

## Civil War, Brigade Series:

# *Embrace an Angry Wind*

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**Special Thanks:** To Michael Smith of the Bronx, NY who suggested this game and provided much useful information in a game he designed on the topic.

#### Counter Errata:

1. The back of Hood's counter should read "Imb" and have a rating of 2.
2. The plus weapons symbol for Casement's Brigade (2-3-23) was all but covered by the corps badge. This brigade should have a "plus" in the upper left corner.

### Introduction

**Embrace an Angry Wind** is the 7th game in The Gamers's *Civil War Brigade Series*. It covers the Battle of Franklin and the potential Battle of Spring Hill. The game also allows players to fight the entire campaign from Spring Hill through Franklin—a campaign which will be dictated by the decisions of the Union and Confederate players—both battles might be fought, or just one. Lastly, the game allows the player to examine the futile courage of the actual assault on Franklin.

**Recommendation:** The use of the optional defensive orders rules is highly recommended for the play of this game.

### 1.0 Terrain and Map

#### Notes

**1.0a Fort Granger.** A unit inside Fort Granger is protected in all directions by trench hexsides. Furthermore, a unit inside Fort Granger's hex is considered to have an all-around frontal facing—provided the unit is in line or unlimbered formation. Units in Fort Granger which are in column, mounted, or limbered formation have their normal facing and fire arcs, but do retain the trench benefit in all directions. Units in Fort Granger may ignore any Morale Table result requiring a retreat (handle the rest of the result—morale state and stragglers—normally), if the owning player so desires. Only the stacking limit restricts the number of units that may be in Fort Granger.

**1.0b The Franklin Map and the Spring Hill Map—The linkage.** The Franklin map's south edge is about three miles north of the Spring Hill map's north edge. Therefore, the maps do not physically connect. Because of this distance the game uses a simple form of "off-map movement".

There three links between the two maps: **1)** the connection between Spring Hill Area C to Franklin Area A, **2)** Spring Hill B to Franklin B, and **3)** the north Railroad exit on Spring Hill to the south Railroad exit on Franklin. Of these, Spring Hill C to Franklin A is the most round-about—a trip almost via Mt Carmel. Transfer occurs according to the number of transfer boxes along the tunnel chosen which is the same for all units (except orders). This is done for simplicity.

To use an off-map transfer, exit the desired troops off the map at the desired entry hex. At no additional cost in MPs, units are automatically placed into the first transfer box. Transferring units move **one box per turn** (regardless of their MP rate), *except* Orders which are assumed to move at a two box per turn rate. Units in the last box before the next map spend their movement moving onto the

map as if they were reinforcements on that turn.

The linkage "tunnels" may be used by both sides, and in **either** direction. Combat *never* occurs in the linkage and units from both sides may occupy the same transfer box with no effect on each other. If one of the entry points is blocked by enemy units, access to the linkage may be made via any edge hex which is at or within 10 hexes of the actual entry point. This rule is applied to units attempting to exit a tunnel as well as those trying to get in.

Once in a linkage tunnel, forces may not slow their arrival to the other map or change direction. By entering the tunnel, the player has committed his troops to the transfer.

**1.0c The Fortifications.** Both maps in this game have 'fortifications' printed on them. The Spring Hill ones are considered to be breastworks after activation. The ones on the Franklin map are trenches and are always active (they were built in 1862). Fortifications affect fire combats which (all or in part) must cross a fortification hexside in order to hit the hex. See the Breastworks article, page 26 of the CWB series rules for details on the effects of these works.

The Spring Hill works are active if held by the Union player (all or in part) on the initiation of the 2:30 pm turn, 29 November and in any scenario which begins after that time.

The Union player need not occupy these hexes to activate them. The Franklin trenches are always active. Once activated, these hexsides can be used by either player.

**1.0d Town Hexes.** The town hexes of Spring Hill and Franklin are shown by the reddish-brown buildings with random (non-orchard) trees, and the occasional fence line. All town hexes are connected to all adjacent town hexes with primary roads.

**1.0e Casualty Tracks.** This game does not use casualty tracks. In only one scenario (the historical Franklin one) is casualty information used for victory purposes. For that scenario, a quick count on the loss charts will provide the needed information.

## 2.0 Union Special Rules

### 2.1 Union Command Structure

Before Schofield enters the map on Nov 29th, Stanley is the acting army commander (as well as commanding his own corps). While doing both jobs, Stanley must issue orders to himself and these are accepted in the normal way.

There are no Union anti-initiatives, all are 0.

### 2.2 Plus Weapon Units

The Union Cavalry Brigades and Casement's Brigade are the only plus weapons units in this game. Numerous smaller level Union forces were armed with repeating rifles and the like (two companies in Reilly's Brigade, for instance), but these were not in great enough numbers to affect units at the brigade level (like Casement's Brigade.) Popular impressions have given an exaggerated account of the numbers of repeaters at Franklin. The above is more accurate.

### 2.3 The Spring Hill Garrison

The two Spring Hill Garrison units are actually two separate units. One consists of the infantry garrison of the town, the other is an assortment of cavalry units that drifted into town on the 29th. These units are independent, may ignore command radii, need no orders to do anything, and may draw supply from any wagon. They are **not** required to remain with any particular distance of the town of Spring Hill.

### 2.4 The 1-1 Cav Brigade

Croxton's brigade is assigned to Johnson's Division for the duration of the game and functions as a brigade of that division.

### 2.5 The Army Supply Train

A source of major worry to General Schofield is the large supply train his command escorted back to Nashville. This train was some seven miles long when stretched out. The army train is represented by 5 counters in this game. These counters are used to represent the train's great length. Each army supply unit functions, for game purposes, as an army supply train. **At no time may any army supply unit be adjacent to any other army supply unit.** Union army supply units have a movement allowance of 6 MPs. In a single hour, no more than one army supply unit may cross a given bridge.

Army supply units are destroyed by the Confederate player if a Confederate unit enters the supply unit's hex. Captured army supply units are torched instantly upon entry and cannot be used by the Confederate player. They are removed from play at the moment of entry.

