

Campaign Atlanta Notes by Richard Walker



Campaign Atlanta is my third title and perhaps the most challenging. With the fate of the Confederacy hanging the balance, Sherman was determined to drive deep into the South and the destroy the Confederate Army of Tennessee. Trying to recreate the intensity of the campaign and Johnston's use of Fabian tactics was a true test of designing. I hope players will enjoy the effort. In short, it was a campaign lasting from early May 1864 and mostly coming to an end in September

1864. During that time, hardly a day went by without a fight.

Unlike *Franklin* and *Shiloh*, *Atlanta* is a true campaign in the sense of the non stop battles leading to the capture of Atlanta. Few games, if any, have tried to simulate Sherman's drive to Atlanta. This version will test both armies and their will to continue the fight. The Confederates will have the advantage of defensive fortifications and terrain. The Union will try to overcome these advantages with superior numbers. The cost will be great.

With the addition of *Campaign Atlanta*, another major step has been taken to complete the HPS ACW western theater of operations. I'll allow you to speculate on what remains. So what can you expect from *Campaign Atlanta*? A game of intense strategy, a huge map, two armies ready for battle, and most of all, FUN!

Project Research

As was the case with *Campaign Franklin* and *Campaign Shiloh*, *Campaign Atlanta* has been heavily researched to ensure that the extraordinarily high standards introduced in other John Tiller games are continued. By far the greatest resource available to any Civil War buff, whether he be an historian, museum curator, or game designer, is *The War of Rebellion: Official Records of the Union and Confederate Armies*.^{*} This set of research books is more commonly referred to as simply the OR. Fortunately for myself, the OR has been reproduced onto a CD. By typing in a few key words, much information can be obtained in a relatively short period of time.

In contrast to most battles we read about, researching the individual battles fought during Sherman's drive on Atlanta was a challenge. The OR doesn't provide OOBs for each

battle. As mentioned before, this was a true campaign and each new battle was considered an extension of the last. So additional research and even a little detective work was required to draw an accurate picture of the troops involved. And unfortunately, one source will usually differ slightly with another source. Even name spellings can be a bone of contention.

But as any good historian knows, relying on a single source for information is a grave mistake. So I utilized a great many other sources, both primary and secondary. Probably the most valuable primary source are the battlefields themselves. A visit to the battlefields can give great insight. Walking upon the same field that was fiercely contested over 140 years ago is certainly an enlightening experience.

Another contrast with other ACW battles, few of those fought during the Atlanta campaign are well preserved. Most battle sites have been urbanized. Perhaps the best preserved site is the area around Kennesaw mountain. Having visited the site, I can profoundly say that I am glad I was not given the task of taking that formidable defensive position.

Here are just a few of the many sources used to research this project.

*The Official Military Atlas of the Civil War, Major G.B. Davis**

A Compendium of the War of the Rebellion by Frederick H. Dyer

*Battles and Leaders of the Civil War, Vol IV. Printed by Castle**

*Company Actyh, by Sam Watkins**

Decision in the West, by Albert Castel

The Campaign for Atlanta, William R. Scaife

Allatoona Pass, William R. Scaife

Battles for Atlanta, The Civil War Time Life Series Books

The Civil War: A Narrative, Shelby Foote

U.S.G.S. Topographic Quadrangle Sheets

And many more...

*-primary sources

The Map



The most difficult and time consuming aspect of this game development has been the map. With a North-South range in excess of 120 miles, this was a huge undertaking. The full map consists of 1,378 hexes in length, and an average of 350 hexes going East-West. That's 482,000 hexes. I thought about giving up the effort on many occasions, but something kept telling me to go on. Trying to find historical sources for the many remote areas was a difficult process. Also of great concern was the contour

development. Sometimes I had to make a choice between accuracy and playability. Also, certain editor limitations made it necessary to make choices. It should be noted that open areas don't simply represent clear terrain. Rather, they should be considered areas that are not heavily wooded, but may still be light wooded, etc...

The Order of Battle(s)

by

Jim Dunnam

The Order of Battle for *Civil War Battles: Atlanta* was actually far simpler to resolve than I first imagined. While lacking the detailed OOB sources of a battle like Gettysburg, the Atlanta Campaign benefits from the very careful and concise scholarship of William R. Scaife, the author of *The Campaign for Atlanta*, 4th Edition. This work contains an annotated Order of Battle, listings of cannon by type and number, and excellent maps showing unit positioning for all the major engagements.

Using *War of the Rebellion: Official Records of the Union and Confederate Armies, Series I, Vol. 38*, as the primary source, I first compared those records with Scaife's analysis. Where there were variations, a closer look at the *O.R.* usually confirmed Scaife's position.

Individual unit strengths were taken first from the *O.R.* A spreadsheet was drawn up showing every strength reference in the *O.R.* for the entire campaign. Sometimes only Division or Brigade totals were given, in which case some estimation was required. Where possible, regimental totals from Chickamauga or Chattanooga were looked at to get appropriate ratios of forces with each Brigade; then the totals were adjusted according to the Atlanta *O.R.* strengths.

One last invaluable resource was *Lost for the Cause: The Confederate Army in 1864*, by

Steven H. Newton. In particular, Chapter 5, “Casualties, Attrition and Morale in Georgia”, provided excellent information concerning losses and replacements throughout the campaign.

One final note should be made regarding unit ratings. Pat Blackman, who worked with me on the Murfreesboro portion of *Battleground: Chickamauga*, looked at the number of prior engagements of each regiment to get some objective idea of experience. From there I reviewed unit ratings derived by Richard Berg and Dave Powell did for their respective and both outstanding Chickamauga boardgames - just to double check that I had everyone somewhat consistent with their thoughts. It being one of the most subjective portions of the OOB, Leader and Unit ratings can be argued about forever. All I can say is that the foundation of the OOB is solid, and I hope it contributes to this study of the Atlanta Campaign. My appreciation goes to Rich Walker for all his hard work (and you will never know how hard and tedious that work can be), and to John Tiller for allowing me to participate yet once again in another of his fine projects. If only I had time for more.

