HOOD STRIKES NORTH

HOOD STRIKES NORTH
THE TENNESSEE CAMPAIGN, FALL 1864

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Hood Strikes North Theater Map

BASIC GAME RULES

1.0 INTRODUCTION

Hood Strikes North (HSN) simulates the Civil War campaign in Tennessee in November-December 1864 between the Confederacy's Army of Tennessee under General John Bell Hood and Union forces under General George Thomas. In the game, players control Union and Confederate military forces in turns representing one day of real time. The map portrays parts of Tennessee as they were in 1864, drawn almost exclusively from Civil War period maps. A hexagonal grid has been superimposed over the map, and each hex equals about 2,000 yards (1.15 miles) from side-to-side. Military units from regiments to divisions are represented along with each side's corps and army leaders. Military units consist of a varying number of points, each of which represents about 500 infantrymen or 700 cavalrymen.

The HSN rules are similar to those of the previous games in the *Great Campaigns of the American Civil War* (GCACW) series. Minor differences in the system from one game to the next existed prior to the 1999 publication of Standard Series Rules Upgrade in Issue No. 1 of *The Skirmisher*. These Standard Series Rules have been upgraded over time (currently to Version 1.4) and now form the basis for all games in the series. *Hood Strikes North* includes these Standard Rules in a separate rule booklet entitled "GCACW Standard Basic Game Rules." This booklet forms a comprehensive guide to the common rules shared between all games in the series. Basic Game rules sections 2.0 through 12.0 appear in this separate booklet. You will also find over the first few pages of this rulebook a few additions to the Standard Rules that must be used when playing *Hood Strikes North*.

GAME COMPONENTS

A complete game of *Hood Strikes North* contains the following:

- One GCACW Standard Rules Booklet (1.4)
- One *Hood Strikes North* Rules Booklet
- One 22" by 32" Mapsheet
- Two 280-piece Countersheets
- Two Charts and Tables Cards
- One Terrain Chart
- Two Force Displays
- Two 6-sided Dice

ABBREVIATIONS

AT: Army of Tennessee (CSA)
C: Cheatham's CSA infantry corps
Cav: Cavalry
DAT: Detachment Army of the Tennessee (USA)
DC: Department of the Cumberland
DE: District of the Etowah
Demorize: Demoralized
DN: Defenses of Nashville and Chattanooga Railroad
DWV: Department of Western Virginia
Ldr: Leader
L: Lee's CSA infantry corps
Mntd: Mounted
Ohio: Army of the Ohio
Reinf: Reinforcements
S: Stewart's CSA infantry corps
Sub: Substitute
USCT: United States Colored Troops
Unmntd: Unmounted
VC: Victory Condition
VP: Victory Points
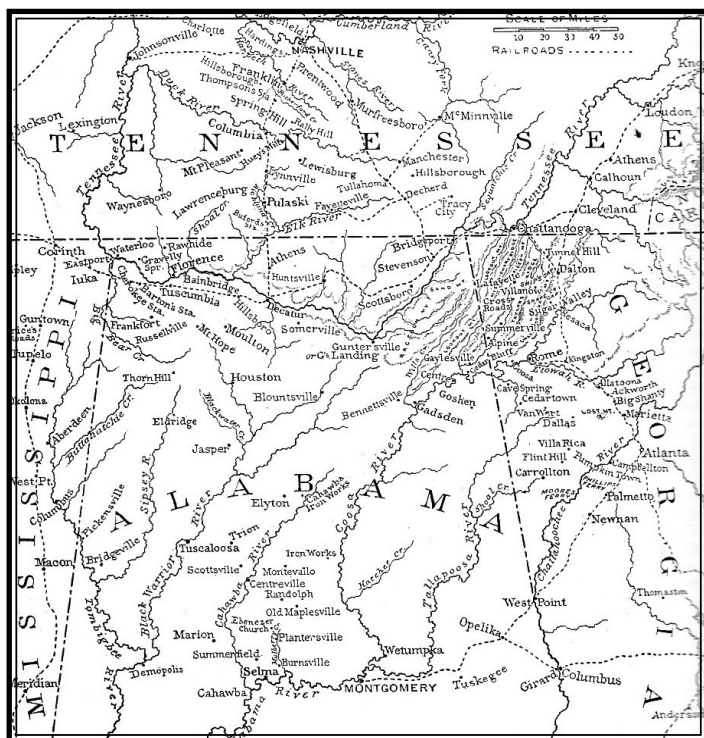
2.2 PLAYING PIECES