### 2.6 The Bridges at Franklin

There are two bridges across the Harpeth River at Franklin. One was destroyed earlier in the war, the other (the railroad bridge) was damaged. When players first enter the Franklin map, neither bridge is functional for the crossing of the river by the supply trains. Leaders and *Infantry* units may cross the damaged bridge at a +2 MP cost. The Union player must repair the **destroyed** bridge to allow passage of the supply train in order to exit the train units and disengage his army.

**2.6a Bridge Repair.** To repair a bridge, the Union player must be the last to occupy the hexes on either side of the bridge with infantry units. (He must physically pass a brigade through the hex to initiate this condition, it is not a given at the start of the game.) After meeting the occupation condition, the bridge is considered occupied until one of the hexes is occupied by a Confederate unit.

On any turn after the occupation condition is met, roll two dice. If the dice roll is 10 or more, the bridge is repaired. Once repaired, the bridge remains repaired for the rest of the game. The roll is made at the beginning of the Union Movement and Close Combat Phase.

Only the *destroyed bridge* (the turnpike one) may be repaired, never the damaged one. (The railroad bridge was quickly replanked for use by infantry units but proved too narrow to pass wagons or mounted units.)

Confederates may not destroy the repaired bridge, or re-damage it, because historically they are unaware of the bridge's importance to the Union army at this particular point in time—while the game player is fully aware of its importance.

### 2.7 Union Variants

**2.7a Where's the rest of the Cavalry?** In the Franklin historical set up, some of the Union cavalry units have disappeared. These units are all operating just off the east map edge, guarding the flank of the Union army. For a price, these units can be brought onto the map for use in play in the Franklin scenario's initial set up. They may be set up anywhere north and east of the Harpeth River. The units are: Johnson. 1-6 Cav, and the 6th Cav Battery (2 gun points.) This option costs the Union player 2 VPs.

**2.7b The Boy Wonder.** Wilson displayed a singular ineptness during these few days which in no way supports his otherwise stellar reputation. After Hood crossed the Duck, he immediately pulled his cavalry out of position and high-tailed it back to Franklin, advising his commander (Schofield) to do the same. A neat "what if" can be examined if we decide that Wilson doesn't flee to Franklin, but instead rejoins the army at Spring Hill. Instead of arriving on the Franklin map at 1:00pm, 29 Nov, Wilson's Cavalry enters the Spring Hill

map at 12:00 noon, 29 Nov at Entry Hex C. His orders (self given) are to rejoin the army at Spring Hill, attacking through the Confederates to do so if necessary. This option costs the Union player 5 VPs.

## 3.0 Confederate Special Rules

### 3.1 Hood

Hood requires a number of special rules, for he—especially here—is a unique individual.

**3.1a What Have I Lost Lately?** During the war, Hood has thus far lost Atlanta, a leg, and an arm (technically, the arm is still attached, but it is useless.) Later, he will go on to lose his girl and an army—but we haven't gotten that far yet. At any rate, the leg wound is what concerns us here. Because of his leg's amputation following Chickamauga, he must be strapped to a horse to ride. This, you must remember, is done with the infliction of great amounts of pain. In the game, Hood has two modes, Mobile and Immobile, as designated by the side of the counter showing—Mobile being the one with the "Mob," Immobile being the one with "Imb" and the rating of 2. Note that his rating changes when he switches mode—orders are accepted using the rating Hood had **when he wrote them**. Hood may only switch modes in a turn in which he does not issue orders or move. Mode switching is done at the end of any Confederate Movement and Close Combat Phase.

When in "Mobile Mode" Hood only moves with a movement allowance of 6 and has only half the normal command points for his rating. The road to Spring Hill and Franklin has been long and hard—no need to wonder why he is in a bad mood. Which brings us to our next point...

**3.1b Drugs, or How to run an Army while stoned.** In a great deal of pain, Hood relies heavily on Laudanum—that's opium folks—to a degree that today he would be considered a junkie. Being in a drug induced stupor for most of the campaign, it is not surprising that he belted out some very unusual orders—up to, and including, the final assault on Franklin. To simulate this behavior, use the Hood Addiction Table at the beginning of every turn in which Hood is physically on the game map. Roll two dice on this table and follow the table's instructions. Make this roll at the very beginning of each Confederate Command Phase. The use of the Hood Addiction Table is optional.

### 3.2 Disciplining the Army

After the fiasco of Spring Hill, Hood decided that to *properly* train his army he needed to bloody it in a brutal frontal assault. That assault occurred at Franklin. The disci-

plining assault occurs when called for by the Hood Addiction Table. The following rules apply if such an assault is made:

**3.2a *Getting their Blood Up.*** The effect of Hood's orders on the Army of Tennessee was to incite them to prove themselves. Therefore, all Confederate morale checks receive an additional +4 (that is, UP) modifier at all times from the first assault begins until the blood bath ends.

**3.2b *All Out Attack.*** Unlike normal attacks in which the player can try to control the rate of attack, during a disciplining assault, a brigade with these orders may do only one of two things—expend its entire movement allowance moving directly toward the enemy or use the entire movement allowance to make as many close combat as possible (or any required combination of these two.) This means that a brigade in range of the enemy **must** close combat, and **must** continue to close combat until it runs out of MPs or its morale state precludes further close combats. Units enter line if in column or mounted and remain in that formation for the entire assault. Artillery is used normally and has no special role to fill in the assault.

During a disciplining assault, Confederate brigades are freed from the restriction against wrecked brigades conducting close combat. Confederate brigades of normal or better morale may conduct close combat, wrecked or not.

**3.2c *Ending a Discipline Assault.*** A discipline assault may end by corps attack stoppage of all participating units (note that if all corps but one stop, the remaining corps must continue the assault alone), by unit destruction, or by orders countermanding the assault from Hood. Once a unit is destroyed, if it regains stragglers and its corps is still attacking, it must rejoin the fight.

