



# MICRO FORCE® 10MM: THE GAME - AMERICAN CIVIL WAR

## Scenario 11.8

### CLEBURNE'S NIGHT ATTACK

Chickamauga, Tennessee - 9:00pm, September 19th, 1863

During the American American Civil War, night marches were common, but night engagements were rare. Brig. Gen. Patrick Cleburne's (CSA) division (known as "Old Pat's Boys") were lined up almost elbow to elbow when they broke from the woods in the darkness to surprise the soldiers of Col. Philemon Baldwin's (USA) Brigade. The Union soldiers had begun to relax after a hard day of fighting and were not expecting a Confederate attack after sunset.

The fight that ensued was a confused one where in the darkness; one Alabamian soldier described it "as if all the fires on earth and hell had been turned loose." Not long into the fight it became impossible to distinguish friend

from foe. Both blue and grey soldiers went to bayonets and rifle butts. Pennsylvania soldiers fired on Indiana Hoosiers and Alabama soldiers fired on their fellow statesmen. Artillerymen, unable to see their targets, fired too high and rained tree branches down upon their intended targets.

After a little over an hour of intense hand to hand fighting in the confused melee, Cleburne could no longer see who he was supposed to fight and called it quits. The Union Brigade made good it's original orders to withdrawal to the Union perimeter near Kelly Field. Cleburne's soldiers just dropped where they stood among the dead and dying and settled in for the night.

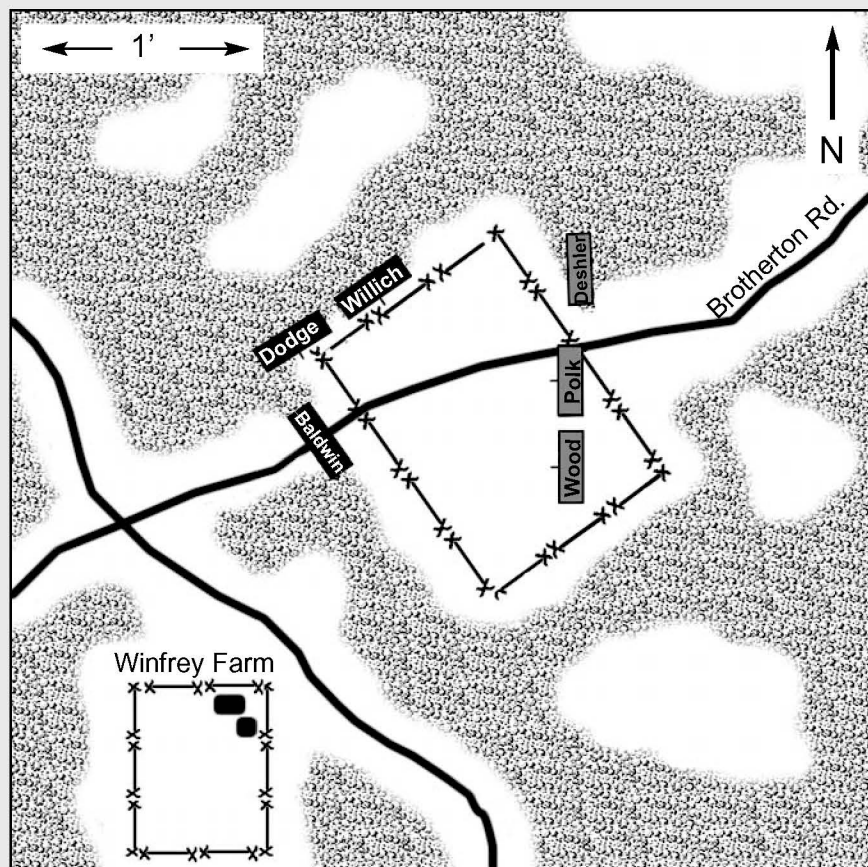
**VICTORY CONDITIONS:** In the confused melee the objective for both sides was to kill or be killed. At the end of 16 turns both sides total up their victory points. 1 victory point is rewarded for each enemy infantry stand routed or eliminated. 2 victory points are rewarded for each artillery stand routed and 3 victory points for each enemy officer removed from play. Total up the victory points and the highest total wins.

**GAME LENGTH:**  
**16 TURNS**

#### SPECIAL RULES:

1. Visibility is 6". Infantry may not fire on enemy units at ranges more than 6". Artillery units may fire at any range but must add one range to the actual range. For example, short-range artillery fire becomes a medium range artillery shot.

2. Friendly fire casualties were as common in this fight as those from enemy fire. The confusion in the darkness caused friendly units to fire on friendly units. During the fire phase all units must fire on units within in their firing arc. If a player wants his unit to hold fire, the unit must pass a cohesion check. Failure will cause them to fire upon the unit to their front, be it friendly or foe.



