

# **The Battle of Mill Springs (Logan's Cross Roads), KY**

## **Sunday, 19 January 1862**

### **A Regimental Fire & Fury Scenario**

#### **by Lowell D. Hamilton**

## **Introduction**

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**

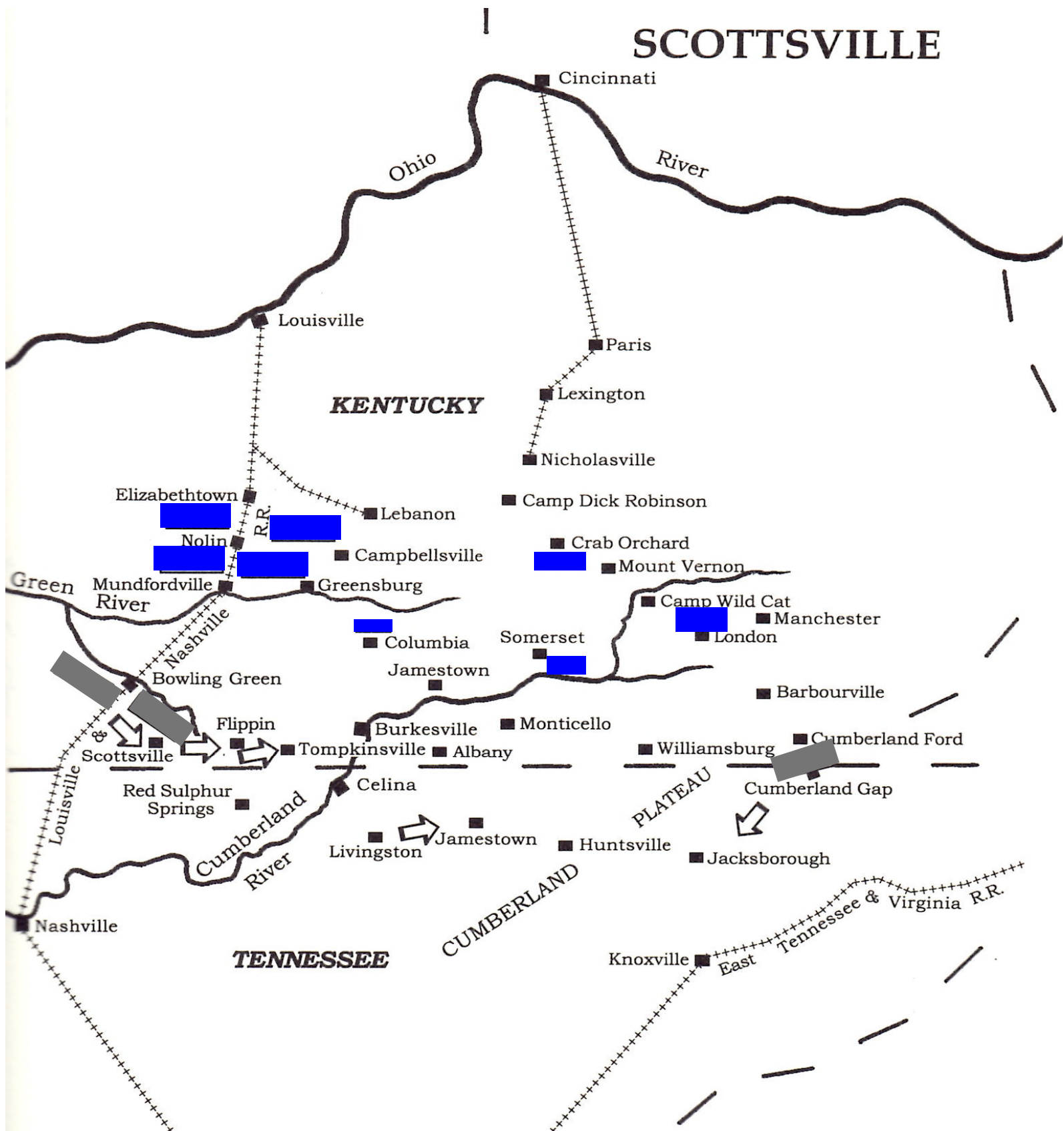
I have added the following commentary which is taken from The Civil War Battlefield Guide, 2<sup>nd</sup> edition, Frances H. Kennedy Editor and Principal Contributor, Houghton Mifflin Company, NY, NY, 1998, pages 50-52. This article was written by Kent Masterson Brown and the maps are from Kenneth A. Hafendorfer's book, Mill Springs: Campaign and Battle of Mill Springs, Kentucky.