**3.2d *You Gotta be Nuts!*** The only Confederate leader and troops which may attempt to use initiative to get out of a disciplining assault is Forrest (who else?). From the turn Forrest accepts discipline assault orders, the player may roll for initiative once per turn. Until obtaining such initiative, Forrest's Cavalry must execute the discipline assault like any other set of units. Once initiative is obtained, cancel his assault orders and Forrest may be issued any initiative order the Confederate player wants.

**3.2e *The Honor of the Leaders.*** The generals leading the bloody assault at Franklin took Hood's orders as a personal insult and a condemnation of their courage. They reacted in the spirit of the time and led the assault personally from the fore. As a result, losses in leaders in this battle were incredibly high.

When checking for Confederate Leader Loss, the Leader Loss roll becomes 2-3 Killed, 10-12 Wounded, instead of the normal roll.

**3.2f *Cleburne.*** Already the best divisional commander in the western Confederate army (if not in all the Confederate armies), Cleburne was spurred to new heights by the disciplining assault. Any units stacked with Cleburne conducting a close combat after the disciplining assault begins may **reduce** the -6 modifier for attacking in a close combat to the -4 level. Note that this is in addition to the +4 disciplining assault modifier above which means the net modifier for attacking in close combat for units stacked with Cleburne is zero. This modification **only** applies to brigades stacked with Cleburne which are attacking in close combat.

Furthermore, no brigade stacked with Cleburne during a disciplining assault **ever** checks for straggler losses on the Straggler Table (stragglers lost because of the Morale Table are handled normally.)

## 3.3 Confederate Command Special Rules

In addition to the above (3.1, and 3.2) the Rebel command has been emaciated by Hood's command during the Battles of Atlanta and this campaign so far. With but one exception no Rebel leader may attempt to get initiative. The one exception is Forrest. Forrest may get initiative and has no anti-initiative modifier to worry about.

## 3.4 Forrest's Supply Wagon

No, its not a piece of errata. Forrest's Cavalry Corps has **no** supply wagon. At both Spring Hill and Franklin, Forrest's efforts were hindered (if not stopped dead) by supply constraints. To reflect this unusual frailty, Forrest has no supply wagon for his corps and his units may only reload via the Army Supply Train itself (they may never use the wagons of another Confederate Corps.) Note that *captured* Union wagons may be used by Forrest (or any other Confederate unit.) Wagons are captured if an enemy unit moves into the wagon's hex and no friendly unit is in the hex. Union army supply train units (as opposed to supply wagons) **cannot be captured**, but are instead automatically destroyed when a Confederate unit enters their hex.

## 3.5 Dismounted Cavalry

A number of brigades in the Confederate Cavalry Corps have "COL" on their backside and not "Mtd". These units are cavalry formations which (through lack of horses) are no longer mounted. In game terms, they function as infantry units.

## 3.5 Confederate Variants

**3.5a *S.D. Lee and the "Battle of Columbia."*** The most sluggish force of the entire campaign has to be Lee's Corps and its attempt to fight its way across the Duck River in the face of almost no opposition. With him are nearly all the Confederate trains and artillery units. In using this variant, Lee is assumed to have developed a minimal amount of aggressiveness and actually makes it to the war on time. L Corps arrives at 12:00 midnight 29 November with all army trains and artillery units. This option costs the Confederate player 5 VPs.

**3.5b *Ector's Brigade.*** This unit was left in Florence Alabama to guard the army's crossing point on the Tennessee River. If using this option, allow E-F-S to enter the map with the rest of F-S. This option costs the Confederate player 1 VP.

**3.5c *Failing to get Lee to move, can I at least get the Guns?*** The infantry-only outflanking movement Hood attempted suffered severely from the lack of artillery—especially when the assault at Franklin came. In this option, the guns of the flanking corps are assumed to have made the trip with their infantry. The supply wagons, which would have had a tougher time with the rugged terrain are still back with S.D. Lee. If this one is used, allow the artillery for each Confederate corps to arrive with the *last* infantry units of the corps. This would mean that C Corps's artillery would arrive at 3:30pm, 29 Nov with Ba-C and B-C. Stewart's guns would arrive the same turn as the rest of S Corps. This option costs the Confederate player 5 VPs.

## 4.0 General Scenario Rules and Set Up Notes

**4.0a** When set up in the listed hex, units capable of forming extended lines may do so into adjacent hexes as part of their initial set up.

**4.0b** The series panic, panic demand, and army status rules are not used in this game.

## 5.0 The Battle of Spring Hill

*This scenario shows the entire Spring Hill fiasco and starts before the disaster begins. The seeds, however, have been sown. Player with the higher victory point total at the end wins.*

**First Turn:** 11:00am, 29 Nov 1864

**Last Turn:** 12:00 midnight, 29 Nov 1864

**Game Length:** 21 turns

**Maps in Play:** Map B (Spring Hill) only

### Union Information:

#### Set Up:

w/i 10 B35.20: Spring Hill Garrison (SH-1, SH-2)

#### Initial Orders:

Defend Spring Hill and the Columbia—Franklin Pike.

**Artillery Ammunition:** 100

**Reinforcements:** As Per Reinforcement Schedule.

#### Victory Conditions:

The Union player receives 10 victory points for each Army Supply unit exited off the north map edge by the end of the scenario. He gets 2 VPs for each Army Supply unit on the map (and safe) at the end of the game.

### Confederate Information:

#### Set Up:

w/i 2 B37.07: Chalmers, C-Cav (all)

#### Initial Orders:

Attack and capture the town of Spring Hill.

**Artillery Ammunition:** 30

**Reinforcements:** As Per Reinforcement Schedule.

#### Victory Conditions:

The Confederate player receives 10 victory points for each Army Supply unit captured and destroyed by the end of the scenario.