Playtesting



I have had the great privilege to work with and have on my playtesting team many talented individuals that love these games and want them to be the very best they can be. As a result of their efforts, nearly every scenario has been thoroughly tested and tweaked to ensure a reasonable balance. It is always the case that both sides **MUST** have the possibility for victory. If one side has zero chance to win, then the game is flawed. However, some scenarios will certainly require a very skilled player for victory. But I am

certain that enough variants exists for any given situation. And don't forget the game editor and optional rules provided by John's programming skills. If you find that a game needs a few more tweaks to meet your needs, the tools are there for you, go for it!

In short, I am extremely proud of my team and it has been an honor to work with them. They are as follows:

Alphabetically listed

Jim Brammer

Rich Hamilton

Aleksander Krolikowski

Tony Malone
Sam Orlando
Ernie Sands
Brett Schulte
Rich White

Special Recognition

Though many individuals have contributed to this effort, I want to take a moment to recognize two members of my team that have gone out of their way to test and research many aspects of this game. Alexander Krolikowski and Rich White have relentlessly taken their own time to make this gaming effort a proud accomplishment. I can't think of any play testers more willing to research and offer improving suggestions than these two individuals.

Alex is a native and resident of Poland, but knows more about the American Civil War than I could ever hope. Alex has on countless times advised me on how to better almost every major scenario used in *Campaign Atlanta*. He has also helped with the patches introduced for both *Campaign Franklin* and *Campaign Shiloh*.

Rich is a native and resident of the U.K, and a designer in his own right and has been active in many games sold by HPS and developed by John Tiller. Rich is responsible for the company level games used as variants for the Dallas scenarios. He has created this type of company level game for a patch introduced in *Campaign Waterloo* and as an add on to *Campaign Corinth*. I am proud to introduce these company level games for the production copy of *Campaign Atlanta*. I'm sure they will be a big hit and more will be developed.

In addition, Jim Dunnam deserves special mention. As noted above, the foundation for the OOB work lies primarily with Jim. Jim is currently a well respected attorney and a member of the Texas State Legislature. In fact, Jim was elected caucus leader four years ago, and as a result has been just a little too busy to work on these projects as he might have wished. Nevertheless, *Campaign Atlanta* wouldn't have been possible without his efforts.

Artificial Intelligence (A/I)

Nearly all war games give the player an option to play against the AI. And nearly all fall far short of being considered real competition. Unlike chess, which has a limited and well defined playing field with limited and well defined units, in complex war games such as this one it is difficult to achieve an artificial intelligence that will be both challenging and unpredictable. John Tiller has programmed into this game a system that allows the AI to be either scripted or use a self-move dynamic A/I. A scripted AI refers

to a system that allows a human designer to map out each units movements up to the point that enemy contact is made. You can script a unit to go from point A to point B at a certain time and on a certain date. If enemy contact is made, the AI will still try to make point B, but will engage the enemy until a pathway is clear for continued movement.

The designer can tell units to be in attack mode or defense mode. These different modes will affect how the units approach their destinations. You can read about how scripting is accomplished by reading the scenario editor help notes. Another form of AI is the dynamic method. Using this system, the designer does not need to script any units. Rather a simple number system tells the AI what kind of strategy it will need to adopt. Will it be offensive or defensive, extreme or normal? Of the two mentioned AI systems, the scripted system will in most cases provide the most challenging scenario to the human opponent. The trick is anticipating future enemy movements. In most cases, this is more difficult than it sounds. However, it must be stated that some scenarios will have one side or the other that is easier to script and therefore should be more challenging if played against that side. Put simply, it is easier to script a strong attack then trying to anticipate an attack and make the proper scripting for a strong defense. Most scenarios will state this fact in their descriptions. Although the AI has come along way, in the end, the best game will be played against a competent human opponent.

Campaign Atlanta has added 5 scenarios that are designed to provide a greater challenge to a human opponent. Also, players may want to consider using the advantage bar and or the command control option when playing the other scenarios against the AI.

The Campaign Feature

Campaign Atlanta uses five options to simulate the flow of the campaign. The main version is simply titled *Campaign Atlanta*. This option allows each player to start at Rocky Face Ridge and fight his/her way to the gates of Atlanta. Ten battles are represented, with the climatic battle being fought for the city of Atlanta. Players are given a strategic choice of two options. Each battle will weaken the opposing armies. On three occasions, a Union major defeat will end the campaign for Sherman, and force the Union to rethink its drive through the deep South. Should the armies advance to the next level of the campaign, they can expect their armies to be weakened.

The second campaign option is a simple variant of the *Campaign Atlanta* file. This version uses the new weather feature developed by John Tiller.

The third campaign choice is the *historical* version. It consists of 5 battles. This is a straight forward campaign. Only the historical version of each major battle is given as a choice. Fight the campaign as it was fought historically. The intent here is to force each player to fight the campaign as it was fought in 1864.

The forth campaign option is a variant of the forth, using the new weather feature.

Finally, the fifth campaign option uses the concept of a meeting engagement for all

battles. As with the *historical* campaign option, players are only given one battle choice for each of the five battles represented. But this option should offer plenty of replay possibilities due to the very nature of a meeting engagement.

Weather

Campaign Atlanta uses the new weather feature developed by John Tiller. Unlike *Campaign Shiloh's* very limited use of weather, *Atlanta's* version is much more detailed. Each turn can be given a percent chance that the weather will change. These changes are represented by limited line of sight, decreased combat effectiveness, and limited movement. With this in mind, I have also taken into consideration the effects of smoke caused by combat. It's now possible that on a clear afternoon, heavy gun smoke may limit visibility to a range of only 8 hexes. In contrast, normal visibility on a clear day would allow players to view the map for a range of 70 hexes!

