

Civil War, Brigade Series:

No Better Place to Die

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Civil War Brigade Series Game #8

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Introduction

No Better Place to Die is the eighth game in The Gamers Civil War Brigade Series. It recreates the vicious struggle between Major General Rosecrans' Union Army of the Cumberland and General Bragg's Confederate Army of Tennessee from December 30th, 1862 to January 2nd, 1863 near the town of Murfreesboro, Tennessee.

1.0 General Special Rules

1.1 Casualty and Artillery Tracks.

These have been omitted from this game as there is no room on the map for them. The Loss Charts duplicate the function of the Casualty Tracks.

1.2 Initiative

All Corps and lower commanders on both sides can make use of initiative—even if the army commander is temporarily restricted in his ability to issue normal orders.

2.0 Union Special Rules

2.1 Army Commander Replacement.

Should Rosecrans become a casualty, replace him with the following order: Thomas, Crittenden, and McCook. If all of the above are lost, pick any division commander.

2.2 Union Corps Structure.

Technically there is only one Union Corps in the game, the 14th, and every unit on the map is a part of it. In practice, however, Rosecrans had split the Army into three wings—Left, Right, and Center. These wings are represented in the game as corps and are treated that way for all purposes.

2.3 The Cavalry Command

Treat the Union cavalry as a division of three brigades. The division can be given orders directly by the Army Commander or be assigned to any corps.

2.4 Union “Plus” Weapons

All three Union cavalry brigades have “Plus” weapons. No other Union units have “Plus” weapons.

2.5 Union Attachments

Each Union corps can simultaneously detach and attach up to one division at a time. The Pioneer Bde (and its artillery) and cavalry do not count against this total.

2.6 The Pioneer Brigade and Artillery

The Pioneer Brigade (and its attached artillery) can be assigned Divisional Goals or attached to a corps. The artillery battery must stay at or within 4 MPs of the brigade.

2.7 Walker's Brigade (1-3-C)

This is an independent unit directly under the command of its Corps HQ. Generally, it remains at or within the corps command radius of C Corps. It can be given a Divisional Goal, attached, or detached. It does not count against the limit of attached/detached units for a corps. When wrecked, its morale penalty is a -6, not a -4. If option 2.8b is in effect, ignore the above provisions and treat this unit as a normal brigade with its division.

2.8 Union Minor Variants

2.8a Spears' Brigade (1-2-C). In any scenario that calls for the use of Negley's Division (2-C), allow this brigade to set up at or within 1 hex of any other unit of that division. Use of this option gives the Confederate Player 1 VP.

This brigade, comprised of regiments of Tennessee Unionists, departed Nashville en route to the army on January 2nd, arriving on the evening of the 3rd. They could easily have accompanied the army in its earlier advance.

2.8b Fry's Division (3-C). When Walker's Brigade (1-3-C) arrives on December 31st, allow Fry, 2-3-C, 3-3-C, and 3-Cb to arrive with it. This option gives the Confederate Player 5 VPs.

These units were busy guarding the railroad which was Rosecrans' lifeline. Large numbers of these men could have been concentrated for the coming fight, as they were for Chickamauga. The points for them are somewhat inflated because they go to strengthen the weak Center Wing; it's assumed that Thomas would be able to get more out of them than Crittenden or McCook..

2.8c Confederate Historical Command. Both Polk and Bragg are rated as "1" Leaders. With this option, both are flipped to their "0" rated sides. This option gives the Confederate Player 5 VPs.

3.0 Confederate Special Rules

3.1 Army Commander Replacement

Should Bragg become a casualty, he is replaced in the following order: Hardee, then Polk. Should all three be lost, pick any division commander.

3.2 Confederate Attachments

Each Confederate corps can simultaneously attach and detach up to one division. Jackson's Brigade and the cavalry do not count against this limit.

3.3 The Cavalry Division

The Confederate cavalry division, unless attached to a corps, receives orders from the Army Commander.

3.4 Jackson's Brigade

Jackson's Brigade of infantry does not belong to any corps or division. It is independent and needs no orders to function and has no command radius to worry about.

3.5 Confederate "Plus" Weapons Units

There are no Confederate "Plus" weapons units in this game.

3.6 Confederate Minor Variants

3.6a Stevenson's Division. The Confederate Player can choose to add this unit to his forces. If it is added, it sets up at or within two hexes of the P Corps HQ. This option gives the Union Player 5 VPs.

Just prior to the start of Rosecrans' advance, Davis decided that middle Tennessee was a quiet sector and these troops could be more profitably used at Vicksburg. As it turned out, their presence was not critical to saving Vicksburg that winter, but they sure were missed in Tennessee. So much for interior lines.

3.6b Heth's Division. The Confederate Player can choose to add this division to his forces. If it is added, it can set up at or within four hexes of the Army HQ. It starts with no corps affiliation. This option gives the Union Player 3 VPs.

These three brigades represent the remaining infantry in Kirby Smith's Department of East Tennessee. Bragg already had two of Smith's three divisions anyway (Mc Cown and Stevenson, though Stevenson was just leaving for Mississippi) and might as well have them all. Smith's Department was threatened more by cavalry raiders and could have spared the troops.

3.6c Return of the Raiders (Morgan and Forrest). If taken by the Confederate Player, these three units set up at or within 4 hexes of the Army HQ. They are independent and do not need orders of any sort. Forrest's Artillery Battery must stay

at or within two hexes of his brigade. This option gives the Union Player 1 VP.

These two brigades won't radically change the outcome of the game unless the Confederate Player is lucky or desperate. Their best use is where they were historically: scaring the hell out of Union commanders in Kentucky and Tennessee. Thousands of Union troops were tied up by these raiders, guarding Rosecrans' supply lines.

3.6d Anybody but Bragg. Replace Bragg with the Johnston leader counter. This option awards the Union Player 2 VPs.

What do you do with an extra full General? If you're Jeff Davis, nothing much. On the other hand, we thought the Confederate Player might appreciate Johnston more than Bragg.

