



The Rock of Chickamauga

September 20th, 1863



This scenario covers the desperate stand of General Thomas and what was left of the Union right, atop Snodgrass Hill and Horseshoe Ridge for most of the afternoon of the 20th. Longstreet is determined to punch through Thomas' position.

This is a pure crash and bash scenario, all fighting, little maneuver. The Confederates have 11 brigades, the Union 7. But the Union has position.

Maps

Only the NW map (the one with Rossville) is used. Snodgrass Hill is the area around the Snodgrass Farm. Horseshoe Ridge (don't look for any horseshoe shape; there is none) is the area around 1846.

Game Length and Playing Time

The game starts with the 1300 Game-Turn of September 20th and continues until either the Confederacy wins (see below) or to the end of the 1800 game-turn. It can be played in an evening.

Initiative

The Confederates automatically have the initiative for the 1300 turn. After that, Initiative is by die-roll. The CSA always adds two (+2) to the die-roll for initiative; there are no other DRM for Initiative.

Design Note: This represents the comparative strategic positions and plans, not the capabilities of either Longstreet or Thomas.

Special Rules

Movement Restrictions

No units may move into any hex north of the trail from 2939-2853 (exclusive; they may use the trail).

Exception: *Hazen's Brigade, entering as a reinforcement, must move through those*

woods, but must do so as quickly as possible to move west of that trail.

Historical Note: *For one, there was a huge stand-off going on east of the LaFayette Road in this area. Then there is the question, unanswered, as to why Longstreet did not direct movement through the woods covered by this rule. He did not, and as we have not provided the unit units east of the LaFayette Road, we have forbidden entry.*

Small-Arms Ammunition

Given the remarkable rates of fire in this portion of the battle, small-arms ammunition became a problem. To represent that, we offer the following rule.

Whenever a small-arms unit fires and rolls any asterisked result (either * or **) - that's adjusted die-roll, not natural die-roll - it incurs an Ammo Depletion DRM of -1. If it is already -1, it becomes -2, to -3, to Out of Ammo (and no Firing allowed). That DRM may never be removed or ameliorated (as neither side had any wagons in the area.)

Design Note: We have opted to not include a small-arms Ammo rule for the basic system because it rarely happened, as well as for reasons of playability. To adapt the above rule for the basic system would require rules for Supply Wagons, etc. If enough of you think this is worth the effort by letting us know, we'll add it to the base system.

Union Command

The Union units on Snodgrass and Horseshoe were a ragtag bunch, made up of fragments of regiments and remnants of brigades. For game purposes, we have to assign everyone somewhere, so this is how we see it.

Thomas is Corps commander for Brannan's and Wood's Divisions

Brannan is Division commander for the following:

- Walker's Brigade [a]:
- Stanley's Brigade

- VanDerveer's brigade (arrives as reinforcements)

Wood is Division commander for the following:

- Harker's Brigade
- Hazen's brigade (arrives as reinforcements)

Steedman is Division leader for Whitaker's and Mitchell's Reserve infantry (as per counter mix) [b]

a = Walker was the original brigadier for what is Connell's brigade. Under arrest for a minor infraction at the start of the festivities, Walker took command of his brigade at this time. We suggest, to better reflect Walker's abilities, you use the "Connell" side of the counter (not the Repl).

b = Granger, the Reserve Corps commander, was present (on Snodgrass Hill). However, as was his peculiar wont, he spent most of the battle sighting cannon. He had no effect in terms of command, and the Union Player does not subtract one for his lack of presence.

Confederate Command

All of the units attacking the Hill/Ridge were Longstreet's (whether originally or not). Longstreet, however, was not a factor, as he assumed his division commanders would carry out the orders he issued in the early afternoon. By mid-afternoon, Longstreet was far to the rear, conferring, eating lunch, etc. Therefore Longstreet is not used in this scenario. The Confederate Player does not subtract one for his lack of presence.

Johnson is Division Commander for Fulton's, Suggs', and Anderson's Brigades.

Kershaw is Division Commander for Kershaw's and Humphrey's Brigades.

Preston is Division Commander for Kelly's, Gracie's, and Trigg's brigades

Hindman is Division Commander for Deas', Manigault's, and Coleman's (McNair) brigades.

Union Deployment

Units may be faced as players desire.

- Number in brackets - e.g., [2] - indicate SP lost.
- Orders assigned as desired before the battle starts, unless stated otherwise.

Hex(es) Unit(s)

Harker's Brigade (1/XXI Corps)

2746 125 OH
 2745 64 OH [1]
 2744 44 IN [2] [a]; Bridge's Battery
 2643 65 OH [2]
 2544 3 KY [3]
 2644 Thomas, Wood, Harker

All of Harker's units are behind breastworks.

a = The 44 IN represents about 150 men, what was left of the 44 IN, 86 IN, and 13 OH.

