confederate Outer defenses, or 1 per division, whichever is smaller
 - 5 Hex 30.05 (From which Atlanta can be bombarded)*
 - 5 Hex 48.02 (From which Atlanta can be bombarded)*
 - * If both 30.05 and 48.02 are occupied, a 7 point limit applies
 - 10 Hex 1.30 (Allowing the Chattahoochie bridge to be rebuilt)
 - 5 Hex 1.28 (Exit to Atlanta's Western flank)**
 - 6 Hex 1.19 (Exit to Atlanta's Western Flank)**
 - 7 Hex 1.11 (Exit to Atlanta's Western Flank)**
 - 8 Hex 1.02 (Exit to Atlanta's Western Flank)**
 - 9 Hex 9.01 (Exit to Atlanta's Western Flank)**
 - 10 Hex 19.01 (Exit to Atlanta's Western Flank)**
 - 10 Hex 22.01 (Exit to Atlanta's Western Flank)**
 - ** Take the largest of these. Point values are halved for West edge hexes if Map D is in play, and south edge awards do not apply.
- Maximums for map: 37(31 if Map D is in play)

Map D (SW)

- 20 Union forces inside the inner defenses
 - 40 Union forces inside Atlanta built up zone
 - 20 Confederate forces cleared from Atlanta hexes
 - 40 Union forces cutting the Macon and Western Railroad
 - 5 Hex 26.33 (point from which bombardment is possible)
 - 5 Hex 17.21 (Ezra Church, a strategic point)
 - 5 Hex 10.19 (Strategic crossroads)
 - 5 Hex 18.12 (Strategic crossroads)
 - 15 Hex 7.01 (Point near Utoy Church, giving access to points South)**
 - 20 Hex 23.01 (Control over RR and points south)**
 - 30 Hex 33.01 (Access to points south in rear of Atlanta)**
 - 25 Hex 47.01 (Access to points south in rear of Atlanta)**
 - ** Take largest of these.
- Maximums for Map: 170 (80 not counting Atlanta inner defenses in)

5.2c.2 For Casualties:

1 for every Confederate casualty, -1 for each Union casualty

5.1c.3 For wrecked units:

- 1 for each brigade
- 2 for each division
- 5 for each corps

5.2c.4 For variable deployment:

Union: +10 for each IV corps division that never enters
+5 for each IV corps division absent for the 20th
+3 for each IV corps division that leaves on the 20th prior to 3PM
Confederate: +30 if none of Hardee's corps is present
+20 if only one division of Hardee's corps is present
+10 if one division (Cleburne's) is absent
+5 if Cleburne is present but is not engaged

5.2c.5 For Confederate Commander:

If Johnston in command, victory points for terrain are halved, victory points for Confederate wrecked are multiplied by 3.
If Hood is in command, victory points for wrecked Union units are doubled.

5.2c.6 For duration

If this scenario is extended to a third day (the 21st), include the SW map, and halve all terrain victory points for the NW map. Do not count NW victory points for exit hexes to the South. Victory points for the SW map are:

5.2c.7 Ratings:

CSA Massive victory:	less than -25
CSA Major victory	-25 to -11
CSA Minor victory	-10 to 0
Draw	0 to 10
USA Minor victory	11 to 30
USA Major victory	31 to 50
USA Massive victory	51 or more

5.2d Variants:

5.2d1. Under this variant, the Confederate may elect to use Hardee elsewhere (for a counterattack against the Army of the Tennessee) instead of along Peachtree Creek. At the beginning of the game, the Confederate player decides whether he will use Hardee's Corps in its entirety, just one division, or none of it. Since initial Confederate dispositions are hidden, this choice should not be obvious for a while, giving some uncertainty to the Union player's choices. If Hardee is not used, the Confederate player need only hold the Union forces outside the outer Atlanta defenses. If one division is used, the Union should be able to establish only two divisions at most south of Peachtree Creek. (Or, award the Confederate 20 extra Victory points if Hardee's Corps is not used, or 14 if just one division.)

5.2d2. The Union player decides prior to play whether 3/IV is to be withdrawn or not, at a cost of 6 victory points if it is retained.

5.3 Johnston's Opportunity: Action of July 19, 1864

(Developed by W. Keith Beason)

Had he remained in command, Johnston might very well have abandoned Atlanta. This scenario assumes he uncharacteristically chose to attack Thomas at Peachtree Creek. It captures the historical troop placements as of 11AM, July 19. Johnston has until sunset to wreck Thomas, before Schofield and McPherson have a chance to render any sort of assistance. Whether he would have taken it or not, Johnston would have been presented with this opportunity.

This scenario may be played by itself or as a campaign variant. In its shorter form, it uses only the Map C (NW). It is an alternative starting situation for the Campaign scenario.

First Turn: 11:00AM July 19

Last Turn: 8:30PM, July 19 (20 turns).

The Confederates move first. (skip on first turn)

5.1a Union Information:

5.1a.1 Unit setup

Palmer's 14th Corps: HQ and assets set up with any corps unit.

Davis' Division - Set up w/ 2 hexes of 12.32.

Johnson's Division - Set up w/i 2 hexes of 16.33.

Baird's Division - Set up w/i 2 hexes of 18.31.

Williams' and Geary's Divisions set up w/i 3 hexes of 33.29.

Ward's Division enters turn 1 at 25.37 with Hooker, HQ accompanying.

Wood's Division enters anywhere from north edge of map at 2PM.

Newton's Division enters anywhere from north edge of map at 3PM. Thomas accompanies this force.

Sherman and Thomas are initially at Buckhead (off the north edge of the map).

All forces on the map may be in any formation desired. Artillery belonging to a given division is set up with that division.

5.3a.2 Initial Union Orders

14th Corps: Ordered to cross Peachtree Creek and establish defensive positions on the South bank. Specifically, division orders are as follows:

Davis: Ordered to attack Confederate positions around Moore's Mill, secure the area for bridge reconstruction and entrench.

Johnson: Ordered to support Davis until that division completely crosses the creek (detachment of a brigade to Davis is possible), then follow Baird and entrench w/i 5 hexes of him.

Baird: Ordered to cross the creek, move to within 1 hex of 18.28, entrench, and await arrival of Johnson.

20th Corps: All units on the map have division orders to cross Peachtree Creek, move to within 6 hexes of 32.25 and entrench.

Sherman and Thomas are at Buckhead (off the north edge of the map). Beginning at 1PM, Sherman may issue any orders directly to any Union Corps. It takes one turn for orders to arrive at any hex along the north edge. Thomas arrives with Newton's Division at 3 PM. From

this time on, only Thomas may receive orders from Sherman. Sherman never actually enters play, as he would remain at his HQ monitoring the movements of Schofield, McPherson, various Yankee cavalry divisions, and addressing a multitude of supply problems.

5.4b Confederate Information:

5.4b.1 Unit Setup

Sears Brigade - hex 10.32

Reynolds Brigade - hex 11.32

Adams Brigade - hex 1.31

Stewart's Corps: Along trenchline w/i 5 hexes of 10.20

All fortifications are considered full trenches. Corps HQ, artillery, and other assets set up on or adjacent to any unit specific to that Corps.

Hardee's Corps: Along trenchline between hex 20.17 and 32.15. Hardee has the option to freely deploy up to two brigades in hexes 41.26 and 42.25. Cleburne is considered a strategic reserve and sets up w/i 3 hexes of 24.14.

Army of Tennessee HQ: 30.09

Confederate Cavalry Artillery: "5" unit with Cleburne, "1" unit with Army HQ.

5.4b.2 Orders

Unless stated otherwise, all Confederate forces are ordered to stand and defend.

Detached Units: Sears's, Reynolds's, and Adams's brigades:

These brigades were detached from Stewart, monitoring rather than protecting the Confederate left. Sears and Reynolds are ordered to defend initial blows, then retreat to the rest of Stewart's Corps. Adams is ordered to retreat to Stewart at the sound of guns.