5.0 General Victory Conditions

Victory points are awarded for four items: losses, control of terrain features, structural damage to the larger commands, and use of options. At the end of Scenarios 6.3 through 6.5 (6.1 and 6.2 have their own unique victory conditions), each player totals up the victory points awarded on the tables below. Subtract the Confederate Victory Points from the Union Victory Points. Using this difference, check the scenario to determine the level of victory.

5.1 Victory Points Awarded for Terrain

Award the points listed below for control of a given hex

Hex	Union Value	Confederate Value
01.04	0	7
26.01	0	3
12.13	0	6
15.03	0	2
Wayne's Hill	3	0
32.30	2	0
34.29	4	0
Area G (Both Hexes)	4	0
43.10	4	1
28.17	2	2
19.21	3	3
09.23	3	1

5.2 Victory Points Awarded for Casualties

Awards for losses are given only for permanent infantry and cavalry losses. Victory Points are not awarded for straggler or artillery losses. Count all the losses in each army and find the appropriate line on the chart below. Award these victory points to the opposing player: for example, if the Confederate army lost 90 strength points, award the Union Player 5 Victory Points.

CSA Losses	Union Losses	VP Award
0-35	0-40	0
36-54	41-67	1
55-70	68-89	3
71-90	90-105	5
91-110	106-130	8
111-125	131-154	11
126-150	155-180	15
151-165	181-200	19
166-180	201-225	23
181-200	226-250	27
201 or more	251 or more	31

If the Confederate Player has Stevenson's Division in play, both players use the Union column for Victory Points.

5.3 Victory Points Awarded for Wrecked Formations

Victory Points are also awarded for wrecking brigades—count only permanent losses (no stragglers) when determining what brigades are wrecked. The Victory Points listed for each formation are awarded to the enemy player if the number of brigades wrecked is equal to or larger than the number of brigades listed for that formation.

Command	# to Wreck	VP Award
Polk's Corps	5 (7)	6 (9)
Hardee's Corps	6	8
Cavalry Bde	each	1 per Bde
Heth's Division	1	1

The number in parenthesis is used if Polk's Corps has S-P in it.

Command	# to Wreck	VP Award
Right Wing	5	5
C Wing	4 (5)	3 (7)
Left Wing	5	5
Cavalry Bde	each	1 per Bde
Pioneers	1	1

The number in parenthesis is used if C Corps has the rest of 3-C in it.

6.0 Scenarios

6.1 Dawn Assault: Hardee's Attack on McCook

This scenario recreates the two most successful hours of the Confederate attack, from 6am to 8am. two of Hardee's divisions—Clebume and McCown—struck McCook's Right Wing and sent it reeling, precipitating the collapse of Rosecrans' entire right flank. Subsequent confusion and poor coordination among Polk's Corps robbed this success of much of its lasting value, but the initial blow was quite spectacular.

General Information

Map Area: The area bounded by: Puckett Creek, hexrow xx.20, the line from 36.20 west to 36.12, then north along the xx.12 hexrow (inclusive) to the Wilkerson Pike, and then west along the Wilkerson Pike to Overall Creek.

First Turn: 6:00 am, December 31st

Last Turn: 8:00 am, December 31st

Game Length: 5 Turns

First Player: Confederate

Union Information

Set Up:

1-2-R: **43.10 ex 43.11**

Db (2): **43.11**

2-2-R: **42.11**

Johnson, 3-2-R: **37.10**

2-Rb (3): **37.11**

1-1-R: **40.12**

2-1-R: **38.13 ex 39.13**

3-1-R: **37.14**

Davis, 1-Rb: **39.13**

McCook, R Wing HQ: **32.09**

R Wing Supply: **31.10**

2-1-Cav: **27.04**

Artillery Ammunition: Unlimited

Reinforcements: None

Orders:

R Wing has orders to defend between the Wilkerson Pike and the Franklin Road. Additionally, they have orders to maintain a solid line of units or ZOCs between the Franklin Road and the 36.xx hexrow between 36.15 and 36.12, inclusive. 2-1-Cav has been attached to R Wing.

Confederate Information

Set Up:

W-Cav: **50.15**

Cavb (3): **49.16**

E-M-H: **47.16**

M-Hb: **46.16**

McCown, R-M-H: **45.16**

M-M-H: **43.16**

L-C-H: **47.19**

Clebume, J-C-H: **45.19**

C-Hb: **45.20**

P-C-H: **43.19**

W-C-H: **44.20**

Hardee, H Corps HQ, Supply: **48.18**

Artillery Ammunition: Unlimited

Reinforcements: None

Confederate Special Rule:

Surprise: The approach of the Confederate attack went undetected by the Union defenders until it was too late. On turn one, the infantry units of H Corps have double their movement allowance, moving 12 MPs instead of 6. The artillery and cavalry of H Corps use their normal movement allowances.

Orders:

H Corps is ordered to attack the Union positions along the Franklin Road, then pivot north and attack along an axis centered on Gresham Lane. The final objective of H Corps is to place troops astride the Wilkerson Pike west of 27.12. Wharton-Cav and the Cav Battery are attached to H Corps.

Victory Conditions

When calculating victory levels below, consider both stragglers and permanent losses in determining wrecked levels.

Union Major: Both Confederate divisions are wrecked, at least one Union division is not wrecked, and the line of units or ZOCs called for in the Union orders exists at the end of play.

Union Minor: Same as a Union Major except that only two of the three listed conditions need apply.

Draw: No other conditions are met, or both players can claim victory

Confederate Minor: Both Union divisions are wrecked, no more than one Confederate division is wrecked, and the line of units or ZOCs called for in the Union orders does not exist at the end of play.

Confederate Major (Historical): Same as a Confederate Minor, except that at least four of the six Union infantry brigades are wrecked OR no Confederate divisions are wrecked.

Confederate Massive: Same as a Confederate Minor, except that at least four of the six Union infantry brigades are wrecked AND no Confederate divisions are wrecked.

Historically, McCown's Division was wrecked; 2-1-R, 1-2-R, 2-2-R, and 3-2-R were wrecked; and the Union failed to maintain a line of units or ZOCs according to the Union orders.

