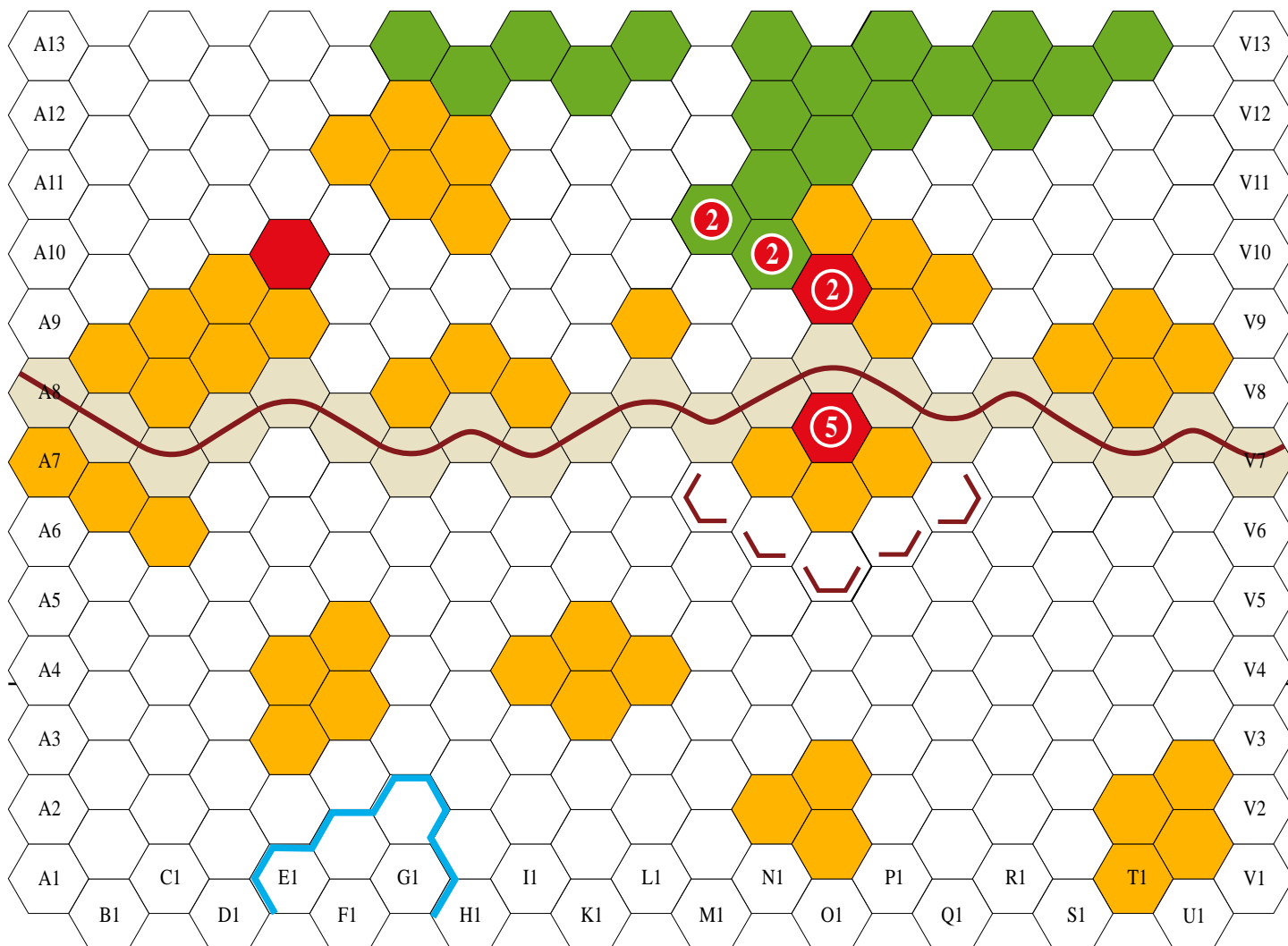











# Chickamauga 1863



-  Creek hexside
-  Woods
-  Light Woods
-  Farm
-  Major road
-  Field
-  Entrenchments

### Battlefield:

Place terrain hexes as shown on the diagram above.  
**Light woods** hexes are treated as "Orchard" (see Terrain effects table):  
 a) They don't block the LOS.  
 b) Movement cost: 1 MP.  
 c) Combat effects: -1 die in combat for cover.