***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.***

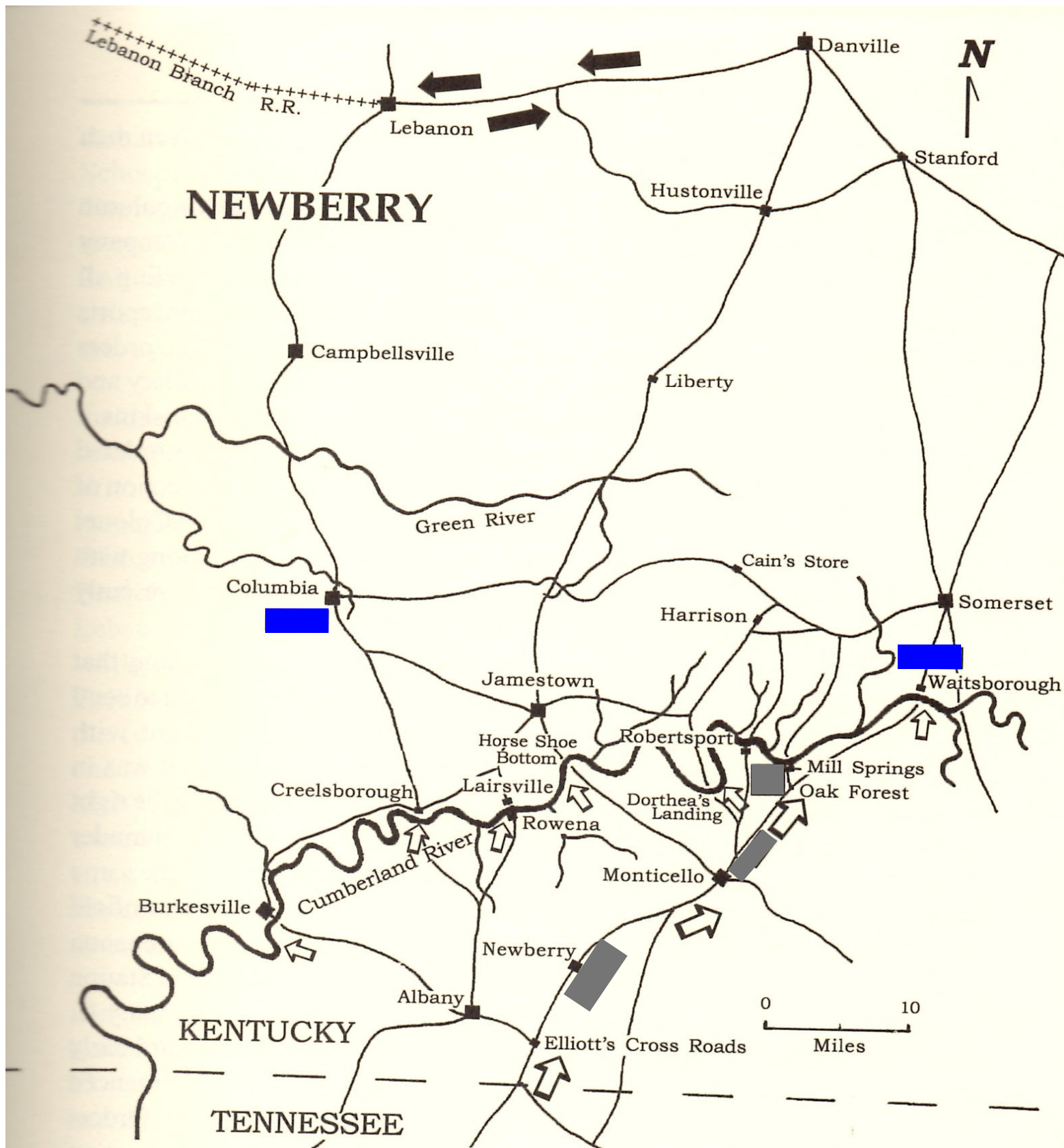
***After the battle at Wildcat Mountain in October 1861, CS Brigadier General Felix Zollicoffer moved his troops west from Cumberland Gap to Mill Springs, not far from Monticello, on the Cumberland River. They crossed the river and prepared entrenchments on the north bank near Beech Grove.***

