

Atlanta Campaign Age of Rifles System Refit

Release 1.0.0

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Special Rules and Command Arrangements

Use leaders in all scenarios. Place all leaders with any subordinate unit.

27.1 Unit ratings. Generally, all units of both sides have morale 4 unless specified differently.

Artillery can fire up to 4 hexes; fire at more than half range is halved (round normally).

27.2 Stacking. The stacking limit is 7 strength points per hex or two units, whichever is less. Exception: There can be 3 units in a hex if at least one is an artillery unit.

27.3 Movement. All units have 6 Movement points except that undisrupted cavalry has 9 movement points if it stays out of enemy ZOCs for the whole turn. (When playing with order chits, aides have 10 MPs.)

Cavalry has the normal movement points when moving into ZOCs to account for mounting and dismounting when actually fighting.

27.4 Terrain. Line of sight between units at equal elevation is blocked by every type of hex or hexside except clear. Line of sight between units at different elevation is blocked by hexes or hexsides that are at the same elevation as the higher unit.

Attacking upslope reduces attackers. “Upslope” is defined as an attack from clear terrain into terrain with slope marks, or from terrain with slope marks into elevation terrain without slope marks.

27.5 Command trace. Corps command and immediate command transmission range is 5MP instead of 3; for longer ranges divide the distance (in cavalry MP) by 9 instead of 6. Divisional command range is 5 hexes. Given the difficulty in telling divisional affiliation I would consider that range optional and just play with 10MP corps command range. Target hexes specified for orders must be within 15 hexes, further orders must be 15 hexes apart, and the radius that determines order failure is 3 hexes instead of 2.

27.6 Combat. Passing fire and joint defensive fire are executed at full strength (due to the smaller hex size compared to the standard rules). Artillery can fire up to 4 hexes; fire at more than half range is halved (round total strength down but not below 1).

27.7 Breastworks: Units under Defend orders can construct breastworks. When the formation is activated, place a construction marker on it. When the formation

is activated next, flip the marker to its breastworks side. The unit may not move during these two activations.

While a unit is under a construction marker, it may not attack. The construction marker is removed if the unit is attacked or moves out of the hex. If attacked while under a construction marker, the unit’s combat strength is halved and attacker and defender losses are applied simultaneously.

Place the breastworks marker to depict to which three sides of the hex the effect will apply. There can only be one breastworks marker in a hex. Any unit occupying a breastworks marker at the end of movement or advance after combat can remove it at the owner’s choice. Breastwork hexsides reduce assault and bombardment by 50%, negate ZOCs, and if all attackers attack across breastworks hexsides, the breastworks increase morale by 1. When the defender fires at attackers across a breastworks hexside, attacker losses are *always* applied first. In addition, if hit by the defender’s fire, the attackers check for morale and retreat before firing themselves. They do not fire if they retreat.

If you think those effects are too strong, remember the 10:1 loss ratios that Hood racked up. If you think they are too Union-friendly, remember that this is also the year in which the Battle of Cold Harbor was fought.

27.7 Command Arrangements. Confederate OC is Hood [1]. Union OC is Sherman [2].

27.7.1 Union command structure. Thomas is a Wing Commander in charge of Army of the Cumberland. His Corps commanders are IV-Howard (1), XIV-Palmer (3), XX-Hooker(3), Cavalry-Elliot (1).

McPherson is a Wing Commander, in charge of the Army of the Tennessee. His Corps commanders are XV-Logan (3), XVI-Dodge (1), XVII-Blair (2).

Schofield (2) commands the “Army of the Ohio” which only consists of XXIII Corps. He is treated as a normal Corps commander.

27.7.2 Confederate command structure. Confederate corps commanders are Hardee (3), S.D.Lee (1), Stewart (2) later replaced by Cleburne (4), and Wheeler (1). Each Confederate corps can have at most one extra division attached to it from another corps. The Confederate player can, if desired, assign a divisional goal to brigades. This can be done for at most one brigade per division at any one time.

Division commanders (optional). If so desired, players can use detailed ratings for each individual division commander who is given a divisional order instead of assuming the default rating of 1. The ratings for all divisional commanders are given in the appendix. Players can also use the optional division commander counters included with some refits. In that case, for command control, units of his division always have to be within two hexes of the commander while on a

divisional order. The intermediate hex cannot be occupied by an enemy unit or its ZOC unless there is a LOS between the hexes.