5.3c Special Note concerning Bridges:

All bridges across Peachtree Creek are considered destroyed.

(The following is the original bridge-building rule for this scenario. With the current game rule 1.6, this separate rule may not be necessary.)

As a special provision in this scenario, a bridge occupied by a Union infantry brigade at either end may be rebuilt with a die roll of 1 or 2, as long as the brigades take no fire during the turn, and does not move. Their first turn in this role of bridge builders gets no die roll (building a bridge always takes at least two turns). In the absence of such conditions, but with no Confederate unit within 2 hexes of the bridge, it may be rebuilt on a die roll of 1. This replaces the more general rule allowing all bridges to be rebuilt during the night. The Union forces are assumed to have anticipated this problem in crossing Peachtree Creek, and were prepared.

5.3d Victory Conditions

5.2c.1 For Terrain:

Map C (NW):

10 Union forces on the South side of Peachtree Creek, or 2 per division, whichever is smaller. To get the full 10 points, Moore's Mill, Howell's Mill, and the Peachtree Road crossings must all be controlled, regardless of the number of divisions. For each crossing not controlled,

subtract 3 points from the maximum. A crossing is not controlled if there is a Confederate unit within 3 hexes, or an unlimbered Confederate artillery unit having line of sight within 6 hexes.

2-6 Union forces South of Confederate Outer defenses, 2 per corps. Any division of a Corps satisfies the condition for its Corps.

5 Hex 1.30 (Allowing the Chattahoochie bridge to be rebuilt)

2 Hex 1.28 (Exit to Atlanta's Western flank)**

3 Hex 1.19 (Exit to Atlanta's Western Flank)**

4 Hex 1.11 (Exit to Atlanta's Western Flank)**

4 Hex 1.02 (Exit to Atlanta's Western Flank)**

5 Hex 9.01 (Exit to Atlanta's Western Flank)**

5 Hex 19.01 (Exit to Atlanta's Western Flank)**

5 Hex 22.01 (Exit to Atlanta's Western Flank)**

** Take the largest of these.

5.2c.2 For Casualties:

2 for every Confederate casualty, -2 for each Union casualty

5.1c.3 For wrecked units:

2 for each brigade

4 for each division

10 for each corps

TBD: Victory levels

5.3e Optional Rules

5.3e.1 Hood's Corps:

This is an optional force. Use of Hood affords the Union player 15 VPs. On July 17, Hood's Corps was lined north to south extending from Hardee's right toward Atlanta. Johnston would probably have used Hood to guard against Schofield and McPherson. But he didn't have to. Set up Hood along the trenchline between hexes 33.15 and 49.14. If Hood is used, either his Corps or Hardee's must withdraw into Atlanta by 9PM, July 19 (reflecting the need to cover the Yankee approach from the east).

5.4 Thomas Attacks on July 22 Scenario

During the Battle of Atlanta, Sherman sent Thomas a message to attack the northern Atlanta defenses if he thought it practical, an attack which Thomas declined to make. This scenario allows the players to fight the battle that would have ensued had Thomas decided otherwise. Both the NW and SW maps are used, although only the bottom edge of the NW map comes into play.

First turn: 4:30PM

Last Turn: 7:00PM

Confederate player moves first (skip on first turn)

5.4a Union Information:

5.4a.1 Unit setup

The Army of the Cumberland (less cavalry) is deployed between hex column 20 and the eastern edge of the NW map, with all units at least 7 hexes from the Atlanta defenses. IV Corps is on the left, XX Corps in the center, and XIV Corps on the right. Union forces set up first and move first. No unit may cross the creek that runs South from hex 51.35.

5.4a.2 Prior losses:

Some units took losses in the earlier Battle of Peachtree Creek:

1/2/IV (Kimbal)	-1	3/1/XX (Robinson)	-3
1/1/XIV (Carlin)	-1	1/2/XX (Candy)	-1
1/2/XIV (Morgan)	-1	2/2/XX (Jones)	-2
2/2/XIV (Mitchell)	-1	3/2/XX (Ireland)	-2
3/2/XIV (Dilworth)	-3	1/3/XX (Harrison)	-1
1/1/XX (Knipe)	-3	2/3/XX (Coburn)	-1
2/1/XX (Ruger)	-2	3/3/XX (Wood)	-1

5.4a.3 Formations and Orders:

Thomas has just accepted a force 0 order to attack the Confederate Atlanta defenses. His Corps commanders are without orders. All units are in line and unlimbered formation, and remain so and do not move until attack orders are accepted by their commander.

5.4b Confederate Information:

5.4b.1 Unit Setup

The Confederate force, Stewart's Corps with some additional artillery, is set up in the Atlanta defenses. The units may be left inverted until after the Union movement of the initial turn. At that time, Confederate units are turned up, and brigades may be extended into adjacent hexes if desired. The cavalry artillery and one 4 point artillery units of Hardee's corps may also included in the starting forces at a cost of one victory point each. An additional 4 point artillery unit (of Cheatham's or Hardee's Corps) is posted in hex 51.33. A one point static (immovable) artillery unit of the Georgia Militia is in hex 45.32. The siege artillery and Atlanta artillery may be set up anywhere within the inner Atlanta defenses. Note that the "Siege Line", those works extending to the NW outside the inner works, count as breastworks rather than entrenchments. Hood is off the map, but enters on the Eastern edge on turn 2.

5.4b.2 Prior losses

The Confederate units took losses in earlier action as follows:

Loring's Division:

Featherston -3

Adams -1

Scott -3

French's Division:

Ector -2

Cockrell -2

Sears -1

Walthall's Division:

Quarles	-1
Reynolds	-4
Canty	-4

5.4b.2 Formations and Orders

All confederates have orders to defend in their assigned sectors. All are in line/unlimbered formation. No units may move or change formation until some Union infantry or artillery unit moves into a hex that can be observed by a Confederate unit or leader.

5.4c Victory Conditions

The Union objective is to take advantage of the disparity of forces in this sector to seize Atlanta while the Confederates are engaged elsewhere.

5.4c.1 For Terrain: Map D (SW) only

- 10 Union forces inside new defenses north and west of Atlanta
- 20 Union forces inside the inner defenses
- 40 Union forces inside Atlanta built up zone
- 5 Hex 26.33 (point from which bombardment is possible)
- 5 Hex 17.21 (Ezra Church, a strategic point)
- 5 Hex 10.19 (Strategic crossroads)
- 5 Hex 18.12 (Strategic crossroads)

Maximums for Map: 90

5.4c.2 For Casualties:

1 for every Confederate casualty, -1 for each Union casualty

5.4c.3 For wrecked units:

(subtract for Union, add for Confederate)

- 1 Per wrecked brigade
- 2 Per wrecked division
- 5 Per wrecked corps

5.4c.4 Ratings:

CSA Massive victory:	less than -50
CSA Major victory	-50 to -21
CSA Minor victory	-20 to 0
Draw	0 to 10
USA Minor victory	11 to 30
USA Major victory	31 to 60
USA Massive victory	61 or more

5.4d Optional Rules:

5.4d.1. Count the "Siege Line" works as entrenchments. Stewart's men have had an entire day to work on them.

5.4d.2. Units of the Georgia Militia as independent units are available to man the defenses. These units were in the process of organizing at the time, and were available a few days later for service in the line. The Confederate makes a secret die roll to see which are available:

Roll of 1.	none
2,3	Gholson's brigade (G/GaMil) (Union awarded 1 v.p.)
4	3/GaMil (Union awarded 2 v.p.)
5	G/GaMil and 3/GaMil (Union awarded 3 v.p.)
6	3 and 4/GaMil (Union awarded 4 v.p.)