***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.***



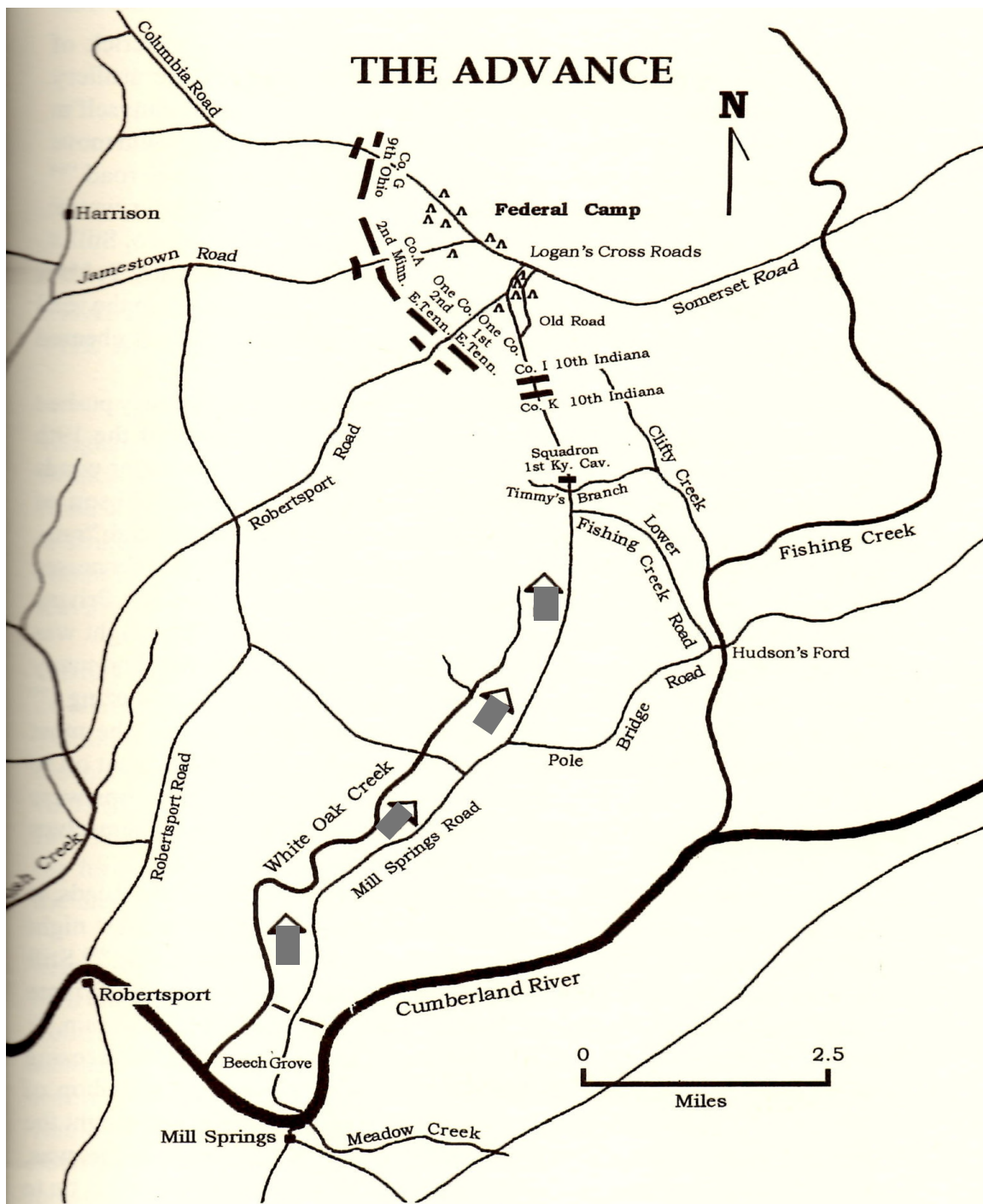
Strategic Map: Area of Operations in November 1861. Hafendorfer, p.57.



