



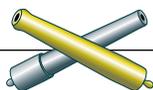
SCENARIO

# BATTLE OF MILL SPRINGS

*or Logan's Cross Roads*

January 19, 1862

By Lowell D. Hamilton



*This scenario originally appeared in Issue #31 of Charge! Magazine. The editor, Scott Mingus, and I have a gentlemen's agreement that when the following issue of Charge! is published, I am free to post any scenario I author on the Regimental Fire & Fury Scenario Support Page. Mill Springs is the first of a two part article. Part two will be published in Issue #33 of Charge! in November 2011.*

*That article will describe the process of converting any of the three Johnny Reb editions into a Regimental Fire & Fury scenario. As an example for a conversion, I chose the Mill Springs scenario in Issue #28 of Charge! that was authored by Tom Ballou. Tom wrote an excellent and extensive Historical Commentary of the battle. I would urge you to obtain a copy. If you want the ultimate story of Mill Springs, I highly recommend Kenneth A. Hafendorfer's book, Mill Springs: Campaign and Battle of Mill Springs, Kentucky, KH Press, Louisville, KY, 2001.*

**Historical Commentary.** *I have added the following commentary which is taken from The Civil War Battlefield Guide, 2nd edition, Frances H. Kennedy Editor and Principal Contributor, Houghton Mifflin Company, NY, NY, 1998, pages 50-52. This article was written by Kent Masterson Brown.*

Although relatively small in size, the battle of Mill Springs had enormous strategic importance. It broke a Confederate defense line through southern Kentucky that extended from the Mississippi River to Cumberland Gap. Never, after Mill Springs, would Kentucky form the western and northern frontiers of the Confederacy.

After the battle at Wildcat Mountain in October 1861, CS



Brigadier General Felix Zollicoffer moved his troops west from Cumberland Gap to Mill Springs, not far from Monticello, on the Cumberland River. They crossed the river and prepared entrenchments on the north bank near Beech Grove.

When CS Major General George B. Crittenden assumed command of the Military District of Cumberland Gap in late November, he ordered Zollicoffer to withdraw to the south bank of the Cumberland. Zollicoffer failed to move, and when Crittenden arrived to take personal command in January, he found the river at his rear and the enemy advancing. The river was swollen, and Crittenden resolved to give the enemy battle on the north bank rather than risk a river crossing.

Although US Brigadier General Don Carlos Buell was initially reluctant to order all of US Brigadier General George H. Thomas's division forward to support US Brigadier General Albin Schoepf due to the presence of CS Brigadier General Thomas Hindman's command at Columbia, Kentucky, he finally directed Thomas to join Schoepf at Somerset and march against Zollicoffer. Thomas's troops marched from Lebanon, Kentucky, on muddy roads in bad weather for eighteen days to reach Logan's Cross Roads (now Nancy), only forty miles away, on January 17. Schoepf remained near Somerset, expecting Thomas to join him there.

Crittenden took the offensive in the face of the Union threat. Moving out in a driving rainstorm at midnight, he ran into Thomas's cavalry screen, composed of the 1st Kentucky, commanded by US Colonel Frank Wolford, on January 19. US Colonel Mahlon D. Manson then ordered his 10th Indiana and the 4th Kentucky forward, but Crittenden's attack, spearheaded by Zollicoffer, pushed the Union regiments back. The fighting became close and confused due to the rain, fog, and smoke. During a lull, US Colonel Speed S. Fry of the 4th Kentucky rode to his flank to reconnoiter. At the same time Zollicoffer rode out to stop what he thought was Confederate fire against fellow Confederates. When the two officers met near the Union line, each thinking he was speaking to an officer on his own side, Zollicoffer ordered Fry to cease fire. As Fry turned to execute the order, one of Zollicoffer's aides rode up screaming, "General, these are the enemy," and fired at Fry, hitting his horse. Fry and nearby Union troops returned fire and killed Zollicoffer and his aide.

Zollicoffer's regiments became disorganized by the loss of their commander, but they were rallied by Crittenden, who then ordered a general advance with both Zollicoffer's brigade and that of CS Brigadier General William H. Carroll. Meanwhile Thomas arrived on the field and threw in US Brigadier General S. D. Carter's brigade to check Crittenden's assault. US Colonel Robert L. McCook brought up two more regiments to relieve the 10th Indiana and the 4th Kentucky. For the next half hour the two sides fought bitterly in the rain and fog until Carter gained the Confederate right and McCook the Confederate left. The Confederate left finally broke, leaving Thomas's force in command of the field. One of the many difficulties facing Crittenden in the battle was the fact that large numbers of his

troops were armed with outdated flintlock muskets, which easily fouled in the rain. Crittenden, abandoning the most of his equipment, horses, and mules, withdrew his army across the Cumberland River using a commandeered sternwheeler and two flatboats.