Campaign Atlanta Scenario Descriptions

| Scenario Title | Turns | Description |
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| 001-Rocky Face Ridge May 8 Historical | 37 | (Historical, 37 Turns) Sherman's first action in his quest to destroy Joe Johnston's Confederate army occurred near Rocky Face Ridge. Certainly a difficult natural barrier for any army to overcome. Can Sherman find a path to the heart of Johnston's army, or will Johnston repulse a foolish frontal attack? (Best played as Confederates against Union A/I) |
| 002-Rocky Face Ridge May 8_weather | 37 | (Historical, 37 Turns) This variant of SCN 001 uses the weather feature |
| 003-Rocky Face Dug Gap May 8th Historical | 12 | (Historical, 12 Turns) Joseph Hooker's XX Corps was ordered to create a diversion from its position on Thomas' right, in support of McPherson's movement through Snake Creek Gap. John W. Geary's 2nd Division was therefore ordered to move on Dug Gap to first screen McPherson's Movements farther to the south and second, to seize the gap and push forward sufficiently to protect McPherson's left flank, once he had cleared Snake Creek Gap. Warren Grigsby's Confederate cavalry and the 1st and 2nd Arkansas Mounted Infantry were posted in front of their gap to protect against such a move by Sherman. |
| 004-Rocky Face Dug Gap May 8th Weather | 12 | (Historical, 12 Turns) This version of scenario 004 uses the weather feature |
| 005-Rocky Face Meeting Engagement | 46 | (What If, 46 Turns) No preset positions. Both sides advance toward each other and will fight for good ground. |
| 006-Rocky Face Meeting Engagement Weather | 46 | (What If, 46 Turns) This version of scenario 005 uses the weather feature |
| 007-Rocky Face Meeting Engagement V.1 | 46 | (What If, 46 Turns) This variant brings on the Army of the Cumberland further to the east. |

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| 008-Rocky Face Meeting Engagement V.2 | 46 | (What If, 46 Turns) This variant deploys the Army of the Tennessee and uses a bigger map. Also, Confederates are defending Resaca. |
| 009-Rocky Face Meeting Engagement V.3 | 46 | (What If, 46 Turns) This variant has the Confederates coming north along all the major roads, including the Mill Creek road from Resaca. Also, Vaughn's and Deas' brigades are included. |
| 010-Rocky Face Meeting Engagement V.4 | 46 | (What If, 46 Turns) This variant of V.3 has Cleburne's and Walker's division deployed along the Mill Creek Road west of Rocky Face. Also, Hardee's entire Corps is just south of Cleburne and Walker. |
| 011-Resaca May 14th Historical | 36 | (Historical, 36 Turns) An historical setup, but a full and unlimited battle of Resaca. Some units start fixed. |
| 012-Resaca May 14th Weather | 36 | (Historical, 36 Turns) An historical setup, but a full and unlimited battle of Resaca. Some units start fixed. |
| 013-Resaca May 14th Sectional | 36 | (Historical, 36 Turns) An historical setup, but a full and unlimited battle of Resaca. Some units start fixed. Scenario uses sectional artillery. |
| 014-Resaca May 14th V.1 | 46 | (What If, 46 Turns) This Variant causes the Union to deploy from an off map position. The game starts at an earlier time and last longer. McPherson is partially deployed. |
| 015-Resaca May 14th V.2 | 47 | (What If, 47 Turns) This Variant of V.1 starts at 5am. The Confederates are racing southward to man the fortifications already dug and ready. For one hour the Confederates must move quickly, then at 6am, the Union will appear on their heels. Some Confederate army and a few regiments are already defending their assigned positions. (If playing against the Automatic A/I, balance is best if human use the command control option. Click the help button for instructions to use Command Control. In brief, Highlight the generals in black bold hit OK, when your general's order box appears, click the appropriate or right click objective hex.) |
| 016-Resaca May 14th V.3 | 47 | (What If, 47 Turns) This Variant of V.2 brings on more Union and Confederate cavalry. |
| 017-Resaca May 14th V.4 | 102 | (What If, 102 Turns) This Variant of V.3 is a 2 day battle. |
| 018-Resaca May 14-15th Historical | 80 | (Historical, 80 Turns) An historical setup, but a full and unlimited 2 day Battle of Resaca. Some units start fixed. |
| 019-Resaca May 14-15th Weather | 80 | (Historical, 80 Turns) An historical setup, but a full and unlimited 2 day Battle of Resaca. Some units start fixed. |
| 020-Resaca May 14-15th Sectional | 80 | (Historical, 80 Turns) An historical setup, but a full and unlimited 2 day Battle of Resaca. Some units start fixed. Uses sectional artillery. |
| 021-Resaca May 15th Historical | 26 | (Historical, 26 Turns) An historical setup, but a full and unlimited day 2 Battle of Resaca. |
| 022-Resaca May 15th Weather | 26 | (Historical, 26 Turns) An historical setup, but a full and unlimited day 2 Battle of Resaca. Uses weather feature. |
| 023-Resaca-First Contact | 28 | (Historical, 8 Turns) As the advance neared Resaca, the Confederates began to show more opposition. Atop a bald hill, Grigsby's cavalry and Cantey's Confederate infantry was waiting for the Union advance. First contact was made with Union General Dodge's 16th Corps. |
| 024-Resaca-First Contact Weather | 8 | (Historical, 8 Turns) As the advance neared Resaca, the Confederates |