## 6.0 The Spring Hill Battle: Evening Start

*In this scenario, the initial actions have occurred and Hood has shown up to take charge (after a fashion). Confederate orders in this scenario (for Cheatham's Corps) are as cockeyed as they were historically. Each command should attempt to follow its instructions as well as it can. Most of the confusion generates from the alignment of Cleburne's division. Some unit orders require a northfacing, others*

*a southward one. Cleburne has his own instructions (which involve a facing north) and Cheatham stands poised to call the whole thing off.*

*This scenario can be used as an additional take off point for the Embrace an Angry Wind scenario ( 8.0).*

*Player with the higher victory point total at the end wins.*

**First Turn:** 4:00pm, 29 Nov 1864

**Last Turn:** 12:00 midnight, 29 Nov 1864

**Game Length:** 11 turns

**Maps in Play:** Map B (Spring Hill) only

### Union Information:

#### Set Up:

w/i 5 B36.22: Spring Hill Garrison (SH-1, SH-2)

38.20: 1-2-4 ex 38.21, 37.20

33.21: 2-2-4 ex 34.20, 33.22

30.23: 3-2-4 ex 31.24

33.21: Wagner

32.25: 4b

32.26: 4b

35.22: Stanley, 4 Corps HQ

36.22: 4 Corps Supply

36.25: Army 1 Supply

35.24: Army 2 Supply

#### Initial Orders:

All Union units have orders to defend in place.

**Artillery Ammunition:** 100

**Reinforcements:** As Per Reinforcement Schedule.

#### Victory Conditions:

The Union player receives 10 victory points for each Army Supply unit exited off the north map edge by the end of the scenario. He gets 2 VPs for each Army Supply unit on the map (and safe) at the end of the game.

### Confederate Information:

#### Set Up:

38.13: R-J-Cav

36.13: Jackson, A-J-Cav, J-Cavb (2)

34.12: B-C-Cav

33.12: Forrest, Cav HQ

33.13: Chalmers, R-C-Cav, C-Cavb (2)

32.12: C-B-Cav, B-Cavb (2) (*attached to C-Cav*)

25.20: Buford, B-B-Cav (*attached to C Corps*)

24.19: L-C-C

23.19: Cleburne, G-C-C

22.18: Gr-C-C

w/i 2 18.22: Ba-C (all, in column)

19.19: C Corps HQ

15.21: Hood, A Tenn HQ, Cheatham

w/i 2 11.15: B-C (all, in column)

w/i 2 any C Corps unit: Cb (2)

#### Initial Orders:

**Cav Corps:** Defend in place

**C-C (with B-B-Cav attached):** Divisional Goal to attack and capture the Columbia—Franklin Pike in the vicinity of 31.25, then face north to block the road.

**Ba-C:** Divisional Goal in a status of D1 to form on C-C's left vicinity of 25.30 facing south. Upon acceptance, Bate must move toward the hex indicated and stop in place there without orders since Cleburne will not be there.

**C Corps:** Corps has an order in D2 status to stop all operations and hold in place through the night. This order, when accepted cancels all C Corps divisional goals.

**B-C:** Rejoin the Corps, form on C-C's right in the vicinity of 27.20 and face south. Move the division toward this hex and stop for the night if Cleburne's **right** isn't there on arrival.

**Artillery Ammunition:** 25

**Reinforcements:** As Per Reinforcement Schedule.

#### Victory Conditions:

The Confederate player receives 10 victory points for each Army Supply unit captured and destroyed by the end of the scenario.

## 7.0 Carnival of Death: The Battle of Franklin

*This scenario examines the five hour assault of the Confederate army on the Union breastworks at Franklin. It does not require a great deal of finesse to play and makes for an interesting solitaire experience.*

**First Turn:** 4:00pm, 30 Nov 1864

**Last Turn:** 9:00pm, 30 Nov 1864

**Game Length:** 8 turns

**Maps in Play:** Map A (Franklin) only

#### Special Rules

The Disciplining Assault (3.2, all) is in effect for the Confederate army at the beginning of this scenario. All Confederate units must be given orders before the game begins to attack the Union position at Franklin. Forrest **has** obtained initiative to ignore these orders. Hood may not issue new orders for the duration of the scenario.

The destroyed bridge over the Harpeth River has been repaired.

### Union Information:

#### Set Up:

32.20: 3-2-4 (-3 SPs), Db (1)

32.21: 2-2-4

41.20: 1-2-4

w/i 2 28.04: 5-Cav (all)

w/i 3 35.06: 1-1-Cav

37.05: Wilson, Cav HQ

36.14: 4b  
44.13: 4b  
48.14: 4 Corps Supply  
49.14: 3-3-4  
49.15: Stanley, 4 Corps HQ  
48.15: Wood, 2-3-4  
48.18: 1-3-4  
46.21: 2-1-4  
44.22: Kimball, 1-1-4 ex 45.22  
43.22: 3-1-4 ex 42.22  
45.19: Army-2 Supply  
43.20: Army-1 Supply  
44.17: Army-3 Supply  
43.18: Schofield, Army HQ  
42.16: Army-4 Supply  
42.18: Army-5 Supply  
41.17: 23b (-2 gun points)  
41.18: 23 Corps Supply  
39.17: 3-3-23  
39.18: 2-3-23  
39.19: Reilly, 1-3-23, Db (2)  
39.20: Cox, 23 Corps HQ, Wagner, 3-2-23, 23b (-3 Gun Points)  
40.21: Ruger, 2-2-23 ex 39.21, Db (2)  
41.22: 1-2-23

### Initial Orders:

**1-2-4** has an independent status and is free from all command radius and order restrictions. It is also unaffected by the wrecked status of the 2-4 division.

**Remainder of 2-4** has orders to defend in place to the last man.

**Wagner** is free from the requirement to stack with units of his division.

**5-Cav** has a divisional goal to defend the fords over the Harpeth.

**1-1-Cav** is assigned directly to the Cav Corps. It functions as an independent unit and is free from command radius and order restrictions.

**4 Corps (less 1-4)** has no orders.

**1-4** is attached to the 23rd Corps for this scenario and functions as if it were a 23rd Corps division.

**23 Corps** has orders to defend Franklin and the bridge crossings over the Harpeth.

•The turnpike bridge has been repaired and trains may begin to cross at the rate of one per hour.

