

# Mill Springs Battle Book (v0.70)

January 19, 1862

## Table of Contents

### 1.0 Introduction

To be determined

Battle History

### 2.0 Components

Mill Springs, KY includes the following components:

- One 22" x 17" map
- This Battle Book
- Two Turn Track/Efficiency sheets
- Battle-specific Terrain Effects Chart

The remaining components necessary for playtesting can be found in GMT's *Death Valley: Battles for the Shenandoah*. These include the Player Aid Cards, the Terrain Effects Chart, additional game markers, the GBACW 2021 Series Rules, and a ten-sided die.

#### 2.42 Game Scale

The map scale is approximately 140 yards per hex with 20-25 foot elevation contours.

#### 2.7 Terminology

**AM:** Activation Marker   **BB:** Battle Book   **LOS:** Line of Sight   **MP:** Movement Point   **SP:** Strength Point   **SR:** Series Rules   **VP:** Victory Point

### 2.9 Sources

American Battlefield Trust

War of the Rebellion (aka The Official Records) Series I, **Volume VII**   **Chapter XVII)**

*Mill Springs, Campaign and Battle of Mill Springs Kentucky* by Kenneth A. Hafendorfer

*The Battle of Mill Springs, Kentucky* by Stuart W. Sanders

Wikipedia.com article on "Battle of Mill Springs"

### 4.0 The Command System

#### 4.11 Overall Commanders

The senior officers on the field are Division commanders and are represented by a division commander counter instead of a corps or an overall commander counter. There are no leadership initiative modifiers for these leaders, and they do not suffer the usual 1AM penalty for not having their corps commander on the field.

## 4.21 Chain of Command

For the Confederates, Major General George Bibb Crittenden is the ranking (active) commander on the field [BB 4.18]; Only the Union may attempt Brigade Coordination.

Either Confederate brigade leader is considered to be in command for the purposes of determining the number of Activations if they can trace a chain of command to Crittenden. Note: on turn two, Crittenden is about to enter the map, so if Zollicoffer can trace a line of command path of 6MP or fewer to the road hex 3810, he is deemed to be in command for the 0700 turn.

Any Union brigadier is considered to be in command for the purposes of Division Orders and determining the number of Activations if he can trace a chain of command to Thomas. Since all units (exception: the Union skirmishers) are considered to be in command at the start of a game, the Union brigadiers are in command for Turn 1. However, for Turn Two, General Thomas is not activated, and thus the Union brigadiers will suffer the -1 penalty to potential activations for the 0700 turn. Thomas “activates” at the start of the 0800 turn.

For the Union, there is no replacement if Thomas is killed; General Schoepf is the next commander, and he is, at the time of the battle, converging on the area from Somerset to the east. The Union brigadiers would simply receive one fewer activation per turn following Thomas' untimely demise.

## 4.33 Artillery

The Union artillery batteries are attached to one of the brigades in Thomas' division and thus activate with that brigade.

Likewise, the Confederate artillery batteries are brigade attachments, and activate with their respective brigades within the division activation.

## 5.21 (addition) Confederate Efficiency Determination

Efficiency for the two Confederate brigades under Crittenden (e.g., Zollicoffer and Carroll) are determined separately. During the Efficiency Phase (II B), the Confederate player picks an Efficiency Marker (EM) for each *brigade*.

**5.22 (addition)** Crittenden moves with the Confederate player's choice of brigades (either Zollicoffer or Crittenden) during any given turn, but does not move during both brigades' activations. Determine which brigade Crittenden attaches himself to during the Orders Phase.

# 6.0 The Orders System

[6.12] Only Crittenden's brigade (0700 CSA Reinforcements) may enter under, or utilize, March orders. No units which start on-map may assume March Orders. This includes the units of Zollicoffer's brigade which are technically off-map, but are the road column portion of the already on-map lead elements of Zollicoffer's brigade.

# 9.0 Movement

## 9.4 Terrain and Movement

### 9.44 Other Terrain

The terrain type and elevation level of a hex is that found in the center point of the hex and covering the majority of the hex area.