6.2 Doomed Assault: Breckinridge's Attack on Crittenden

The strangest incident of the battle was Bragg's obstinate insistence on sending Breckinridge's lone division forward in a frontal attack on the evening of January 2nd. Unsupported, Breckinridge's four brigades lost 1400 men in an assault that made no tactical sense. The Confederates did make some headway initially, driving two Union brigades back across Stones River in disorder. However, intense artillery fire from 45 massed Union cannon and the efforts of seven speedily concentrated Union brigades retrieved Yankee fortunes. Breckinridge was furious and became one of Bragg's bitterest foes in the quarrels within the Army of Tennessee command.

General Information

Map Area: North of 20.xx and east of xx.15 (inclusive).

First Turn: 4:00 pm, January 2nd

Last Turn: 6:00 pm, January 2nd

Game Length: 5 Turns

First Player: Confederate

Special Set Up Rule:

In this scenario, brigade listings are sometimes followed with a negative number in parenthesis ((-1), (-2), etc.). This is the number of casualties that brigade has taken before the scenario began. Mark these as permanent losses on the Loss Charts before starting play. Count these losses when determining victory.

Union Information

Set Up:

3-3-L: **13.25**

2-3-L (-1): **11.26**

Repl 3-L, 1-3-L (-2): **11.23**

3-Lb: **13.22**

3-2-L (-6): **09.22**

Palmer, 1-2-L (-4): **13.21**

2-2-L (-4): **16.21**

2-Lb: **11.21**

Negley, 2-2-C (-4): **11.20**

3-2-C (-5): **12.20**

2-Cb (3): **15.20**

Pioneers, Pioneerb: **13.18**

Rosecrans, Crittenden, L Wing HQ, L Wing

Supply: **13.20**

Artillery Ammunition: Unlimited

Reinforcements: None

Orders:

3-L has a divisional goal to defend in place to protect the fords over Stones River and provide a bridgehead for future operations.

L Wing has orders to defend the fords and prevent a Confederate crossing. Additionally, L Wing has an order in delay status D1: send troops across the river and support 3-L if it is attacked. Except for 3-L, no unit of L Wing can cross to the east side of the river until these orders are accepted. 3-2-L, which begins on the east side, can only move to cross to the west bank until these orders are accepted.

The **Pioneer Brigade** and **2-C** are attached to L Wing.

Union Special Rules:

Rosecrans cannot issue any orders.

Confederate Information

Set Up:

W-Pb(3): **17.25**

H-B-H: **16.26**

A-B-H (-5): **17.27**

Breckinridge, P-B-H: **15.28**

Pr-B-H (-2): **16.28**

B-Hb: **14.28**

B-Hb (4): **15.27**

W-Cav (-2): **14.29**

P-Cav: **14.30**

H Corps Supply: **17.28**

Artillery Ammunition: Unlimited

Reinforcements: None

Orders:

B-H has a divisional goal to attack and drive all Union units back west across Stones River. All Confederate units are attached to B-H for this scenario.

Special Rules

Stones River. As an exception to the normal terrain costs, any infantry or cavalry unit can cross Stones River without using a ford by expending its entire movement allowance. Units can cross in any formation. Wagons and artillery must cross at fords.

Victory Conditions

Union Major (Historical): No Confederate units at or within 3 hexes of both 11.22 and 09.22, Confederate losses of 13 or more strength points, and Union losses of less than 20 strength points.

Union Minor: Any **TWO** of the following: No Confederate units at or within three hexes of both 11.22 and 09.22; Confederate losses of 13 or more strength points; Union losses less than 20 strength points.

Draw: Neither player has met his victory conditions.

Confederate Minor: The Union fails to achieve any of the conditions listed for a major victory.

Confederate Major: Same as Confederate Minor, but Confederate losses are 7 strength points or less.

Historically, Confederate losses were 1400 men, Union losses were 1900 men, and no Confederate units remained at or within 3 hexes of the fords.

Confederate Loss Chart—No Better Place to Die

Unit ID	Brigade	Morale	Fire Levels				
D-C-P	Donelson	C	AB □□□□	A □□/□□□	B □□□	C □□□	
M-C-P	Maney	B	AB □□	A □□□□/	B □□□	C □□□	
S-C-P	Stewart	B	AB □□□□	A □□□/□□	B □□□	C □□□	
V-C-P	Vaughan	C	AA □□	AB □□□□	A □□/□□□	B □□□	C □□□
C-P	Cheatham		□□□/□				
A-W-P	Anderson	C	AAA □	AAB □□□□	AA □□□□/□	AB □□□□	A □□□□ B □□□ C □□□
C-W-P	Chalmers	C	AA □□□□	AB □□□□	A □/□□□□	B □□□	C □□□
L-W-P	Loomis	C	AA □□□□	AB □□□□/	A □□□□	B □□□	C □□□
M-W-P	Manigault	B	AA □□	AB □□□□	A □□/□□□	B □□□	C □□□
W-P	Withers		□□□/□				
A-B-H	Adams	B	AB □□□□	A □□□□/□	B □□□	C □□□	
H-B-H	Hanson	A	AA □□□	AB □□□□	A □□□□/□	B □□□	C □□□
P-B-H	Palmer	B	AB □□□	A □□□□/□	B □□□	C □□□	
Pr-B-H	Preston	B	AA □□□□	AB □□□□	A □□/□□□	B □□□	C □□□
B-H	Breckenridge		□□□/□				
J-C-H	Johnson	B	AA □□□□	AB □□□□	A □/□□□□	B □□□	C □□□
L-C-H	Liddell	B	AA □	AB □□□□	A □□□□/□	B □□□	C □□□
P-C-H	Polk	A	AB □□	A □□□□	B □/□□	C □□□	
W-C-H	Wood	C	AB □	A □□□□/	B □□□	C □□□	
C-H	Cleburne		□□□□/				
E-M-H	Ector	B	A □□□□	B □/□□	C □□□		
M-M-H	McNair	B	AB □□□□	A □□□□/□	B □□□	C □□□	
R-M-H	Rains	C	A □□□□	B □/□□	C □□□		
M-H	McCown		□□/□				
Jcksn	Jackson	A	A □□	B □□□	C □/□□		
B-Cav	Buford	D	B □□/□	C □□□			
P-Cav	Pegram	D	B □□/	C □□□			
Wh-Cav	Wheeler	C	AB □	A □□□/□□	B □□□	C □□□	
W-Cav	Wharton	C	AA □□□□	AB □/□□□□	A □□□□	B □□□	C □□□
Cav	Wheeler		□□/□□				
B-S-P	Barton	C	AA □□□□	AB □□□□/	A □□□□	B □□□	C □□□
Ta-S-P	Taylor	C	AAB □□	AA □□□□/	AB □□□□	A □□□□	B □□□ C □□□
Tr-S-P	Tracey	B	AA □	AB □□□□	A □□□/□□	B □□□	C □□□
R-S-P	Reynolds	B	AAB □□	AA □□□□	AB □□□/□□	A □□□□	B □□□ C □□□
S-P	Stevenson (Opt)		□□□/□				
Frst (Opt)	Forrest	B	AA □□□	AB □□□□/□	A □□□□	B □□□	C □□□
Mrgn (Opt)	Morgan	D	AA □□□□	AB □/□□□□	A □□□□	B □□□	C □□□
D-Heth	Davis	C	AB □□	A □□□□/□	B □□□	C □□□	
G-Heth	Gracie	C	AA □□□□	AB □□□□/	A □□□□	B □□□	C □□□
B-Heth	Bradford	C	A □□□□	B □/□□	C □□□		
Heth	Heth (Opt)		□□/□				