**Artillery Ammunition:** 100

**Reinforcements:** None

### Victory Conditions:

The Union player wins if he maintains control of the Franklin bridge sites over the Harpeth at the end of the scenario.

### Confederate Information:

#### Set Up:

24.07: Buford, C-B-Cav  
25.08: B-B-Cav, B-Cavb (2)  
19.09: Forrest, Cav HQ

15.08: Jackson, R-J-Cav  
15.09: J-Cavb (2)  
16.09: A-J-Cav  
25.12: A-L-S  
25.13: Loring, F-L-S  
24.12: S-L-S  
24.13: C-W-S  
25.14: Walthall, Q-W-S  
25.15: R-W-S  
25.16: S-F-S  
25.17: French, C-F-S  
24.17: Sb (2)  
22.16: Stewart, S Corps HQ  
17.23: Hood, A Tenn HQ  
25.19: L-C-C  
25.20: G-C-C  
25.21: Cleburne, Gr-C-C  
25.22: V-B-C  
25.23: G-B-C  
25.24: Cb (2)  
24.22: Brown, S-B-C  
24.23: M-B-C  
23.22: Cheatham, C Corps HQ  
30.29: Chalmers, R-C-Cav, C-Cavb (2)  
29.28: B-C-Cav  
w/i 2 21.24: Ba-C (all, in column)

### Initial Orders:

**B-Cav** has a divisional goal to defend the right flank of the army.

**J-Cav** has a divisional goal to cross the Harpeth via a ford and attack north along the river on the east bank.

**Ba-C** has a divisional goal to attack Franklin anywhere north of the Carters Creek Pike.

**C-Cav** has a divisional goal to defend the army's left flank.

All units except the Cav Corps have orders to immediately conduct a disciplining assault in order to capture Franklin and the bridges over the Harpeth. Forrest has already gotten rid of his disciplining assault orders and instead has the various divisional goals above to conduct. J-Cav's divisional goal is **not** a disciplining assault attack.

**Artillery Ammunition:** 20

### Reinforcements:

These forces come on without orders other than to report to the army HQ (or their corps HQ if appropriate) and await orders. They are provided for historical purposes, and may be safely ignored (since they have little or no time to accept any orders).

*All enter at Map A, area B:*

4:00pm: SD Lee, L Corps HQ, J-L  
4:30pm: C-L  
5:00pm: L Corps Artillery (2x Lb(5))  
5:30pm: S Corps Artillery (1x Sb(5), 1x Sb(3)),  
C Corps Artillery (1x Cb(5), 1x Cb(3))  
6:00pm: S-L, L Corps Supply, S Corps Supply,  
C Corps Supply, A Tenn Supply, 70 Artillery Points

### Victory Conditions:

The Confederate player wins if he generates 5,000 (50 SPs) to 7,900 (79 SPs) casualties in his own army. This "win" will be cancelled out by the Union player's win if he obtains his goal.

If the Confederate player generates 8,000 (80 SPs) or more casualties he manages to "win" even if the Union player obtains his victory conditions.

In any case, the Confederate "victory" in either of the above senses is in Hood's eyes only. In effect, the Confederate player is being rewarded for efficiently butchering his own army.

## 8.0 Embrace an Angry Wind

### The Franklin Campaign: Spring Hill to Franklin

*The following consist of the entire Spring Hill—Franklin campaign of the two days. Played from start to finish it gives an interesting insight into this campaign.*

**First Turn:** 11:00am, 29 Nov 1864

**Last Turn:** 12:00 midnight, 30 Nov 1864

**Game Length:** 57 turns

**Maps in Play:** Map A & B (Franklin and Spring Hill)

### Union Information:

#### Set Up:

w/i 10 B35.20: Spring Hill Garrison (SH-1, SH-2)

#### Initial Orders:

Defend Spring Hill and the Columbia—Franklin Pike.

**Artillery Ammunition:** 100

**Reinforcements:** As Per Reinforcement Schedule.

### Confederate Information:

#### Set Up:

w/i 2 B37.07: Chalmers, C-Cav (all)

#### Initial Orders:

Attack and capture the town of Spring Hill.

**Artillery Ammunition:** 30

**Reinforcements:** As Per Reinforcement Schedule.

#### Victory Conditions:

Measure the campaign scenario's victory by using the exit of Union Army Supply Units off the map edge (the exact edge in question is determined below by the victory option chosen. The Union player chooses the

one victory option he wants and keeps this information secret from the Confederate player. The options are provided so that the Confederate player cannot predict exactly what the Union army is going to do or what he should do to prohibit it from doing so.

## Victory Options:

### Option 1: Historical—The Trains to Nashville

Historically, Schofield's orders were to retire via Franklin towards Nashville and link up with Thomas there. This victory option follows those orders.

The Union player gets 10 VPs per army supply unit exited via Franklin Area D. The Confederate player gets 10 VPs per army supply unit destroyed.

### Option 2: The Trains to Murfreesboro

As an alternative, the Federal army could have withdrawn east towards Murfreesboro to operate against Hood's flank. This was one of Hood's great fears at the time, although it seems not to have been considered by the Union command.

The Union player gets 5 VPs per hex of Spring Hill occupied by Union units at the end of the game. He also gets 5 VPs per army supply unit exited via Spring Hill Area C, Franklin Area E, or Franklin Area D. The Confederate player gets 10 VPs per army supply unit destroyed.

### Option 3: Hold Franklin

In this version, the many differing orders issued to Schofield effectively added up to a stand at all cost order (which he may or may not have gotten in real life depending on who you believe). This option relegates Schofield's army to the role of speed bump protecting the forming Nashville army.

The Union Player must control the Franklin bridges over the Harpeth at the end of the game. Victory is determined using losses only—ignore destroyed army supply units. Should the Union player fail to control the Franklin bridges over the Harpeth at the end of the game, the Confederate player automatically wins a major victory—regardless of the casualty spread.