### Ridges and Gullies:

A Ridge is a hexside at a higher elevation than the two adjoining hexes, and a Gully is a hexside at a lower elevation than the two adjoining hexes. A Ridge can block LOS [BB 10.24], while a Gully does not affect LOS. A Ridge does not block LOS for two adjacent units (i.e., two units on opposite sides of the same ridge hexside). However, they have LOS no further than that across the hexside. See the terrain chart for the cost of moving across a Ridge or Gully; however, if either Ridge or Gully have more than two contour lines, treat each side of the hexside as the appropriate slope.

**EXAMPLE:** A cavalry unit crossing a Ridge with three lines, two going up on the closer side and one going down on the far side, would pay +2 for going up a minor slope and no additional MPs for going down a gradual slope.

Artillery crossing a Gully or Ridge with three lines automatically Disorders (unless on a Road or Farm Lane). If already Disordered, the artillery loses 1 SP. If the total number of contours exceeds three, artillery movement across is prohibited. There is a penalty for Shock across a Gully or Ridge. The penalty for Shock across a Ridge is always –1 DRM. The penalty for a Gully is equal to the number of contour lines the attacker would ascend were it moving into the defender's hex from the bottom of the Gully, with a maximum of –3 DRM. Gullies and Ridges are never in hex, only on hexsides. If the Gully or Ridge graphic does not cover the entire hexside, the hexside is not considered a Ridge or Gully.

#### 9.48 Treelines

There are a number of hexes that have treelines on their hexsides: One borders the western edge of The Cornfield, and a smaller one borders hexes MS1017 – 1118. Treat the treelines as woods hexes for purposes of movement, or providing wooded cover for occupants of the hex if fire or movement crosses the hexside; otherwise it is a clear hex. Treelines do NOT block line of sight. Additionally, hexes containing treelines are exempt from the Canopy of Trees rule S.R. 10.24, Bullet 2. For this purpose, the hexes bordered by the treelines are not considered “wooded hexes” and thus project no “canopy”.

#### Streams:

Watercourses may have an effect on movement when that hexside is crossed [see the Terrain Effects Chart]. Stream hexsides have an additional MP cost, which when also lying in a gully, adds that cost to the hexside cost.

#### Minor Slopes:

Minor slopes are hexsides that contain two contour lines.

#### Steep Slopes:

Steep slopes are hexsides that contain three contour lines.

### 9.7 Encamped Union Brigades

Union brigades begin the game encamped (unalerted). They sound The Long Roll once they are alerted and are then eligible to leave camp. Their starting positions are noted on the map. While they are still in camp, they are flipped to their disordered sides. Unalerted units cannot do anything a phasing unit can do, except Rally, but defend normally when non-phasing.

[9.71] On the turn these “encamped” units are scheduled to “activate” and break camp, upon their brigade's first activation for that turn, they **must** make “rally” attempts to return to their good order side. In the activation during which a unit is successfully “rallied” out of encamped status, it is flipped to its good order side and, like any other rallying unit, can perform no other phasing operations for that activation. If an encamped unit is attacked prior to being activated, they are considered to be disordered for all purposes, such as determining Return Fire DRMs, resolving UDD attempts, etc.).

[9.72] “Rallying” Union units which fail badly enough to result in straggler losses, do NOT lose SPs (in the form of stragglers) when rallying to good order to start the battle. Also note [13.25] below.

[9.73] Union leaders (e.g., Division Commander Thomas) which are not yet activated, but start on the map, do not lend their “stars” of influence to rally attempts for units they are stacked with (they are starting their day along with their subordinate units).

## 13.0 Morale and Rally

### 13.2 Brigade Combat Effectiveness

[13.25] Until such a time as the Union has alerted and “rallied”/decamped all of a brigade's units, the brigade is exempt from SR [13.21], first bullet; that is, should a brigade fail to un-encamp all of its units, the brigade CANNOT be considered Brigade Ineffective in Phase IVC of a turn.

### 13.3 Division Combat Effectiveness

[13.61] A player wins automatically if the enemy division is rendered combat ineffective at any IV C phase during the game. For the

Confederates, with but two brigades, both would have to be rendered BCI in order to render the entire Crittenden Division DCI; again, a relative rarity.

## 14.0 Special Units

### 14.4 Skirmishers

Skirmishers are a company-sized, dispersed formation used to delay approaching enemy formations.