The loss was demoralizing for the Confederates, and it signaled the abandonment of a Confederate western frontier that, at the beginning of the war, extended from Columbus, Kentucky, on the Mississippi River, all across southern Kentucky to the Cumberland Gap.

Estimated Casualties: 262 US, 529 CS

## Terrain

**Map Scale.** The map is scaled for 15mm miniatures at 12" (300 yards) per grid-square making the scenario map about 1.0 X 1.5 mile or a 5' X 9' table. I game with 6mm miniatures and its easy to convert the map scale from 15mm to 6mm. Using the 6mm map legend, draw a 440-yard grid over the map. In 6mm scale, each 440-yard (1/4 mile) grid-square represents 12" or about a 4' X 7' table.

**Game Scale.** Infantry and cavalry stands (mounted or dismounted) = 40 men; gun stands = 2 guns (a section) with 40 crewmen; 1" = 25 yards (36.6 yards at 6mm); 1 turn = 15 minutes.

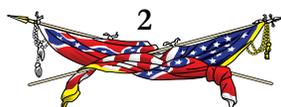
**Roads.** All the roads are rated Poor. Units moving along the road in march column or limbered move at the Open Ground rate. There is no "Road" bonus movement rate. Line of sight is determined by the terrain around the road.

**Terrain Levels.** There are four terrain levels, from lowest to highest: (1) gully level, (2) ground level, (3) 1st contour level (base of Burton's Hill and ridge around Logan House) and (4) 2nd contour level of

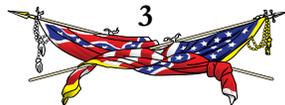
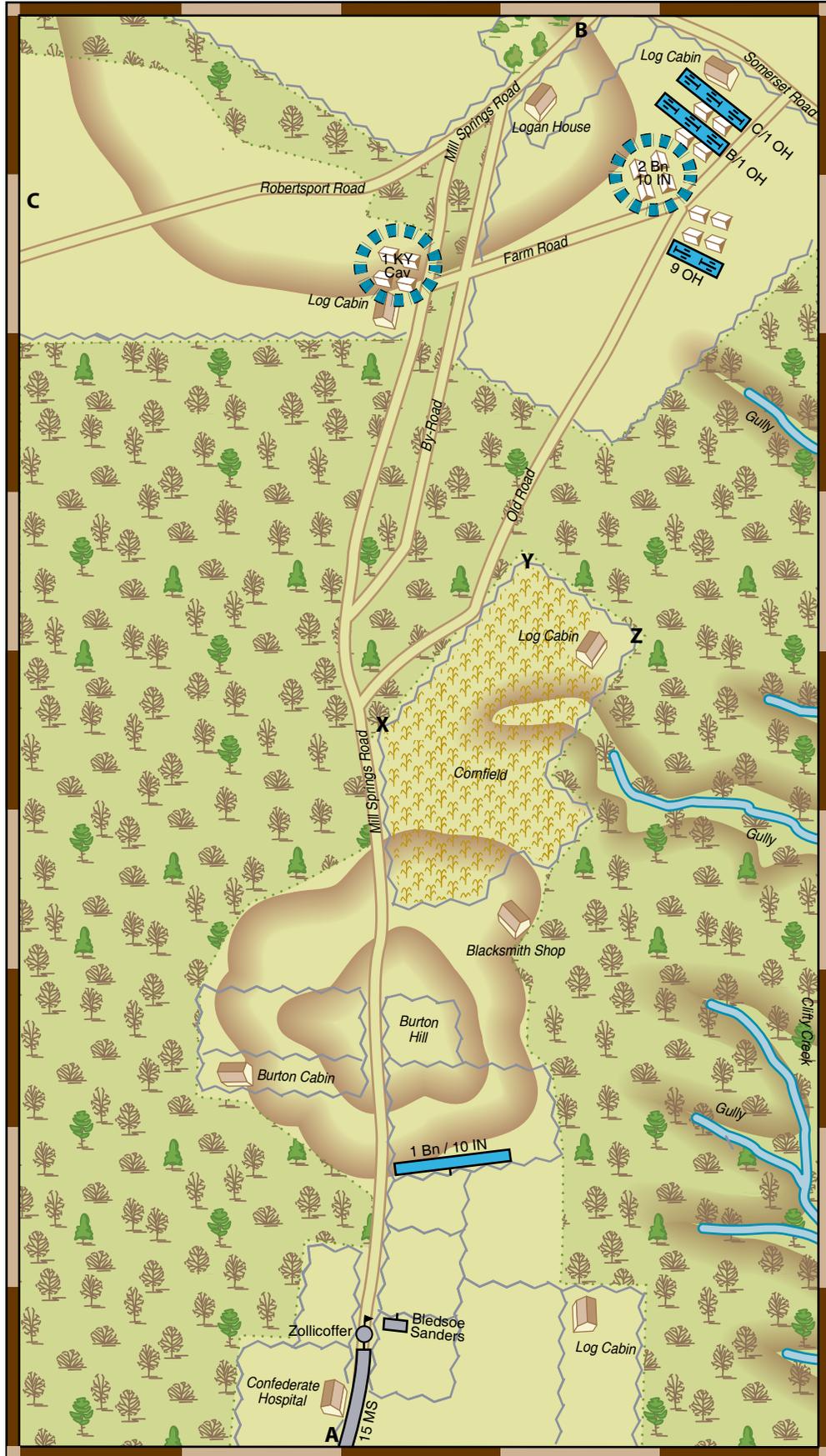
**Burton's Hill.** All of the rules for artillery Plunging Fire apply (pages 50-51 and see Figures 33, 34 & 35) except that infantry and dismounted cavalry at the bottom of a gully cannot be targeted unless the firing troops are firing down from the lip of the gully. The terrain slopes down from the ridge around the Logan House towards the Cornfield, rises up to Burton Hill and then slopes down towards Mill Springs Road (Road A). Units defending in charge combat on higher ground will add one for Favorable Ground. Line of sight is based upon the terrain around the contour levels but contours can block line of sight if higher ground is positioned between units.