5.5 The Battle of Ezra Church

This action takes place entirely on Map D (SW) on July 28, 1864. S.D. Lee has been sent to defend the crossroads around hex 11.20 and engage the enemy if found. Enough ambiguity exists that the exact nature of Lee's instructions are unknown. Both Hood and S.D. Lee have been criticized for this attack.

The Atlanta defenses are manned by other units, and the Army of the Cumberland is North of Atlanta. Neither are played in this scenario. Thus, Union units are not allowed to move East of hex column 26.xx.

First turn: 11:00AM
 Last turn: 7:00PM
 Confederates move first.

5.5a Union Information:

5.5a.1 Unit setup

The Army of the Tennessee, with Howard in command, is established as desired within 8 hexes of 10.20. Setup is secret, revealed only when units move or are within line of sight (and 6 hexes) of an enemy unit.

5.5a.2 Prior losses:

Some losses were taken in previous engagements:

2/1/XV-1	arty/XV	-2	2/3/XVII	-4
1/2/XV-3	1/2/XVI	-1	3/3/XVII	-3
2/2/XV-5	2/2/XVI	-3	1/4/XVII	-3
1/4/XV-1	1/4/XVI	-2	3/4/XVII	-8
2/4/XV-1	2/4/XVI	-2	arty.XVII	-3
3/4/XV-1	1/3/XVII	-5		

For 3/4/XVII, adjust the wrecked status threshold right two places. For other units having losses of 3 or more, adjust the wrecked status indicator by one to the right.

5.5a.3 Formations and Orders:

All units have defensive orders. Units are in line, and have breastworks. Howard is under orders to seize Ezra Church and continue around the Confederate flank, but has met some opposition from the Confederates and, anticipating a counterattack, he has made a successful initiative roll to assume a defensive posture.

5.5b Confederate Information:

5.5b.1 Unit Setup

S.D. Lee's Corps (less Stevenson's division and Stovall's brigade) enters the part of the map in play at 11:00AM at the edge of the Atlanta defenses, from hex 29.13 or one turn later at any other point.

Stewart's Corps (less French) may enter at same place as early as 12:00PM if so ordered. French is available at hex 27.17 at 2:00PM if so ordered.

5.5b.2 Prior losses

All of the Confederate units have taken losses during previous battles of the campaign:

Des/B/C	-3	Bak/C/C	-2	Srs/F/S	-1
Mgt/B/C	-4	Ftn/L/S	-3	Qrl/W/S	-1
Shp/B/C	-1	Adm/L/S	-1	Rey/W/S	-4
Bry/B/C	-3	Sct/L/S	-3	Cty/W/S	-4
Gbn/C/C	-1	Ect/F/S	-2		
Htz/C/C	-1	Ckl/F/S	-2		

Units that have taken losses of 3 or more have breakpoints for wrecked status adjusted one position to the right.

5.5b.2 Formations and Orders

For game purposes, S.D. Lee starts with an order to seize the crossroads and attack Federals as necessary, the order not being strongly worded. S.D. Lee's troops may start in any formation. Stewart is in the Atlanta defenses and available to support S. D. Lee on order from Hood once gunfire is heard. His units are in line formation.

5.5c Victory Conditions:

5.5c.1 For Terrain (Map D):

The Union player receives 5 victory points if unwrecked, in supply Union forces remain within 2 hexes of hexes 10.19 and 16.21 at the end of the scenario. The Union player also receives 5 points if Union forces in like status remain within 5 hexes of 10.19.

5.5c.2 For Casualties:

- 1 For each Confederate infantry, cavalry, or gun loss
- 1 For each Union infantry, cavalry, or gun loss

5.5c.3 For wrecked units:

(subtract for Union, add for Confederate)

- 1 Per wrecked brigade
- 2 Per wrecked division
- 5 Per wrecked corps (except 2,3,3 for XVI,XVII,and XXIII respectively)

5.4c.4 Ratings:

CSA Massive victory: less than -30

CSA Major victory	-30 to -16
CSA Minor victory	-15 to 0
Draw	0 to 10
USA Minor victory	11 to 25
USA Major victory	26 to 40
USA Massive victory	41 or more

5.5d Optional Rules:

5.5d.1 A historical setup for the Union forces is as follows:

2/2/XV	12.21
1/2/XV	13.21
1/4/XV	14.20
3/4/XV	15.21
2/4/XV	15.23
3/1/XV	16.21
2/1/XV	17.22
1/1/XV	17.23
1/4/XVII	17.24
3/4/XVII	17.25
3/3/XVII	18.25
2/3/XVII	18.26
1/3/XVII	18.27
1/4/XVI	12.24
2/4/XVI	13.25

5.5d.2 Howard is assumed to have failed his initiative roll, and is not in a defensive posture to receive attack at the time the Confederates march out of Atlanta. Units must be positioned along roads or trails connecting hexes 13.30 and 10.19 and 10.19 to 18.12, with at least one corps North of Licksillet Road, one South of Licksillet Road, and the other having units on both sides of Licksillet Road. All units but the southernmost start in Column/Limbered formation. After the setup, two dice are rolled. A roll less than 7 moves the entire Union column North a number of hexes equal to the difference. A roll greater than 7 moves the column South (or toward Atlanta along the Sandtown road, at the Union player's option) a number of hexes to the extent the die roll exceeds 7. Any units beyond 18.12 may start in Line formation.

6. Special Campaign Scenario Rules

The rules in this section are intended to support the longer scenarios during which a series of battles may take place. The intent is to reflect the limits of capability of leaders and units that come into play over several days, that are not reflected in the basic rules of the Brigade series.

6.1 Army Effectiveness and Lulls in the Fighting

When one or both armies in an engagement suffered heavy losses, there would often be an interlude of a day or more in a battle or campaign as both armies reorganized and attempted to recover their effectiveness. For example, the battle of Murfreesboro lasted three days, but there was virtually no action during the second day. In the Atlanta campaign, the four days of continuous action from July 19 to 22nd were followed by a few days of rest. Both armies had work to do. Sherman had to reorganize his command structure due to the loss of McPherson. The Confederates had lost heavily in the battle, and had considerable reorganization to do as well. This rule attempts to reflect the fact of such lulls in the fighting, lulls that would be unnecessary given players' abilities to perform the reorganization activities instantly. Thus, a campaign scenario will feature both days of battle and days of inactivity. The latter result primarily from a condition where one or more armies are evaluated as ineffective. An ineffective army is one not considered able to conduct offensive operations. The conditions for evaluating overall effectiveness of each side in this game are somewhat asymmetric. Given the burden of the initiative, it is assumed that Sherman would want his overall force in better condition in order to initiate offensive operations than would Hood, who was fighting a more defensive or reactive campaign.

When the game conditions result in a lull in the fighting, as determined by the rules to follow, the players may find that this would be a good place to consider a Battle to have concluded. Any subsequent action would be another battle, and played, possibly with the same forces, but on another occasion. Thus, this can be used as a "Game Ends" event. Those desiring more punishment can continue using the following rules.

6.1a Army Effectiveness Evaluation

Army effectiveness is evaluated once per day on the first turn of night. For the Confederates, army effectiveness is for the entire Army of Tennessee, with the Army of Mississippi treated as a corps for this purpose. Only infantry corps have a bearing on army effectiveness considerations. If Hood is in command, the Army of Tennessee is considered ineffective if any two corps are wrecked. If Johnston is in command, the army is considered ineffective if any single corps is wrecked. For the Union, effectiveness is evaluated separately for both the Army of the Tennessee and the Army of the Cumberland. In both of these cases, an army is considered ineffective if two of its three corps are wrecked. The Union force is considered ineffective if any three of its corps, or any one army, is wrecked. The Army of the Ohio is treated as a single independent corps for this purpose.

