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Introduction

The Battle of Chickamauga was the second largest battle of the American Civil War in terms of casualties, second only to Gettysburg. It was a vicious battle fought for possession of the city of Chattanooga, the key to the Deep South.

Despite its importance, historians and wargamers alike virtually ignore Chickamauga. You can count on one hand the number of book length historical studies dedicated to the battle. Compare that to the volumes published on Bull Run or Gettysburg. Resources for fighting the battle in miniature are almost as bad. There are individual scenarios here and there, but several of them are decades old.

Yet, the battle was anything but bland. From a historical perspective it has all the elements of a great battle; personality conflicts abounding, interesting and unique units, reinforcements arriving from several theatres, reinforcements arriving in the nick of time to save the day, and of course, a fateful order that nearly destroyed an army. For miniature wargames it has uncommon and interesting weaponry such as repeating rifles, mountain howitzers, and mountain rifles. Cavalry and mounted infantry played an integral part of the battle, and there were dedicated sharpshooter battalions on both sides. An extremely varied command structure, in both quality and quantity, highlights command problems not normally found in other battles. In addition, with so many units arriving from other theatres of operation there is a pleasant variety in the number and type of flags at the regiment, brigade, division, and even corps level. Very eye-catching for those who like their miniature armies to stand out!

This scenario book, the culmination of years, if not decades, worth of research presents thirteen scenarios for fighting the Battle of Chickamauga in miniature. There are small battles with only a few brigades each, as well as large corps sized actions. Playing times can range from a few hours to large multi-session battles. Scenarios are designed to begin with opposing forces in contact, so the action begins immediately!

No specific set of rules is required to play the games in this book. Each scenario includes a detailed map for placing terrain and scenery on the game table. Unit starting locations are clearly marked, as well as where reinforcements may enter the board. Time is expressed in terms of 10 minutes, 15 minutes and 20 minute increments; easily adaptable to most rules. The book also provides a detailed Order of Battle detailing each unit that fought at Chickamauga, including figure ratios for 20, 30, 40, 50, and 100 historic men per figure/stand. The Order of Battle also includes a rating for each unit, as well as the weapons they carried into battle.

The book is laid out so that if printed on double sided paper, the beginning of each chapter begins on the right-hand side of the book.

I hope you enjoy the book. Have fun at the game table!

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Background

The successful Tullahoma Campaign in June 1863 firmly established Union control of middle Tennessee. It left only eastern Tennessee and the area around Chattanooga under Confederate control. Chattanooga was strategically located along the Tennessee River, and was the center of railroad traffic between Georgia, Alabama, and eastern Tennessee. Its capture would open the way for Union armies to invade Georgia and the heart of the Confederacy.

Major General William Rosecrans and the Union Army of the Cumberland were determined to capture it. There were several avenues of approach, but in the end, Rosecrans determined to feign to the north with one corps, but cross the Tennessee River and the mountains south of the city with his other two corps and outflank the city. The bid was a success. General Braxton Bragg and the Confederate Army of Tennessee abandoned Chattanooga on September 7th and retreated into Georgia.

Bragg, however, was not prepared to give up the fight. Having received reinforcements from Mississippi as well as eastern Tennessee (where Knoxville had fallen to a Union advance under Major General Ambrose Burnside), and expecting more from Virginia, he decided to stand and fight. Rosecrans was slow to realize the threat, and narrowly escaped the piecemeal destruction of his army on several occasions.

By the morning of September 18th the two opposing armies were facing each other along Chickamauga Creek near Lee and Gordon's Mill, with the Union left near the Mill, and the Confederate right

slightly south at Pea Vine Church near Glass Mill.

During the early morning hours General Bragg issued detailed orders to his corps commanders. The basics of the plan were to march north of the Union army, cross Chickamauga Creek, attack the Union left flank, and force the Union forces south into McLemore's Cove where they could be trapped and destroyed.

The fighting started when an improvised Confederate division attempted to move toward Reed's Bridge from Ringgold. Union cavalry intercepted and slowed their progress. To the south at Alexander Bridge, a brigade of mounted infantry contested the advance of the Confederate Reserve Corps.