**14.41** Regular Infantry units may detach up to half its strength in Skirmishers (SK). Each detached SP provides one SK unit. They may be formed upon activation from any unit that is not disordered and is under Advance Orders. Players are limited to the number of skirmisher units provided in the counter mix, unless they agree to allow unlimited use of skirmishers and use other counters to represent additional skirmisher units. Although a parent unit is marked with a SP marker to denote reduced strength, deployed Skirmishers do not count as “losses” for the parent unit (for purposes of determining collapse); *eliminated* Skirmishers do.

**14.42** To form Skirmishers, simply remove the required SP from the parent unit (as Step Losses) and place the resultant SK units in the same hex. They can move away as part of movement.

**14.43** Skirmishers may not stack with any other unit – including another SK originating from the same unit.

**14.44** When re-stacked with their parent unit Skirmisher units are immediately absorbed back into the unit. Remove the SK marker and increase the SPs of the parent unit.

**14.45** Skirmishers have the advantage of greater ease of movement and they absorb fewer losses from enemy fire.

- For movement they use the Leader column on the Terrain Effects Chart, but they may not take advantage of pikes, roads, or trails.
- Skirmishers move in Reaction similar to mounted cavalry [see SR 9.63], but can only do so when an enemy infantry unit commits to an intention to move adjacent [not within 3 hexes, as is the case with mounted cavalry]; however, there is no DRM to the resulting UDD for entering non-clear hexes.
- When firing, subtract one (-1) from Skirmisher Fire Results DR. Skirmishers may not use Prepared Fire.
- When the target of enemy fire (any kind), subtract two (-2) when resolving fire in addition to any other applicable DRM.
- Skirmishers may not voluntarily move adjacent to an enemy combat unit.
- Skirmishers may not Shock Attack, regardless of the situation.
- If Skirmishers are Shock Attacked, and are the lone type of unit defending, the attacker gains a +1 to his Shock Results DR [but see SR 11.42].
- Shock attacks against skirmishers do not count towards, or incur Fatigue, for either the attacker or the skirmishers targeted.
- Skirmishers do not accrue fatigue from activations, movement, combat or any other activity.
- Skirmishers suffering a 2nd Disorder are automatically eliminated.

**14.46** If a Skirmisher unit is the target of a Shock Attack it may, instead of defending, disperse in the Retreat Before Shock Step [SR 11.33]. This includes attacks from enemy cavalry. They may not disperse if they are disordered. When an SK Disperses:

- It is retreated either 2 or 3 hexes from where it was, away from the enemy unit that is threatening attack, and toward friendly lines.
- It may retreat through friendly units, any terrain it could move through, and/or enemy Frontal hexes.
- The movement path may not be traced through a hex adjacent to an enemy unit, unless occupied by a friendly unit.
- After retreat, the unit is automatically Disordered.
- It may not fire before Dispersal, and SR 11.35 applies.

**14.47** Skirmishers are always under Advance Orders.

**14.48** Skirmisher units that start more than their movement allowance distant from their parent unit are Out of Command [see SR 5.36]. Movement allowance is traced per the current weather conditions (see Rain, 16.3)

**14.49** If the parent unit is removed from play for any reason (e.g, rout) then also remove its Skirmisher units.

## 15.0 Engineering

### 15.1 Constructing Breastworks

**15.12** Breastworks may **not** be constructed in any hex.



### 16.3 Rain

The Battle of Mill Springs was fought on an especially nasty, cold and rainy winter day in January, 1862. Crittenden's Confederates had marched

half of the previous night to begin the attack, while parts of Thomas' force were trying (and mostly failing) to dry out, having just crossed the swollen Fisher's Creek the day before. The condition of the roads and the Creek prevented more reinforcements from arriving at Logan's Crossroads for the Union until later in the day.

The constant, at times heavy rain added to the general discomfort of both sides, plus had major effects on visibility. Many reports of combatants on the field that day told of pelting rain that held the smoke of musketry close to the ground (rather than dispel it altogether). Several Confederate units, notably the 15th MS and 20th TN, complained bitterly that the wet conditions rendered their old, flintlock muskets completely useless (this is explored in one of the possible Random events).