**Wood Fences.** All fences are wood and rated Broken Ground. Units in extended line deployed behind fences are considered in Full Cover and subtract two when targeted. Formed units and artillery behind fences receive no cover benefit when targeted. Units defending behind a fence in charge combat receive no defensive benefit. Line of sight is based on the surrounding terrain.

**Gully.** The bottom of a gully has a stream and is rated Rough Ground. The lip of the gully is either Open or Broken Ground, based on the surrounding terrain. As a unit moves at the Rough



# Mill Springs Scenario Map



Ground rate and reaches the bottom of the gully, it's movement ends. Next turn, they roll to maneuver and may chose to (1) remain at the bottom of the gully, (2) move to the lip of the gully at the Rough Ground rate or (3) exit the bottom of the gully by moving forwards or backwards beyond the lip of the gully at the Rough Ground rate. Infantry in march column may march along the gully's length at the Rough Ground rate.

Infantry in extended line, line, field column and march column or dismounted cavalry may use the bottom of a gully for cover and are considered completely out of the line of sight. They may be fired over by units outside the gully. Troops at the lip of a gully firing down at units in the gully add two for Enfilade. Infantry and dismounted cavalry in the bottom of a gully may not fire. To fire, the unit must move up to the lip of the gully. Formed units targeted on the lip of the gully subtract one for Partial Cover while units in extended line subtract two for Full Cover. Infantry in march column may march along the gully's length and is considered out of the line of sight. If charged while deployed on the lip of a gully, the defender is considered Disordered and will subtract one. If charged while deployed at the bottom of a gully, the defender is considered Outflanked and will subtract three.

Mounted cavalry may cross gullies as infantry above but may not march along the gully's length. Mounted cavalry is not out of the line of sight in a gully. Dismounted cavalry is treated as infantry in extended line (see above).

Gullies are impassable terrain to artillery units.

Line of sight is based on the terrain at the lip of the gully. Infantry or dismounted cavalry at the bottom of a gully can only be seen by a unit looking down from the lip of the gully.

**Winter Woods.** Winter Woods are rated Broken Ground. Infantry and dismounted cavalry in extended line are considered in Full Cover and subtract two when targeted. Other units are considered in Partial Cover and subtract one when targeted. If artillery is using Plunging Fire into Winter Woods, subtract two even if combined with a greater number of troop fire points that would normally only subtract one. Units defending in Winter Woods add one for Favorable Ground in charge combat. Line of sight is limited to 10" (7.5" at 6mm) when passing through Winter Woods.

**Leader Command Radius.** The Leader Command Radius is 8" (6" at 6mm) for mounted leaders with a clear line of sight to a unit. Command Radius is reduced to 4" (3" at 6mm) for attached leaders or dismounted leaders.

**Friendly Map Edges.** Broken Union units must retreat toward the northern map edge to Road B and stop at the edge. Broken Confederate units must retreat toward the southern map edge to Road A and stop at the edge. If a Broken unit that halted at the table edge fails to Reform in the next Maneuver Phase, its remaining stands are removed from play and count towards Heavy Casualties and Greater Losses.