Confederate Loss Chart—No Better Place to Die

Unit ID	Brigade	Morale	Fire Levels				
D-C-P	Donelson	C	AB □□□□	A □□/□□□	B □□□	C □□□	
M-C-P	Maney	B	AB □□	A □□□□/	B □□□	C □□□	
S-C-P	Stewart	B	AB □□□□□	A □□□/□□	B □□□	C □□□	
V-C-P	Vaughan	C	AA □□	AB □□□□□	A □□/□□□	B □□□	C □□□
C-P	Cheatham		□□□/□				
A-W-P	Anderson	C	AAA □	AAB □□□□□	AA □□□□/□	AB □□□□□	A □□□□□ B □□□ C □□□
C-W-P	Chalmers	C	AA □□□□	AB □□□□□	A □/□□□□	B □□□	C □□□
L-W-P	Loomis	C	AA □□□□□	AB □□□□□/	A □□□□□	B □□□	C □□□
M-W-P	Manigault	B	AA □□	AB □□□□□	A □□/□□□	B □□□	C □□□
W-P	Withers		□□□/□				
A-B-H	Adams	B	AB □□□□	A □□□□/□	B □□□	C □□□	
H-B-H	Hanson	A	AA □□□	AB □□□□□	A □□□□/□	B □□□	C □□□
P-B-H	Palmer	B	AB □□□	A □□□□/□	B □□□	C □□□	
Pr-B-H	Preston	B	AA □□□□	AB □□□□□	A □□/□□□	B □□□	C □□□
B-H	Breckenridge		□□□/□				
J-C-H	Johnson	B	AA □□□□	AB □□□□□	A □/□□□□	B □□□	C □□□
L-C-H	Liddell	B	AA □	AB □□□□□	A □□□□/□	B □□□	C □□□
P-C-H	Polk	A	AB □□	A □□□□□	B □/□□	C □□□	
W-C-H	Wood	C	AB □	A □□□□□/	B □□□	C □□□	
C-H	Cleburne		□□□□/				
E-M-H	Ector	B	A □□□□□	B □/□□	C □□□		
M-M-H	McNair	B	AB □□□□	A □□□□/□	B □□□	C □□□	
R-M-H	Rains	C	A □□□□	B □/□□	C □□□		
M-H	McCown		□□/□				
Jcksn	Jackson	A	A □□	B □□□	C □/□□		
B-Cav	Buford	D	B □□/□	C □□□			
P-Cav	Pegram	D	B □□/	C □□□			
Wh-Cav	Wheeler	C	AB □	A □□□/□□	B □□□	C □□□	
W-Cav	Wharton	C	AA □□□□	AB □/□□□□	A □□□□□	B □□□	C □□□
Cav	Wheeler		□□/□□				
B-S-P	Barton	C	AA □□□□□	AB □□□□□/	A □□□□□	B □□□	C □□□
Ta-S-P	Taylor	C	AAB □□	AA □□□□□/	AB □□□□□	A □□□□□	B □□□ C □□□
Tr-S-P	Tracey	B	AA □	AB □□□□□	A □□□□/□	B □□□	C □□□
R-S-P	Reynolds	B	AAB □□	AA □□□□□	AB □□□□/□	A □□□□□	B □□□ C □□□
S-P	Stevenson (Opt)		□□□/□				
Frst (Opt)	Forrest	B	AA □□□	AB □□□□□/□	A □□□□□	B □□□	C □□□
Mrgn (Opt)	Morgan	D	AA □□□□	AB □/□□□□	A □□□□□	B □□□	C □□□
D-Heth	Davis	C	AB □□	A □□□□/□	B □□□	C □□□	
G-Heth	Gracie	C	AA □□□□	AB □□□□□/	A □□□□□	B □□□	C □□□
B-Heth	Bradford	C	A □□□□	B □/□□	C □□□		
Heth	Heth (Opt)		□□/□				