16.31 Turn 1 (0600) is always a Rain turn.

16.32 The persistence of the rain is determined as follows: A d10 is rolled at the beginning of the game. Its number is halved, rounding up. The resulting number is the **Initial** Rain Number. Each player places a Strength Point marker with the corresponding number in the Weather box of their Turn Track/Activation Chart. **Note:** this halving of the die roll is only applicable to the INITIAL Rain Number. Subsequent rolls to determine additional rain numbers are treated as "natural" die rolls.

16.32 If the initial Rain Number die roll is 0 or 1 (before halving), then rain persists for the entire game. Otherwise, one or the other player makes a Rain Determination Roll during all IIC phases of subsequent turns. These later die rolls are NOT halved. In order for the rain to stop, the Rain Determination Roll must be lower than the Initial Rain Number.

16.33 If the rain stops, it does so at the start of that same turn's Activation Segment (III), and that turn's Rain Determination Roll becomes the new (current) Rain Number.

16.34 In subsequent IIC Order phases, if the Rain Determination Roll is more than double the current Rain Number [or automatically if the number rolled to stop the rain was zero [0]], the rain and its effects begin again. In that case, establish a new Rain Number, which will remain in effect until replaced by a subsequent turn's Rain Determination Roll less than the current Rain Number. Important note: if the die roll to establish a new Rain Number after it begins again is zero [0], rain will then persist for the remainder of the game. In such a case, do not roll again for Rain Determination.

#### 16.35 Rain Effects

- Movement allowances for units under Advance and March orders are halved, rounding up (Note: an infantry or cavalry unit can always move ONE HEX to a hex that is not otherwise impassable, even if entering that hex costs more than the unit's movement allowance). Leader movement allowances are NOT affected.
- Subtract one (-1) from all Fire Table results, both for Small Arms and Artillery Bombardment
- Add one (+1) to all Rally die rolls (including Union activation rolls)
- No Fatigue recovery is permitted during a rainy turn (even for units which perform no actions or enter Reserve)

## 17.0 Fatigue

Fatigue is not optional.

Note that the CSA does not incur fatigue for Turn 1 (during Zollicoffer's brigade has 3AMs to use)

## 18.0 Random Events (Optional)

Place the Random Events AM in the Draw Cup along with the AMs for both sides at the beginning of every turn. The player who drew the previous AM, (or the player who won initiative, if the Random Event is the first chit to be drawn at the start of a turn) is deemed to be the drawing player. When the Random Events AM is drawn, roll one die. On a roll of 7 or less there is no Random Event. On a roll of 8 or 9, roll again and consult the Random Events Chart.

### *Results Explanation*

**MOMTO** = May Occur More Than Once . Any event that is not designated as MOMTO can only occur once, with repeat occurrences resulting in No Random Event for the turn.

**0 or 1. Leader Casualty:** The player drawing the chit may designate any one enemy leader within four hexes and LOS of any of his infantry units or *brigadiers* as target of enemy fire. Roll the die. If the DR is odd, that leader is killed. MOMTO.

**2. Manson Madness:** Mahlon Manson, commander of the Union 2<sup>nd</sup> brigade, has been the subject of controversy concerning his actions in the

battle. Upon being alerted to the approach of the Rebel force, Manson “skedaddled” back up the Columbia Road to alert Division Commander Thomas in person, rather than send an aide, and lead his brigade into battle. This resulted in a delay in the response of his regiments. When this event is drawn, treat the Manson brigade as if they were in a Confused state per the Brigade Coordination Table. They cannot move, change formation, change orders, discharge skirmishers, or initiate shock combat, but they can perform fire and/or reaction fire and can attempt to rally/decamp and resupply ammo, if applicable. This condition remains in effect until Manson moves to stack with Thomas (or the acting Division Commander) at the end of an activation, and then returns to stack with any unit in his brigade on a subsequent activation. The confusion is then lifted at the moment Manson is stacked with a unit of his brigade. **Note:** If Thomas is activated, he can also move to stack with Manson, to help restore the brigade to fighting trim. If Manson has been rendered a casualty, treat as no event.

3. **Exploding Gun Barrel Kills Crew:** The next time the drawing player fires one of his batteries, the opposing player rolls the die. If his DR is even:

- Subtract two (-2) from the fire resolution DR; and
- Eliminate one gun. It has exploded.

MOMTO.