Design note: Putting this information together was the hardest part of the refit. The OOB given in the accompanying magazine article lists the division commanders, but not the brigade commanders. The game has the brigade commander names on the counters but because of its complete lack of command control rules omits the divisional commanders. In addition, over the span of the campaign many of the commanders changed due to losses, promotions, and promotions resulting from losses. The OOB in the article describes the status at the start of the campaign, which is quite different from the time when the armies actually reached the game map. Eventually all the information had to be sourced from outside.

21.8 Supply. Use of the optional supply rules (19.4 to 19.6) is highly recommended, especially due to the large frontage covered by the Union army. The distance for tracing to an army train is extended to 15 hexes instead of 10. Use one artillery supply point every time an artillery unit fires.

27.9 Peachtree Creek, July 20, 1864.

See original description for setup and victory conditions. Ignore the original movement restrictions.

Command: Confederate overall commander is Hood. Hood's HQ is placed in the center of Atlanta. Union Wing commander is Thomas who is one turn offmap for order transmission purposes. He has Defend orders for the Peachtree Creek line and they can only change by Initiative.

At-start orders

Confederates:

Hardee: Attack towards 4905, R4 status.

Stewart: Attack towards 3803, R5 status.

Design note: historically the attack went in late and piecemeal.

Union:

Thomas: Defend the Peachtree Creek line.

Hooker, Howard: Reserve.

Design note: this represents the Union surprise at the attack. Your best bet is to try and get someone (most likely Hooker rather than Howard) to get Defend orders through Initiative).

27.10 Atlanta, July 22, 1864

See original description for setup and victory conditions. Ignore the original movement restrictions.

Command: Confederate overall commander is Hood, with Stewart(2) and S.D.Lee(1) as corps commanders. Hood's HQ is placed in the center of Atlanta. Union overall commander is Sherman (within 4 hexes of any

Union unit), with McPherson as Wing commander. Corps Commanders are Schofield (2), Logan (3), Blair (2), Dodge (1). Note that Schofield is not commanded by McPherson, his orders must be sent directly by Sherman.

Note that the Confederate units without corps affiliation are generally the units of Stewart's Corps. The Union units without affiliation are generally Logan's (in the north) and two of Dodge (in the south).

At-start orders

Confederates:

Stewart: Attack towards 6012. S.D.Lee: Attack towards 6012.

Union:

All Defend in place. (This is actually not an accurate depiction as the Union position, in particular of Dodge's Corps, was transitory in nature, but given the weaknesses of this game and the limited scenarios I'm not going to bother finding out the details. The effects are close enough.)

27.11 Ezra Church, July 28, 1864

See original description for setup and victory conditions. Ignore the original movement restrictions.

Command: Confederate overall commander is Hood. Hood's HQ is placed in the center of Atlanta. Confederate Corps commanders are Stewart and S.D.Lee.

Union Commander is Sherman, who is one turn outside the map. Union Wing commanders are Thomas and McPherson, and Corps commanders are Logan (under McPherson), Howard, and Palmer (both under Thomas).

Note that the Confederate units without corps affiliation are generally the units of Stewart's Corps. Counters from Peachtree Creek can be substituted (the ratings are the same but the counters are already colour coded).

At-start orders

Confederates:

S.D.Lee: Attack towards 1212 and 1504/1602. Stewart:

March and Attack towards Ezra Church and 1504/1602.

Union:

All have orders to Defend in place.

27.12 Jonesboro, August 31, 1864

See original description for setup and victory conditions. Ignore the original movement restrictions.

All Confederate troops are rated as fatigued due to the long march they have behind them.

Command: The leftmost group of units is Cleburne's Corps, the center group is Hardee's Corps, the right group is S.D.Lee's Corps. Confederate orders can only

be changed by Initiative. Union Corps commanders are Dodge (troops behind the river in the center and on the right crossing) and Logan (everybody else). Logan serves as Union Wing commander. He has Defender orders for Flint River and can only change them by initiative

At-start orders

Confederates:

Cleburne, Hardee, S.D.Lee: Attack towards hex 1005.

Union:

All: Defend in place.

27.13 The Atlanta Campaign.

Not available at this time.

Design note: This has probably been the most frustrating refit so far of the more than a dozen I have done for the ACW and the Napoleonic Wars, for a variety of reasons. Corps commanders are generally present (but not all are there, even though the countermix includes Cleburne who was a division commander). Unit affiliation is haphazard as well, with some units being marked as to which corps they belong to, while others aren't (sometimes even within the same game). I can't make out any reason for this. Just use whatever colour marked units are closest to determine corps affiliation. Finally, for some reason the map scale is reduced over classic NLB and even over classic Blue & Gray, which means that there is only about half the maneuver room that would otherwise have existed. I suspect that this played a big role in forcing to limit the scenarios to very short, slugfest-type affairs, instead of depicting the critical maneuvering that preceded all of them in the historical campaign. Overall, this means that the maneuvering that is the strength of the order system has been "cut out" of the battles and even the campaign game. In Seven Days Battles it was possible to provide a coherent narrative, but not here.