Union Loss Chart—No Better Place to Die

Unit ID	Brigade	Morale	Fire Levels					
1-1-R	Post	B	AB □□	A □□□□/□	B □□□	C □□□		
2-1-R	Carlin	C	AA □□	AB □□□□	A □/□□□□	B □□□	C □□□	
3-1-R	Woodruff	B	AB □□	A □□□□/□	B □□□	C □□□		
1-R	Davis		□□/□					
1-2-R	Willich	C	AAB □□□□	AA □□□□/□	AB □□□□	A □□□□	B □□□	C □□□
2-2-R	Kirk	C	AA □□□□	AB □□□□/□	A □□□□	B □□□	C □□□	
3-2-R	Baldwin	D	AA □	AB □□□□/□	A □□□□	B □□□	C □□□	
2-R	Johnson		□□/□					
1-3-R	Sill	A	AB □□□□	A □□□□/□	B □□□	C □□□		
2-3-R	Schaefer	B	AA □	AB □□□□	A □/□□□□	B □□□	C □□□	
3-3-R	Roberts	B	AA □□	AB □□□□	A □/□□□□	B □□□	C □□□	
3-R	Sheridan		□□/□					
1-1-C	Scribner	B	AB □□□□	A □□/□□□	B □□□	C □□□		
2-1-C	Beatty	B	AB □□□□	A □□□/□□	B □□□	C □□□		
3-1-C	Starkwethr	C	AB □□□	A □□□/□□	B □□□	C □□□		
4-1-C	Shephard	C	AB □□□□	A □□/□□□	B □□□	C □□□		
1-C	Rousseau		□□□/□					
1-2-C	Optional	C	A □□	B □□/□	C □□□			
2-2-C	Stanley	B	AA □□	AB □□□□	A □/□□□□	B □□□	C □□□	
3-2-C	Miller	C	AA □□□	AB □□□□/□	A □□□□	B □□□	C □□□	
2-C	Negley		□/□	With Optional: □□/□				
1-3-C	Walker	B	A □□□□	B □/□□	C □□□			
2-3-C	Optional	B	AAA □□□□	AAB □□□□	AA □□□/□□	AB □□□□	A □□□□	B □□□ C □□□
3-3-C	Optional	B	AAB □□□	AA □□□□	AB □/□□□□	A □□□□	B □□□	C □□□
3-C	Fry (Opt)		□□/□					
1-1-L	Hascall	B	AA □	AB □□□□	A □□/□□□	B □□□	C □□□	
2-1-L	Wagner	B	AA □□	AB □□□□	A □□/□□□	B □□□	C □□□	
3-1-L	Harker	C	AB □□□□	A □□/□□□	B □□□	C □□□		
1-L	Wood		□□/□					
1-2-L	Cruft	C	AA □□	AB □□□□	A □/□□□□	B □□□	C □□□	
2-2-L	Hazen	A	AB □□□	A □□□□	B □/□□	C □□□		
3-2-L	Grose	B	AB □	A □□□□	B □/□□	C □□□		
2-L	Palmer		□□/□					
1-3-L	Beatty	C	AB □	A □□□□/□	B □□□	C □□□		
2-3-L	Fyffe	C	A □□	B □□/□	C □□□			
3-3-L	Price	B	AA □□	AB □□□□	A □□/□□□	B □□□	C □□□	
3-L	Van Cleve		□□/□					
1-1-Cav	Minty	C	A □□□□/□	B □□□	C □□□			
2-1-Cav	Zahm	D	A □□□/□□	B □□□	C □□□			
Res-Cav	Stanley	D	A □□□/□□	B □□□	C □□□			
Cav	Stanley		□□/□					
Pioneers	Morton	C	AA □□□□	AB □□/□□□	A □□□□	B □□□	C □□□	

Union Loss Chart—No Better Place to Die

Unit ID	Brigade	Morale	Fire Levels					
1-1-R	Post	B	AB □□	A □□□□/□	B □□□	C □□□		
2-1-R	Carlin	C	AA □□	AB □□□□	A □/□□□□	B □□□	C □□□	
3-1-R	Woodruff	B	AB □□	A □□□□/□	B □□□	C □□□		
1-R	Davis		□□/□					
1-2-R	Willich	C	AAB □□□□	AA □□□□□/	AB □□□□□	A □□□□□	B □□□	C □□□
2-2-R	Kirk	C	AA □□□□□	AB □□□□□/□	A □□□□□	B □□□	C □□□	
3-2-R	Baldwin	D	AA □	AB □□□□□/	A □□□□□	B □□□	C □□□	
2-R	Johnson		□□/□					
1-3-R	Sill	A	AB □□□□	A □□□□□/	B □□□	C □□□		
2-3-R	Schaefer	B	AA □	AB □□□□□	A □□/□□□□	B □□□	C □□□	
3-3-R	Roberts	B	AA □□	AB □□□□□	A □□/□□□□	B □□□	C □□□	
3-R	Sheridan		□□/□					
1-1-C	Scribner	B	AB □□□□□	A □□/□□□□	B □□□	C □□□		
2-1-C	Beatty	B	AB □□□□	A □□□/□□	B □□□	C □□□		
3-1-C	Starkwethr	C	AB □□□	A □□□/□□	B □□□	C □□□		
4-1-C	Shephard	C	AB □□□□□	A □□/□□□□	B □□□	C □□□		
1-C	Rousseau		□□□/□					
1-2-C	Optional	C	A □□	B □□/□	C □□□			
2-2-C	Stanley	B	AA □□	AB □□□□□	A □/□□□□□	B □□□	C □□□	
3-2-C	Miller	C	AA □□□	AB □□□□□/	A □□□□□	B □□□	C □□□	
2-C	Negley		□/□	With Optional: □□/□				
1-3-C	Walker	B	A □□□□□	B □/□□	C □□□			
2-3-C	Optional	B	AAA □□□□	AAB □□□□□	AA □□□/□□	AB □□□□□	A □□□□□	B □□□ C □□□
3-3-C	Optional	B	AAB □□□	AA □□□□□	AB □/□□□□	A □□□□□	B □□□	C □□□
3-C	Fry (Opt)		□□□/□					
1-1-L	Hascall	B	AA □	AB □□□□□	A □□/□□□□	B □□□	C □□□	
2-1-L	Wagner	B	AA □□	AB □□□□□	A □□/□□□□	B □□□	C □□□	
3-1-L	Harker	C	AB □□□□□	A □□/□□□□	B □□□	C □□□		
1-L	Wood		□□/□					
1-2-L	Cruft	C	AA □□	AB □□□□□	A □/□□□□□	B □□□	C □□□	
2-2-L	Hazen	A	AB □□□	A □□□□□	B □/□□	C □□□		
3-2-L	Grose	B	AB □	A □□□□□	B □/□□	C □□□		
2-L	Palmer		□□/□					
1-3-L	Beatty	C	AB □	A □□□□□/	B □□□	C □□□		
2-3-L	Fyffe	C	A □□	B □□/□	C □□□			
3-3-L	Price	B	AA □□	AB □□□□□	A □□/□□□□	B □□□	C □□□	
3-L	Van Cleve		□□/□					
1-1-Cav	Minty	C	A □□□□/	B □□□	C □□□			
2-1-Cav	Zahm	D	A □□□□/□□	B □□□	C □□□			
Res-Cav	Stanley	D	A □□□□/□□	B □□□	C □□□			
Cav	Stanley		□□/□					
Pioneers	Morton	C	AA □□□□□	AB □□/□□□□	A □□□□□	B □□□	C □□□	

