

TAC NEWS

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BATTLE OF MILL SPRINGS SCENARIO

THE FIRST UNION VICTORY IN THE WEST

On 15 January 1862, Confederate Major General George B. Crittenden saw a classic Napoleonic opportunity. His 6000 man division was united in a centralized position against the two dispersed Federal commands in southern Kentucky. Seizing the initiative, he would defeat one enemy force, and then turn on the other. Crittenden planned a night march for 18 January to surprise and crush the 4400 Union troops encamped around Logan's Crossroads.

Luck was not on the Confederate side that night. The weather was miserable: icy rain turned the approach march into a grueling slog through near impenetrable mud. After 6 exhausting hours, their van neared the enemy's cantonment as dawn brightened the blustery sky.

Far from being caught unawares, the Federals, commanded by Major General George H. Thomas, had videttes and pickets

out and alert. Shots range out, couriers galloped the alarm, and Federal troops scrambled into line and toward the gunfire. The Confederates struggled to deploy their column into line. Soon the roar of the first major battle of the Civil War in the west was thundering over the hills of southern Kentucky.

Historically, the Battle of Mill Springs was the first solid Union victory of the war. It set the stage for U. S. Grant's advance into Tennessee, culminating in the capture of Forts Donelson and Henry. It ruined one man's career - Crittenden resigned soon afterward; and made another's. George Thomas's star was on the rise, and would lead him to the command of a Union Army before the bloody war ended more than 3 years later.

But this is a war game: you have the opportunity to change history!

Victory Conditions

The Confederate player is the winner if he has an unbroken infantry unit astride the "X" crossroads at Logan's Crossroads at the end of the game and the Union player is driven from the field by having 60% of his stands broken or casualties. The Union player wins by preventing these conditions.

GAME LENGTH:

24 TURNS

**CONFEDERATE
PLAYER**

“I was out of reach of support or re-enforcement. Under these circumstances I determined not to retreat without a battle. I decided that it was best to attack the enemy, if possible before the coming re-enforcements from his rear should arrive and before the Somerset force could cross Fishing Creek. I could reasonably expect much from a bold attack and from the spirit of my command. “

- Major-General George B. Crittenden, CSA

CSA Morning Report - Battle of Mill Springs

Commander	Level	Radius	Modifier	Cohesion
Maj. Gen. George B. Crittenden	1	10"	-1	15
Brig. Gen. Felix K. Zollicoffer	1	10"	-1	15
Brig. Gen. Wm. H. Carroll	1	10"	-1	15

ID	Unit	Weapons/ AVs	Special Notes	Stands	Unit Cohesion											1st Volley		
					14	13	12	11	10	9	8	7	6	5	4		3	1
	15th Mississippi	RM - 1.5 / 1 / 0.5	Zollicoffer's Brig.	11	14	13	12	11	10	9	8	7	6	5	4	3	1	
	19th Tennessee	SM - 2 / 1 / 0.5	"	9	14	13	12	11	10	9	8	7	6	5	4	3	1	
	20th Tennessee	SM - 2 / 1 / 0.5	"	9	14	13	12	11	10	9	8	7	6	5	4	3	1	
	25th Tennessee	SM - 2 / 1 / 0.5	"	9	14	13	12	11	10	9	8	7	6	5	4	3	1	
	Rutledge Tennessee Battery	6lb. gun - 1.5 / 1 / 0.5/0.5	"	2	12	9	7	1										
	Tennessee & Kentucky Cavalry	shotgun - 2 / 1.5 / 1	"	3	14	11	9	7	4	1								
	16th Alabama	RM - 1.5 / 1 / 0.5	Carroll's Brig.	5	14	13	12	11	10	9	8	7	6	5	4	3	1	
	17th Tennessee	SM - 2 / 1 / 0.5	"	4	14	13	12	11	10	9	8	7	6	5	4	3	1	
	28th Tennessee	SM - 2 / 1 / 0.5	"	10	12	11	10	9	8	7	6	5	4	3	1			
	29th Tennessee	RM - 1.5 / 1 / 0.5	"	6	12	11	10	9	8	7	6	5	4	3	1			
	Caswell's Tennessee Artillery	6lb. gun - 1.5 / 1 / 0.5/0.5	"	1	14	9												
	4th Tennessee Cavalry Battalion	shotgun - 2 / 1.5 / 1	"	4	14	12	10	8	6	5	3	1						
	5th Tennessee Cavalry Battalion	shotgun - 2 / 1.5 / 1	"	4	14	12	10	8	6	5	3	1						