MILITARY UNITS

The Confederate player has one army leader, Hood; all Confederate units are part of his army. There are three Confederate infantry corps, each with a leader (Cheatham, Lee, Stewart), and one Confederate cavalry corps under Forrest. Forrest has five cavalry divisions, each with a division leader. Two of those divisions only appear in the Advanced Game.

Cleburne: The "4/3" on Cleburne's Confederate infantry division counter means that his Tactical value is 4 when he is attacking (either as an active attacking unit or successfully brought into an assault or grand assault) and 3 when defending.

Thomas: The Union player's units are divided into several groups. However, the army leader Thomas (who can change to Logan in the Advanced Game), commands all Union units in the game, Thus, Thomas (or Logan) may bring any Union unit into a grand assault, just as Hood can bring any Confederate unit into a grand assault. Note: While "DC" stands for the "Department of the Cumberland," Thomas (or Logan) is considered an army leader.

Schofield: Schofield is a Union district leader and units in both IV and XXIII Corps are part of his district in all scenarios. Schofield may only bring infantry (not cavalry) units belonging to IV and XXIII Corps into an assault or grand assault. Note: While IV Corps was not in Schofield's district, Schofield was the senior leader in the field at the start of the campaign; thus, IV Corps was subordinate to him. Note that IV Corps also has its own corps leader.

Milroy: Milroy is a Union district leader and has just "DN" infantry (not cavalry) units under his command. Milroy may only bring DN infantry units into an assault or grand assault.

Smith: The Union leader Smith commands the "DAT" Corps.

Union DE Units: Note that Union "DE" infantry units do not have any leaders.

Wilson: Wilson commands the Union Cavalry Corps, and all Union cavalry belong to his command. Wilson has five cavalry divisions, each with a division leader. Some of these divisions and leaders only appear in the Advanced Game.

UNION WAGON TRAINS

The Union player has three wagon trains (A, B, C). If a wagon train conducts a March action, its Movement Allowance is determined like an infantry unit. One or more wagon trains may also participate in an Activate Leader action with any Union infantry or cavalry leader regardless of command affiliation. If it participates in an infantry leader's Activate Leader action, its Movement Allowance is determined normally, with a +1 die roll modifier. If it participates in a cavalry leader's Activate Leader action, it receives a +1 or +2 die roll modifier (depending on leader type), but its final Movement Allowance is halved (round fractions up). While leaders may activate wagons, a leader may not stack in a hex with just a wagon; a unit of the leader's command must also be in the hex.

- Wagon trains gain Fatigue Levels normally. However, if a wagon conducts an Extended March, the Union player must add 1 to his Extended March die roll in addition to other Extended March Table modifiers. (**Exception:** If the wagon occupies a hex south of the Duck River, the +1 Extended March modifier for wagons is not applied.) A wagon train may never force march. During the Recovery Phase, wagons become exhausted (or recover from exhaustion) normally. **Example:** A wagon occupying hex 2613 marches to Fatigue Level 3 on its exhausted side. Its modifiers are +1 for F3/exhausted, +1 for "Other Union Units," and +1 for the special wagon train modifier, or +3 overall. However, if the

wagon train occupies hex 1615 (south of the Duck River), the +1 special wagon train modifier is not applied, and the final modifier would be +2, not +3.