Operational Map: Zollicoffer moves to Mill Springs, late November 1861.  
Hafendorfer, p. 71



**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.**



**Tactical Area of Operations Map: Crittenden moves into contact, 19 January 1862. Hafendorfer, p. 179.**

***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***



15mm Ground Scale:	25-yds.	300-yds.	1 1/2-mile
15mm Map Scale:	1-in.	1-ft.	3-ft.
6mm Map Scale:	1-in.	1-ft.	2-ft.
6mm Ground Scale:	36.6-yds.	440-yds.	1 1/2-mile





# 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)** 1<sup>st</sup> contour level (base of Burton's Hill and ridge around Logan House) and **(4)** 2<sup>nd</sup> 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 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*.

## 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.



# Order of Battle

The following stands are required to play Mill Springs:

Stand Type	Union	Confederate
Infantry	90	91
Infantry Command	8	8
Artillery (Gun with Limber)	8	3
Artillery (Gun without Limber)	0	0
Cavalry	5	10
Cavalry Command	1	3
Dismounted Cavalry	4	8
Dismounted Cavalry Command	1	3
Horse Holder	1	2
Brave Colonel	1	2
Brigade or Artillery Leader	3	3
Division Leader	1	1
Corps Leader	0	0
Army Leader	0	0
Dismounted Leader	4	4
Ammunition Wagon	1	1
Total Stands	128	139
Total Combat Arm Stands	112	115
Heavy Casualties (25%USA / 25%CSA)	28	29

**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.

## 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).

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

**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.

**Weapon Type—Guns.** There are three gun types in the scenario: Light Howitzer (**LH**), Light Smooth Bore (**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)	Light Smooth Bore (LS)	Light Rifle (LR)
<b>9 OH</b> <b>Section-2</b> <b>Grn LH</b>	<b>A, 1 TN</b> <b>Section-1</b> <b>Grn LS</b>	<b>B, 1 OH</b> <b>Section-1</b> <b>Grn LR</b>
<b>5-3//3-0-0-0</b>	<b>4-3//2-1-1-0</b>	<b>3-3//3-3-2-1</b>

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)
<b>17 TN</b> <b>Trn FM</b> <b>10--8--5</b>	<b>4 KY</b> <b>Grn SM</b> <b>10--8--5</b>
<b>1//.5-0-0</b>	<b>1//.5-0-0</b>

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.