Stanley's Brigade (2/XIV)

2442-2444 Stanley; 19 IL [3], 11 MI [2], 18 OH [3] [Advance]

Walker's Brigade (3/XIV)

2545 I, 4 US battery
 2547 82 IN [1]
 2447 17 OH [7; Collapsed; a]

2347 Walker [b]; 10 KY [2; Disordered]

2348 14 OH [1], 4 KY [12; Collapsed]

2247 58 IN [3]

2147 21 OH

2346 Brannan

a = The 17 OH unit represents around 150 men of that regiment, plus the 31 OH and the 17 KY.

b = Use the Connell side of the counter; see note, above.

Steedman's Division (1/Res)

This division, which includes Whitaker's Brigade, Mitchell's brigade, the 18th OH Light battery and the M, 1 IL Light battery, is "in column" heading south, in the following hexes:

2537-2540; 2635-2636; 2735; 2835; 2935-2932. The division is under Advance Orders, and no unit is extended.

Union Reinforcements

Van Derveer's brigade (3/XIV). At the start of the game, place the entire brigade in Savannah Church (2939). It is free to move when either of the following occurs:

- A CSA unit ends its turn within five hexes of Savannah Church; or
- The 1400 Turn

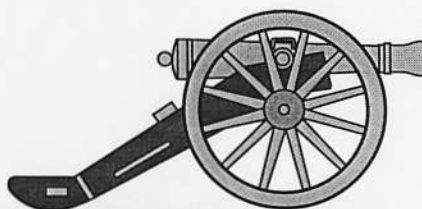
The 9th OH has lost 2 SP, the other three brigades 1 SP each.

Hazen's brigade (2/XXI). At the start of the 1700 Turn, place this brigade in 3240. It is free to move that turn. It may ignore the restrictions about moving into hexes east of the trail. Each regiment has lost 1 SP.

Victory

Longstreet's aim was to either turn the Union right flank (the portion on Horseshoe Ridge) or (and) separate what was Harker's brigade from the Union troops in front of it, across the LaFayette Road (and thus be able to attack them from the rear).

To that end, if, at the end of any turn the Confederates occupy with a non-Disordered unit, either hex 2044 or 2545, they win. If they have not by game's end, the Union wins (and gets to retreat to Chattanooga with some sense of dignity).



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CSA Deployment



Units may be faced as players desire.

- Number in brackets - e.g., [2] - indicate SP lost.
- Orders assigned as desired before the battle starts, unless stated otherwise.

Hex(es) Unit(s)

Humphrey's Brigade (I Corps)

2848 8 SC
2749 18 MS, 11 MS
2649 21 MS, 17 MS
2650 Humphrey
2550 7 SC, 15 SC
2450 15 AL [a]
0308-9

Kershaw's Brigade (I Corps) [b]

2151 Kershaw
2250 3 SC
2150 3 SC Bn
2049 2 SC

a = Attached to Humphrey from Sheffield's brigade

b = Kershaw is both brigadier and Division commander (for Humphrey)

Neither Kershaw's nor Humphrey's regiments have any SP losses.

Confederate Reinforcements

1300 Game Turn

<u>Through Hex</u>	<u>Units</u>
2154	Fulton's Brigade; 17 TN [2], 23 TN [2], 25 TN [1], 44 TN [2], Everett's Battery [a] (1 SP Loss for 'L' guns), Dent's Battery [a]; Fatigue: O
2154 (After Fulton)	Johnson (Div); Suggs' Brigade [b]; 1 TN [1], 3 TN [2], 10 TN [1], 30 TN [1], 41 TN [3], 50 TN [1], 7 TX [2]; Fatigue: O
2354	Anderson's Brigade [c]; 9 MS and 41 MS both [1], the rest no losses.

1500 Game Turn

<u>Through Hex</u>	<u>Units</u>
1853	Deas' Brigade; 19 AL and 22 AL [2 each], 39 AL and 50 AL [1 each]; rest, no losses; Fatigue = 0
1853 (After Deas)	Coleman's Brigade [f]; 1 AR mtdrf [1], 4/31 AR [1], 25 AR [1], 39 NC [2], rest no losses. Only 2 AM turn of entry.
1653	Hindman (Polk) [d]; Manigault's Brigade [e]; 24 AL [2], 28 AL [1], 34 AL [3], 10/19 SC [1]

1600 Game Turn

<u>Through Hex</u>	<u>Units</u>
2853	Preston (Buckner); Gracie's Brigade; all at full strength. Only 2 AM turn of entry
2554	Kelly's Brigade, except for 65 GA (not present). All at full strength. Only 2 AM turn of entry

1700 Game Turn

<u>Through Hex</u>	<u>Units</u>
2853	6 FL and 54 VA (from Trigg's Brigade). After those two regiments enter, the next AM (Preston) will bring in the rest of Trigg's brigade (no artillery).

a = Historically, Everret's and Dent's guns took position atop the high ground at 1952, giving them excellent LOS to the Union lines. Dent's battery was attached (from Hindman) to Johnson

b = Suggs is the Replacement for Gregg.

c = Nominally in Hindman's Division, Anderson has been attached to Johnson and is now in his "division".

d = Neither Garrity's nor Water's batteries appear to have been active in this area.

e = Manigault's was the brigade that got chewed up by Wilder's Spencers in the late morning, their fire so intense that Longstreet thought it came from an entire Union corps.

f = Coleman is the Replacement Leader for McNair (Johnson's Division)