As the sounds of fighting to the north intensified, General Rosecrans shifted units north to meet the threat. He ordered his own Reserve Corps near Rossville to send help to Reed's Bridge. He also ordered the Fourteenth Corps to leapfrog north of Lee and Gordon's Mill to the Widow Glenn House, but General Thomas eventually decided to continue the march further into the night toward the Kelly House along the Lafayette Road. This would place Federal units farther north and beyond Bragg's right flank.

Although the Union brigades put up a good fight, the Confederates won the struggle for the two bridges across Chickamauga Creek. By the morning of September 19th the Army of Tennessee had three infantry corps and one cavalry corps on the west side of Chickamauga Creek, ready to attack in Bragg's effort to turn what he thought was the Union left flank.

However, Thomas's night march had brought the Union left wing far to the north at the Kelly farmstead along the Lafayette Road. In addition, two brigades of the Reserve Corps had marched down Reed's Bridge Road to support the cavalry in the actions of the previous day. They arrived just as the trailing end of a Confederate division was marching away, capturing several stragglers. This action

convinced Col. Dan McCook that he could trap an isolated Rebel brigade on the west side of the river, unaware of the presence of the bulk of the Confederate army to the south on the west side of the creek. His plan was to attack at daylight. The ensuing action would throw Bragg off balance, as he did not expect a fight so far to the north of his current position.

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How to Use This Book

This book divides each scenario into several sections, but before we get into the details, I'd like to discuss the most important rule, called the Golden Rule. Basically the Golden Rule is that if you, the player, feel that a rule or design feature in any way interferes or hinders with the flow of the game, then feel free to change it. This is not a catch-all for sloppy scenario design. Far from it. The maps have been thoroughly researched and recreated from topographical and Park Service maps. The Order of Battle took years to put together. Rather, it is a recognition that not everyone will agree on a rules modification, the strength of a unit on the second day of the battle, or the consolidation of smaller units for ease of game play. If you need to change some rule because you think it will make your game better, then by all means the Golden Rule is for you!

Here is a summary of each section, and how to adapt the set of rules you play to the scenarios.

Background

This is a short background history to put the scenario in context.

Game Overview

This section provides basic information on the game. This includes a brief summary of the number of units and how long the game might take to play. It also includes the size of the game table. The scale for each map is approximately 35 yards per inch. While this might seem

unusual, the size and frontage of regiments in most miniature games are too large. Since the majority of players will have their units based on this incorrect frontage, the maps are designed with this in mind, fitting the maps to the actual frontages of the miniatures themselves. Those players that have units based on the correct frontage will still be able to use the maps with little or no modification.

The scenarios are designed for use with 15mm miniatures in mind. For play with 28mm figures, half the ground scale and distances. For 25mm games, double them.

Game turns throughout the book are expressed in brackets. The first digit is the number of turns for 10 minute based games. The second is for 15 minute based games, and the third is for 20 minute based games. So, Turn [7/5/4] would be Turn 7 in a 10 minute based game, Turn 5 in a 15 minute based game, and Turn 4 in a 20 minute based game.

Terrain

The terrain section gives a detailed description of the terrain on the gaming table. It highlights unusual terrain features and any special rules regarding them. There are, however, some universal features that apply to all the maps throughout the book.

The first and most important feature on the field of battle and on the maps is the forests themselves. No other terrain type dominates the game map like the woods. Contrary to what many might

think, the woods and forests at Chickamauga were quite open in 1863. The farmers kept their crop fields fenced in, but let their animals graze freely in the forests. The animals then ate most of the low-lying underbrush. Visibility in most places during the battle was between 100 and 200 yards depending on the local terrain. Infantry formations were able to navigate the forests very quickly, and artillery batteries appeared to have had little difficulty travelling through the woods. Unless specified in the scenario, woods on the game table should only be one terrain type worse than open for movement. For visibility, they should be the lightest woods possible.