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

**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.
- (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 1<sup>st</sup> 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 the 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 & 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 Road A	
2	0645		
3	0700	Crittenden, Carroll, 17 TN, 28 TN, 29 TN, McClung Battery, 16 AL at Road A	
4	0715		4 KY at Road B
5	0730	4 TN, 5 TN Cavalry Sqdn at Road A	McCook, 2 MN at Road B
6 Rain?	0745		9 OH at Road B
7	0800	Ammo Wagon at Road A	Thomas, Manson at Road B
8 Rain?	0815		Carter, 1 E. TN, 2 E. TN at Road B 12 KY along Line C
9	0830		Ammo Wagon at Road B
10 Rain?	0845		
11	0900		
12 Rain?	0915		
13	0930		
14 Rain?	0945		
15	1000		
16 Rain?	1015		
17	1030		
18 Rain?	1045		

# Union Commander: Order of Battle, Time & Reinforcement Chart

**1st Division**, BG George Henry Thomas (Able) (4,480) **Heavy Casualties = 28 Stands**  
**1st KY Cavalry 1 Sqdn**, COL Frank Wolford **240 Trn BL** (Sharps)

**Battery B, 1st OH**, CPT William E. Standart (six James rifles) **120 Grn LR**

**Battery C, 1st OH**, CPT Dennis Kenny, Jr. (four James rifles; two 6-pd smoothbores) **120 Grn LR, LS**

**9th OH Battery**, CPT Henry Shepard Wetmore (two Parrotts, two 12-pd howitzers) **80 Grn LR, LH**

**2nd Brigade**, COL Mahlon D. Manson (Poor) (1,120)

**10th IN**, LTC William C. Kise

**1Bn 360 Trn RM**

**2Bn 360 Trn RM**

**4th KY**, COL Speed Smith Fry (Brave Colonel) **400 Grn SM**

**3rd Brigade**, COL Robert L. McCook (Able) (1,280)

**2nd MN**, COL Horatio P. Van Cleve **640 Trn RM**

**9th OH**, MAJ Gustave Kammerling **640 Trn SM**

**12th Brigade**, COL Samuel Powhatan Carter (Able) (1,520)

**12th KY**, COL William A. Hoskins **480 Grn SM**

**1st East TN**, COL Robert K. Byrd **600 Grn SM**

**2nd East TN**, COL J. P. T. Carter **440 Grn SM**

Turn	Time	Union Phase Move Second
1	0630	
2	0645	
3	0700	
4	0715	4 KY at Road B
5	0730	McCook, 2 MN at Road B
6	0745	9 OH at Road B
7	0800	Thomas, Manson at Road B
8	0815	Carter, 1 E. TN, 2 E. TN at Road B, 12 KY along Line C
9	0830	Ammo Wagon at Road B
10	0845	
11	0900	
12	0915	
13	0930	
14	0945	
15	1000	
16	1015	
17	1030	
18	1045	



# Confederate Commander: Order of Battle, Time & Reinforcement Chart

MG George Bibb **Crittenden (Poor)** (4,600) **Heavy Casualties = 29 Stands**

4th TN Cavalry 2 Sqdn, LTC Benjamin M. Branner 240 Grn SH

5th TN Cavalry 1 Sqdn, LTC George R. McClellan 200 Grn SH

**1st Brigade**, BG Felix Kirk **Zollicoffer (Gallant)** (2,080)

15th MS, LTC Edward C. **Walthall (Brave Colonel)** 520 Grn IR

19th TN, COL David H. Cummings 520 Grn SM

20th TN, COL Joel Allen **Battle (Brave Colonel)** 520 Grn **FM**

25th TN, COL Sidney Smith Stanton 520 Grn IR

TN Cavalry Co., CPT William Scott Bledsoe

TN Cavalry Co., CPT Q. C. "Ned" Sanders } Sqdn 80 total Grn SH

KY Cavalry Co., CPT B. E. Roberts (w/ Bledsoe & Sanders)

**Artillery Leader**, CPT Arthur Middleton **Rutledge (Able)**

TN Battery, (**Rutledge Battery** aka **A**, 1st TN Artillery), LT Eugene F. Falconnet