## Order of Battle

The following number of stands is needed:

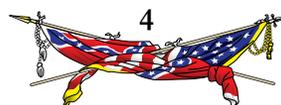
STAND	UNION	CONFEDERATE
Infantry	90	91
Infantry command	8	8
Cavalry	5	10
Cavalry command	1	3
Dismounted cavalry	4	8
Dismounted cavalry command	1	3
Horse holder	1	2
Artillery (with limbers)	8	3
Division leader	1	1
Brigade or artillery leader	3	3
Dismounted leaders	4	4
Brave colonel	1	2
Ammo Wagon	1	1
Total	128	139
Total combat arms stands	112	115

**Union Forces.** Total Combat Arm Stands represent a force of 4,480 men with 16 guns. The 1 OH, B & C Battery and the 9 OH Battery are in camp at the start of the game, unlimbered and Double Silenced. Each battery will have to Rally twice before they can limber and move. The 1 KY Cavalry (dismounted) and 10 IN / 2Bn are in camp at the start of the game and Broken. The 10 IN / 1Bn is in good order, in extended line behind the fence on Burton Hill. All reinforcements appear at the designated time on Road B or along the Line C in march column.

**Confederate Forces.** Total Combat Arm Stands represent a force of 4,600 men with 6 guns. The Bledsoe/Sanders Cavalry Bn is in good order, dismounted in extended line behind the fence. BG Zollicoffer leads the 15 MS and the rest of his brigade in good order, in march column on the Mill Springs Road (Road A). All reinforcements appear at the designated time on Road A in march column or limbered.

Note: All reinforcements enter the scenario with a Well Handled effect (not Double Quick) without rolling on the maneuver table. On page 16 of the rules under Reinforcements it says that players have "...the option to delay the unit's entry by one turn to change the unit's formation, or to shift its point of entry by one full move distance along the edge of the table." In addition, the rule on page 68 says players "... may change formation and move at half their movement rate. The formation change may be performed before or after entering the table."

These rules are helpful to Green units which can change formation off board and not be Disordered for doing so over Broken or Rough Ground. Units changing formation must enter with at least one stand touching the entry road. If the point of entry is shifted, the unit enters on the next turn in march column or limbered, up to a full Open Ground move away from the entry road.



## Victory Conditions

One side must achieve more victory conditions than their opponent to claim victory. There are a total of five possible victory conditions in the scenario; inflicting Heavy Casualties (2), Greater Losses (1) and controlling one or two Key Positions.

**Heavy Casualties.** The Union player achieves one victory condition if Confederate forces lose 29 troop and gun stands (25%). The Confederate player achieves one victory condition if Union forces lose 28 troop and gun stands (25%). After an army reaches its threshold for Heavy Casualties, all units subtract one in subsequent maneuver checks.

**Greater Losses.** A second victory condition is achieved after an army reaches both its Heavy Casualties threshold and is also suffering Greater Losses than the enemy. Subtract two from the maneuver check for as long as both conditions last.

**Key Position Lost.** The Burton's Hill Second Contour (Level 4) is a Key Position. One side achieves one victory condition if at the end of the game they were the last side to have friendly units occupying the Burton's Hill Second Contour. The Union controls this Key Position at the start of the scenario.

The Line of X-Y-Z on the map is also a Key Position. One side achieves one victory condition if at the end of the game they were the last side to have friendly units occupying the Line of X-Y-Z. The Union controls this Key Position at the start of the scenario.

In addition, every turn after no Union units occupy Burton's Hill and/or the Line of X-Y-Z, all Union units subtract one in subsequent maneuver checks or subtract two if both positions are lost. If the Union recaptures a Key Position(s) by removing all Confederate units in a later turn, the modifier is reversed and all Confederate units subtract one or two in subsequent maneuver checks. The subtract one or two modifier always applies to the last side to lose Burton's Hill and/or the Line of X-Y-Z. See page 17 of the rules, Key Position, for all of the details of losing or capturing a Key Position.

## Special Scenario Rules

**Ammo Wagons.** Union and Confederate units that suffer a low on ammunition effect can replenish their ammunition from the Ammo Wagons that enter as reinforcements. Ammo Wagons may only move on roads at 12" per turn (8" at 6mm). Units up to 12" (8" at 6mm) away from the Ammo Wagons may replenish their ammunition (page 27). Ammo Wagons cannot voluntarily move into Close Range of any enemy unit.