4. **Felix Zollicoffer Dies:** Roll an additional 1d10. 0-5 = No effect/no event. 6 – 9: Zollicoffer meets his end, whether by enemy fire, a friendly fire incident or some other circumstance as strange as what actually happened to him (nearsighted, he blundered into a close range pistol duel with Col. Speed Fry of the Union 4<sup>th</sup> KY regiment, who in concert with nearby troops, shot Zollicoffer to death). Zollicoffer becomes a casualty. Further, all units from his brigade incur a +1 modifier to any UDDs for the remainder of the turn.

5. **Uniform Confusion:** Units of both sides wore uniforms that might be confused with those of the enemy, and the incessant rain and low-hanging haze of the day did not help matters. The last player to activate is the victim of a friendly fire incident. His opponent can select any infantry unit that is within 2 hexes and LOS of another infantry regiment *from a different brigade*, and have that unit direct a fire routine at the target unit, irrespective of the firing unit's facing (that is, the unit may be considered to momentarily change facing in response to the perceived threat). MOMTO.

6. **Free Rout Recovery:** The player drawing this event may immediately, and automatically, return any one Routed unit to play, placing it as per S.R. [13.52]. Assume the Cohesion check is passed, reduce the unit by 1SP and place it within one hex of its brigadier, in Disordered [d] state. Ignore (or select another recovery candidate) if the player cannot place the unit in a hex that is not adjacent to an enemy unit. MOMTO.

7. **Useless Flintlocks:** Much has been made of reports that some of the Rebel infantry, outfitted with outdated flintlock rifles and squirrel guns, suffered a high number of cases of guns that, with powder wet, refused to fire. When this event occurs, anytime a Rebel infantry unit with M armament undertakes fire for the remainder of the current game turn, roll a die. On an odd result, the unit is immediately and irrevocably deemed Out Of Ammo. They may NOT “recover ammo” for the rest of the game. After one such unit suffers this result, the event ends for the current game turn. MOMTO.

8. **Terrible Roads:** The last artillery battery to move loses one gun to the knee-deep mud. Treat this as an “eliminated” gun.

9. **Drunkenness:** The player who drew the AM prior to the Random Event determines one of his leaders (both Division and brigade commanders) randomly; this leader is considered to be drunk. Use the Drunk marker, stacked with, or in proximity to, the affected leader. For the remainder of the battle, that brigadier has:

- Orders rating of -2, a Command Range of 2, and a Movement allowance of 3
- If the drunken commander is a brigadier, and starts an activation adjacent to, or stacked with the Division Commander, the player may cashier the drunkard and immediately flip the brigadier to his replacement side, as if he were killed for game purposes. The replacement of said leader need not wait until the Replacement/Recovery phase of the turn.

## 20.0 At-Start Deployment

(20.1) Unless otherwise specified, all brigades start with whatever Orders and all units with whatever facing the owning player chooses. All units are considered to be in command for the first turn or for their first turn of entry. However, for the Union, see Case 9.7, concerning Union Encampments.

# 26.0 Mill Springs, KY, January 19, 1862

## 26.1 Initial Deployment

Unless otherwise specified (see: Union Skirmishers), all brigades start with whatever Orders the owning player chooses. All units start with whatever facing the owning player chooses. All units are considered to be in command for the first turn or for their first turn of entry.

### Map

Hex numbers beginning with MS indicate the Mill Springs map.

### Game Length

The game starts with the 0600 dawn turn and ends after the completion of the 1200 turn. The game is thus seven turns long.

### Initiative

The Confederates have the initiative on the first turn.

### Victory

Victory may be determined by two automatic victory cases:

- 1) CSA control of hex **MS0616**. If the CSA player controls this hex at the IVD Phase (end of Turn segment, he wins an automatic Substantial Victory.
- 2) If a player can render TWO enemy infantry brigades Combat Ineffective at the end of any game turn, they win a Substantial Victory.  
Note: the Union has three brigades in total, the Confederates two.

In the unlikely event that the CSA player controls hex MS0616 at the end of Turn segment, AND both its brigades have been rendered Combat Ineffective, the CSA Substantial Victory takes precedence.