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| | | began to show more opposition. Atop a bald hill, Grigsby's cavalry and Cantey's Confederate infantry was waiting for the Union advance. First contact was made with Union General Dodge's 16th Corps. Uses feature. |
| 025-Resaca-Hood's Attack | 11 | (Historical, 11 Turns) By late afternoon of the 14th, Johnston sees an opportunity for attacking the weak Federal left flank. He orders Hood to assault and possibly turn this flank with the hopes of dislodging Sherman's position around Resaca. |
| 026-Resaca-Hood's Attack Weather | 11 | (Historical, 11 Turns) By late afternoon of the 14th, Johnston sees an opportunity for attacking the weak Federal left flank. He orders Hood to assault and possibly turn this flank with the hopes of dislodging Sherman's position around Resaca. Uses weather feature. |
| 027-Resaca-Cherokee Fort | 12 | (Historical, 12 Turns) Based on the Blakeslee map, Butterfield is ordered to assault the isolated fort being used by the Cherokee Battery. (The scenario is best played as the Union against the Confederate A/I) |
| 028-Resaca-Cherokee Fort Weather | 12 | (Historical, 12 Turns) Based on the Blakeslee map, Butterfield is ordered to assault the isolated fort being used by the Cherokee Battery. (The scenario is best played as the Union against the Confederate A/I) Uses weather feature. |
| 029-Resaca-Cherokee Fort v.1 | 15 | (What If, 15 Turns) This Variation of the Union attack on the Cherokee Battery fort brings on Geary's Division. Will this added punch be enough to drive back the Confederate defenders? |
| 030-Resaca-Angle Fight | 10 | (Historical, 10 Turns) Sherman was determined to advance onto Resaca and despite McPherson's earlier failure to cut off the Confederate army, he ordered all elements of the army to advance. Union Generals Cox and Judah would soon be the first to test the rebel positions. |
| 031-Resaca-Angle Fight Weather | 10 | (Historical, 10 Turns) Sherman was determined to advance onto Resaca and despite McPherson's earlier failure to cut off the Confederate army, he ordered all elements of the army to advance. Union Generals Cox and Judah would soon be the first to test the rebel positions. Uses weather feature. |
| 032-Cassville May 19 AM Historical | 27 | (Historical, 27 Turns) Johnston's grand plan to surprise and destroy a portion of Sherman's advancing army. Polk would take a position to oppose Schofield's advance on Cassville. Hood would then ambush Schofield with a flank attack from the east. Will this plan succeed? |
| 033-Cassville May 19 AM Weather | 27 | (Historical, 27 Turns) Johnston's grand plan to surprise and destroy a portion of Sherman's advancing army. Polk would take a position to oppose Schofield's advance on Cassville. Hood would then ambush Schofield with a flank attack from the east. Will this plan succeed? Uses weather feature. |
| 034-Cassville May 19 AM V.1 | 30 | (What If, 30 Turns) This variant deploys the Confederate army |

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| | | just south and east of Cassville, waiting for the Union boys in blue. also, Hooker's Corps will begin to arrive. This scn uses a larger map. |
| 035-Cassville May 19 AM V.2 | 30 | (What If, 30 Turns) This variant of v.1 employs more rebel and Union cavalry. |
| 036-Cassville May 19 AM V.3 | 30 | (What If, 30 Turns) This variant of the historical scenario pushes both Judah's and Hovey's Divisions to enter along the more eastern road. Also, Hood's Corps will release slightly earlier. Hooker's Corps will arrive to the west. |
| 037-Cassville May 19 PM Historical | 40 | (Historical, 40 Turns) Johnston's grand plan to surprise and destroy a portion of Sherman's advancing army. Polk would take a position to oppose Schofield's advance on Cassville. Hood would then ambush Schofield with a flank attack from the east. Will this plan succeed? (This scenario extends through the entire day. Most of both armies will be present.) |
| 038-Cassville May 19 PM Weather | 40 | (Historical, 40 Turns) Johnston's grand plan to surprise and destroy a portion of Sherman's advancing army. Polk would take a position to oppose Schofield's advance on Cassville. Hood would then ambush Schofield with a flank attack from the east. Will this plan succeed? (This scenario extends through the entire day. Most of both armies will be present.) Uses weather feature. |
| 039-Cassville May 19 PM V.1 | 40 | (What If, 40 Turns) This variant of the May 19 PM scenario adds Stoneman's Division just east of the main Cassville road. |
| 040-New Hope May 25 1pm Historical | 10 | (Historical, 10 Turns) On the 24th of May, Sherman's three armies were marching toward Dallas. Johnston would try to stop him by sending Hardee's Corps to defend the high ground east of Dallas, and Hood's Corps to a position near Elsberry Mountain. Geary's 2nd Division of Hooker's XX Corps would lead the march and head right into the awaiting rebels line. |
| 041-New Hope May 25 1pm Weather | 10 | (Historical, 10 Turns) On the 24th of May, Sherman's three armies were marching toward Dallas. Johnston would try to stop him by sending Hardee's Corps to defend the high ground east of Dallas, and Hood's Corps to a position near Elsberry Mountain. Geary's 2nd Division of Hooker's XX Corps would lead the march and head right into the awaiting rebels line. Uses weather feature. |
| 042-New Hope May 25 1pm V.1 | 20 | (What If, 20 Turns) This variant of the historical 1pm scenario has the rest of Hooker's Corps entering on both northern roads. Also the game extends to the end of the day. |
| 043-New Hope May 25 1pm V.2 | 20 | (What If, 20 Turns) This variant of v.1 has William's division entering along the northwestern road crossing the Pumpkinvine Creek toward New Hope Church. |
| 044-New Hope May 25 1pm V.3 | 20 | (What If, 20 Turns) This variant of v.2 places all units in an off map position moving toward New Hope Church. |
| 045-New Hope May 25 4pm | 15 | (Historical, 15 Turns) After Geary's Division was stopped in front of Elsberry Mountain, fresh troops would try again to overwhelm the Confederate line. The assault was renewed with the arrival of Alpheus William's 1st Division on the right and Daniel Butterfield's 3rd Division on the left. Geary would take the center position. |