If enemy units move into Close Range, the Ammo Wagon must immediately retreat out of Close Range along a road and may move over 12" (8" at 6mm) to do so. Treat the wagons as a gun for Passage of Lines considerations. Wagons cannot be targeted for fire.

**Flintlock Muskets (FM).** Confederate regiments armed with FMs fire as SMs and can fire Buck and Ball. During rain turns, FMs are prohibited from firing in the Defensive or Offensive Fire Phases.

**Rain Turns.** Beginning on turn 6, Confederates roll a D10 at the beginning of each even numbered turn. On a roll of 1 or 2, it rains through the current turn and the following odd numbered turn. During rain turns, FMs are prohibited from firing in the Defensive or Offensive Fire Phases. It can rain during the scenario for a maximum total of four turns.

## Unit Labels

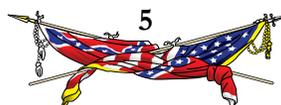
**Unit Chain of Command.** The chain of command is represented by the font color on the unit label. Each brigade (X) leader and all of the units he commands have the same font color. The division (XX) leader's label has a unique font color but can command any unit as a Provisional Commander. The Confederate artillery leader Rutledge can only command the gun sections and cannot provide Provisional Command to infantry or cavalry. There is no Union artillery leader so all leaders are Provisional Commanders for Union artillery units.

**Unit Name and Size.** The name of the unit is identified on the top of the label, often followed by the unit size: XX (division), X (brigade), Bn (battalion) or Sqdn (cavalry squadron). Gun stands represent a two-gun section with a section-number and the battery name above. Often the name of the commander is the unit ID. If there is no unit size shown, it represents a regiment.

**Weapon Type: Small Arms.** There are six small arms weapon types in the scenario: Rifle Musket (RM), Breechloader (BL), Inferior Rifle (IR), Smoothbore Musket (SM), Flintlock Musket (FM) and Shotgun & Hunting Rifle (SH). Small arms in the rules have up to four range bands, 4"--8"--12"--16" (3"--6"--9"--12" at 6mm).

Note: The colored label below the unit label shows the fire point value at each range band for each stand in the unit. Close range fire points are shown in red while long-range fire points follow the "/" and are shown in black. The labels are color coded by weapon type. See unit label sheet.

Rifle Musket (RM)	Breechloader (BL)	Inferior Rifle (IR)	Smooth- Bore Musket (SM)	Flintlock Musket (FM)	Shotgun Hunting Rifle (SH)
10 IN/1Bn Trn RM 9--7--5	1 KY Cavalry 1 Sqdn Trn BL Dismounted 6--5--3	15 MS Grn IR 13--10--7	2 E TN Grn SM 11--9--6	28 TN Grn FM 13--10--7	4 TN Cavalry 2 Sqdn Grn SH Dismounted 6--5--3
1-1//.5-.5	2-1//.5-0	1-1//.5-0	1//.5-0-0	1//.5-0-0	1//.5-0-0



**Weapon Type: Guns.** There are three gun types in the scenario: Light Howitzer (LH), Light Smoothbore (LS) and Light Rifle (LR). Guns in the scenario fire up to three, five or six of the six range bands, 4”--12”--36”--48”--60”--72” (3”--9”--27”--36”--45”--54” at 6mm).

Light Howitzer (LH)	Heavy Howitzer (HH)	Heavy Smooth Bore Howitzer (HS)
Naval Section-1	Scruggs Section-1	Scruggs Section-2
Trn LH	Vet 1/2 HH	Vet 1/2 HS
5-3//3-0-0-0	6-4//3-2-0-0	5-4//3-2-1-0

Gun batteries contain 1, 2 or 3 stands (sections). Each stand has a unit label and represents a two-gun section. The white label below the unit label shows the fire point value at each range band for each gun stand. Close range / canister fire points are shown in red while long-range fire points follow the “//” and are shown in black.

**Unit Experience.** There are two levels of unit experience in the scenario, from highest to lowest:

Trained (Trn)	Green (Grn)
17 TN	4 KY
Trn FM	Grn SM
10--8--5	10--8--5
1//5-0-0	1//5-0-0

All unit types--infantry, cavalry and artillery--have a unit experience level and both levels represent die roll modifiers on the Maneuver, Musketry & Cannonade and Charge tables. There are no Crack (Crk) or Veteran (Vet) units in the scenario.

**Unit Effectiveness.** There are three levels of infantry or cavalry effectiveness, from highest to lowest: Fresh --Worn-Spent. These levels are expressed with the numbers on the unit label (8--6--4). The 8 represents the number of 40 man stands when the unit is Fresh at the start of the scenario (8 stands X 40 men = 320 man unit). As stands are lost during the battle, a unit will become Worn when it reaches 6 stands and Spent when the unit has 4 or less stands remaining. All three levels of unit effectiveness are die roll modifiers on the Maneuver and Charge tables. Guns are not rated for unit effectiveness.