Barring either of the automatic victory events, the game is decided on the number of Victory Points (VPs) that each player earns over the course of the game. VPs are awarded for enemy casualties and for control of objectives at the end of the battle. To determine victory, calculate each side's VP total based on the criteria below, and then subtract the Union total from the Confederate total. For the Union player, reduce the total -1 for each *two turns* in which it rained, rounding downward if there was rain in an odd number of turns (up to a -3 reduction). The rain turns need not be consecutive or in series, just the number of turns where rain fell. Compare that number, positive or negative, to the Level of Victory schedule in the scenario rules to determine which side wins and the exact level of victory. If the number is positive 4 or more, the Confederate player wins, if the number is -4 or less, the Union player is the victor. Between -3 and +3 is a draw.

Most of the fenced fields and the hex containing the Blacksmith's Shop carry a VP award for the force that "controls" that field at the end of the game. The award is expressed on the map as two values separated by a slash symbol. The Union VP award is to the left of the slash in blue text, the Confederate VP award is to the right of the slash in red. Control is defined as being the last player to have an infantry or artillery unit (NOT a skirmisher or cavalry unit) enter *any hex of the field*, and the enemy has no units inside the field's boundaries. Treat fence hexes as field hexes for purposes of determination of field control or entry. It is possible that neither player is awarded VP for some fields (these fields being contested, or never entered by forces of either side). Use the Objective Hex markers provided to keep track of which side last controlled the fields.

For each enemy infantry brigade rendered Combat Ineffective at the end of the game, a player is awarded 5 VPs.

For each enemy artillery section (counter) eliminated or abandoned at the end of the game, a player is awarded 1 VP.

For each enemy artillery battery (non-cumulative for sections) eliminated or abandoned at the end of the game, a player is awarded 2 VP.

For each enemy infantry or cavalry unit that is eliminated, collapsed or routed, a player is awarded 2 VP.

For each Union Skirmisher unit that reunites with its parent unit: 1VP

### Levels of Victory

Draw 0 to 3 VPs

Marginal Victory 4 to 8 VPs

Tactical Victory 9 to 12 VPs

Substantial Victory 13 or more VPs

### Efficiency

The Union Efficiency Pool is 2 x 2, 2 x 3, and 1 x 4

The Confederate Efficiency Pool is 1x 2, and 3 x 3, and 1 x 4

## Union Setup

MS3011 SK3 (from 10<sup>th</sup> IN)

MS3111 SK2 (from 10<sup>th</sup> IN)

MS3211 SK1 (from 1KYc)

Note that these skirmisher units were acting as pickets and begin the game Out of Command (thus activating one fewer time than the division Efficiency determined in Phase IIA of Turn 1); this is an exception to the rule that units are always considered to be in command for the first turn of a battle. These picket units are considered to be in good order and already alert at the start of the battle.

The remainder of the Union forces begin in unalerted (read: disordered) condition (facing as the Union player desires). They may only begin attempts to rally to good order when their brigade is alerted (see Union Reinforcements/Alerts below). The brigades may also be limited to the maximum number of activations (and hence, rally attempts) they may undergo in their first turn of activation by activation limits listed below.

MS0123: 12KY (d)

MS0126: **Thomas, 1/AoO\***; **McCook, 3/1/AoO**; 9OH (d)

MS0224: 2MN (d)

MS0319: 4KY (d)

MS0320: 1ET (d)

MS0422: **Carter, 13/AoO\***; 2ET (d)

MS0714: B, 1 OH bty (d), C, 1 OH bty (d)

MS1115: 9 OHa bty (d); 9 OHb bty (d)

MS1116: **Manson, 2/1/AoO**; 10IN (d) (-2SP due to skirmisher detachment)

MS1218 1KYc (dismounted) (d) (-1SP due to skirmisher detachment)

## Union Reinforcements

The Union receives no reinforcements.

## Union Alert Schedule

**0600:** **Manson, 2/1AoO:** is alerted and may begin rally attempts to good order for his units.

**McCook, 3/1AoO:** (2 AMs) is alerted and may begin rally attempts to good order for his units.

**0700** (with 1 AM) **S. Carter, 13/AoO** is alerted and may begin rally attempts to good order for his units.

**0800** **Thomas, 1/AoA** MS0125

## Confederate Setup

MS3410: Bledsoe, Saunders (MTD)

MS3510: **Zollicoffer, 1/DET**; 15MS (extended column in 3610)

MS3710: 19TN (extended column in 3810).