6.1b Lull Day activities (both sides ineffective)

At the beginning of the first night turn, both players simultaneously assess their effectiveness. If both forces are ineffective, the entire next day and both night turns (all turns until the first turn of morning on the day after the inactive day) may be spent performing the following activities, which are performed by both sides, one activity at a time, in sequence down the list. These activities are assumed to take place at various times during the day lull in the fighting.

1. Issue orders: Orders are issued for any strategic movement to take place during the inactive day, or for any local withdrawals.
2. Change of Commanders: A temporary army or corps commander, appointed due to the earlier loss of such an officer, may be replaced with another eligible officer. The temporary commander resumes his prior command, as do his subordinates who may have risen to higher commands in his wake. The new commander is then replaced in his previous command by subordinates. Any new commander has an effectiveness reduced by one from his effectiveness at the lower level. There may be special command repercussions of such a transaction. (Historically, Hooker quit when Howard was given command of the Army of Tennessee, and Palmer delayed Sherman's move on Utoy Creek when he refused to serve under Schoefield.) S.D. Lee may relieve Cheatham, and retains his rating of 1 unmodified.
3. Minor adjustments in the line: Units may trade positions in the line, change their extended lines, and otherwise move such that no unit moves into a previously unoccupied hex closer to the enemy. Units may withdraw, moving up to 8 hexes.
4. Building breastworks or converting breastworks into entrenchments, assuming the unit fulfills the requirements in all other respects.
5. Unit effectiveness recovery (A unit must be in supply and no closer than 4 hexes to the nearest enemy unit to perform effectiveness recovery. All stragglers are also recovered.
6. Strategic movement: A corps or division that is effective and so ordered may move an arbitrary distance on the map, such that it ends its movement with the division or corps no closer to enemy forces than half the distance to the nearest friendly unit. It must also be at least as close to the nearest friendly unit as that unit is to enemy units. These restrictions will limit such strategic movement from being used offensively.
7. Issue orders: Orders to become effective for the following day are issued. These orders are accepted automatically by all commanders on the board. It is assumed that the day provided ample opportunity for such communication in the absence of enemy activity.

6.1b One side is effective: Attack stoppage roll

If only one force is ineffective, the force that is effective makes a die roll on the attack stoppage table. For the Confederates, count each Corps as a "division" and include the loss of any corps or army commanders. For example, if one corps is wrecked and has lost its commander, roll as a three division unit with two wrecked divisions. For this purpose, treat Hood as a "4" commander. For the Union, roll attack stoppage in like manner for each army, then for the force as a whole treating each army as a "division". The Army of the Ohio is counted as an army for this purpose. For example, if the Army of Ohio is wrecked and the Commander of the Army of the Tennessee has been killed but that army is still effective, the overall roll would be as a three division corps with two wrecked units. If a force fails attack stoppage, the force is treated as ineffective for the purpose of determining whether there will be a lull in the fighting. A day lull in the fighting cancels the effect of the loss of commander for purposes of the command rules; the new commander is made permanent.

6.1c One or Both Sides Effective: The Battle Continues

If both forces are effective, or one is effective and does not roll attack stoppage, play proceeds normally, although both sides can mutually agree to a one day lull. An ineffective force or army may not be given any offensive orders.

6.1d Panic Roll Effects

If a panic roll is demanded, one is subtracted from the die roll for each ineffective army. The panic roll would presumably be made at the start of the lull day, so that units would not yet have recovered effectiveness.

6.2 Effectiveness recovery and reorganizations:

6.2.a Commander Loss effect

The effect on attack stoppage of a corps commander being lost lasts only for the remainder of that day and the next.

6.2b Unit Effectiveness Recovery

A unit which has taken casualties may have its breakpoint level adjusted. This will allow a broken unit to regain effectiveness in due time. If a unit is left immobile, beyond 8 hexes from the nearest enemy unit or behind fortifications, and does not draw fire, all for a period of a full calendar day, the unit's breakpoint for effectiveness may be adjusted downward one point assuming that the unit has lost at least 3 points (casualties). This process may be repeated. A unit that had taken six casualty points could have an adjustment of 2 in breakpoint. For morale C and D units, two days is required rather than one.

6.2.c Unit merger

An infantry unit with strength of "B" or less may be merged with another infantry command. The combined command will have a morale equal to the worst of the units combined. For each 2 points added to the larger command, the larger command's breakpoint is adjusted one to the left (rounded up). This process requires an entire calendar day during which the units are immobile, and at least 8 hexes from the nearest enemy, and do not take any fire. The units being combined need not be from the same division. (Possibly unit mergers should be allowed only for brigades that have become ineffective.)

6.2.d Unit reassignment

Brigades may be reassigned from one division to another if a division is broken up (as was done with Walker's division after the action on July 22nd.) The reassignment takes place during the night, and is done by orders from the army commander. No division is allowed to be given more than four (Union) or five (Confederate) brigades, although a brigade in the process of being combined with another does not count against this limit. Note that this reassignment is limited to circumstances of division dissolution. (Possibly this should be allowed only for divisions that have either lost their commander or have become ineffective.)

6.3 Rest:

(The following is preliminary outline.)

6.3a Leaders

Failure to rest a commander should result in degradation of command performance, reflected in a loss of command points. This is applicable only to the longer scenarios. Rest is tracked explicitly only for commanders who issue orders: Hood, Sherman, McPherson, and Thomas. If the commander goes for more than 24 hours without rest, his rating drops by 1 for every additional 8 hours. A rest of 8 hours is needed to restore full effectiveness. Any continuous period of rest of less than a 8 hours is given credit of one hour less than the actual duration. In most cases it will be obvious whether a commander is in a rested (and effective) condition or not.

If a subordinate rolls for initiative, he sends a message that results in the commander being woken up (losing rest). The message is sent whether the initiative roll succeeds or fails. Successful initiative rolls require that the superior forward a message (telling of the event) all the way up the chain of command. Any subordinate whose superior is resting and who is within sight of moving enemy troops makes a separate (preliminary) initiative roll to see if he rolls for initiative. A resting commander can only issue orders if he is awakened by such a message, or a pre scheduled wake-up call, or by the sound of guns.

6.3b Troops

As to the troops, failure to rest should probably result in the equivalent of straggler rolls. Straggler rolls (as for forced march) must be made for all nighttime movement between hours of 9PM and 5AM. In addition, a unit which moves during those hours also rolls for stragglers the entire next day whenever in moves more than half of its normal movement allowance. If such a unit forced marches, it makes an additional straggler roll.

6.4 Councils of War (optional rule)

Councils of war were often held by commanders of both sides during interludes (often at night) during a battle or campaign. They provided an opportunity for the commander to communicate more directly with his subordinates than the order system allows. The effect was the commander could lay out a complex plan for the battle simultaneously to all subordinates rather than have to communicate it separately to each one as would otherwise be required. A council of war also allowed the Commander to poll his subordinates on the prospects for the battle. (This rule allowing such a meeting is less important to a one to three day battle. It could be more important

for a longer campaign such as those possible with the Atlanta series games, since the results of such meetings would be present in the form of pre-set orders in shorter scenarios.)

The commander on either side may choose to hold a Council of War, at which all of his principal subordinates of Corps level on up are assembled at the Army HQ. The process begins by issuing orders summoning the council, such orders being accepted immediately if a command is not engaged with enemy units within 4 hexes. The order to summon a council is "free" in terms of the command point system, but must travel as usual to each subordinate corps HQ. Each summoned leader then must travel to Army HQ. At such a meeting, orders may be disseminated in person to all the corps commanders as one act. The transmission of orders in this way does not take place until all of the subordinates are assembled, although during the wait other orders can be given in person. The orders given at a council of war become the equivalent of pre-set orders. A separate roll is made for each subordinate for acceptance. The council lasts until all subordinates accept their order, or the commander adjourns the meeting (no doubt in frustration) short of such an understanding. The orders are not accepted by anyone (and all subordinates are left with no orders) if such an early adjournment occurs.