(four 6-pd smoothbores) 80 Grn LS

**2nd Brigade**, BG William Henry **Carroll (Poor)** (1,880)

16th AL, COL William B. Wood 320 Grn RM

17th TN, LTC Thomas C. H. Miller 400 Trn **FM**

28th TN, COL John Porry Murray 520 Grn **FM**

29th TN, COL Samuel Powel 640 Trn **FM**

TN Battery (**Caswell Battery**), CPT Hugh L. W. **McClung** (two 6-pd smoothbores) 40 Grn LS

Turn	Time	Confederate Phase Move First
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	
5	0730	4 TN, 5 TN Cavalry Sqdn at <b>Road A</b>
6 Rain?	0745	
7	0800	Ammo Wagon at <b>Road A</b>
8 Rain?	0815	
9	0830	
10 Rain?	0845	
11	0900	
12 Rain?	0915	
13	0930	
14 Rain?	0945	
15	1000	
16 Rain?	1015	
17	1030	
18 Rain?	1045	

# Union Order of Battle, Mill Springs Campaign

## 1st Division, BG George Henry Thomas (Able) (4,480)

**1st Brigade**, BG Albin Schoepf (arrived after battle from Somerset, KY)

19th KY, COL William J. Landram (mustered in 2 January 1861 at Somerset, KY) (garrisoning Somerset, KY)

17th OH, COL John M. Connell (arrived after battle from Somerset, KY)

31st OH, COL Moses B. Walker (arrived after battle from Somerset, KY)

38th OH, COL Edwin D. Bradley (arrived after battle from Somerset, KY)

B, KY Artillery, CPT John M. Hewett (6 guns)

(arrived after battle from the eastside of Fishing Creek on the Somerset Road)

**2nd Brigade**, COL Mahlon D. Manson (Poor) (1,120)

**10th IN**, LTC William C. Kise

**1Bn 360 Trn RM**

**2Bn 360 Trn RM**

**4th KY**, COL Speed Smith Fry (Brave Colonel) (wia) **400 Grn SM**

33rd IN, COL John Coburn (unit in poor health, not engaged)

10th KY, COL John M. Harlan (arrived after battle from Cain's Store, KY)

14th OH, COL James B. Steedman (arrived after battle from Cain's Store, KY)

**3rd Brigade**, COL Robert L. McCook (Able) (wia) (1,280)

**2nd MN** (minus Co. A guarding Jamestown Road), COL Horatio P. Van Cleve **640 Trn RM**

**9th OH**, MAJ Gustave Kammerling (minus 1 Co. guarding Robertsport Road) **640 Trn SM**

35th OH COL Ferdinand Van Derveer (arrived after battle from Somerset, KY)

18th US LTC Oliver L. Shepherd (en-route from Columbia, KY)

**12th Brigade**, COL Samuel Powhatan Carter (Able) (1,520)

**12th KY**, COL William A. Hoskins **480 Grn SM**

**1st East TN**, COL Robert K. Byrd **600 Grn SM**

**2nd East TN**, COL J. P. T. Carter **440 Grn SM**

49th IN, (Hall's Gap, 25 miles north of Somerset, KY)

7th KY, COL Theophilus Garrard (garrisoning London, KY)

16th OH, (arrived Somerset, KY 19 January)

**1st KY Cavalry 1 Sqdn** (Cos. A, B, C, H), COL Frank Wolford **240 Trn BL** (Sharps)

**Battery B, 1st OH**, CPT William E. Standart (six James rifles)

**120 Grn LR**

**Battery C, 1st OH**, CPT Dennis Kenny, Jr. (four James rifles; two 6-pd smoothbores) **120 Grn LR, LS**

**9th OH Battery**, CPT Henry Shepard Wetmore (two Parrotts, two 12-pd howitzers) **80 Grn LR, LH**

**At Logan's Crossroads**, but not directly engaged in the battle:

2nd MN (Co. A), CPT Judson Bishop (guarding Jamestown Road)

38th OH (Co. A), CPT Charles Greenwood (camp guard) 360 total

1st MI Engineers and Mechanics (Cos. D, F, and G), LTC Kinsman A. Hunton (camp guard) 300 Grn

**NOTE:** Unit strengths are from Kenneth A. Hafendorfer's *Mill Springs: Campaign and Battle of Mill Springs, Kentucky* and rounded up or down to be divisible by 40.