Rebel Deployment & Arrivals:

CSA forces are placed on the board in Movement Column formation, with Zollicoffer's brigade in the lead. The head of the column should be placed as shown on the road near the south edge of the map.

UNION
PLAYER

"Sergeant of the Guards Pomeroy poked his head into the guard tent and ordered me to beat the long roll. I beat that long roll standing in front of the guard tent in the rain. I was only about half dressed. Some of the men were so excited they did not pull on their shoes. 'They fought in their stocking feet all day'."

- William Bircher, drummer, 2nd Minnesota

USA Morning Report - Battle of Mill Springs

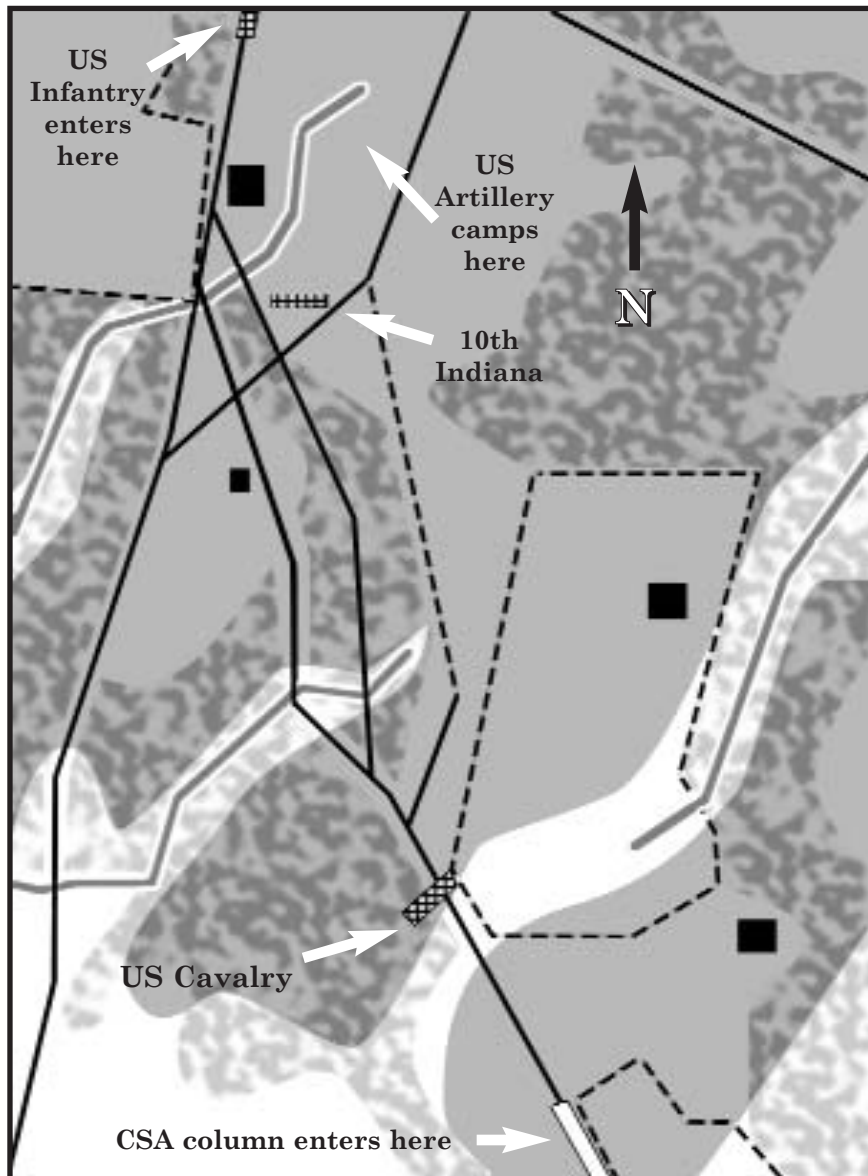
Commander	Level	Radius	Modifier	Cohesion
Brig. Gen. George H. Thomas	2	12"	-2	16
Col. Robert L. McCook	1	10"	-1	15
Col. Mahlon D. Manson	1	10"	-1	15
Col. Samuel P. Carter	1	10"	-1	15