## Determining Victory:

Total the victory points earned by each player. Add to each player's total the number of enemy brigades wrecked by casualties alone (ignore any straggler losses). Compare the point spread to the following:

### 10 or less:

Draw

### 11 to 20:

Player with higher total wins a minor victory

### 31 to 40:

Player with higher total wins a major victory

### 41 or more:

Player with the higher total wins a massive victory.

## Historical Notes

The campaign to Franklin (and ultimately Nashville) represents the last offensive action of the dying Confederacy. It also represents an essentially crippled operational ideal and a complete miss-interpretation of Union strategic capabilities.

After abandoning Atlanta—after a series of bloody attempts to get Sherman to relieve pressure—Hood reconsolidated the Army of Tennessee at Palmetto. Hood made a few small swipes at Sherman's supply lines which confused Sherman slightly and pulled him out from Atlanta, but did nothing to make the Union army abandon the city. Sherman dispatched a few army corps to operate with Thomas in keeping central Tennessee under firm control—regardless of what Hood might do. Sherman then went back to his own plans for furthering the war in the deep south.

Hood searched for a way to break the Yankee hold on Georgia. Trained in the Army of Northern Virginia under the tutelage of Lee and Jackson, Hood conceived a plan to wrest control of events. He would invade Tennessee, capture Nashville, and with his ranks swelled by volunteers would continue on to threaten the Ohio River. Essentially, this was a flight of fancy—Hood had no idea the Union army had enough operational reserves to parry his thrust and to do this without distracting Sherman from his tasks. Hood probably envisioned the type of movement that Hooker was forced to do when Lee started the Gettysburg campaign—Sherman would be forced to follow and cover his lines of communication. That estimate was wrong.

On October 22, 1864, Hood's army started from Gladsden Alabama. It seems he left in some haste—possibly to avoid further confrontation with his nominal superior General Beauregard (who doubted the quality of Hood's plan)—as the essential part of Hood's plan, the pontoon bridge for the Tennessee, was forgotten. Hood dallied for a full month in front of Florence Alabama while he finalized (indecisively) his plans. Finally, on November 22, 1864, his corps started north into Tennessee.

The Rebel army skirmished and maneuvered the Union defenders back to Columbia, Tennessee. These troops, the 4th and 23rd Corps, were under the command of the 23rd Corps' commander Schofield. For the next few days, Schofield defended Columbia and the river crossings from the Rebels. Schofield's primary responsibility was to ensure the safety of the large wagon train (which supplied his army) during the withdrawal to the north.

By the 28th, Hood had devised a cunning plan. He would march by the right flank to Spring Hill with two of his three infantry corps (less their artillery and wagons) and Forrest's Cavalry Corps. If he could march fast enough, he could be astride the Union retreat route before Schofield could react—a good plan. However, execution left much to be desired.

After Chickamauga, Hood's leg had been amputated. Against the advice of his doctors, Hood took to the field by the spring of 1864 and commanded a corps and later the army during the Atlanta campaign. In order to ride, Hood had to be strapped to the horse and several aides had to help their commander get on and off his horse. Riding at all placed Hood under a great deal of stress and pain—which he relieved by large doses of Laudanum. The ride around Columbia was no different. It started off fine with Hood in good spirits, but soon the miles and the drugs took their toll. Shortly after starting on these tough roads, Hood became unnecessarily concerned about his flank. In a movement that required speed in order to be successful, Hood deployed what amounted to two supporting battlelines which continued to move by their flank—but one of them had to go cross-country and both had to go at the speed of the slower one.

As he crossed the Duck River, Hood caused Wilson (the Union Cavalry commander) to decide to 'bug out' to Franklin at full speed. At that time (about 3:00am, 29 Nov), he sent a curt note to Schofield (his commander) informing him to do the same. Schofield, who was slowly becoming aware of the Confederate movement, ordered Stanley to take his corps back to Spring Hill.

The march to Spring Hill then turned into a foot race. Forrest's cavalry fought its way through to Mt. Carmel by the morning of the 29th. To suppress the Union cavalry brigade there, he left a small detachment and then turned toward Spring Hill. Forrest engaged the garrison of Spring Hill (left there to garrison the telegraph route) as well as a number of smaller cavalry units left behind in Wilson's dust cloud when he kicked in the spurs. Before Forrest could push his way through this hodgepodge of defenders, the first infantry from Stanley's corps arrived to fill in the defense. Along the road from Columbia, the massive supply train moved slowly north, with the lead elements going into a wagon park just west of Spring Hill.

Pressing the fight as best he could, Forrest was rebuffed by the Union infantry and began to run low on ammunition. He then received word to await Hood's arrival before continuing.

Hood dispatched his lead division (Cleburne's) to bolster Forrest. Hood and the rest of the army started to approach the field at 3:00pm on that short day. Bate's Division was ordered to advance on the Columbia Pike and then attack toward Columbia. This was directly opposite the orders Cheatham (the corps commander) had just given Bate. Stewart's corps (following up Cheatham) was given an even more bizarre mission—they were to defend, to the *south-east* (along a road to Murfreesboro which didn't exist) in order to cut off the Union 'retreat route'! Part of the problem was the poor map Hood had and his 'less-than-adequate' local guides—but the major portion had to be the substances Hood had to take

to alleviate the pain of the dreadful ride he had just taken.

Many different versions of the 'Spring Hill affair' exists and to avoid citing large numbers of conflicting events, only the basic facts will be presented here. Cleburne fell into line with Brown's Division near Spring Hill. Bate executed his instructions on their left—until ordered to pull back later that night. Brown was to lead the assault on Spring Hill and his advance was to signal to Cleburne when to begin. Brown hesitated because of the numbers of Union cavalry he reported on his flank (about 300 men) but failed to either do anything about this himself, or to have Forrest deal with them. (Forrest was a short distance away and fully capable of shielding Brown's flank.) A combination of Brown's misgivings and Bate's strange alignment caused Cheatham to call the whole thing off. Cheatham, enraged by the confusing orders and frustrated at the collapse of army command, rode back to Hood's HQ to take the army commander to task for the failure. On arrival, Hood was found to be asleep and the entire matter was dropped in lethargy by both Hood's staff and Cheatham himself. The nervous system of the Army of Tennessee dropped off into a stupor.