When a council of war is held, the enemy player may request an extra "panic roll". This represents the fact that the assembled subordinates may exert a greater force at such a meeting, and likely sway the will of the commander.

(This rule is preliminary, and has not yet been tested.)

6.5 Extended Movement:

The extended movement rules of Operations #2, pp9-11 very well suit the longer scenarios of this game, and should apply to all scenarios of longer than one day. (Either the rule should be copied from Operations #2 to here or, perhaps, by publication date it will be in the revised standard ruled.)

6.7 Campaign Optional Rules

Many of the options given earlier for the July 20 and July 22 (**Atlanta**) scenarios are likewise applicable to the Campaign scenario. These include the Coventry raid, hidden deployment within the Atlanta (inner) defenses, optional units,

6.7a Cavalry

Three methods for playing cavalry are presented. Historically, Union cavalry spent almost the entire campaign off-map, engaged in guarding supply lines and raids. Much of the Confederate cavalry was similarly engaged, though in that case as defending against raids. However, Wheeler's cavalry played an important role in delaying McPherson on the 20th and 21st, and was on-map for the action of the 22nd. The first method is to simply play cavalry that was on the board when it was on the board, and require it to leave when it did so historically. The second allows players to decide how much cavalry to use on and off the board by giving victory points for cavalry left off the board. The third method actually represents the activities of

cavalry off the board to a limited extent, and thus gives the player more motivation than mere abstract victory points for using cavalry off the board.

6.7a.1 Historical Use:

All Union cavalry except Girard's division remain off the board. Girard's division may enter the gameboard after the last infantry corps of the Army of the Tennessee, at any of the entry hexes used by that army. It must move to and remain in hex columns xx.35 or farther east. If it is sent on the Coventry raid, it leaves the map for two days. Wheeler's Corps starts on the map and may be used on-map throughout the campaign.

If the Union makes the Coventry raid on July 22 (a decision made on the 21st), the Confederates may send Wheeler and his command off board or one selected cavalry division, which cancels the effects of the raid. Wheeler may leave one division of cavalry behind on the board. If the Confederate force is superior, Garrard never returns to the board, and Wheeler returns in three days less one division. If all of Wheeler's command went, the Confederates also earn 2 victory points. If the Confederate force is inferior, both return in three days, but the Confederates less one division. If the Confederate force is outnumbered two to one or more, the Union gets half victory points and the Confederate unit does not return. The Confederates may not send wrecked units.

6.7a.2 Victory Points for Cavalry:

Each turn, on the first turn of night, both commanders secretly decide which cavalry divisions are to be on the board, and which will be off the board. If any are to be off the board, Kilpatrick and Jackson are assigned first. Ineffective cavalry cannot be used off the board. Victory points are granted for each division as follows:

Cavalry division leaving the board:	1 point
Cavalry division remaining off-board:	2 points
Bonus for largest number of victory points this turn:	1 point

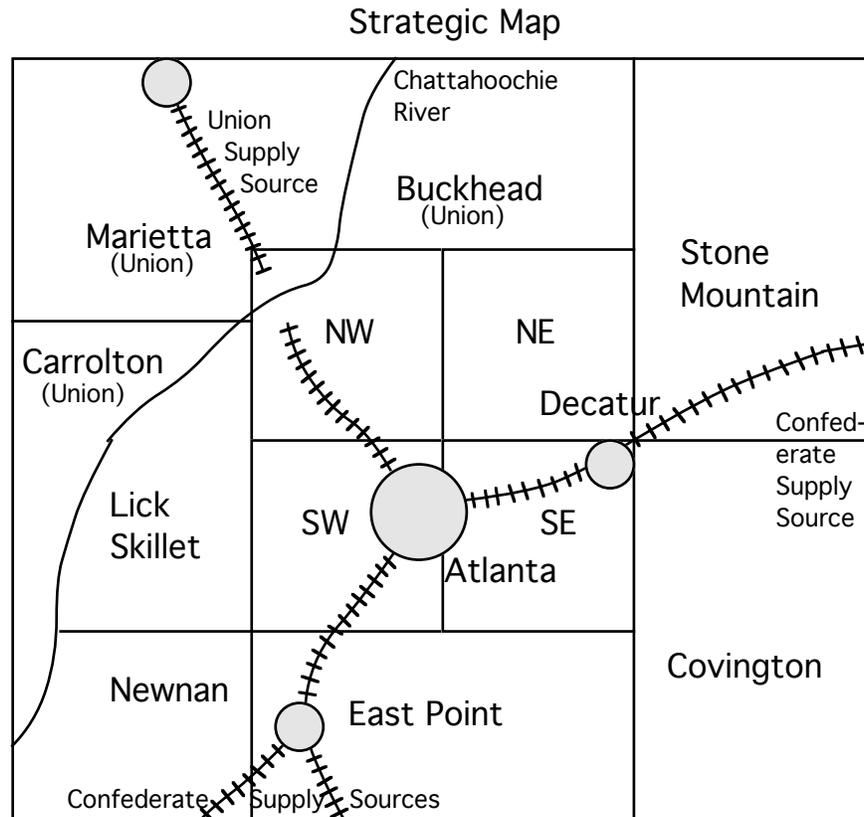
A Cavalry division leaving the board must get off by daybreak and must not engage in combat during the night. They may leave by any map edge. Union cavalry leaving by the southern map edge and Confederate cavalry leaving by the Northern map edge score 2 points immediately instead of just one. A division with one or more ineffective brigades, but at least one effective one, scores one fewer points. The Confederates can use Roddy's independent command to make up for a wrecked brigade in some division, or as a separate force that will score 0 and 1 points respectively.

Cavalry which had been off board that is to enter may come in at some time after daybreak on the next day. They enter on a road on the South (Confederate) or North (Union) edge with orders to report to the commander (Sherman or Hood or Johnston). (They may, of course, be sent orders that will change this, or may roll for initiative.) Each turn starting with the first turn of day, there is a 1/6 chance (roll of 6) of each division entering. If Wheeler is also off board, this chance is increased to 1/3 (roll of 5 or 6), and he brings in all divisions of his command together. Jackson would still enter separately, and only on a 1/6 roll. For the first turn, cavalry may be started on or off the board.

6.7a.3 Strategic Employment of Cavalry

This cavalry option allows cavalry to be used to control, defend, or make raids in off-map areas. Cavalry, and possibly other forces, maneuver on a simple strategic area map.

Activities are performed once per turn on this map, during the first turn of night to affect the activities on the next day. While assignments are made at the beginning of night, the assignments are revealed and the impact assessed only on the first turn of the next day. The presence of cavalry affects the ability of infantry to move along the map edges and move through off-map areas to effect strategic flanking movements. Cavalry may make raids to off map areas also.



Strategic play involves the following phases:

1. Orders: Orders are sent on the first turn of night or earlier in order to take effect for the next day. Units off map continue to follow orders from earlier if no new ones are received, as is usual.
2. Orders are received by off-board units and acceptance rolled on the first turn of day. A result of "D2" results in the orders being received a day late. A result of "D1" has no effect except for movement onto the map, in which case a die roll is made for the number of hours delay until rolls begin for the entry of the unit.
3. Missions for units in zones containing units of both sides are revealed, also on the first turn of day. In addition, missions are revealed for all Union units South of the Chatahoochie, and all Confederate units North of the Chatahoochie. Any cavalry unit assigned a screening mission may be changed to pursuit either on the successful initiative roll of the local cavalry commander, or if so provided already in his orders, or if an order is immediately issued by the Overall commander (which counts against his command points for the first turn or two).
4. Off board infantry moves, then off board cavalry moves. Cavalry assigned to pursuit missions move last.