**Dismounted Leaders.** Labels are provided for dismounted leaders if they become dismounted on the Fallen Leader Table.

**Regimental Battalions.** The 10 IN was historically deployed as two separate battalions throughout the battle. Treat both battalions as independent units in all respects.

10 IN/1Bn	10 IN/2Bn
Trn RM	Trn RM
9--7--5	9--7--5
1-1//5-.5	1-1//5-.5

**Miscellaneous.** Two Quick Reference Sheets (QRS) are supplied with the rules and have the fire point values and range bands for both musketry and cannonade. The color coded information below the unit labels was added to speed the game for players and Game Master. If the labels are considered too cluttered, just trim them off when they are mounted.

## Designer Notes

Play balancing this scenario was complicated. Competent Union commanders usually will defeat competent Confederate commanders if the scenario is a strict representation of the actual battle. To prevent a Union “Turkey Shoot”, some adjustments were made to make the scenario more balanced.

- (1) The infantry on both sides fought hard and well given the terrain, weather, their inferior weaponry and their relative inexperience. All of the units in the scenario were evaluated as Reliable for Unit Effectiveness (page 9, Figure 3). Union cavalry fought particularly well but the Confederate cavalry did not. Nevertheless, both were rated as Reliable for play balance. The intent was to give the units on both sides more staying power at the Fresh & Worn levels.
- (2) The Union forces starting the scenario on the terrain board had to be delayed in their efforts to reach the front and allow the Confederate forces an opportunity to attack the 10 IN / 1Bn as their only opposition. The broken and dismounted 1 KY Cavalry, the broken 10 IN / 2Bn and the three double silenced and unlimbered artillery batteries should allow the Confederates enough time to push the 10 IN / 1Bn off of Burton’s Hill. Without these restrictions, the Union can deploy a strong artillery line and infantry-cavalry battle line that will doom the Confederate advance before it can begin. Historically, the Union response was slow and leaderless.
- (3) By delaying the Union response, the Confederates have an opportunity to capture the Key Position of Burton’s Hill rather quickly and force the Union to subtract one on all of their maneuver rolls. The capture of Burton’s Hill will delay further the Union response to the Confederate advance and allow the Confederates an opportunity to close on the other Key Position, the Line of X—Y—Z along the northern fence line of the Cornfield. The most desperate fighting took place around the Cornfield because it was a “must hold” position for the Union and a “must capture” position for the Confederates.

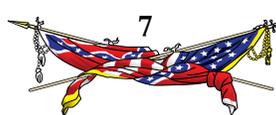


## Mill Springs, Union Order of Battle Labels

Standart			Kenny			Wetmore		
<b>1 XX</b> Thomas Able 0 <i>Turn 7 @ B</i>	B, 1 OH Section-1 Grn LR 3-3//3-3-2-1	B, 1 OH Section-2 Grn LR 3-3//3-3-2-1	B, 1 OH Section-3 Grn LR 3-3//3-3-2-1	C, 1 OH Section-1 Grn LR 3-3//3-3-2-1	C, 1 OH Section-2 Grn LR 3-3//3-3-2-1	C, 1 OH Section-3 Grn LS 4-3//2-1-1-0	9 OH Section-1 Grn LR 3-3//3-3-2-1	9 OH Section-2 Grn LH 5-3//3-0-0-0
Each stand Unlimbered & Double Silenced								
<b>2 X</b> Manson Poor -1 <i>Turn 7 @ B</i>	10 IN / 1Bn Trn RM 9--7--5 1-1//.5-.5	10 IN / 2Bn Trn RM 9--7--5 1-1//.5-.5	4 KY Brv Col +1 4 KY Grn SM 10--8--5 1//5-0-0	<b>3 X</b> McCook Able 0 <i>Turn 5 @ B</i>	2 MN Trn RM 16--12--8 1-1//.5-.5	9 OH Trn SM 16--12--8 1//.5-0-0	<b>Ammo Wagon USA</b> <i>Turn 9 @ B</i>	
<b>12 X</b> Carter Able 0 <i>Turn 8 @ B (&lt;==== order of march)</i>	1 ETN Grn SM 15--12--8 1//.5-0-0	2 ETN Grn SM 11--9--6 1//.5-0-0	12 KY Grn SM 12--9--6 1//.5-0-0	<b>1 XX</b> Thomas Able 0	<b>2 X</b> Manson Poor -1	<b>3 X</b> McCook Able 0	<b>12 X</b> Carter Able 0	
Dismounted leader labels								
1 KY Cavalry 1 Sqdn Trn Mounted No Fire--No Cold Steel					1 KY Cavalry 1 Sqdn Trn BL Dismounted 6--5--3 2-1//.5-0			
Dismounted & Broken								