### Entrenchments and Farm hexes:

Units in such hexes do not consider the retreat result. Artillery units have **-1 die** modifier (cavalry and infantry: -2), when are firing at entrenchments hexes.

**Fields and Road hexes** are treated as "Open hexes".

### Scenario Length:

**The battle starts at 9.00 am and ends at 6.00 pm.**

### Starting Play:

Place in a container all the "Corps indicators" of the units on

the map, and the two counters with an army flag. (the corps number and the badges shown are NOT historical. They are used to indicate units under that command).

### Activation Dice:

The CSA player rolls **3 dice**; the US player rolls **4 dice**.

### Special Rules:

Infantry and Cavalry unit with **1 Combat Factor** left (the stand), rolls minimum 1 die in combat.

### Victory Conditions (VC):

Some hexes on map have a red circle with a number. That is the number of Victory Points (VPs), that **BOTH PLAYERS** gains if he controls these hexes at the end of battle. In addition, **each** player gains a number of VPs equal to the step value of the **eliminated** units. The player with the most VPs is the winner.



**h. 09 am**  
**UNION UNITS**  
**ON MAP:**

Corp	Unit type	Tra	Hex	CF
<b>XIV°</b>  Thomas	Infantry	Elite	M8	4
	Infantry	Vet	K9	4
	Infantry	Vet	Q7	4
	Infantry	Vet	L9	4
	Artillery	Vet	P6	2
<b>XX°</b>  Mc Cook	Infantry	Vet	F12	4
	Infantry	Vet	O6	4
	Infantry	Vet	F10	4
	Artillery	Vet	P6	2
<b>XXI°</b>  Crittenden	Infantry	Vet	H12	4
	Infantry	Vet	M7	4
	Infantry	Vet	K12	4
	Cavalry	Vet	C12	2
	Artillery	Vet	G11	2
	Artillery	Vet	I12	2



**h. 09 am**  
**CONFEDERATE UNITS**  
**ON MAP:**

Corp	Unit type	Tra	Hex	CF
<b>I°</b> Longstreet	Infantry	Elite	I4	5
	Infantry	Vet	I3	5
	Artillery	Vet	K3	2
<b>II°</b> Buckner	Infantry	Vet	G5	5
	Infantry	Vet	I5	5
	Infantry	Cons	B6	4
	Artillery	Vet	C6	2
<b>III°</b> Hill	Artillery	Vet	H6	2
	Infantry	Elite	N3	5
	Infantry	Vet	R4	5
<b>IV°</b> Left Wing	Artillery	Vet	O3	2
	Artillery	Vet	Q4	2
	Cavalry	Elite	M4	2
<b>V°</b> Reserve	Infantry	Cons	D6	4
	Infantry	Vet	R1	5
	Artillery	Vet	S1	5
<b>VI°</b> Right Wing	Artillery	Vet	Q1	2
	Infantry	Vet	I1	5
	Cavalry	Vet	L1	2
<b>VII°</b> Forrest	Artillery	Vet	K1	2
	Infantry	Vet	U5	5
	Infantry	Vet	V5	5
	Cavalry	Vet	U6	2

**REINFORCEMENTS:**



**h. 2 pm:**

At start of this turn, place the “Corp Indicator” in the container with the others corp markers. No unit can move into “V7” hex. If one or more confederate unit are adjacent to “V7” hex, this units CAN NOT react firing (4.3), when Granger’s units will enter on the battlefield.

Corp	Unit type	Tra	Hex entry	CF
<b>RES.</b>  Granger	Infantry	Cons	V7	4
	Infantry	Cons	V7	4
	Artillery	Vet	V7	2

**TABELS LEGEND:**

**TERRAIN EFFECTS:**

**LoS** Line of Sight

**MPs** # of Movements points required to enter

# of dice malus attacking this hex

**SCENARIO**

**Tra** training unit

**Cons** Conscripts

**Vet** Veterans

**Elite** Elites

**Hex** Unit starting position

**CF** Unit Combat Factor (stand+chips)



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“Histo Command Dice” System Game

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