# Confederate Order of Battle, Mill Springs Campaign

MG George Bibb **Crittenden (Poor) (4,600)**

**1st Brigade**, BG Felix Kirk **Zollicoffer (Gallant) (kia) (2,080)** (COL David H. Cummings **(Poor)**)

**15th MS**, LTC Edward C. **Walthall (Brave Colonel)(wia) 520 Grn IR**

**19th TN**, COL David H. Cummings

**520 Grn SM** (LTC Francis M. Walker)

**20th TN**, COL Joel Allen **Battle (Brave Colonel) (wia) 520 Grn FM**

**25th TN**, COL Sidney Smith Stanton (wia)

**520 Grn IR**

**TN Cavalry Co.**, CPT William Scott Bledsoe

**TN Cavalry Co.**, CPT Q. C. "Ned" Sanders

} **Sqdn 80 total Grn SH**

**KY Cavalry Co.**, CPT B. E. Roberts (w/ Bledsoe & Sanders)

**Artillery Leader**, CPT Arthur Middleton **Rutledge, (Able)**

**TN Battery, (Rutledge Battery aka A, 1st TN Artillery),**

LT Eugene F. Falconnet (four 6-pd smoothbores) **80 Grn LS**

(two 12-pd howitzers deployed in Beech Grove works)

**2nd Brigade**, BG William Henry **Carroll (Poor) (1,880)**

**16th AL**, COL William B. Wood **320 Grn RM**

**17th TN**, LTC Thomas C. H. Miller **400 Trn FM**

**28th TN**, COL John Porry Murray (wia) **520 Grn FM**

**29th TN**, COL Samuel Powel (wia) **640 Trn FM**

**32nd TN**, COL Edmund C. Cook 850 (ordered to Bowling Green, KY)

**38th TN**, COL Robert Looney 988 (ordered to Bowling Green, KY)

**4th TN Cavalry 2 Sqdn** (6 Cos. aka **1st or 2nd East TN Cavalry**),

LTC Benjamin M. Branner **240 Grn SH**

**5th TN Cavalry 1 Sqdn** (5 Cos. aka **1st or 4th TN Cavalry**),

LTC George R. McClellan **200 Grn SH**

**TN Battery (Caswell Battery)**, CPT Hugh L. W. **McClung** (two 6-pd smoothbores) **40 Grn LS**

(two 12-pd howitzers deployed in Beech Grove works)

**Confederate units present at Beech Grove**; (north side of Cumberland River, not engaged):

About 100 men from each regiment of the Zollicoffer's and Carroll's Brigades 800 Grn

TN Provisional Battery, 2 guns from each battery of Rutledge, McClung and Baxter 120 Grn

**Confederate units present at Mill Springs**; (south side of Cumberland River, not engaged):

**37th TN**, COL Moses White 400 Grn

**1st TN Cavalry Bn.**, LTC Frank Nathaniel McNairy ?

**13th TN Cavalry Bn.**, (1 Co) CPT John B. McLin ?

**3rd TN, Cavalry Bn.** (2 Cos), LTC William Brazleton 80 Grn

TN Battery (Harding Artillery), LT Edward Baxter (4 guns) 80 Grn

**NOTE:** Unit strengths are from Kenneth A. Hafendorfer's *Mill Springs: Campaign and Battle of Mill Springs, Kentucky* and rounded up or down to be divisible by 40.



## Mill Springs (Logan's Cross Roads) Bibliography

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Bickley, David, "Stand up & Fight Like Men: The Battle of Logan's Crossroads 19 January 1862, Wargames Illustrated, Issue #185, February 2003, pp. 40--45. Regimental level scenario.

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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