## Mill Springs, Confederate Order of Battle Labels

<b>A o W TN</b> Crittenden Poor -1 <i>Turn 3 @ A</i>	<b>A o W TN</b> Crittenden Poor -1				1 X Zollicoffer Gallant +1	2 X Carroll Poor -1	Arty Ldr Rutledge Able 0	<b>Ammo Wagon CSA</b> <i>Turn 7 @ A</i>	
Dismounted leader labels					15 MS Walthall Brv Col +1	<i>Rutledge (Falconnet)</i> A, 1 TN Section-1 Grn LS 4-3//2-1-1-0		A, 1 TN Section-2 Grn LS 4-3//2-1-1-0	
1 X Zollicoffer Gallant +1	BledsoeSanders Sqdn Grn Mounted 2--0--1 No Fire--No Cold Steel	15 MS Grn IR 13--10--7 1-1//.5-0	19 TN Grn SM 13--10--7 1//.5-0-0	20 TN Battle Brv Col +1	20 TN Grn FM 13--10--7 1//.5-0-0	25 TN Grn IR 13--10--7 1-1//.5-0	Turn 1 @ A (<==== order of march)		
2 X Carroll Poor -1	17 TN Trn FM 10--8--5 1//.5-0-0	28 TN Grn FM 13--10--7 1//.5-0-0	29 TN Trn FM 16--12--8 1//.5-0-0	McClung Section-1 Grn LS 4-3//2-1-1-0	16 AL Grn RM 8--6--4 1-1//.5-.5	4 TN Cavalry 2 Sqdn Grn Mounted 6--5--3 No Fire--No Cold Steel	5 TN Cavalry 1 Sqdn Grn Mounted 5--4--3 No Fire--No Cold Steel	4 TN Cavalry 2 Sqdn Grn SH Dismounted 6--5--3 1//.5-0-0	5 TN Cavalry 1 Sqdn Grn SH Dismounted 5--4--3 1//.5-0-0
Turn 3 @ A (<==== order of march)					Turn 5 @ A (<==== order of march)				
Weapon	BL	RM	IR	SM	SH	FM			
Color Code	2-1//.5-0	1-1//.5-.5	1-1//.5-0	1//.5-0-0	1//.5-0-0	1//.5-0-0			



4) The arrival time for Crittenden and Carroll's Brigade was advanced from 0715 to 0700 and the two Confederate cavalry squadrons from 0800 to 0730. This play balance adjustment aids their ability to make supported infantry attacks on the Key Positions and allows the cavalry more time to traverse the difficult terrain and threaten a Union flank.

(5) The occurrence of rain during the scenario is limited to four turns total. The Confederates have enough difficulty with terrain, Green units and poor leadership without the punitive addition of more than four rain turns.

**Union.** You must willing to sacrifice the 10 IN / 1Bn by remaining on Burton's Hill and avoid the subtract one penalty for as long as possible while the other on board units attempt to rally from their broken and silenced status. Note that the Union is leaderless (Out of Command) for the first 5 turns! McCook is the first Union Leader to enter the scenario on turn 5 but he is attached to the 2 MN and is not available for Provisional Command until turn 6. Meanwhile, Thomas and Manson arrive as detached leaders at the end of turn 7 so they are not available for In Command or Provisional Command until turn 8. The Union must try to deploy an artillery line along the 1st contour level at the Logan House position and use Plunging Fire to slow the advancing Confederates, while the on board infantry and cavalry fight a delaying action to hold the Line of X-Y-Z as reinforcements began to arrive. Two factors in your favor are (1) you have artillery superiority and (2) you are retiring toward your reinforcements. Delay the enemy's advance at the expense of your on board units and rely on your reinforcements to finally slow the Confederate assault and then counter-attack.

**Confederate.** You must advance your units aggressively to capture the Key Positions of Burton's Hill and the Line of X-Y-Z at all costs. Use Zollicoffer's (Gallant+1) Brigade on the Burton's Hill assault and then press on to the Line of X-Y-Z. Crittenden (Poor-1) and Carroll (Poor-1) should remain together to get the benefit of two Maneuver Table die rolls (page 22) as Carroll's Brigade moves up to support Zollicoffer's Brigade. Try to combine your three artillery sections into a 6-gun battery under the command of Rutledge. They should be

used to support the infantry attack on Burton's Hill and then the Cornfield area. If you attempt to engage the Union artillery in a counter-battery duel, you will lose but it might divert the Union guns away from firing on your infantry as they fight for the Cornfield. Try to lead with the non-FM-armed-infantry that can fire in the rain and use the FM armed infantry as support in charge combat. The two cavalry battalions can be used to threaten the Union right flank and draw units away from the fight at the Cornfield. Two factors in your favor are (1) leaderless and slow Union response and (2) your two brigades arrive early, concentrated and in support of themselves and each other. Above all, you must advance quickly because time is not in your favor!