There were, however, pockets of cedars and dense undergrowth. One way to represent this is to randomly place pockets of these thicker woods on the game table. While setting up the table and establishing the wood lines, but before putting down the trees, roll one six-sided die. The result will tell you how many pockets of rough woods to put on the table. Then, take that number of six-sided dice and randomly roll them onto the game table. Where they land will be the center of the pocket of dense woods, and the die result will indicate how many square inches to make it. If it lands in an open field, roll again. Of course, other methods of randomly generating size and placement may also be used. These pockets of dense woods should be heavy woods for visibility, and normal woods for movement. It is also possible to eliminate these random pockets altogether, which will speed up the game, but may decrease the feeling of historical accuracy.

Another important aspect of this scenario book to consider is the movement rates of the units. Units moved a lot faster than most people

realized, even through the woods. Most Civil War miniature game rules sets simply move too slowly to replicate, or even have the potential to replicate, the historical outcome. It is therefore highly encouraged to modify the movement rates of the units. While all sets of rules differ, it may not be too difficult to make adjustments. One simple suggestion is to add two inches to all the movement rates. It is simple and easy for everyone to understand. Another suggestion is for those rules that have a split movement rate. There is normal movement, and a chance for additional movement with a die role to see if the unit loses its formation. Consider allowing units to move the entire full movement rate with no penalty. Weapon ranges should not be modified. Again, this increase is just a suggestion, and can be ignored if desired.

Most of the streams indicated on the map are actually dry stream beds. Only those portions that are deep enough to affect movement have been put on the maps.

Most of the hills on the battlefield are very low and shallow. Movement up or down a slope should only cost an inch of movement rate, not a more difficult terrain type altogether. Model hills with gentle slopes where possible, gradually going upward from the base to the summit and not chiseled terraces that block line of sight.

Orchards require no visibility role, but do provide cover for those inside or within an inch of its boundaries.

Most of the fences on the map are post and rail, or worm fences. They are easy to climb and take down. Most rules sets provide a penalty for crossing them, usually an inch of movement. There are also clapboard fences on some scenario maps. Lacking horizontal footings for climbing, they provide more of an

obstacle to movement. Notable examples were the fences at the Carter House at the Battle of Franklin, and the Smith House at Stone's River. Add an additional inch penalty for movement across a clapboard fence.

Deployment

This section details the position and deployment of the units that are on the board at the beginning of the game. It also provides the time and place where additional units and reinforcements march onto the board. It then explains any special rules or historical restrictions for the units.

Unless specified in the scenario, brigade command figures should begin the game within an inch of a unit in the brigade. Division command figures begin the game within a foot of any unit in his division. The location of officers above corps command, if any, are written in each scenario.

Victory Conditions

This section highlights how to determine the winner of the scenario. Most of the scenarios involve inflicting more casualties upon your opponent than you take yourself. A few games assign

terrain objectives that either needs to be defended or taken by force.

Common to all the scenarios is inflicting casualties on your opponent. Each unit has a Victory Point value. When a player eliminates, captures, or forces an opposing unit off the board they receive the Victory Point value. Victory Point values are:

- 1 Point for each artillery section
- 2 Points for each regiment
- 3 point for each brigade commander
- 5 points for each division commander
- 7 points for each corps commander
- 10 points for each army commander

So, for example, if a Union player were to rout a Confederate infantry regiment, and that regiment disperses or exits off the end of the game table, the Union player receives 2 Victory Points.

Order of Battle

The Order of Battle section presents the strength of the regiments and batteries used to fight the scenario. Each regiment and battery has several values assigned to it.