6.3 December 31st: The First Day

As dawn broke on December 31st, Bragg sent his men forward in a powerful attack on the Union left. Despite the proximity of the armies for the past day, the Federals were caught by surprise. McCook's corps was overwhelmed and routed. Throughout the day, repeated Confederate attacks continued to press towards the Nashville Pike, trying to cut the Union army off from its supplies. Determined stands by Sheridan's Division and the other two Union corps halted the Confederates short of their goal.

General Information

Map Area: All

First Turn: 6:00 am, December 31st

Last Turn: 6:00 pm, December 31st

Game Length: 25 Turns

First Player: Confederate

Union Information

Set Up:

1-2-R: **43.10 ex 43.11**

Db (2): **43.11**

2-2-R: **42.11**

Johnson, 3-2-R: **37.10**

2-Rb (3): **37.11**

1-1-R: **40.12**

2-1-R: **38.13 ex 39.13**

3-1-R: **37.14**

Davis, 1-Rb: **39.13**

1-3-R: **34.15 ex 35.15**

3-Rb: **35.15**

Sheridan, 2-3-R: **32.12**

3-3-R: **31.16 ex 30.16**

McCook, R Wing HQ: **32.09**

R Wing Supply: **31.10**

2-1-Cav: **27.04**

Negley, 2-2-C: **27.17 ex 28.16**

3-2-C: **25.18 ex 26.17**

2-Cb: **26.17**

Thomas, C Wing HQ: **28.15**

C Wing Supply: **27.12**

Rousseau, 1-C: **w/i 1 17.17**

1-2-L: **23.19 ex 22.19**

Palmer, 2-2-L, 2-Lb: **21.20**

3-2-L: **21.17**

2-1-L: **19.21 ex 20.20**

3-1-L: **16.20**

Wood, 1-Lb: **15.20**

1-1-L: **11.21**

Van Cleve, 3-L: **w/i 1 13.18** (in column or limbered)

Pioneers, Pioneerb (2): **10.21**

Crittenden, L Wing HQ and Supply: **16.18**

Rosecrans, Army HQ, and Supply: **13.14**

Artillery Ammunition: 200

Reinforcements: As per the Order of Arrival

Orders:

R Wing: Defend between Wilkerson Pike and the Franklin Road with the line oriented roughly north to south, facing east.

L Wing: 3-L is ordered to cross Stone's River at McFadden's Ford and move south to attack and capture Wayne's Hill (23.27, 24.26, and 24.27). 1-L will wait until 3-L is abreast and then cross Stones River at the ford at 18.23 and join in the attack on Wayne's Hill.

C Wing: After L Wing has captured Wayne's Hill, attach 2-L and attack to capture the RR and Nashville Pike bridges across Stones River.

2-1-Cav: Defend the rear of R Wing and the bridge in hex 26.01.

Pioneers: Defend McFadden's Ford.

Union Special Rules:

Rosecrans cannot issue an order until the 8:00 am game turn.

Confederate Information

Set Up:

W-Cav: **50.15**

Cavb (3): **49.16**

E-M-H: **47.16**

M-Hb: **46.16**

McCown, R-M-H: **45.16**

M-M-H: **43.16**

L-C-H: **47.19**

Cleburne, J-C-H: **45.19**

C-Hb: **45.20**

P-C-H: **43.19**

W-C-H: **44.20**

Hardee, H Corps HQ, Supply: **48.18**

V-C-P, C-Pb: **40.23**

Cheatham, M-C-P: **37.22**

S-C-P: **34.24**

D-C-P: **34.28**

L-W-P: **40.20 ex 39.21**

M-W-P: **36.20 ex 37.21 ex 35.21**

A-W-P: **31.22 ex 32.21 ex 30.22**

Withers: **30.22**

W-Pb: **29.23**

C-W-P: **28.23 ex 27.24**

Polk, P Corps HQ and Supply: **33.24**

Bragg, A Tenn HQ and Supply: **33.31**

P-Cav: **18.34**

Jackson: **24.34**

Pr-B-H: **25.32**

B-Hb (4): **25.31**

P-B-H: **25.30**

Breckinridge, A-B-H: **26.28**

H-B-H: **22.25 ex 21.26**

B-Hb: **21.26**

Artillery Ammunition: 175

Reinforcements: As per the Order of Arrival

Orders:

H Corps: Attack the Union right flank along the Franklin Road, pivot north and attack along the axis of Gresham Lane, placing troops astride both the Nashville Pike and the Railroad between Overall Creek and hexrow xx.15. Wh-Cav and Cavb are attached to H Corps.

P Corps: Attack the Union center between the Harding House (32.14) and Stones River, supporting H Corps' attack.

B-H: Defend between Stones River and the east map edge and hold Wayne's Hill (23.27, 24.26, and 24.27). Jackson's Brigade is attached to B-H.

P-Cav: Defend the far right flank of the Confederate Army.

Confederate Special Rules:

1) For the first four turns, L-W-P and M-W-P trace command radii to Cheatham instead of Withers. Likewise, S-C-P and D-C-P trace command radii to Withers instead of Cheatham in that same period. The above units revert to their normal commander when one of the following occurs: a) they find themselves out of command radius or b) they find themselves **at or within** radius of their **normal** commander at the beginning of a turn or c) it is the 8:00 am turn of December 31st.

2) The approach of the Confederate attack went undetected by the Union defenders until it was too late. On turn one, the **infantry** units of McCown and Cleburne's Divisions have double their movement allowance, moving 12 MPs instead of 6.

Victory Conditions

Victory Points are awarded as specified in section 5.0.

