

1.2 Morning Fox

Cox's division attempts to take Fox's Gap before reinforcements arrive.

General Information

First Turn: 8:30 a.m.
September 14th

Last Turn: 11:30 p.m.
September 14th

Game Length: 12 turns

Union Information

Set up:

1/K/9

23 OH IN: 10.17

12 OH, Scammon: 11.17

30 OH: 12.16

1st OH Lt (arty): 11.15

Cox: 10.15

Orders:

Attack with right flank along the road, take Fox's Gap.

Artillery Ammunition:

Unlimited

Reinforcements:

9:15 hex 11.14 - 2/K/9
(minus Chicago dgn,
Simmonds Arty)

Orders:

Support 1/K/9 in attack on Foxes Gap

Confederate Information

Setup:

Ind

5 Va Cav: 13.24

Pelham a (2): 14.23

G/dH

5 NC 15.24

12 NC, Garland: 16.22

23 NC 17.22

20 NC: 20.23

13 NC: 21.24

Bondurant (Arty/dh):
18.22

Orders:

Defend the road to Foxes Gap

Artillery Ammunition:

None

Reinforcements: None

Victory: The side that controls hex 19.23

1.3 Forging Iron

The soon to be Iron brigade attacks up The National Road to take Turners Gap, Colquitt's Georgians who have been waiting on a fight all day are ready.

General Information

First Turn: 6:00 p.m.
September 14th

Last Turn: 7:45 p.m.
September 14th

Game Length: 8 turns

Union Information

Set up:

4/1/1

19 IN: 27.21

2 WI: 28.20

7 WI: 29.20

6 WI: 30.19

B, 4th US Artillery: 27.18

Orders:

Attack up the National Road towards Turners Gap

Artillery Ammunition:

None

Reinforcements: None

**Confederate
Information**

Setup:

C/dH

13 AL: 32.24

27 GA: 33.24

6 GA: 33.23

23 GA: 34.22

28 GA: 34.21

Lane (Arty Res): 36.24

Orders:

Defend the road to
Turners Gap

Artillery Ammunition:

None

Reinforcements: None

Victory: The side that
controls hex 35.24