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| | | Confederate General A.P. Stewart was waiting. |
| 046-Picketts Mill May 27 Historical | 14 | (Historical, 14 Turns) After the failed attack on New Hope Church, Sherman again tried to flank the rebels. He ordered Howard to send Wood's Division of the IV Corps and Johnson's Division of the XIV Corps, along with McLean's 3rd Brigade of the XXIII Corps to flank the Confederate right flank. To counter this move, Johnston ordered Patrick Cleburne to the extreme right flank and take up positions on a hilltop near Picketts Mill. Cleburne was ready for the assault his scouts had warned him about. |
| 047-Picketts Mill May 27 Weather | 14 | (Historical, 14 Turns) After the failed attack on New Hope Church, Sherman again tried to flank the rebels. He ordered Howard to send Wood's Division of the IV Corps and Johnson's Division of the XIV Corps, along with McLean's 3rd Brigade of the XXIII Corps to flank the Confederate right flank. To counter this move, Johnston ordered Patrick Cleburne to the extreme right flank and take up positions on a hilltop near Picketts Mill. Cleburne was ready for the assault his scouts had warned him about. Uses weather feature. |
| 048-Picketts Mill May 27 V.1 | 14 | (What If, 14 Turns) This variant of the historical scenario has no fixed units. |
| 049-Picketts Mill May 27 V.2 | 24 | (What If, 24 Turns) This variant of V.1 is a meeting engagement with no troops on the map. The game starts sooner, and a larger map is used. |
| 050-Picketts Mill May 27 V.3 | 24 | (What If, 24 Turns) This variant of V.2 is a meeting engagement with Confederate General Walker's division coming from the southern map edge.. The game starts sooner, and a larger map is used. |
| 051-Picketts Mill May 27 V.4 | 20 | (What If, 20 Turns) This scenario starts with an alternate setup, begins earlier and brings on Confederate General Walker's division along the southern map edge. |
| 052-Picketts Mill May 27 V.5 | 20 | (What If, 20 Turns) This variant starts with an alternate setup, has no fixed units and brings on Confederate General Walker's division. The game starts earlier. |
| 053-Dallas May 28 Historical | 16 | (Historical, 16 Turns) Following the battles of New Hope Church and Picketts Mill, Johnston suspected that Sherman would again attempt a flanking move. To ascertain the position of Sherman's army, he ordered Hardee to recon the area east of Dallas. Hardee ordered Bate's Division to advance on Dallas and determine the Union moves. Jackson's Cavalry Division was to support to recon in force. |
| 054-Dallas May 28 Weather | 16 | (Historical, 16 Turns) Following the battles of New Hope Church and Picketts Mill, Johnston suspected that Sherman would again attempt a flanking move. To ascertain the position of Sherman's army, he ordered Hardee to recon the area east of Dallas. Hardee ordered Bate's Division to advance on Dallas and determine the Union moves. Jackson's Cavalry Division was to support to recon in force. Uses weather feature. |
| 055-Dallas May 28 V.1 | 40 | (What If, 40 Turns) This variant of the historical scenario is longer with no fixed units. A grand battle. |
| 056-Dallas May 28 V.2 | 16 | (What If, 16 Turns) This variant of the historical scenario brings on Stanley's division. But more rebel will be released |

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| | | to probe Dallas. |
| 057-Dallas May 28 V.3 | 40 | (What If, 40 Turns) This variant of v.2 is a meeting engagement with the addition of Martin's Confederate cavalry division. |
| 058-Dallas May 28 V.4 | 40 | (What If, 40 Turns) This variant of the historical scenario is longer with no fixed units. Also, Martin's Confederate cavalry will appear along the southern map edge. |
| 059-Dallas May 28 V.5 | 16 | (What If, 16 Turns) This variant of the historical scn releases Walker's division. |
| 060-Dallas May 28 V.6 | 16 | (Historical, 16 Turns) This variant of the Historical scenario gives all fixed units a 10% chance to release. Expect maximum confusion. |
| 061-Kennesaw June 20 Chase | 102 | (What If, 102 Turns) Johnston is racing to man his newly constructed Kennesaw line. Sherman is hot on his heels. |
| 062-Kennesaw June 20 Chase V.1 | 102 | (What If, 102 Turns) This variant of v.3 uses more Confederate Cavalry near Atlanta. |
| 063-Kolb's Farm June 22 4pm Historical | 15 | (Historical, 15 Turns) Johnston countered Sherman's southward movement by ordering Hood's Corps to attack with his 11,000 men. Hood attack was spearheaded by Hindman's and Stevenson's divisions with Stewart's in reserve. Facing Hood was William's and Geary's divisions. |
| 064-Kolb's Farm June 22 4pm Weather | 15 | (Historical, 15 Turns) Johnston countered Sherman's southward movement by ordering Hood's Corps to attack with his 11,000 men. Hood attack was spearheaded by Hindman's and Stevenson's divisions with Stewart's in reserve. Facing Hood was William's and Geary's divisions. Uses weather feature. |
| 065-Kolb's Farm June 22 4pm V.1 | 12 | (What If, 12 Turns) This variant of the historical scenario starts the game with Hascall's division ready for action. |
| 066-Kolb's Farm June 22 4pm V.2 | 12 | (What If, 12 Turns) This variant of the historical scenario brings Hascall's division to the battle from an off map position. |
| 067-Kolb's Farm June 22 4pm V.3 | 12 | (What If, 12 Turns) This variant of the v.2 scenario brings Hascall's division to the battle from an off map position. Also, A.P. Stewart's division will add to the rebel cause. |
| 068-Kolb's Farm June 22 4pm V.4 | 16 | (What If, 16 Turns) This variant has most Union units deployed, but all Confederate units will appear from an off map position. Also, Hascall's Union division will appear from an off map position. |
| 069-Kolb's Farm June 22 4pm V.5 | 16 | (What If, 16 Turns) This variant of v.4 has removed Hascall's division, but Confederate victory conditions have become more difficult. |
| 070-Kennesaw June 27 Historical | 35 | (Historical, 35 Turns) The Kennesaw Mountain line was an ideal location to engage Sherman. Sherman was equally inclined to attack. The order was given on June 25th, directing that an assault be made at 8am June 27th. The main thrust would be made by Logan's XV Corps along the Burnt Hickory Road. Facing him would be French's Division deployed near Little Kennesaw Mountain and Pigeon Hill. |
| 071-Kennesaw June 27 Weather | 35 | (Historical, 35 Turns) The Kennesaw Mountain line was an ideal location to engage Sherman. Sherman was equally inclined to |

