

Wargaming Scenario: **MISSIONARY RIDGE**



THE END OF THE CHATTANOOGA CAMPAIGN By Paul Leach

Bringing Missionary Ridge to the tabletop can challenge anyone's imagination and resources. It's a good-sized battle (four divisions to a side) and the locale forces players to weigh practical playability against visual appeal when selecting model terrain. Plus, how do you make an interesting game out of likely Union victory? Read the guidelines below to help bring out the core aspects of the Battle of Missionary Ridge.

ORDERS OF BATTLE/ DEPLOYMENT

The scenario begins just after the Army of the Cumberland has captured the rifle pits at the base of the ridge. Each army starts with four divisions, although the CSA divisions begin understrength. The Union troops should outnumber the Confederates by 5:3 or 2:1.

- All CSA units begin play behind improvised obstacles or within lightly entrenched atop the ridge. Their breastworks should be one unit (or stand) depth from the ridge edge to allow for placement of attacking Federals.
- All Union units begin play at the base of the ridge. The Union player goes first.

CSA SPECIAL RULES

- CSA units are mostly veterans, but have low morale.
- CSA units may not move down the ridge face, even to pursue retreating Union units.

MOVEMENT/ SIGHTING/ SHOOTING

It takes four moves to ascend Missionary Ridge. Ignore game scale measurements, terrain modifiers, etc. If you have placed a suitably imposing ridge (or series of hills representing such) on the table, make the rules fit the scenario! If the terrain's grade is too difficult to place miniature armies upon, consider marking each unit's progress with felt-backed tokens/chits/flags or any method that won't damage the ridge. The following rules introduce more uniformity than present at the actual battle, but it still gives player a taste of the terrain difficulties while remaining manageable.

- The first move places Union units at LONG range. All sighting is normal. Union troops are considered in open terrain for CSA musketry and batteries.
- The second move places Union units at MEDIUM range. Sighting is hampered. Union troops receive partial cover from CSA musketry and batteries.

• The third move places Union units at CLOSE range. Sighting is hampered. Union troops receive partial cover from CSA musketry and complete cover from CSA batteries (may not be fired upon).

• The fourth move places Union units on the ridge crest, before the Confederate breastworks. All sighting is normal. Union units have the option to make this final move a charge attack.

• Union units withdraw or retreat down the ridge at the same rate of movement as noted above, just in reverse.

VICTORY CONDITIONS

The Union player wins if he destroys/ routs the CSA army and suffers 25% casualties or less.

The CSA player wins if the Union player does not destroy/rout his army or if he inflicts more than 40% casualties upon the Union army.

If neither of the above are achieved, the game is a draw.