<u>Level of Victory</u>	<u>Points Needed</u>
Union Massive	19 or more
Union Major	11 to 18
Union Minor	4 to 10
Draw	-2 to 3
Confederate Minor	-9 to -3
Confederate Major	-16 to -10
Confederate Massive	-17 or less

Historically, the Confederates won a minor victory with a total of -3.

6.4 December 30th: The Lost Opportunity

As the Union forces began to arrive around Murfreesboro, they faced a concentrated Confederate army. Bragg missed a chance to strike at the two Union corps before McCook's Corps could arrive.

General Information

Map Area: All

First Turn: 6:00 am, December 30th

Last Turn: 6:00 pm, December 30th

Game Length: 25 Turns

First Player: Confederate

Union Information

Set Up:

1-L: **w/i 1 20.21**

2-L: **w/i 1 22.20**

3-L: **w/i 2 17.20**

Crittenden, L Wing HQ and Supply: **20.19**

2-C: **w/i 1 26.18**

Thomas, C Wing HQ and Supply: **18.17**

Pioneer, Pioneerb: **09.17**

Rosecrans, Army HQ and Supply: **13.14**

1-1-Cav: **w/i 3 13.14**

Artillery Ammunition: 200

Reinforcements: Per Order of Arrival

Orders: None

Confederate Information

Set Up:

Pr-B-H: **25.32**

B-Hb(4): **25.31**

P-B-H: **25.30**

Breckinridge, A-B-H: **26.28**

H-B-H: **22.25 ex 21.26**

B-Hb: **21.26**

Jackson: **24.34**

C-H: **w/i 2 30.32**

M-H: **w/i 2 45.16**

Hardee, H Corps HQ and Supply: **31.31**

Bragg, ATenn HQ and Supply: **33.31**

P-Cav: **34.31**

W-Cav, Cavb: **43.15**

V-C-P, C-Pb: **40.23**

Cheatham, M-C-P: **37.22**

S-C-P: **34.24**

D-C-P: **34.28**

L-W-P: **40.20 ex 39.21**

M-W-P: **36.20 ex 37.21 ex 35.21**

A-W-P: **31.22 ex 32.21 ex 30.22**

Withers: **30.22**

W-Pb: **29.23**

C-W-P: **28.23 ex 27.24**

Polk, P Corps HQ and Supply: **33.24**

Artillery Ammunition: 175

Reinforcements: None

Orders:

P Corps: Defend the line currently held between the river and the Franklin Road.

H Corps: No Orders.

B-H: Defend between Stones River and the map edge, and hold Wayne's Hill (23.27, 24.26, and 24.27). Jackson's Brigade is attached to B-H and remains that way until reassigned.

P-Cav: Move to and defend the far right of the Confederate Army.

W-Cav: Defend the left flank of P Corps and block any advance down the Franklin Road. Cavb is attached to W-Cav and must remain at or within 2 hexes of it.

Confederate Special Rules:

Both divisions of P Corps—Cheatham and Withers—have brigades out of command radius. As long as P Corps has the same orders, L-W-P and M-W-P can trace command radius to Cheatham. Likewise, S-C-P and D-C-P can trace command radius to Withers. The units revert to their normal command if any of the following occur: a) they find themselves out of command at the beginning of a turn or b) they are at or within radius of their normal commander at the start of a turn or c) new orders are issued to P Corps.

Victory Conditions

Victory Points are awarded as specified in section 5.0.

<u>Level of Victory</u>	<u>Points Needed</u>
Union Massive	19 or more
Union Major	11 to 18
Union Minor	4 to 10
Draw	-2 to 3
Confederate Minor	-9 to -3
Confederate Major	-16 to -10
Confederate Massive	-17 or less

6.5 The Full Battle: December 30th to January 2nd

Murfreesboro was unique in that it was a one-day battle, followed by an almost 48 hour pause, with a brief but bloody resumption of fighting on January 2nd. With both armies in close proximity from almost the very start of the game, most players will be able to reach a decision well before the four days are over.

General Information

Map Area: All

First Turn: 6:00 am, December 30th

Last Turn: 6:00 pm, January 2nd

Game Length: 133 Turns

First Player: Confederate

General Special Rule:

Ending the Game. The players can call a halt to the game by mutual agreement. On either 6:00 pm, December 31st or 6:00 pm January 1st, the players can declare the game over and tally up the Victory Points. There are no penalties for an early ending. Of course, a player can concede defeat at any time.

Union Information

Set Up:

1-L: **w/i 1 20.21**

2-L: **w/i 1 22.20**

3-L: **w/i 2 17.20**

Crittenden, L Wing HQ and Supply: **20.19**

2-C: **w/i 1 26.18**

Thomas, C Wing HQ and Supply: **18.17**

Pioneer, Pioneerb: **09.17**

Rosecrans, Army HQ and Supply: **13.14**

1-1-Cav: **w/i 3 13.14**

Artillery Ammunition: 200

Reinforcements: Per Order of Arrival

Orders: None

Confederate Information

Set Up:

Pr-B-H: **25.32**

B-Hb(4): **25.31**

P-B-H: **25.30**

Breckinridge, A-B-H: **26.28**

H-B-H: **22.25 ex 21.26**

B-Hb: **21.26**

Jackson: **24.34**

C-H: **w/i 2 30.32**

M-H: **w/i 2 45.16**

Hardee, H Corps HQ and Supply: **31.31**

Bragg, ATenn HQ and Supply: **33.31**

P-Cav: **34.31**

W-Cav, Cavb: **43.15**

V-C-P, C-Pb: 40.23
 Cheatham, M-C-P: 37.22
 S-C-P: 34.24
 D-C-P: 34.28
 L-W-P: 40.20 ex 39.21
 M-W-P: 36.20 ex 37.21 ex 35.21
 A-W-P: 31.22 ex 32.21 ex 30.22
 Withers: 30.22
 W-Pb: 29.23
 C-W-P: 28.23 ex 27.24
 Polk, P Corps HQ and Supply: 33.24

Artillery Ammunition: 175

Reinforcements: Per Order of Arrival

Orders:

P Corps: Defend the line currently held between the river and the Franklin Road.