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| | | attack. The order was given on June 25th, directing that an assault be made at 8am June 27th. The main thrust would be made by Logan's XV Corps along the Burnt Hickory Road. Facing him would be French's Division deployed near Little Kennesaw Mountain and Pigeon Hill. Uses Weather feature. |
| 072-Kennesaw June 27 V.1 | 102 | (What If, 102 Turns) This variant of the historical scenario is a full two day engagement. |
| 073-Kennesaw June 27 V.2 | 40 | (What If, 40 Turns) This variant of the historical scenario brings on more Confederate cavalry for a potential counter-attack. |
| 074-Cheatham's Hill June 27 9am Historical | 12 | (Historical, 12 Turns) The Confederates were defending a projecting hill near where Union brigades were assembling for an assault. The 8,000 men of Mitchell's and McCook's brigades lead off the attack on Cheatham. They were followed by Newton's Division. |
| 075-Cheatham's Hill June 27 9am Weather | 12 | (Historical, 12 Turns) The Confederates were defending a projecting hill near where Union brigades were assembling for an assault. The 8,000 men of Mitchell's and McCook's brigades lead off the attack on Cheatham. They were followed by Newton's Division. Uses weather feature. |
| 076-Smyrna July 4th Historical | 12 | (Historical, 12 Turns) Sherman was anxious to attack the rebel line. He decided to attack at two points. The first attack would encounter Cleburne's Division near Smyrna on July 4th, America's day of independence. |
| 077-Smyrna July 4th Weather | 12 | (Historical, 12 Turns) Sherman was anxious to attack the rebel line. He decided to attack at two points. The first attack would encounter Cleburne's Division near Smyrna on July 4th, America's day of independence. Uses weather feature. |
| 078-Smyrna July 4th v.1 | 12 | (What If, 12 Turns) Sherman was anxious to attack the rebel line. He decided to attack at two points. The first attack would encounter Cleburne's Division near Smyrna on July 4th, America's day of independence. |
| 079-Chattahoochie July 7-8 Historical | 102 | (Historical, 102 Turns) The Chattahoochie River Line was perhaps the most formidable defensive position of the war. Sherman was completely surprised and baffled. Johnston was ready for an assault. Would Sherman take the bait, or simply try to outflank this overwhelming defensive position? |
| 080-Chattahoochie July 7-8 Weather | 102 | (Historical, 102 Turns) The Chattahoochie River Line was perhaps the most formidable defensive position of the war. Sherman was completely surprised and baffled. Johnston was ready for an assault. Would Sherman take the bait, or simply try to outflank this overwhelming defensive position? Uses weather feature. |
| 081-Chattahoochie July 7-8 V.1 | 102 | (What If, 102 Turns) This variant of the historical scenario has Howard's IV Corps arriving from an off map position. |
| 082-Chattahoochie July 7-8 V.2 | 102 | (What If, 102 Turns) This variant of the historical scenario brings on Dodge's XVI Corps from an off map position. More artillery has been assigned to both sides. |
| 083-Chattahoochie July 7-8 V.3 | 102 | (What If, 102 Turns) This variant of the historical scenario adds two Confederate brigades: Stovall's, and Cumming's. |

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| 084-Siege of Atlanta July 15-16 Historical | 107 | (What If, 107 Turns) Sherman can no longer hold back his anxious notion to take Atlanta by siege and crush the rebel army once and for all. Johnston's defense will be a formidable nut to crack. |
| 085-Siege of Atlanta July 15-16 Weather | 107 | (What If, 107 Turns) Sherman can no longer hold back his anxious notion to take Atlanta by siege and crush the rebel army once and for all. Johnston's defense will be a formidable nut to crack. |
| 086-Siege of Atlanta July 15-16 V.1 | 107 | (What If, 107 Turns) This variant uses a larger map and deploys Garrard's division of cavalry |
| 087-Peachtree July 20 Historical | 21 | (Historical, 21 Turns) Both Hood and his predecessor, Johnston planned a strike on Union forces near Peachtree Creek. Hood decided on a classic en echelon clockwise attack. He issued orders for the attack to begin at 1pm on July 20th. |
| 088-Peachtree July 20 Weather | 21 | (Historical, 21 Turns) Both Hood and his predecessor, Johnston planned a strike on Union forces near Peachtree Creek. Hood decided on a classic en echelon clockwise attack. He issued orders for the attack to begin at 1pm on July 20th. Uses weather feature |
| 089-Peachtree July 20 Sectional | 21 | (Historical, 21 Turns) Both Hood and his predecessor, Johnston planned a strike on Union forces near Peachtree Creek. Hood decided on a classic en echelon clockwise attack. He issued orders for the attack to begin at 1pm on July 20th. |
| 090-Peachtree July 20 V.1 | 30 | (What If, 30 Turns) This variant starts with no units on the map. |
| 091-Peachtree July 20 V.2 | 25 | (What If, 25 Turns) Three more Confederate brigades enter from the western map edge. Also, Stanley's division will enter from the northern map edge to support the Union defense. |
| 092-Peachtree July 20 V.3 | 21 | (What If, 21 Turns) This variant has Stanley's division arriving from an off map position. (Because no extra Confederate troops will arrive, the VP level has been adjusted to be more difficult for the Union). |
| 093-Peachtree July 20 V.4 | 25 | (What If, 25 Turns) This variant has three more Confederate brigades arriving from the western map edge. (Since no additional Union units will appear, the victory conditions have been adjusted to be more difficult for the Confederates). |
| 094-Peachtree July 20 V.5 | 95 | (What If, 95 Turns) This variant starts with no units on the map, The entire army of the Cumberland and nearly the entire Confederate army will fight for the approaches to northern Atlanta. |
| 095-Sherman's Advance July 20th Historical | 145 | (Historical, 145 Turns) By late July 1864, Sherman's advance on Atlanta seemed unstoppable. However, newly appointed as AOT Commander, CSA General J.B. Hood, was determined to not only delay the Federal advance, but was confident that a well coordinated counter-attack could send Sherman's Yankees back to Tennessee. Can it be done?? (Just a reminder: abatis can be traveled through without effect if in column and along a road). |
| 096-Sherman's Advance July 20th_weather | 145 | (Historical, 145 Turns) This variant of SCN 095 uses the weather feature |