ID	Unit	Weapons/ AVs	Special Notes	Stands	Unit Cohesion													1st Volley
					14	13	12	11	10	9	8	7	6	5	4	3	1	
	10th Indiana	RM - 1.5 / 1 / 0.5	Manson's Brig.	9	14	13	12	11	10	9	8	7	6	5	4	3	1	
	4th Kentucky	RM - 1.5 / 1 / 0.5	"	5	14	13	12	11	10	9	8	7	6	5	4	3	1	
	Bttry B, 1st Ohio	6pd Wiard - 1/0.5/0.5/0.5	"	3	14	12	10	9	6	4								
	2nd Minnesota	RM - 1.5 / 1 / 0.5	McCook's Brig.	7	14	13	12	11	10	9	8	7	6	5	4	3	1	
	9th Ohio	RM - 1.5 / 1 / 0.5	"	8	14	11	10	8	5	3								
	Bttry C, 1st Ohio	12pd James - 2.5/1.5/1/0.5	"	3	14	12	10	9	6	4								
	12th Kentucky	RM - 1.5 / 1 / 0.5	Carter's Brig.	5	14	13	12	11	10	9	8	7	6	5	4	3	1	
	1st Tennessee (USA)	RM - 1.5 / 1 / 0.5	"	4	14	13	12	11	10	9	8	7	6	5	4	3	1	
	2nd Tennessee (USA)	RM - 1.5 / 1 / 0.5	"	10	12	11	10	9	8	7	6	5	4	3	1			
	1st Kentucky Cavalry	Carbines - 1.5 / 1 / 0.5	"	6	14	13	12	10	9	8	6	5	4	3	1			
	9th Ohio Artillery	10lb Parrott - 2/1/0.5/0.5	"	1	12	7												
		12lb How - 3/1/0.5/0.5		1	12	7												

Union Deployment & Arrivals:

The Federal Cavalry and 10th Indiana regiments are placed on the map as shown, facing south. The artillery batteries are in "camp" where shown. The rest of the Union infantry arrives in Movement Column at the western-most road at the north edge of the board on Turn 1. McCook's brigade is in the lead.

MILL SPRINGS MAP IS 7' X 5'



-  Level 1 Terrain
-  Level 2 Terrain
-  Woods
-  Creeks
-  Roads
-  Fences
-  Log Farm Complexes

COMING IN 2007 FROM GHQ

Napoleonic Micronauts:
50 Gun Ship HMS *Centurion*
(Full & Battle Sails)

Great War Micronauts:
BB *Imperatrissa Maria*

WWII Micro Armour:
Bedford OYD 3 Ton Truck
Chi-ha Type 97 Tank
Imperial Japanese Combat Team

WWII Micronauts:
DD "E" Class
CL-48 *Honolulu*

Modern Micro Armour:
CG 34A Choctaw Helicopter
Engineer Strykers
Modern Stryker Infantry Task Force
M1025 HMMWV with armour
Buffalo EOD ordnance disposal vehicle