## Confederate Reinforcements

**0600:** MS3810: Entering with first or second Activation on Turn 1: 20TN and 25TN (both in Extended Column); then Rutledge Bty (a and b). Any of these units can send skirmishers ahead of their units if they enter under Advance or Attack orders. (Zollicoffer has 3AMs to use on Turn 1, and does not accrue fatigue on Turn 1).



**0700** MS3810: Crittenden, DET; Carroll, 2/DET; 17TN; Caswell TN bty; 28TN; 29TN; 16AL; Caswell TN Bty; 4TNc; 5TNc; (1AM) These are the *only* units that may enter under March Orders, if the CSA player so desires.

### Range Effects Chart (note Sharps Rifle SH entry for 1KY cavalry)

RANGE EFFECTS CHART											
Weapon Type		Range in Hexes									
Small Arms		Max/Prep	1	2	3	4	5-7	8-12	13-16	17-20	21+
P	Pistol <sup>a</sup>	1/NA	+1	-	-	-	-	-	-	-	-
M	Musket	2/1	+2	-2	-	-	-	-	-	-	-
C	Carbine	3/1	0	-1	-4	-	-	-	-	-	-
ER	European Rifle	3/1	+1	0	-2	-	-	-	-	-	-
BC	Breechload Carbine	3/1	+2	0	-2	-	-	-	-	-	-
SC	Spencer Carbine	3/1	+3	+1	-1	-	-	-	-	-	-
BR	Breechload Rifle	4/1	+3	+2	0	-2	-	-	-	-	-
SH	Sharps Rifle	4/1	+3	+2	0	-1	-	-	-	-	-
R	Rifled Musket	5/1	+1	+1	-2	-3	-5	-	-	-	-






  

Weapon Type		Range in Hexes									
Field Artillery		Max Range	1 <sup>sa</sup>	2 <sup>sa</sup>	3 <sup>sa</sup>	4	5-7	8-12	13-16	17-20	21+
H12	12 lb Howitzer <sup>RF</sup>	7	+4	+3	+1	0	-1	-	-	-	-
L	6 lb Smoothbore <sup>RF</sup>	9	+3	+1	0	0	-1	-3	-	-	-
TA	Older Rifle <sup>b</sup>	9	+3	+1	0	0	0	-2	-	-	-
N	Napoleon <sup>RF</sup>	11	+4	+2	+1	0	0	-1	-	-	-
TB	3" Rifle	19	+3	+2	+1	0	0	-1	-2	-3	-
P10	10 lb Parrot	20	+2	+2	+1	0	0	-1	-1	-3	-
P20	20 lb Parrot	30	+2	+2	+1	0	0	-1	-1	-1	-2
DH	24 lb. Dahlgren	11	-	+1	+1	+1	+1	-1	-	-	-

**Max/Prep:** The first number is the maximum firing range; the second is the range over which that unit may use Prepared Fire [10.51].

- = May not fire at that range.
- +#, -# = Die roll adjustment.
- <sup>RF</sup> = May use Rapid Fire [10.68].
- <sup>a</sup> = Pistols may never be used for Prepared Fire.
- <sup>b</sup> = Includes re-bored James rifles, etc.
- <sup>sa</sup> = When firing artillery at these ranges, treat as if from small-arms for result distribution.

## Terrain Effects Chart Addendum

		Foot	Mounted Cavalry	Artillery	Leader	Fire	Shock	
	Clifty Creek Hexside	+2D	+3D	P	+1	NE	P	No
	Minor Stream Hexside	+1	+1	+2	0	NE	NE	No
	Field Boundary	OTIH	OTIH	+2	OTIH	NE	NE	No
	Treeline Hexside	2	3	4	2	-1/-1 <sup>k</sup>	-1	No
	Cultivated Field	1	1	1	1	NE	NE	No

## Credits

**Game Designer:** Allen Dickerson **System Designer:** Richard Berg **Developer:** Bill Byrne **Art Director:**  
**Map Artist:** Allen Dickerson **Counters:** Allen Dickerson **Rules Graphics:** Allen Dickerson **Playtesters:**  
 Thomas Cadenhead, Albert Smith, Bill Byrne, **Proofreaders:** Bill Byrne **Production Coordination:**  
**Producers:** Vassal Module: Allen Dickerson