5. In the case of off-board combat where missions conflict, combat is resolved on the last turn of the next day.
6. Cavalry units may withdraw from any zone containing enemy forces to another closer to a friendly source of supply that contains no enemy. Confederates withdraw first from zones North of the Chatahoochie, Union forces from zones South of the river, then Confederates from zones South of the river.

Forces which may be maneuvered in off-map areas include cavalry corps or divisions (but not individual brigades), and Armies (including the Army of the Ohio) with whatever corps they may have attached. Confederate Corps or divisions may be used off map. Individual brigades may also be used in off map areas, but only as railroad guards. They may move along the railroads assuming no enemy forces are in either the zone left or entered, or onto or from the map.

Missions which may be assigned to infantry in (or moving to) an off-board zone include: March, Destroy railroad (unit may not move) and Guard Railroad (may not move). Missions which Cavalry can be given include those above plus Screen, Raid, or Pursuit. Cavalry which is raiding does not count for purposes of cavalry superiority in determining whether infantry can move, nor does cavalry designated to pursue enemy cavalry.

Cavalry superiority is determined by counting the strength points of all cavalry units for each side in a zone, and adding the command points for their leaders. Overall superiority counts both infantry and cavalry (but not artillery) units and leaders, but all except cavalry count as 1/2 value. (Optionally, cavalry superiority could also include infantry at 1/4 value, if you really want infantry armies to be moving very far off board.)

During each turn of strategic map movement, units may move one area (or two in the case of cavalry). Units designated to enter the map (zones NW, NE, SW, or SE) do so as described above under the victory point method of treating cavalry. Units designated to exit the map do so as described earlier, using the map edge connecting to the off-map zone toward which they are bound. Units off the map (on the strategic map only) may stay in place or move, as ordered. Unit movement is subject to the following limitations:

1. Infantry units may leave the map for an off-map zone only if that side has less than 1 to 2 cavalry inferiority in the zone they are entering, or there is no enemy cavalry in that zone.
2. Infantry units may enter the map from an off-map zone only if that side has overall (not just cavalry) superiority in the zone. For this purpose count infantry as halved.
3. Infantry units may move from one off-map zone to another only if that side meets both of the conditions above.
4. Cavalry may move only one zone if leaving a zone containing any enemy cavalry. They must stop when they enter a zone containing enemy cavalry.

Movements that require crossing the Chattahoochie River require double cavalry superiority on the opposite side.

Cavalry with a pursuit mission is designated to pursue and engage specific enemy cavalry forces. Their movements conform to that of the target force, subject to the above limitations and to limitations in their orders (e.g. "do not pursue beyond Stone Mountain).

Combat occurs only when forces of the two sides in the same zone have certain missions as detailed below:

1. One side has a "pursuit" mission:

The force with the pursuit mission must attack the enemy force designated, and any forces in the zone having a "screening" mission may join the attack if the target unit is a raid. The defending side, unless raiding, may add other forces in the zone to defend, if any are present and have "March" or "Screen" or "Defend" or "Destroy RR" orders. If any such forces are added, the "pursuit" force is no longer obligated to attack. If the attack is made, any "destroy RR" missions are ineffective.

2. If both forces have "screening" orders, each may choose to engage the enemy with his cavalry. However, the defender may fall back upon (and include in the combat) any infantry or defending cavalry in the zone, in which case the attack may be called off. The defender may also simply withdraw his cavalry into an adjacent zone closer to a supply source. If that is done, the cavalry is not allowed to enter the contested zone on the next turn, however.

3. A force with a "raid" mission may choose to engage any enemy forces in the zone, to which the defender may add any which are defending or screening. If it is not engaged and there are no enemy forces in the zone screening or defending a railroad, the raiding force may destroy the railroad (temporarily).

Combat is resolved by rolling a die for the length of the engagement in rounds. During each round both sides fire their units at units on the opposite side as if at a range of 2 hexes (infantry) or 4 (artillery). After each round, either side may withdraw. Units that are routed are removed from play, and are lost if their side withdraws. If neither side withdraws at the end of the maximum number of rounds of combat, the forces are all left in the zone. If either withdraws, it pulls back one zone closer to a supply source.

If a strategic turn ends with a side having all supply lines onto the map cut, the army ammunition trains for that side immediately have a finite load of 5 ammunition reloads. Artillery is shifted one column left in effect for all ranges over two hexes, and on the second day for all ranges. On the third day and thereafter a shift of one farther to the left for artillery is made. On the fourth day all units on that side are treated as low in ammunition. Inactive days do not count for this purpose.

An infantry "destroy railroad" mission permanently destroys the supply source for the zone; a cavalry "destroy railroad" destroys it for only two days (Confederate RR) or one (Union RR).

If a zone has cavalry superiority for one side, the other side cannot move units along the corresponding map edge (simulating movement along roads just off the map).

Victory points are awarded as follows for off-board actions:

100 points- destruction by infantry of all supply sources of the other side

40,20,10 points for destruction by infantry of the East Point, Stone Mountain, and Utoy supply sources respectively

5 points- for each day during which the Union supply source is not operational (including those that extend beyond the scenario)

3 points- for each day during which the East point supply source is not operational

1 point- for each day the Stone Mountain or Utoy supply source is not operational

1 point for every division making an unopposed raid into zones Utoy, Flat Rock, or Stone Mountain zones, or 2 points for the East Point or Marietta zones. These are doubled if the force spends the entire day in the zone. An opposed raid in the Marietta or East Point zones receives a victory point, or two if the unit spends the entire turn in the zone.

The following starting positions apply to the Campaign scenario if the strategic map is used: Union forces start in Marietta and Buckhead zones, Confederates may start in all others or on the maps. Confederate forces that start on the maps must be South of Peachtree Creek and its North branch. All cavalry of both sides is included, as is the optional Union infantry unit 3/4/XVI.

6.7b Weather

During this phase of the actual Atlanta Campaign, the weather was clear most of the time. There were violent thunderstorms the morning of 19 July. Thus, the start of play could be delayed until noon on that day to reflect delay caused by weather.

For players wishing to play weather, roll a single die each day on the first turn. The following table is used, and the results apply to the entire day.

Die Roll	Previous Turn:Clear	Rain	Storms
1-3	Clear	Clear	Clear
4	Clear	Rain	Clear
5	Rain	Rain	Rain
6	Storm	Storm	Storm

On a day with rain, movement of all units is reduced by 1/3 of each unit's movement points, all fire combat is one column left for wet ammunition, and visibility is limited to 6 hexes. Initiative rolls have one subtracted, and orders cost an additional two command points. In addition, movement point costs for wagons and artillery are doubled on other than primary roads.

A turn of storms starts like rain, but every turn gets an additional die roll:

1,2: A roll of 1 or 2 brings an intense thunderstorm. No combat is possible, and movement is limited to one third of the normal movement points. Two is subtracted from initiative die rolls, and command points are halved. All movement causes stragglers, and no stragglers can be recovered.

6: The weather clears and remains clear for the rest of the day.

6.7c Union Cavalry Command

As an option agreed to by both players, Elliot, the Army of the Cumberland Cavalry HQ and supply are added to the game. Elliot acts as a corps commander, and begins the game in command of the two cavalry divisions of Thomas's army. The Army of the Ohio cavalry

division (Garrard's) reports to Schoefield, but is not part of XXIII Corps. This option assumes that Sherman was willing to delegate more in the management of his cavalry.

6.8 Campaign Scenario July 19 to 23

This scenario allows the use of all of the Atlanta maps and permits the players to play out the campaign without the strictures inherent in the shorter and smaller scenarios.

This scenario may be extended until the end of July if both players wish. Beyond that time, a number of other considerations come into play, such as reinforcements, muster out of units, etc. that are not adequately taken into account in this body of rules. Alternatively, play could be stopped after any day's engagement where one side or the other has a wrecked army, or such a condition occurs for a second time.