1st Division

Brig. Gen. Jefferson Davis [+2]

2nd Brigade	PFDE	PFD	20	30	40	50	100	Status	Arm.
Brig. Gen. William Carlin [+1]	1,214	1,223	61	40	30	24	12		
21st Illinois	416	417	21	14	10	8	4	3	R
38th Illinois	301	302	15	10	8	6	3	3	R
81st Indiana	254	255	13	8	6	5	3	3	R
101st Ohio	243	244	12	8	6	5	2	3	R

Artillery	PFDE	PFD	Status	Armament
2nd Minnesota (2nd)	117	117	3	4x 12 lb. N; 2x 10 lb. P

1. Lists officers, beginning with brigade commanders and upwards. The bonuses they provide to the regiments in their command appear in the bracket. Brigade commander normally have a +1, division commanders a +2, and corps and army commanders +3. Outstanding commanders may have a higher bonus and weaker ones a lower one. If a rules set does not give a numerical value, just one generic ranking for better officers, then an "E" for an extraordinary commander is indicated.
2. Provides the historical strength of the unit at the start of the scenario. PFDE is a Union designation that stands for Present for Duty, Equipped. This counts all officers and men actually engaged in combat. PFD stands for Present for Duty, and includes most non-combatants such as cooks and teamsters. For Confederate units, ES or Effective Strength, takes the place of PFDE. Effective Strength is the same as PFDE except it normally does not include officers. This scenario book adds officers to this number. Numbers in **black** were taken directly

3. This section list the number of miniature figures or stands needed to represent the unit on the game table. Again, this number can be either figures or stands. For example, if your set of rules has a ratio of 1 figure equals 20 soldiers, then you would use the "20" column. If your rules list a ratio of one stand of figures equals 100 soldiers, then you would use the "100" column. Also, feel free to adjust the numbers to fit the way you have your figures based. If your regiments are based in increments of 4 (8, 12, 16), and a regiment is listed as a "15", go ahead and use a 16 figure regiment to represent it.
4. This shows the status or morale of the unit. Values are given as 1, 2, 3, and 4.

1 is for militia and untrained troops and is the lowest value. 2 is for trained units that have seen little or no combat. A value of 3 is your average unit with a few battles and campaigns under their belts. A regiment or battery with a value of 4 has seen numerous battles and has generally prevailed in all of them. If your set of rules only has three values, then combine some numbers, usually militia and untrained units. In that case, you will only need 2, 3, and 4. Giving each unit a value is a very objective task, though each unit in the battle was researched and an attempt was made to quantify how many engagements they had been in, and how victorious they were in them. As always, follow the Golden Rule. If you disagree with a value for a unit, change it. Also, for simplicity, feel free to assign one value to all the units in a brigade. This can make it easier to keep track of their values during a battle.

5. This column lists the weapons carried by each infantry unit. Some regiments may have used more than one type of firearm by company. In this case, the weapon used by the majority of the regiment is listed. We know what weapons were used by the Union regiments, but the Confederates left almost no record. Weapon types in red are a guess. If the quartermaster for the brigade or division listed smoothbore ammunition in their ordnance, then a few random regiments were assigned muskets. The weapons types are as follows:
- R = Rifle-muskets
 - M = Smoothbore muskets
 - BR = Breechloading Rifle
 - C = Muzzle loading Carbines
 - BC = Breechloading Carbines

f. RC = Repeating Carbine

g. RR = Repeating Rifle

6. This column provides the value for an artillery battery, much the same as for an infantry regiment.
7. This lists the weapon types of an artillery battery. There is such a wide variety of ways the various rules base and represent artillery that no attempt was made to split them up between sections, or provide a further breakdown. Instead, the list details the exact breakdown of each type of weapon in the battery. Players can then adapt that to their chosen rules. Weapon types listed are:

a. N = 12 lb. Napoleon smoothbore

b. P = Parrott Rifle

c. 3" = 3 inch Ordnance Rifle

d. H = Smoothbore Howitzer

e. SB = Smoothbore gun

f. JR = James Rifle

g. B = Blakely Rifle

h. Mtn. H = Mountain Howitzer

i. 2.25" R = 2.25" Mountain Rifle

Alternate listings are also provided for some brigades, combining smaller units into larger units for ease of game play. Feel free to use the smaller historical units if desired.