Given these golden hours, Schofield put his army on the march. The last troops and trains departed from the Spring Hill zone by the morning of the 30th—he had managed to escape the Confederate clutches. Aside from a little action with Forrest's cavalry and his rearguard, Schofield had gotten through without a scratch. He pulled into Franklin (actually just over the Harpeth River on the road to Nashville) in the early morning hours of the 30th, suffering from lack of sleep and in a sour mood. First he wired Thomas (in Nashville) that he had made it to Franklin and requested reinforcements. He then took an hour and a half nap.

Hood awoke on the morning of the 30th furious that his plan had gone astray. Embittered, he berated his staff and generals all the way to his new headquarters near Franklin. Aides have referred to his disposition that morning as being like a 'rattlesnake'. Hood managed in a few short hours to insult almost every ranking officer in the Army of Tennessee. Among them was the best divisional commander in the Confederate army at the time: Patrick Cleburne. Cleburne was "visibly distressed" by the accusations and pulled Brown aside to tell him that after the campaign he intended to have the matter of Spring Hill investigated, as he felt Hood was at fault. (He would never have the chance.)

The bitter Hood ordered Cheatham and Stewart to charge the Franklin works frontally. Both of these generals and Forrest attempted to talk Hood out of this attack. With a minimum of preparation, the attack was launched around 4:00pm on the 30th.

Ahead of the main Federal line was an outpost of two of brigades from Wagner's Division. The third of Wagner's brigades (Opdycke's) failed to stop at the outpost line and continued to march into Franklin itself. Wagner was unable to bring Opdycke back under his command, and, instead, fought a shouting match about the matter until they were within Franklin itself—whereupon, Wagner told Opdycke to "do any damn thing you like". Wagner, instead of rejoining his other two brigades, remained in Franklin and

allegedly 'hit the sauce'.

The Confederate attack—eighteen brigades in the last 'parade-ground' attack by Rebel troops in the Civil War—swept over the two brigade outpost with ease. The confused commanders of the outpost sent back word to Wagner to see what to do and their division commander's response was to berate them as cowards and to tell them to defend to the last.

Naturally, the two brigades broke and ran for the main line around Franklin. The Confederates followed them up closely and used them to enter the Union works at places without having to run a gauntlet of fire. They exploited at least 50 yards past the main line.

Opdycke's brigade—presumably the colonel had cooled off a bit, then again, maybe not—deployed without orders and assaulted the Confederate advance. Opdycke had not given this order—it just 'seemed like the right thing to do' and they did it. The brigade went straight into hand to hand fighting around the Carter house—Opdycke himself emptied his pistol and proceeded to use it as a club.

The Rebel advance fell back out of the Federal works. The butchery, however, continued until 9:00pm when the firing died down at last.

In the five hours of severe combat, the Army of Tennessee had lost over 6,000 men, including five generals—among them Patrick Cleburne. The army had penetrated the Union works deeply in several places and continued the fight making repeated attempts. In terms of severity of fighting, Hood's charge at Franklin lost twice as many men as that of Pickett at Gettysburg and was done without any artillery support.

After Franklin, the Army of Tennessee literally limped forward to Nashville. It attempted to "lay siege" to the city and the Union army there. In the Battle of Nashville, George Thomas gave the *coup de grace* to the luckless Army of Tennessee. While the army was finished at Nashville, it was destroyed at Franklin.

## Designer's Notes

Franklin had always been one of the more fascinating battles of the Civil War for me. Not only was the whole thing seemingly irrational (always a plus), but it had the morbid distinction of showing the great western Confederate army in its death throes. Raw desperation comes to a peak at Franklin as the Confederate army realizes that 'this is it'—after this campaign (if it fails) the war would be lost.

Doing a game on Franklin, however, falls directly into its first trap—how to fight Franklin and have it worth the effort? Playing a game which focused exclusively on the Battle of Franklin and the Five Hours would be one of the greatest blood-bath games in history—as well as one of the most boring. Maneuver? There would be none. Rebel chance to win? Slight. The secret, I think, turned out to be what you see here—the campaign itself.

Combined with Spring Hill and the Rebel attempts to "get that train!" the game actually allows both players a chance to win and a great deal of maneuver, etc. The two, non-linked, maps added a lot of operational interest to the game: When to put troops into a tunnel? Which one? What happens if I have to get them back?

Combined with the assorted victory options (to keep the game from degrading to the road-block level all the time), it added up to be a lot of fun.

What sort of victory has the Rebel earned if he "wins" the game? In terms of the war, the effect will be minimal. I feel that with or without Franklin, the Confederate army will be destroyed around Nashville as soon as George Thomas is ready (Franklin only made it easier). Hood did not have the logistical support to provide for his army at Nashville, and the effects of that would only be more pronounced with another 6,000 mouths to feed, had Franklin not happened.

Naturally, the victory conditions of the Carnival of Death scenario exist as figments of Hood's imagination only. By playing that scenario, you can see the degree of effort the Rebel army put out in the battle—its hard to get the numbers up that high in so short of a time! It makes for an interesting solitaire experience. But be prepared, the thousand yard stare you'll develop during play will take some time to get rid of.

Research for this game was fairly easy as these things go. The excellent book **Embrace an Angry Wind** had just come out and a number of other good sources were available. A tour of the battlefield, Spring Hill, and the routes from Columbia was made (a trip I would recommend to anyone). A car tour of the sites involved helped enormously in shifting through conflicting tales—finding Gideon Pillow's wife's grave and Richard Ewell's retirement farm added to the interest. For those who are interested, Pillow's wife is buried in the courtyard of the church where Cleburne said it would make it "worth dying to be buried in such a beautiful place" and the church was built by the regional leader of the Episcopalian Church, none other than the future General Polk!