I may do the campaign at a later stage, in particular because it revolves around the use of fatigue, which is already present in the Age of Rifles rules.

Appendix: Division commander ratings

Use a rating of 1 for all commanders without an explicitly listed rating.

Union

Army of the Cumberland

IV Corps: Howard 1,

Div Stanley 3 (Craft, Whitaker, Grose, arty Simonson),
Newton (Kimball, Blake, Bradley, arty Goodspeed),
Wood 2 (Gibson, Hazen, Beatty, arty Bradley).
Artillery Osborn.

XIV Corps: Palmer 3,

Div Johnson 2 (Carlin, King, Scribner, arty Drury),
Davis 2 (Harmon, Mitchell, McCook, arty Barnett),
Baird 2 (Turchin, Gleason, Este, arty Estep).
Artillery Houghtaling.

XX Corps: Hooker 3,

Div Williams-3 (Knipe, Ruger, Robinson, arty Woodbury),
Geary-1 (Candy, Lockman, Ireland, arty Wheeler),
Butterfield (Harrison, Coburn, Wood, arty Gary).

Cav Corps: Sykes 1,

Div McCook 1 (Dorr, LaGrange, Watkins, arty Rippetoe),
Garrard (Minty, Wilder, arty Robinson),
Kilpatrick-1 (Klein, Smith, Murray, arty Beebe).

Army of the Tennessee

XV Corps: Logan 3,

Div Osterhaus-2 (Woods, Williamson, Wangelin, arty Landgraeber),
M.L.Smith-2 (Smith, Lightburn, arty de Gress),
J.E.Smith-3 (Alexander, Raum, Matthies, arty Dillon),
Harrow (Williams, Walcutt, Oliver, arty Griffiths).

XVI Corps: Dodge 1,

Div Sweeney (Rice, Burke, Bane, arty Welker),
Veatch (Fuller/Morrill, Sprague, Howe/Grower, arty Burrows).

XVII Corps: Blair 2,

Div Leggett (Force, Scott, Malloy, arty Williams),
Gresham (Sanderson/Potts, Rogers, Hall, arty Spear).

Army of the Ohio

XXIII Corps: Schofield 2,

Div Hovey (Barter, McQuiston/Swaine, arty Houghton/Wilber/Hardy),
Judah (McLean, Hascall/Bond, Strickland, arty Shields),
Cox (Reilly, Manson/Cameron, McLean, cav Crittenden (Byrd?), arty Wells),
Stoneman (Garrard, Capron, Holeman, arty Hardy).

Confederate

Hardee's Corps. Hardee 3.

Cheatham: Porter, Strahl, Carter, Vaughan.
Cleburne: Smith, Govan, Granbury, Lowrey.
Walker: Jackson, Gist, Stevens, Mercer.
Bate: Lewis, Tyler, Finley.
Artillery Reserve: Haxton, Martin, Hotchkiss, Cobb.

Hood's -> Polk's -> Cheatham's Corps

Hindman: Coltart, Sharp, Manigault, Benton.
Stevenson: Brown, Reynolds, Cumming, Pettus.
Stewart: Stovall, Gibson, Clayton, Baker.
Hood Arty Reserve: Courtney, Eldridge, Johnson.

Stewart's->Cleburne's Corps

Loring: Featherston, Ada, Scott. (Arty Barry Bouanchaud, Cowan)
French: Ector, Cockrell, Sears. (Arty: Guibor, Hoskins, Ward.)
Cantey: Jackson, Murphey. (Arty: Selden/Tarrant, Yates).

Atlanta Campaign Scenarios

Cavalry Div (Jackson): Armstrong, Ross, Ferguson.
(Arty: Craft, King, Waties).

Cavalry Corps:

Martin: Morgan, Iverson.

Kelly: Allen, Dibrell.

Humes: Wheeler, Grigsby, Harrison, Hannon. (Arty:
Ferrell, Huwald/White, Wigger).

Arty Reserve: Palmer, Waddell, Williams.

Acknowledgements

*The Atlanta Campaign (Peachtree Creek & Jonesboro, S&T 169;
Atlanta and Ezra Church, S&T 170):* published by Decision Games.