- Wagon trains pay Movement Point costs normally. (**Exceptions:** The first time in a wagon train's March action that it enters a hex across a non-pike hexside, it pays a penalty of 1 extra Movement Point to enter that hex. The second and any later movement across a non-pike hexside in a wagon's march triggers no extra Movement Point penalty. Also, if a wagon train crosses a ford hexside, it must pay a penalty of 2 extra Movement Points to enter the adjacent hex.)
- See Standard Rules section 6.2 and the Standard Charts and Tables for rules on wagons and entering friendly occupied hexes.
- Wagon trains may neither attack nor participate in an assault. They defend normally as infantry units. Wagons may neither entrench nor participate in a Defender's Retreat Option. Confederate cavalry retreats may never be triggered by a Union wagon train.
- Wagon trains exert Zones of Control normally. However, they may never contribute to flank bonuses. Any hexes covered solely by wagon trains' ZOC, or hexes occupied solely by wagons, are not considered to be covered for a flank bonus computation. Wagons stacked in a hex with other units do not contribute their manpower for flanking purposes.

5.2 ACTIVATE LEADER

SCHOFIELD

Schofield is a Union district leader in command of the Army of the Ohio. (He is not an army leader despite his command designation.) If Schofield undertakes an Activate Leader action, he is restricted as follows:

- He may activate no more than *five infantry units* (belonging to IV and XXIII Corps only) and *three wagon trains* as part of the same activation.
- If he initiates an assault, only IV and XXIII Corps units may participate.
- If he successfully attempts a grand assault, only IV and XXIII Corps units in eligible hexes may participate.

7.4 COMBAT DIE ROLL MODIFIERS

HOOD ASSAULT BONUS

If a Confederate infantry (not cavalry) corps leader successfully undertakes an Assault action and the army leader Hood is stacked in the same hex as the active leader, the Confederate player adds 1 to his attack die roll. This bonus is in addition to the +1 assault modifier and applies regardless of whether a grand assault takes place. The Hood Assault Bonus may be applied more than once per turn, but only to successful assaults initiated by the same corps leader to which the bonus was first applied that turn. It may not be applied to assaults initiated in the current turn by other corps leaders. In following turns, the Hood Assault Bonus may be applied to other corps leaders.

- The Hood Assault Bonus may not be applied to assaults against a hex with an undestroyed Union fort. (Union forts are only used in the Advanced Game and in Basic Game Scenario 5.)

FORREST ASSAULT BONUS

The Confederate cavalry leader Forrest may carry out Assault actions with two special abilities:

- *Infantry Division Inclusion:* When Forrest initiates an Assault action, the Confederate player may specify in Step 1 of the assault procedure that one infantry division (or up to two infantry brigades) stacked in the same hex with Forrest may participate in the assault, even though those units do not belong to Forrest's command. Cavalry units may join in that assault too, although it is not mandatory that they do so.
- *Assault Modifier:* If Forrest successfully undertakes an assault, the Confederate player adds 1 to his attack die roll. This bonus is in

addition to the +1 assault modifier. This bonus maybe applied more than once per turn.

☞ The Forrest Assault Bonus may not be applied to assaults against a hex with an undestroyed Union fort. (Union forts are only used in the Advanced Game and in Basic Game scenario 5.)

☞ The Hood Assault Bonus may never be applied to an assault carried out by Forrest. Also, since Forrest is a cavalry leader, a grand assault may never be attempted in an Assault action initiated by Forrest.

ARTILLERY MODIFIER

In any Confederate attack or assault against a hex with an undestroyed Union fort, if the Confederate player gains an artillery modifier of +1 or +2, that modifier is converted to "No Effect." (Union forts are only used in the Advanced Game and in Basic Game scenario 5.)

9.0 ENTRENCHMENTS

UNION REDOUBTS

All redoubts on the map are Union redoubts. The Union player has redoubts in hexes 1714 (Fort Mizner), 4111 (Fort Granger), and the exterior Nashville defense line (hexes 5504-5506). Only Union units benefit from redoubts. Standard Rules, 9.0., specify the effects of Union redoubts.

10.0 BRIDGES

In *Hood Strikes North* scenarios, standard rules for "Bridges, Dams, and Ferries" apply. However, *Hood Strikes North* features no dams or ferries. The number of Minor River Bridge counters available in the game (three Union, three Confederate) is a strict limit, and if all are in use, no more may be built until one or more become available again due to dismantling or destruction.

CUMBERLAND RIVER

The Cumberland River is the only major river on the map. Three permanent bridges traverse the Cumberland, connecting Nashville and hexes 5805 and 5806. Only Union units may cross those bridge hexsides by means of marching or retreat. Confederate units may never cross, so hexes 5805 and 5806 are treated as off map to Confederate units. Neither player may build additional bridges or destroy existing bridges across the Cumberland. The Cumberland River has no fords.