Two features which figured in the literature of the battle did not prove to be features noteworthy enough to make it into the game: the Locust Grove and the railway cut. The Locust Grove was a patch of thorny trees at the apex of the Union position at Franklin. It was too small to affect either line of sight or movement. The railway cut (noted by some units as causing their advance on Franklin to slow to a crawl) essentially does not exist. The ground south of Franklin is very flat along the railroad right of way and there is no reason for any sort of 'difficult' feature to exist along it. I cannot explain the railroad cut references and can only note that they and the ground don't match at all.

Playing **EAW** is different from then other **CWB** games in that the time available is so limited. By the time the Confederate army shows up at Spring Hill, it's already getting dark. The game tends to fly by while players attempt to get their forces to grasp at the limited time and make good use of it. It is even possible to literally feel the opportunities slip from your grasp as the clock mercilessly plods on.

Dealing with the Hood's Addiction Table can be frustrating at first if you don't develop the right frame of mind. The most enjoyable way to handle it is to 'check to see what Hood's doing this turn' and imagine him doing whatever the table says. While anachronistic, it isn't difficult to imagine Hood with a rubber tube around his arm and a needle in his teeth. If you think the table is a monkey-wrench thrown in on your plans—you're right—it is. Make the best of Hood you can—you're stuck with him.

## Hood Addiction Table

*Dice*     *Result*  
2-5     **No Effect**

6     **Gotta get a fix:** Hood may do nothing this turn.

7     **Munchies:** Regardless of mode, Hood may not move or issue orders, he eats.

8     **Manic, Good Version:** If immobile, Hood gets three times the normal command points. If mobile, he gets two times normal.

9     **Manic, Bad Version:** The enemy player may issue orders equalling the normal command points (of Hood's 2 rating, not the 1/2 value he is stuck with "normally") to Confederate units. These must be followed on acceptance until superseded by other orders or initiative—a commander's version of a loose cannon. While the enemy player may issue the orders of his choosing, he should not be told what the current orders of any units are and is not allowed to have Confederate units attack each other.

10-11     **The Wonders of Discipline:** Hood must issue orders to conduct an all out attack on the strongest portion of the Union troops at the time and place as determined by the Union player. That'll teach 'em. He issues one order per corps to attack, all are force 2 and aide written, no command points are counted or expended. The frontal attack may be delivered on either game map and at a time as determined by the UNION player. Note that between the current turn and the Union prescribed beginning of the assault, play proceeds normally in preparation of the assault. Hood **can** attempt to countermand the orders issued for a disciplining assault during the time between the current turn and the beginning of the assault by issuing new orders. Any forces remaining with disciplining assault orders when the time comes to attack must go on (possibly by themselves) should the countermanding effort be incomplete at that time.

12     **I Hate Life:** Hood falls on his sword—after being helped up by his staff—and kills himself. In a dramatic *coup d'etat*, Nathan Bedford Forrest takes command of the army and is hereafter the army commander. No more rolls are made on this table. All initiative restrictions on the Confederate army are removed—all leaders may now use initiative and there are no anti-initiatives.

## Union Reinforcement Schedule

<i>Turn</i>	<i>Entry Hex</i>	<i>Units</i>	<i>Orders</i>
29 Nov			
11:00am	Map B:A	Stanley, 4 Corps HQ, Wagner, 1-2-4, 2-2-4	1
1:00pm	Map B:A Map A:A	2x 4b, 4 Corps Supply, 3-2-4 Wilson, Cav HQ, 1-1 Cav, 5 Cav (all), 6 Cav (all)	2 3
2:00pm	Map B:A	Army-1 Supply	
3:00pm	Map B:A	Army-2 Supply	
4:30pm	Map B:A	Schofield, Army HQ, Cox, 23 Corps HQ, 2-23 (all), 23b	1
5:00pm	Map B:A	Army-3 Supply	
6:00pm	Map B:A	Army-4 Supply	
7:00pm	Map B:A	1-4 (all), 3-4 (all)	2
8:00pm	Map B:A	Army-5 Supply	
9:00pm	Map B:A	3-23 (all), 23b, 23 Corps Supply	4

### Notes:

Map B:A = Spring Hill map, Entry Hex A

Map A:A= Franklin map, Entry Hex A

(all) = All units of command, including Leaders

### Orders:

1: Move to Spring Hill. Defend town and pike for rest of army to pass. Attack into town and escort Supply Train if necessary.

2: Escort Supply Train and/or move to rejoin Corps

3: Take up position to defend the bridges at Franklin and await orders.

## Confederate Reinforcement Schedule

<i>Turn</i>	<i>Entry Hex</i>	<i>Units</i>	<i>Orders</i>
29 Nov			
2:00pm	Map B:C	Forrest, Cav HQ, J-Cav (all)	1
2:30pm	Map B:C	B-Cav (all)	2
3:00pm	Map B:D	Hood, A Tenn HQ, Cheatham, C Corps HQ, C-C (all)	3
3:30pm	Map B:D	Ba-C (all), B-C (all), Cb (2)	2
5:00pm	Map B:D	Stewart, S Corps HQ, L-S (all), W-S (all), F-S (all, less E-F-S), Sb (2)	4
11:00pm	Map B:D	J-L (all) (Division is detached and must be assigned to S or C Corps)	5
30 Nov			
9:00am	Map B:A	Lee, L Corps HQ, C-L	6
10:00pm	Map B:A	S-L	5
10:30pm	Map B:A	All remaining artillery and supply wagons, including Army Supply, add 70 to Confederate Artillery Ammunition supply	2

### Notes:

Map B:C = Spring Hill map, Entry Hex C

(all) = All units of command, including Leaders

### Orders:

1: Attack and capture Spring Hill

2: Join Corps.

3: Move to Thompson House (B15.21) and await orders.

4: Move to vicinity of hex B6.10. Form a defensive line facing East.

5: Move to Army HQ and await orders.

6: Move to Spring Hill. Await rest of Corps and all artillery to arrive and then report to army HQ.