Initiative Table

Leader Rating	0	1	2	3	4+
Bad Move	2-7	2-6	2-5	2-3	2
No Effect	8-11	7-10	6-9	4-7	3-5
Acts on Initiative	12	11-12	10-12	8-12	6-12

Order Compliance Shifts

Situation	Shift
Formation has Reserve (no) orders	R
Attack/Probe order	2L
Order given face to face	R
Divisional order/Cavalry corps	R
Past Force modifier	2L

Order Compliance Table

	-1	0	1	2	3	4	5	6	7	8+
R6	if less rolled than shown below								•	•
R5	5	5	4	4	4	3	2	2	2	2
R4	9	8	8	8	7	6	5	5	5	5
C	•	•	12	11	11	10	10	9	8	7

Add sender's and recipient's command rating and apply shifts. Roll 2d6. Find the row with the smallest number \geq the die roll to get the result. See 20.7 and 12.2 for explanation of results.

Order Confidence Check

Condition	Modifier
Undemoralized Formation on Attack/Probe	3
Demoralized formation on Attack/Probe	0
Objective is held on Attack (not for Probe)	1
Demoralized formation on Defense/Delay	2

Add modifier(s) and leader rating. If the die roll (1d6) exceeds this value, the formation fails the check. **Note:** no check for Defense/Delay when undemoralized.

Terrain Effects on Combat

Terrain	Assault	Bomb.	Charge	Non-road Move
Wood Town	NE	NE	-50%	1
Town	-25%	-75%	-50%	1
Fort	-50%	N/A	N/A	2
Woods	-25%*	-50%	-75%	2/4
Stream	-25%	NE	-25%	+2
Upslope	-25%	N/A	NE	+1 upslope
Bridge ⁺	-50%*	NE	N/A	+1
Entrenchm	-50%	-50%	N/A	2

Reductions apply to attacking into that type of terrain.

* ... does not apply to fire from woods into woods

⁺ ... Overrides modifier for terrain in hex

Sequence of Play

1. *Command and Reorganization Phase.* Check for Initiative, then Confidence, then send new orders, then check for Compliance. Units can try to reorganize.

2. *Chit Preparation Phase.* Roll for Coordinated (4.1) and Initial Action Chit (4.2). Put chits in the cup.

3. *Initial Action Stage.* If one side chose an Initial Action Chit, the formation(s) governed by that Chit execute a Formation Action according to 4.4.

4. *Formation Selection Phase.* Until the cup is empty:

4a. *Chitpull Stage:* Pull a chit from the cup.

4b. *Formation Action Stage.* All units governed by the selected chit are activated and perform activities according to the Formation Action Subsequence (see 4.4).

5. *Turn End Phase and Reserve Action Stage.* Both sides activate all their Reserve units (French first).

Disrupted units of both sides may attempt to recover.

Combat modifiers

Normal combat: Disruption/flanking/terrain

Cavalry charges: Flanking/backhand blow/not ready

Bombardment (opt.): +25% for stacked non-artillery targets

Fire Table

Combat Strength	Die roll (2d6)											
	2	3	4	5	6	7	8	9	10	11	12	
1	0	0	0	0	0	0	0	0	1	1	1	
2	0	0	0	0	0	0	0	1	1	1	2	
3	0	0	0	0	0	0	1	1	1	2	2	
4	0	0	0	0	0	1	1	1	2	2	2	
5	0	0	0	0	0	1	1	1	2	2	3	
6	0	0	0	0	1	1	1	2	2	2	3	
7	0	0	0	0	1	1	1	2	2	3	4	
8	0	0	0	0	1	1	2	2	3	3	4	
9	0	0	0	1	1	1	2	2	3	3	4	
10	0	0	0	1	1	2	2	3	3	4	5	
11	0	0	0	1	1	2	2	3	4	4	5	
12	0	0	1	1	1	2	2	3	4	4	5	
13	0	0	1	1	2	2	3	3	4	4	6	
14	0	0	1	1	2	2	3	3	4	5	6	
15	0	0	1	1	2	2	3	4	4	5	6	
16	0	1	1	1	2	3	3	4	5	5	6	
17	0	1	1	2	2	3	3	4	5	5	7	
18	0	1	1	2	2	3	4	4	5	6	7	
19	0	1	1	2	3	3	4	4	5	6	7	
20	0	1	1	2	3	3	4	5	5	6	8	
21	0	1	2	2	3	4	4	5	5	6	8	
22	0	1	2	2	3	4	4	5	6	7	8	
23	0	1	2	3	3	4	4	5	6	7	9	
24	1	1	2	3	3	4	5	5	6	7	9	