## UNION PLAYER

### Scenario 11.8 Cleburne's Night Attack

#### USA Morning Report

Commander	Level	Radius	Modifier	Cohesion
Brig. Gen. Richard Johnson (Division Cmdr)	1	10"	-1	15
Brig. Gen. August Willich (1st Brig.)	1	10"	-1	15
Col. Joseph Dodge (2nd Brig.)	2	12"	-2	16
Col. Philemon Baldwin (3rd Brig.)	1	10"	-1	15

ID	Unit	Weapons - AVs	Special Notes	Stands	Unit Cohesion													1st Volley
	89th Illinois	RM - 1.5 / 1 / 0.5	1st Brigade	4	14	12	10	8	5	3								
	32nd Indiana	RM - "	"	4	14	12	10	8	5	3								
	39th Indiana	RM - "	"	4	14	12	10	8	5	3								
	15th Ohio	RM - "	"	5	15	13	12	11	9	7	6	4						
	49th Ohio	RM - "	"	4	14	12	10	8	5	3								
	1st Ohio Light Artillery	3" Rifle - 2 / 1 / 0.5 / 0.5	"	3	14	11	9	7	4									
	79th Illinois	RM - 1.5 / 1 / 0.5	2nd Brigade	5	15	13	12	11	9	7	6	4						
	29th Indiana	RM - "	"	4	14	12	10	8	5	3								
	30th Indiana	RM - "	"	4	14	12	10	8	5	3								
	77th Pennsylvania	RM - "	"	4	14	12	10	8	5	3								
	Ohio Light, 20th Btry.	12lb How - 3 / 1 / 0.5 / 0.5	"	2	14	10	6											
	6th Indiana	RM - 1.5 / 1 / 0.5	3rd Brigade	4	14	12	10	8	5	3								
	5th Kentucky	RM - "	"	4	14	12	10	8	5	3								
	1st Ohio	RM - "	"	4	14	12	10	8	5	3								
	93rd Ohio	RM - "	"	4	14	12	10	8	5	3								
	Indiana Light Artillery	3" Rifle - 2 / 1 / 0.5 / 0.5	"	3	14	11	9	7	4									

#### Deployment:

1. The Union brigades deploy as shown on the map in any formation.
2. The division commander Johnson may deploy with any of his three brigades.

## CONFEDERATE PLAYER

### Scenario 11.8    Cleburne's Night Attack

#### CSA Morning Report

Commander	Level	Radius	Modifier	Cohesion
Brig. Gen. Patrick R. Cleburne	3	14"	-3	17
Brig. Gen. S.A.M. Wood	2	12"	-2	16
Brig. Gen. Lucius E. Polk	1	10"	-1	15
Brig. Gen. James Deshler	1	10"	-1	15

ID	Unit	Weapons - AVs	Special Notes	Stands	Unit Cohesion													1st Volley
	16th Alabama	RM - 1.5 / 1 / 0.5	Wood's Brigade	4	14	12	10	8	5	3								
	33rd Alabama	RM - "	"	4	14	12	10	8	5	3								
	45th Alabama	RM - "	"	4	14	12	10	8	5	3								
	18th Alabama Batt.	RM - "	"	5	15	13	12	11	9	7	6	4						
	32nd & 45th MS	RM - "	"	4	15	13	11	9	7	5								
	15th MS Batt. S.S.	RM - "	"	3	14	11	9	7	4									
	Calvert's AR Battery	12lb How -3/ 1/ 0.5/ 0.5	"	2	15	11	7	3										
	1st Arkansas	RM - 1.5 / 1 / 0.5	Polk's Brigade	5	15	13	12	11	9	7	6	4						
	3rd & 5th C.S.	RM - "	"	4	14	12	10	8	5	3								
	2nd Tennessee	RM - "	"	4	14	12	10	8	5	3								
	35th Tennessee	RM - "	"	4	14	12	10	8	5	3								
	48th Tennessee	RM - "	"	4	14	12	10	8	5	3								
	Douglas' TX Battery	12lb Nap -3/ 1.5/ 1/ 0.5	"	2	15	11	7	3										
	9th & 24th Arkansas	RM - 1.5 / 1 / 0.5	Deshler's Brig.	4	14	12	10	8	5	3								
	6th & 10th Texas Cavalry	RM - "	"	4	14	12	10	8	5	3								
	15th Texas Cavalry	RM - "	"	5	15	13	12	11	9	7	6	4						
	17th Texas Cavalry	RM - "	"	4	14	12	10	8	5	3								
	18th, 24th, 25th Texas	RM - "	"	4	14	12	10	8	5	3								
	Semple's AL Battery	6lb Gun-1.5/ 1/0.5/0.5	"	2	14	10	6											

#### Deployment:

1. Confederate brigades deploy as shown on the map in any formation.
2. The division commander Cleburne may deploy with any of his three brigades.



*Though most Confederate regiments only carried one "Stars & Bars" battle flag, some units added a second standard. This Texas color standard is a fine example.*