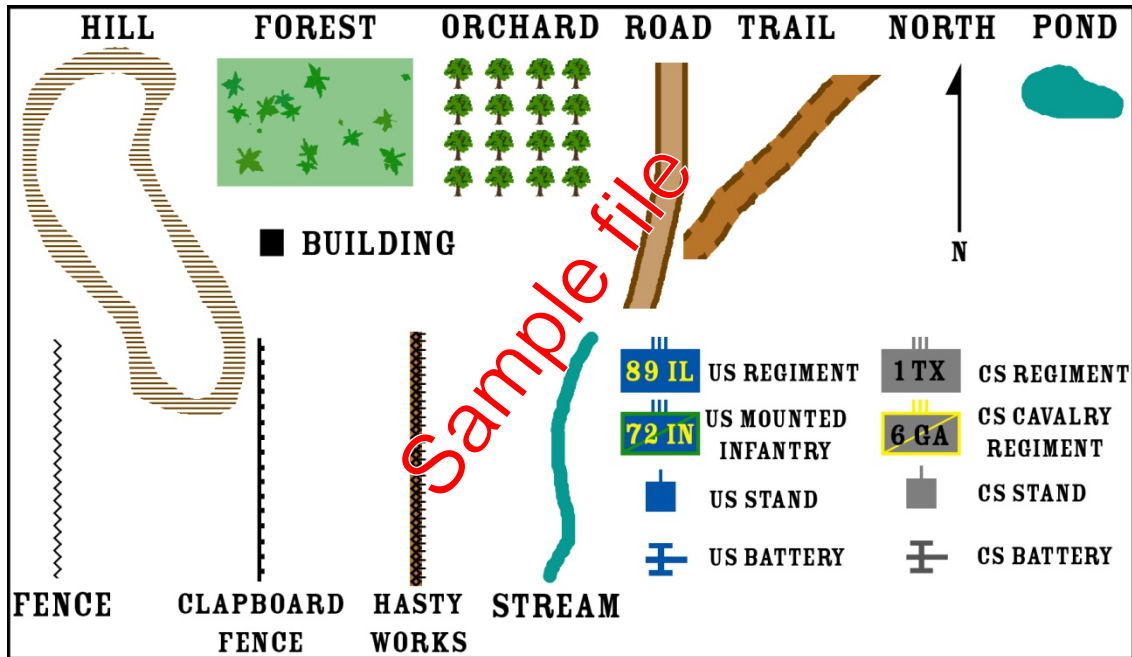
Optional Rules

Most scenarios contain historical restrictions and special rules to accurately play that portion of the battle. If you want to fight the battle in the most historically accurate fashion, and use luck and skill to try and change the outcome, then play the scenario as written. This section provides optional rules for replaying the scenario, more often removing restrictions to allow playing the

game with more a free for all feel. For variety, one universal optional rule applies to all the scenarios. The players may disregard the historical placement of regiments within a brigade, and use whatever formation they wish. The location of the brigade itself should not change, but the formation of the regiments within can.

Map

Each scenario includes a map showing all of the significant terrain features for the battle, the starting positions for the units, and numbers or letters indicating where new units enter the board. Each tick mark on the sides of the map indicates one foot on the gaming table. There is also a North arrow indicator. Below is a legend for the maps used in this book.



Appendix

The Appendix includes the Order of Battle for both the Union and Confederacy. This is a comprehensive Order of Battle that includes all of the units present at the battle regardless of which day they arrived. Units are listed at full strength. The Order of Battle uses the "formal" command structure of each

army, which does not take into account such things as detached units, or the complete restructuring of the Confederate army during the night of September 19th. For a complete Order of Battle, detailing changes during the campaign as well as changes made during the battle, visit the Chickamauga section of [Civil War Virtual Tours](http://www.civilwarvirtualtours.com) (www.civilwarvirtualtours.com).