H Corps: No Orders.

B-H: Defend between Stones River and the map edge and hold Wayne’s Hill (23.27, 24.26, and 24.27). Jackson’s Brigade is attached to B-H and remains that way until reassigned.

P-Cav: Move to and defend the far right flank of the Confederate Army.

W-Cav: Defend the left flank of P Corps and block any advance down the Franklin Road. Cavb is attached to Wh-Cav and must remain at or within 2 hexes of it.

Confederate Special Rules:

Both divisions of P Corps—Cheatham and Withers—have brigades out of command radius. As long as P Corps has the same orders, L-W-P and M-W-P can trace command radius to Cheatham. Likewise, S-C-P and D-C-P can trace command radius to Withers. The units revert to their normal command if any of the following occur: a) they find themselves out of command at the beginning of a turn or b) they are at or within radius of their normal commander at the start of a turn or c) new orders are issued to P Corps.

Victory Conditions

Victory Points are awarded as specified in section 5.0.

Level of Victory	Points Needed
Union Massive	19 or more
Union Major	11 to 18
Union Minor	4 to 10
Draw	-2 to 3
Confederate Minor	-9 to -3
Confederate Major	-16 to -10
Confederate Massive	-17 or less

Historically, the battle was a draw with a score of 0.

Designer’s Notes

No Better Place to Die is part of an effort to provide balance to the CWB Series. Like others before it, **No Better Place to Die** is a smaller game with one map and a lower counter density. These smaller games are provide to off-set the larger games in the series. I hope you find the result to your tastes.

Historically, both Polk and Bragg did not shine here. However, nothing makes for a dull game quicker than a gaggle of Zeros trying to accomplish something. In the standard version of the game, both men have been rated as Ones—in the blanket assumption that, out of character, they were up to snuff for the battle. This makes them adequate to the task at hand, if not flashy. The historical command situation is provided here as a variant—one which gives both Polk and Bragg the Zeros they so fully earned.

Players should bear in mind that the historical victory levels were determined with the assumption that Bragg and Polk were Zeros, but without awarding the Confederate player the 5 VPs for the variant. Therefore, true pendants and just plain “Real Men” will use the variant *without* the compensating 5 VPs. My advice is to ignore the variant entirely and stick to the One ratings. Four years of war proved that these men were Zeros on the battlefield; there is no need for you to test that proof again.

I have again provided the “Anybody but Bragg” option. In November of 1863, Joe Johnston was given clear oversight over the entire Western Theater, but without any clearly defined authority or mission. His job was to coordinate efforts between the two main Rebel armies in the region (the Army of Tennessee and the Army of Mississippi). After Perryville, there was a clear opportunity to replace Bragg with Johnston, but Davis refused to relieve his friend. While including this option, I have also taken the liberty of rating Johnston a Three. A valid case might be made for a lower rating, but there is no point in merely exchanging mediocrity for ineptitude.

Something should be said about river levels and fordability. Stones River is normally fordable at numerous points. In December heavy rains caused the river’s level to be so high that it was unfordable except at the best sites. By January 2nd, the water level had fallen to the point where infantry and cavalry could wade across almost anywhere and that is the reason for the special rule in scenario 6.2 allowing infantry and cavalry to cross anywhere—while it couldn’t have been much fun wading in waist deep water in January. I have made the river uncrossable for most scenarios. Purists might want to apply the rule in 6.2 to January 2nd of the campaign game scenario (6.5) as well.

One of the reasons Bragg lost this battle is the failure of Polk’s Corps to deliver the kind of heavy blow that Hardee’s divisions landed. Hardee’s initial success was important, but his own forces were disorganized by the effort and needed the support that was to be provided by Polk’s Corps. Players will quickly note that half of each of Polk’s two divisions were out of range of their commanders. Both Withers and Cheatham realized that their divisions were too spread out to command effectively and—being veterans of the Shiloh mess—agreed to take informal charge of each others’ more distant brigades. This arrangement lasted for the first part of the advance, but fell apart after the units became engaged. I have included rules to allow these brigades to trace to their alternate divisional commanders, but these rules expire at either the time limit or as circumstances change. Beware of these restrictions, as they can kick in at a critical moment and force four brigades to go marching about looking for their commanders, rather than pressing on to victory.

On the whole, I think **No Better Place to Die** succeeds in recreating a balanced, exciting struggle with few complications. Good luck and good hunting.

Terrain Effects on Movement

(Obviously, the blue feature listed as "Railroad" on the map's Terrain Key is actually a Stream)

Formation	Move Allow	Chng Form	Clear	Pri Road	Sec Rd, RR	Forest	Stream	Up Elv	River	Ford
Line	6	1	1	NE	NE	2	+1	+1	P	+2
Column	6	1	1	1/2	1/2	2	+1	NE	P	+2
Mounted	12	1	1	1/2	1/2	3	+1	NE	P	+2
Limbered	7	3	1	1/2	1/2	3	+1	NE	P	+2
Unlimbered	7	3								
Wagons, Trains	6		1	1/2	1	3	+1	+1	P	+3
Leaders	13		1	1/2	1/2	2	NE	NE	P	+1

Union Order of Arrival

Units	Time	Orders	Entry Hex
Dec 30			
RW (all), 2-1-Cav	6:00am	A	B
1-C (minus 3-1-C)	9:30am	B	D
Dec 31			
1-3-C	9:00am	B	D
Stanley, Res-Cav, 3-1-C	10:00am 4:00pm	C D	B D

Orders:

A: Orders are in D2 status; RW cannot enter the map until they are accepted. Their order is to enter the map at Entry Hex B, advance down the Wilkerson Pike, and take up a defensive position to the right of 2-C, astride the Pike. 2-1-Cav is attached to RW and enters at the same time.

B: Move to Corps HQ.

C: Report to Army HQ.

D: Move to Division.

Confederate Order of Arrival

Units	Time	Orders	Entry Area
Dec 31			
Wheeler, Wh-Cav	7:00am	A	A
B-Cav	12:00pm	B	A

Orders:

A: Move to H Corps HQ and attach to that Corps.

B: Move to join division.

The Gamers