First turn: 10:00AM July 19

Last Turn: 7:00PM July 23

Confederate player moves first (skip on first turn)

6.8a Union Information:

6.8a.1 Union setup:

No Union forces are set up on the map.

6.8a.2 Unit Orders:

The Union player schedules forces to enter either on the North map edge of the Map C (NW) on 19 July, on the North map edge of the Map B (NE) on 20 July, or on the the East edge of either Map B (NE) or Map A (SE) (but North of the railroad) on July 20 after Noon. Forces are scheduled for entry by Corps. No more than one Corps can be scheduled for entry during a particular hour (anywhere). (This forces coordination to be performed on the board rather than as a preliminary.) Forces that enter are operating under their initial orders, as assigned before the game.

The Union player must inform the Confederate whether any forces are scheduled for entry on the East edge, prior to Confederate set-up. (The Confederate Cavalry would report the existence of these forces.)

6.8a.3 Unit Entry

A random element is applied to force entry using the following table:

die:	Entry edge			
	North NW map	North NE map	East NE map	East SE map
1	enters	enters	enters	enters
2	enters	enters	enters in 2 turns	enters in 2 turns
3	enters	enters	enters in 4 turns	delayed
4	enters	enters in 2 turns	delayed	delayed

5	enters in 2 turns	delayed	delayed	delayed
6	delayed	delayed	delayed	delayed

A corps that is delayed rolls again on the next turn, and continues to do so until the time of its arrival is determined.

6.8b Confederate Information:

6.8b.1 Unit Setup and Orders

Confederate forces all start on the map, in line/limbered formation.

6.8b.2 Orders

If Johnston is in command, the Confederate player may give all units initial orders that are automatically accepted. If Hood is in command, all units have no orders.

6.8c Strategic Setup

If the strategic map option for treating off-board movement is used, play starts on the 19th with forces disposed in zones or (for the Confederates) on the maps as described in those rules.

6.8d Campaign scenario Victory Conditions

For terrain, victory points are awarded as follows for the area being last occupied by Union units, and still connected by a path of 5 hexes to a road, roads from there to the North map edge, free of enemy zones of control.

6.8d.1 For Terrain:

Map A (SE)

- 5 Union forces inside the outer defenses
- 20 Union forces inside the inner defenses*
- 40 Union Forces inside Atlanta built up zone*
- 20 Confederate forces cleared from Atlanta hexes*
- * If the SW map is in play, these conditions are shared. (An award is made only once for the condition on either map, not both.)
- 10 Union forces cutting the Georgia Railroad
- 5 Hex 49.35 (Decatur)
- 5 Hex 15.32 (crossroads, Hill from which bombardment possible)
- 5 Hex 19.26 (Strategic crossroads)
- 5 Hex 17.19 (Dominating height, bombardment possible)**
- 5 Hex 18.14 (Bald Hill, from which bombardment is possible)**
- 5 Hexes 11.21, 13.18, 16.14 (all of which allow bombardment)**
- ** Score 5 for the first, 3 for second, and 1 for each additional
- 5 Hex 42.01 (Exit hex to south)***
- 10 Hex 29.01 (Exit hex to south)***
- 20 Hex 9.01 (Exit hex to south)***

*** Take the largest of these
Maximums for map: 140 (60 not counting Atlanta inner defenses in)

Map B (NE)

- 2 Union forces on the South side of the South fork of Peachtree Creek
- 2 Union forces inside the outer defenses

Maximum for map: 4

Map C (NW)

- 5 Union forces on the South side of Peachtree Creek
- 5 Union forces South of Confederate Outer defenses
- 5 Hex 30.05 (From which Atlanta can be bombarded)*
- 5 Hex 48.02 (From which Atlanta can be bombarded)*
- * If both 30.05 and 48.02 are occupied, a 7 point limit applies
- 10 Hex 1.30 (Allowing the Chattahoochie bridge to be rebuilt)
- 5 Hex 1.28 (Exit to Atlanta's Western flank)**
- 6 Hex 1.19 (Exit to Atlanta's Western Flank)**
- 7 Hex 1.11 (Exit to Atlanta's Western Flank)**
- 8 Hex 1.02 (Exit to Atlanta's Western Flank)**
- 9 Hex 9.01 (Exit to Atlanta's Western Flank)**
- 10 Hex 19.01 (Exit to Atlanta's Western Flank)**
- 10 Hex 22.01 (Exit to Atlanta's Western Flank)**

** Take the largest of these. Point values are halved for West edge hexes if the Map D (SW) is in play, and south edge awards do not apply.
Maximums for map: 37(31 if Map D (SW) is in play)

Map D (SW)

- 20 Union forces inside the inner defenses*
- 40 Union forces inside Atlanta built up zone*
- 20 Confederate forces cleared from Atlanta hexes*
- * If the SE map is in play, these conditions are shared. (An award is made only once for the condition on either map, not both.)
- 40 Union forces cutting the Macon and Western Railroad
- 5 Hex 26.33 (point from which bombardment is possible)
- 5 Hex 17.21 (Ezra Church, a strategic point)
- 5 Hex 10.19 (Strategic crossroads)
- 5 Hex 18.12 (Strategic crossroads)
- 15 Hex 7.01 (Point near Utoy Church, giving access to points South)**
- 20 Hex 23.01 (Control over RR and points south)**
- 30 Hex 33.01 (Access to points south in rear of Atlanta)**
- 25 Hex 47.01 (Access to points south in rear of Atlanta)**
- ** Take largest of these.

Maximums for Map: 170 (80 not counting Atlanta inner defenses in)

Maximum for game: 265 (Assumes Union ends game in sole possession of the entire 4 part map.)

Actual Union victory points for map, historical: 78
(Maximum for Maps B and C (NE, NW); 5 for Map D (SW) ; 38 for Map A (SE))

6.8d.2 For Casualties:

One point is added to the Union total for each Confederate casualty, and one is subtracted for each Union casualty. Losses to Artillery as well as infantry and cavalry are included. Stragglers are not counted.

6.8d.3 For wrecked units:

The following numbers are given for each wrecked brigade, division, and Corps at the end of the game, added for Confederate wrecked units, and subtracted for Union wrecked units:

1 brigade

2 division

5 corps (except 2,3,3 for XVI, XVII, and XXIII respectively)

(Note that it is the original units that are counted for victory point purposes. A unit may be combined with another, be wrecked again, but will not count as an additional wrecked unit.)

It is estimated that historical losses were

Union:33 (1 wrecked division, a few wrecked brigades, some guns lost)

Estimated victory points (subtracted): 50

Confederate: 65 (1 wrecked corps, 5 wrecked divisions, numerous brigades)

Estimated victory points (added): 130

6.8d.4 Cavalry activities, etc.

In addition, victory points may be earned for cavalry action. The Confederate victory points are subtracted from the Union total. Additional victory points may be granted by election of various options.

Confederates gain points for the destruction of Union supply units: 2 for each corps trains, 10 for each army supply train.

Historically, the Union gained 20 points for the unopposed Covington raid and destruction of the supply source from Stone Mountain.