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| 097-Atlanta July 22 Historical | 21 | (Historical, 21 Turns) Not wanting to wait for Sherman's attack, Hood again tried to force a surprise attack and unbalance Sherman. He ordered Hardee's Corps southward on a 16 mile long night march. Hardee was joined by Cleburne's Division. It would be an exhausting march and an even more exhausting battle. "No rest for the weary!" |
| 098-Atlanta July 22 Weather | 21 | (Historical, 21 Turns) Not wanting to wait for Sherman's attack, Hood again tried to force a surprise attack and unbalance Sherman. He ordered Hardee's Corps southward on a 16 mile long night march. Hardee was joined by Cleburne's Division. It would be an exhausting march and an even more exhausting battle. "No rest for the weary!" Uses weather feature. |
| 099-Atlanta July 22 Sectional | 21 | (Historical, 21 Turns) Not wanting to wait for Sherman's attack, Hood again tried to force a surprise attack and unbalance Sherman. He ordered Hardee's Corps southward on a 16 mile long night march. Hardee was joined by Cleburne's Division. It would be an exhausting march and an even more exhausting battle. "No rest for the weary!" Uses sectional artillery. |
| 100-Atlanta July 22 V.1 | 21 | (What If, 21 Turns) This variant of the historical scenario will unfix Schofield's Army of the Ohio. Also, Loring's Confederates will appear from an off map position. |
| 101-Atlanta July 22 V.2 | 78 | (What If, 78 Turns) This variant of the historical scenario will unfix Schofield's Army of the Ohio, and add Sprague's Brigade to Veatch's Division. Also, Stoneman's Union boys and Loring's Confederates will appear from an off map position.. |
| 102-Ezra Church July 28 Historical | 18 | (Historical, 18 Turns) Hood orders Lt Gen Stephen D. Lee to hold the enemy in check with the object to prevent him from gaining the Lick Skillet Road. However, Union General Howard sensed that the Confederates might be planning an attack. |
| 103-Ezra Church July 28 Weather | 18 | (Historical, 18 Turns) Hood orders Lt Gen Stephen D. Lee to hold the enemy in check with the object to prevent him from gaining the Lick Skillet Road. However, Union General Howard sensed that the Confederates might be planning an attack. Uses weather feature. |
| 104-Ezra Church July 28 Sectional | 18 | (Historical, 18 Turns) Hood orders Lt Gen Stephen D. Lee to hold the enemy in check with the object to prevent him from gaining the Lick Skillet Road. However, Union General Howard sensed that the Confederates might be planning an attack. Uses sectional artillery. |
| 105-Ezra Church July 28 V.1 | 20 | (What If, 20 Turns) This variant of the historical scenario brings on Burke's brigade from Sweeny's division, and additional artillery. Additional Confederate army has been added. VP conditions have been adjusted to reflect additional Union troops. |
| 106-Ezra Church July 28 V.2 | 20 | (What If, 20 Turns) This variant of the v.1 scenario brings on McCook's 1st brigade of cavalry. Also, there are no fixed Confederate units. VP conditions have been adjusted to reflect additional Union troops. |
| 107-Ezra Church July 28 V.3 | 20 | (What If, 20 Turns) This variant of the v.2 scenario brings on McCook's 1st brigade of cavalry. Also, there are no fixed Confederate units, and Allen's brigade of Confederate cavalry |