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Surprise at Jay's Mill

September 19th, 1863

7:30 AM

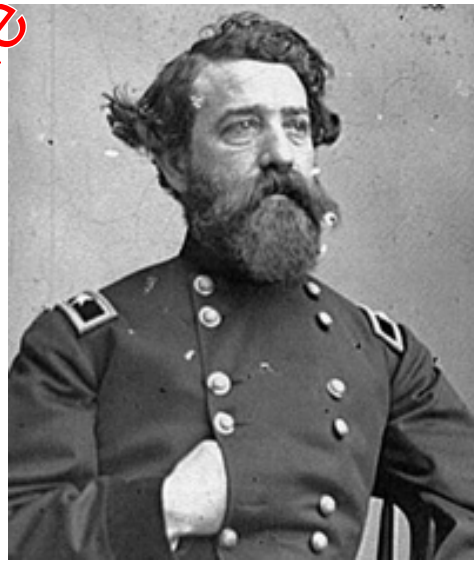
Background

Near dawn on September 19th, the Union Army of the Cumberland was spread thin. Two divisions of the Fourteenth Corps had finished a night march and are far north of the Twenty-First Corps at Lee and Gordon's Mill. Another Fourteenth Corps division was marching, and the final one was guarding the ford at Glass Mill far to the south. The Twentieth Corps was in an even more precarious position. It is even farther south than Glass Mill, marching hard to reunite with the rest of the army.

The Reserve Corps was retiring under orders toward Rossville to the north. However, the previous evening the brigade commanded by Colonel Dan McCook captured a score of Confederate prisoners near Jay's Mill on the west side of Chickamauga Creek. Thinking that an isolated Rebel brigade was on the Union side of the creek, McCook prepared to attack at dawn. Unfortunately, he received order to withdraw to Rossville before the sun rose. He appealed to General Thomas of the Fourteenth Corps, but Thomas would not take the responsibility of changing the order. A disappointed McCook withdrew his brigade just as the Confederate cavalry brigade of Brigadier General H. B. Davidson launched an attack.

Intrigued by the idea of capturing a Confederate brigade so far north of where the Rebels were supposed to be, Thomas ordered his 3rd Division under Brigadier General John Brannan to

advance and capture it. Thomas ordered John Croxton's 2nd Brigade out first, and then sent out the rest of the division in support. Croxton marched out an old farm lane he mistook for the Reed's Bridge Road, halted on a low ridge west of the mill, and deployed into line of battle. At the same time, Davidson sent two mounted regiments into the forest to reconnoiter the area. The two were on a collision course.



Brigadier General John Brannan

Game Overview

This scenario depicts the opening shots of the Battle of Chickamauga on the morning of September 19th. Most of the fighting will occur in the woods, and will pit a strong Union infantry division against Confederate cavalry and infantry. The playing area is 4' x 4'. The game

begins at 7:30 AM, and ends at 10:30 AM [19/13/10].

Terrain

The area west of Jay's Mill is light woods, with visibility up to 100 and even 200 yards depending on the terrain. The

exception is the area immediately to the west of the mill. The operation of the mill deforested this area, and secondary growth is prevalent. Treat the dark shaded area on the map as woods terrain for movement, and heavy woods for visibility.



Field at Jay's Mill at dawn looking south.

Deployment

Croxton's brigade begins the game on the map as shown. Van Derveer's brigade (minus the 9th Ohio) and Battery I, 4th US enter the board deployed in line of battle at **1** on Turn [8/6/5]. Connell's brigade and Battery D, 1st Michigan enter the board in march column at **2** on Turn [13/9/7]. Brannan is traveling with Connell's brigade and enters the game on the same turn.

The 6th North Carolina and 10th Confederate cavalry begin the game mounted. The other three regiments at Jay's Mill begin dismounted. Forrest and Pegram are both present, and can begin

the game next to any of the three dismounted regiments at the mill. Dibrell's Brigade and Huggin's Battery enter in march column on Reed's Bridge Road at **A** on Turn [5/4/3]. Wilson's Brigade and Howell's Battery arrive on Jay's Mill Road in march column on Turn [7/5/4] at **B**, and Ector follows in march column on Turn [13/9/7]. General W. H. T. Walker arrives at **B** on Turn [16/11/9].

Victory Conditions

Both sides were surprised at Jay's Mill. Croxton got more than he bargained for when the "isolated" brigade he was supposed to capture kept getting