Total Net Union victory points, historical: 208 (a major Union victory)

6.8d.5 Modifications for army commander

If Johnston is in command, all victory points associated with territory are halved. Each Union casualty deducts 2 victory points; each Confederate casualty adds 2, and victory points for wrecked Confederate units are tripled. If Hood is in command, bonuses for wrecked Union units are doubled. (The historical outcome but with Johnston commanding would be a Union victory with 297 victory points)

6.8d.6 Ratings:

CSA Massive: Less than -50

CSA Major: -50 to 0

CSA Minor: 0 to 50
Draw: 51 to 100
USA Minor: 101 to 150
USA Major: 151 to 250
USA Massive: 251 or more

Note that Johnston can avoid a major USA victory simply by trading losses approximately even or better, and withdrawing off of the map. Hood needs to retain Atlanta, and needs to either defend other territory vigorously or inflict a tactical defeat to the Union units. From a historical perspective, either Johnston or Hood would have been expected to retain Atlanta over the course of a 5 day scenario. Had the actual Union progress achieved historically been accompanied by even numbers of casualties, the result still could be considered a Union victory, although it would be scored a draw. If the Confederates hold the Union army outside the outer defenses, too far away to bombard Atlanta, avoid giving up too many exit hexes, and come out about even on losses, they should be credited with a at least a minor victory, which would be major if the Union suffers disproportionately large losses. A massive Confederate victory would require a crushing defeat of some portion of Sherman's army. This is most unlikely without a desperate gamble such as that which Hood attempted on July 22.

(This is a first look at victory conditions- some adjustment may well be necessary.)

7. Rules Suggestions

The following are offered as useful clarifications on the game rules to be used in the **Atlanta** scenarios:

7.1. Surrounded Leaders

If a leader is in a hex in which all friendly units are eliminated, and is surrounded by zones of control or enemy units, the leader is captured and removed from play. He is replaced by the same procedures as for killed and wounded leaders.

7.2 Cavalry Morale when attacking Infantry, Artillery

Cavalry attacking infantry has morale lowered by one letter value. If attacking infantry reinforced with artillery, morale is lowered two letter values. For this purpose unlimbered artillery must be within 2 hexes of the cavalry unit and in position to fire at it, or adjacent whether firing or not. The cavalry is considered to be attacking if under orders to attack, and is within 4 hexes of enemy units. This rule reflects the reluctance of cavalry to closely engage infantry units. It is especially important in the context of Wheeler's attempt to capture the trains from Sprague.

7.3 Artillery Defending in Close Combat

Limbered artillery can be attacked in close combat as other units, requiring an extra movement point to enter the hex. If they survive the fire phase, they may withdraw using an out of turn normal move as long as other friendly units remain in the hex. The gun loss table is used, and the artillery unit may not fire in the defensive fire phase or move or fire in the offensive fire phase following. If the limbered artillery unit is the only unit in the hex after fire is exchanged, it

is captured and removed from play. Supply units are treated similarly. Artillery and cavalry units may shoot at supply units in a hex with other units, just as artillery can single out artillery in a hex containing infantry.

Union Personality Sheet

Sherman:

Sherman is rightfully recognized as one of the great leaders of the War Between the States. His strategic insight was best displayed in the burning of Atlanta, his March to the Sea, and other activities in which he prosecuted the war against civilians as well as the Confederate military, thus ushering in the modern mode of warfare. On an operational level, he succeeded in outmaneuvering General Joe Johnston in the campaign leading up to the battles around Atlanta, with comparatively little of the bloodletting that saw Grant advance to Petersburg. Tactically, he was somewhat less successful. His advance was thwarted by a considerably smaller force at Missionary Ridge. He never managed a successful attack during his campaign against Johnston, those successes resulted from maneuver. He was caught by surprise by Confederate offensives at both the battles of Atlanta (July 22) and Ezra Church (July 28); in both cases the caution of subordinates was the primary cause of Union victory. Later at Jonesboro his overwhelming force would fail to destroy the remains of two corps of the Confederate Army.

Whatever else you can say about Sherman, he never really had to make a serious panic roll. His problems in Kentucky might suggest the roll would be higher than one would assume based on his command rating. How would he have held up under real adversity? Grant had to pass serious gut checks at Shiloh and in the Wilderness that Sherman always managed to avoid when he was the senior commander on the field.

Panic Rolls:

# of wrecked divisions =	0-6	7-10	11-13	14-16	17-19
Status of 2	12	11	10	9	8
Status of 1	10	9	8	7	6

Modifiers: +1 to the roll if either MacPherson or Thomas is lost.

On Panic:

If Sherman panics by exactly rolling the required number above, he freezes in place for a day, as if his force qualifies as wrecked. If the roll is higher than the number given above, Sherman determines that he must fall back across the Chattahoochie. He immediately issues orders to that effect to all of his armies. Commanders are not inhibited from using initiative.

Panic demands: Sherman can make one panic demand upon Hood, or three upon Johnston. In multiple day scenarios, one (Hood) or two (Johnston) is added for each additional two days.

Confederate Personality Sheets

Johnston

Johnston is cautious and prefers the defensive. His campaign in Virginia in 1862 as well as the earlier part of the Atlanta campaign saw Johnston willing to give up territory and withdraw when faced with enemy superiority and maneuver. He never fought a successful offensive battle prior to the situation portrayed in this game. The action at Seven Pines being an inconclusive draw. It is the doubt over whether Johnston will be willing to fight, and his poor relationship with Davis, that led to his relief just prior to the game situation portrayed.

Given earlier opportunities, Johnston did not panic, but could be induced to withdraw. He always did so in an organized fashion. In Johnston's case, the "panic" roll is mis-named. Johnston was ready to yield territory to preserve the strength of his army, and may well have done so at Atlanta had the battle not gone well. The panic roll merely gives Johnston the conviction that another retreat, to a more defensible position farther south, is needed. Johnston's strengths are adequately represented by the relatively high ratings as army commander. His weakness (at least as far as Jefferson Davis) was concerned was his supposed willingness to give up Atlanta without a fight.

Panic Rolls:

# of wrecked divisions =	0-1	2	3	4-5	6-9
Status of 2	12	11	10	8	6
Status of 1	10	9	8	6	3

Modifiers: +1 to the roll if Union forces occupy Decatur
 +1 if Union troops penetrate the Atlanta outer defenses
 +1 in addition if the inner defenses are penetrated
 +3 to the roll if Union forces occupy exit hexes on the South edge of the SW or SE map, or cut the Macon & Western railway

On Panic:

Johnston begins an orderly withdrawal from Atlanta within 12 hours, preferably at night. Orders are issued and executed normally.

Panic Demands: One in single day scenarios, two in three day scenarios, and three in five day scenarios.

Hood

At the time Hood took command, he was a hero associated not only with Lee's victories in Northern Virginia, but he also led the attacking corps at Chikamaugua which precipitated the rout of the Union right wing, and offered a fleeting opportunity for a decisive Confederate success in the West. However, Hood had been seriously wounded at Gettysburg and Chikamauga. He suffered reduced mobility and from the effects of pain medication. Perhaps more important, he brought to the Army of Tennessee a vision for how an army ought to work gained from the days of glory with Lee. The preference for the offense, and a willingness to leave initiative to subordinates may have worked for Lee with Jackson and Longstreet against the likes of Pope, but it would not work well for Hood. This approach to portraying Hood is best managed by requiring Hood to stay within the Atlanta defenses and issue orders by aid or in writing.

Hood has been characterized as rash, and in this campaign had severe difficulties with subordinates, especially Hardee. This is reflected in his relatively low rating, especially when compared with his much higher ratings in earlier games. However, Hood was not put in command for his superior command rating, but because Jefferson Davis considered the defense of Atlanta politically important enough to risk a new commander in order to assure that it would be defended. Thus, Hood's strength is an extremely good panic roll, as well as a better chance at retaining Army effectiveness (in the sense of his willingness to take the offensive).

Panic Rolls:

# of wrecked divisions =	0-3	4-5	6-7	8-9
Status of 2	-	12	11	9
Status of 1	12	11	9	7

On Panic:

Hood determines reluctantly that his army can do no more to defend Atlanta, and issues orders to withdraw from the map off either the South or East map edge. The orders are executed normally.

Panic Demands: One in single day scenarios, plus one additional per day in longer scenarios. (Sherman found Hood unpredictable, and is thus assumed to be less likely to maintain confidence if things start to go wrong.)