**Game Master.** Be aware of the modifiers and effects that impact Green units on the:

Maneuver Table:

- All Green units (infantry, artillery & cavalry) subtract one
- All Green infantry, dismounted cavalry and cavalry are disordered changing formation in Broken or Rough Ground
- Both units are disordered during Passage of Lines if one of the units is Green or Disordered

Fire Combat Table:

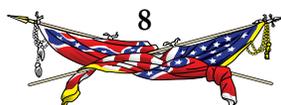
- Green infantry and dismounted cavalry subtract one if half or more fire points are Green musketry
- Green cannonade is not affected
- Any musketry firing Buck & Ball (charging or being charged) add one (negates Green musketry)

Charge Combat Table:

- Green units (infantry, artillery & cavalry) subtract one

## Game Length

The game is played in 18-turns starting with the Confederate player turn at 0630 and ending with then Union player turn at 1045. The fighting ended at 1215 but the battle was decided by 1100. The weather is cool with an on and off steady rain. Dawn is 0615, daylight is 0645, sunrise is 0700, length of day is 10 hours, sunset is 1700 and darkness is 1745.



## Mill Springs Time and Reinforcement Chart

All reinforcements enter the game in march column or limbered and are listed in the order of march.

Turn	Time	Confederate Phase Move First	Union Phase Move Second
1	0630	Rutledge, A / 1 TN Battery, 19 TN, 20 TN, 25 TN at <b>Road A</b>	
2	0645		
3	0700	Crittenden, Carroll, 17 TN, 28 TN, 29 TN, McClung Battery, 16 AL at <b>Road A</b>	
4	0715		4 KY at <b>Road B</b>
5	0730	4 TN, 5 TN Cavalry Sqdn at <b>Road A</b>	McCook, 2 MN at <b>Road B</b>
6 Rain?	0745		9 OH at <b>Road B</b>
7	0800	Ammo Wagon at <b>Road A</b>	Thomas, Manson at <b>Road B</b>
8 Rain?	0815		Carter, 1 E. TN, 2 E. TN at <b>Road B</b> 12 KY along <b>Line C</b>
9	0830		Ammo Wagon at <b>Road B</b>
10 Rain?	0845		
11	0900		
12 Rain?	0915		
13	0930		
14 Rain?	0945		
15	1000		
16 Rain?	1015		
17	1030		
18 Rain?	1045		



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PRIMEDIA Enthusiast Publications, Inc., 2005, Vol. I, Part II, pp. 387-- 392. This article has a fine map of the terrain and man-made features but contains no topographic information. It also has an order of battle for both Union and Confederate forces.

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Hafendorfer, Kenneth A., *Mill Springs: Campaign and Battle of Mill Springs, Kentucky*, KH Press, Louisville, KY, 2001. This work is a wargamer's ideal of what a campaign and battle book should be! There are many detailed maps illustrating the campaign and battle, unit histories, leader biographies with photos and orders of battle for both sides: THE book about the Battle of Mill Springs.

Hafendorfer, Kenneth A., *The Battle of Wild Cat Mountain, Kentucky, October 21, 1861*, KH Press, Louisville, KY, 2003. This work is also a wargamer's ideal of what a campaign and battle book should be! There are many detailed maps illustrating the campaign and battle, unit histories, leader biographies with photos and orders of battle for both sides. This book details the Battle of Wild Cat Mountain that preceded the Battle of Mill Springs. Many of the units and leaders in this battle fought each other at Mill Springs. This action would make an ideal introductory game for Johnny Reb or Regimental Fire & Fury.

Hafendorfer, Kenneth A., *Perryville: Battle for Kentucky*, KH Press, Louisville, KY, 1991. This book too is a wargamer's ideal of what a campaign and battle book should be! There are many detailed maps illustrating the campaign and battle, unit histories, leader biographies with photos and orders of battle for both sides. It doesn't cover the Battle of Mill Springs but the book covers the following campaign and Battle of Perryville that Mill Springs set the stage for.

Hafendorfer knows Kentucky. Do yourself a favor and purchase all three of his books. You won't be disappointed.

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