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| | | will appear along the southern map edge. VP conditions have been adjusted to reflect additional Union troops. |
| 108-Ezra Church July 28 V.4 | 27 | (What If, 27 Turns) This variant of the v.3 scenario has most of the Confederate troops arriving from an off map position. This scenario starts 2 hours early. |
| 109-Sunshine Church July 31 Historical | 15 | (Historical, 15 Turns) Iverson was selected to lead a mission in pursuit of Stoneman. He selected a ridge just north of Sunshine Church. Iverson formed his men in an inverted "V" with the open end facing Stoneman. |
| 110-Sunshine Church July 31 Weather | 15 | (Historical, 15 Turns) Iverson was selected to lead a mission in pursuit of Stoneman. He selected a ridge just north of Sunshine Church. Iverson formed his men in an inverted "V" with the open end facing Stoneman. Uses weather feature. |
| 111-Utoy Creek Aug 6 Historical | 21 | (Historical, 21 Turns) Sherman continues his southward movement and orders Schofield and Palmer to East Point (southwest Atlanta). But a lack of command control and cavalry made this movement very difficult. By August 6th, the Union forces were finally in a position to attack. Because of the Union command problems, no major battle could develop. |
| 112-Utoy Creek Aug 6 Weather | 21 | (Historical, 21 Turns) Sherman continues his southward movement and orders Schofield and Palmer to East Point (southwest Atlanta). But a lack of command control and cavalry made this movement very difficult. By August 6th, the Union forces were finally in a position to attack. Because of the Union command problems, no major battle could develop. uses weather feature. |
| 113-Jonesboro August 31 Historical | 20 | (Historical, 20 Turns) After a report reached Hood that the Federals were advancing toward Jonesboro, he ordered both Hardee's (now commanded by Cleburne) and Lee's Corps to drive the enemy from the field and back across the Flint River. |
| 114-Jonesboro August 31 Weather | 20 | (Historical, 20 Turns) After a report reached Hood that the Federals were advancing toward Jonesboro, he ordered both Hardee's (now commanded by Cleburne) and Lee's Corps to drive the enemy from the field and back across the Flint River. Uses weather feature. |
| 115-Jonesboro Aug31-Sept1 | 70 | (Historical, 70 Turns) This variant of the Aug 31 scenario starts the game 3 hours earlier and will continue until dusk the following day. |
| 116-Jonesboro Aug31-Sept1 Weather | 70 | (Historical, 70 Turns) This variant of the Aug 31 scenario starts the game 3 hours earlier and will continue until dusk the following day. Uses weather feature. |
| 117-Jonesboro Sept 1 Historical | 15 | (Historical, 15 Turns) For the second day of battle at Jonesboro, Sherman planned to send Logan's XV Corps to attack Hardee's Corps from the Northwest. Also, Stanley's IV Corps should come down the railroad line to attack Cleburne's rear. Victory here would decide the fate of Atlanta. |
| 118-Jonesboro Sept 1 Weather | 15 | (Historical, 15 Turns) For the second day of battle at Jonesboro, Sherman planned to send Logan's XV Corps to attack Hardee's Corps from the Northwest. Also, Stanley's IV Corps should come down the railroad line to attack Cleburne's rear. Victory here would |

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| | | decide the fate of Atlanta. Uses weather feature. |
| 119-Allatoona Oct 5th Historical | 13 | (Historical, 13 Turns) Having lost Atlanta, Confederate General John Bell Hood decides to change the direction of his army and head into Tennessee to liberate Nashville. On the way, he decides to attempt the disruption of Union General W.T. Sherman's supply line located at Allatoona. The result would be a bloody 4 hours of death and destruction. (This scenario is best played as the Union against the Confederate A/I) |
| 120-Allatoona Oct 5th Weather | 13 | (Historical, 13 Turns) Having lost Atlanta, Confederate General John Bell Hood decides to change the direction of his army and head into Tennessee to liberate Nashville. On the way, he decides to attempt the disruption of Union General W.T. Sherman's supply line located at Allatoona. The result would be a bloody 4 hours of death and destruction. (This scenario is best played as the Union against the Confederate A/I) Uses weather feature. |
| 121-Allatoona Oct 5th V.1 | 13 | (What If, 13 Turns) This variant of the historical scenario, removes the abatis west of Allatoona and adds Burke's brigade to the defenders. |
| 122-Allatoona Oct 5th V.2 | 17 | (What If, 17 Turns) This variant of the historical scenario adds Burke's Brigade for the Union, and Reynold's Brigade, and Cantey's Brigade for the Confederates. Also, additional abatis has been added and the game begins one hour earlier with the Confederates entering from an off map position. |
| 123_Dallas May 28th Company 1 | 48 | (Historical, 48 Turns) Company scale version of Dallas scenario 17a, w chance of Walker's Division releasing and thus being able to participate assault. |
| 124_Dallas May 28th Company 2 | 16 | (What If, 16 Turns) Company scale skirmish at Dallas before the historical battle. |
| 125_Dallas May 28th Company 3 | 34 | (What If, 34 Turns) Company level scenario. The Rebels are advancing from the south towards Dallas against an inferior force of Yankees who are attempting to hold up the advance until reinforcements can arrive. |
| 126_Dallas May 28th Company 4 | 48 | (Historical, 48 Turns) Variant Company scale version of Dallas scenario with Walker's Division more likely to release fairly promptly and so able to participate in the attack. |
| 127_Dallas May 28th Company 5 | 12 | (What If, 12 Turns) Both sides must attempt to secure a strategic hill. |
| 128-Challenge the AI#1_RFR | 37 | (What If, 37 Turns) This scenario is designed to provide an extra challenge for a human Confederate against a Union A/I using FOW. |
| 129-Challenge the AI#2_Resaca | 36 | (What If, 36 Turns) This scenario is designed to provide an extra challenge for a human Confederate against a Union A/I using FOW. |
| 130-Challenge the AI#3_Cassville | 30 | (What If, 30 Turns) This scenario is designed to provide an extra challenge for a human Confederate against a Union A/I using FOW. |
| 131-Challenge the AI#4_Jonesboro | 20 | (What If, 20 Turns) This scenario is designed to give a Union player a greater challenge against a Confederate A/I. |
| 132-Challenge the AI#5_Chattahoochie | 46 | (What If, 46 Turns) This scenario is designed to give a Confederate player a greater challenge against a Union A/I. |

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| 133-Equal Force Fight #1 (Infantry) | 35 | (What If, 35 Turns) This scenario is designed to be an equal challenge with no objective hexes. Union: 12,145 Cannon: 30 Confederate: 12,114 Cannon: 28 Total Union combat units: 58 Total Confederate combat units: 66. Each side has 3 supply wagons. |
| 134-Equal Force Fight #2 (Cavalry) | 20 | (What If, 20 Turns) This scenario is designed to be an equal challenge with no objective hexes. Union: 7156, Cannon: 20, Total combat units: 40-----Confederate: 6614, Cannon: 16 Total combat units: 48. Each side has 3 supply wagons. The Union will start with a slight total numbers advantage, but the Confederates have more total units for greater flexibility in movement. |
| 000-Getting Started | 10 | This scenario is designed to be played while reading the Getting Started file. It will introduce the game engine features used in Campaign Shiloh situation is a "What if" attack upon Fort Henry. Troops from Fort Donnell have arrived to aid the defenders. Some historical placements have been changed to accommodate the purpose of this help file. |

Acknowledgements

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