BASIC GAME SCENARIOS

There are eight Basic Game scenarios of varying degrees of length and complexity. Unless otherwise noted in the following instructions, all units begin the game with their front (normal) sides face-up at Fatigue Level 0 with organized Strength markers. Before starting, place the Turn marker on the Turn Track in the box corresponding to the date on which the scenario begins. This is Turn 1. At the end of the game, calculate Victory Points (VP) and determine a winner. Since combat losses cause VP gain or loss, the players should keep track of Manpower value losses on a piece of paper, or use spare Union and Confederate Manpower counters to track losses for each side on the Victory Point Track.

The entire Hood Strikes North map is used for all scenarios.

SCENARIO 1: HERE COME THE REBELS!

NOTES: This quick scenario is ideal for new players to learn the game, either solitaire or with an opponent. There are only a few units for each side and minimal special rules. Also, many Standard Rules sections are not required for this scenario such as Recovery. This scenario covers the opening of the campaign when Confederate cavalry attempted to capture Columbia or block the Union infantry column from reaching the town.

GAME LENGTH: 1 turn, November 24, 1864.

SPECIAL RULES:

1. *Start:* The Confederate player automatically wins the first initiative without the need for a die roll. After this, initiative is determined normally.
2. *Initiative:* The Confederate player wins tied initiative die rolls.
3. *Hatch:* Throughout this scenario, Croxton's cavalry brigade may be activated by Hatch as part of an Activate Leader action even though Croxton belongs to a different division.
4. *Moore:* The first time the Union player activates Moore, he may move Moore up to 43 hexes as long as this movement follows railroad hexes only. If such a move is undertaken, Moore gains two Fatigue Levels. Moore may never enter an enemy ZOC during this movement, unless that hex is Union-occupied.
5. *Union Movement Restrictions:* Union units may not enter any hex in the 01XX hexrow numbered 0120 or less or any hex in the 02XX hexrow numbered 0220 or less. Union units forced to retreat into any of those hexes are eliminated.

VICTORY CONDITIONS:

The Confederate player gains and loses Victory Points (VP) for the following occurrences at the end of the game:

VP	Reason
+12	If an undemoralized Confederate unit occupies Columbia (1715).
+6	If an undemoralized Confederate unit occupies Ft. Mizner (1714).
+3	For each Union infantry unit that is either not within 3 hexes of Columbia (1715) or has been destroyed (for any reason; combat/retreat losses still apply, see below). This applies to all Union infantry, including Ruger and Moore.
+½	For each undemoralized Confederate cavalry brigade north of the Duck River, rounded up. For example, if 3 undemoralized Confederate cavalry brigades end the game north of the Duck River 1½ VP are rounded up to 2 VP.
+2	For each point of Union Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).
-3	For each point of Confederate Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).

At the end of the game, the Confederate VP total is calculated and the players consult the chart below to determine the winner.

CONFEDERATE VP	WINNER
15 or more	Confederate Decisive Victory
12 to 14	Confederate Substantive Victory
9 to 11	Confederate Marginal Victory
6 to 8	Union Marginal Victory
3 to 5	Union Substantive Victory
2 or less	Union Decisive Victory

Confederate Set-Up

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Forrest	Corps	Cav	Ldr	-	0511 (Poplar Grove)
Chalmers	Div	C-Cav	Ldr	-	0511 (Poplar Grove)
Rucker	Brig	C-Cav	Cav	2	0511 (Poplar Grove)
Biffle	Brig	C-Cav	Cav	1	0511 (Poplar Grove)
Jackson	Div	J-Cav	Ldr	-	0118
Armstrong	Brig	J-Cav	Cav	2#	0118
Ross	Brig	J-Cav	Cav	1#	0118
Buford	Div	B-Cav	Ldr	-	0119
Bell	Brig	B-Cav	Cav	2#	0119
Crossland	Brig	B-Cav	Cav	1#	0119

\#   Begins game with Fatigue Level 1 marker

Union Set-Up

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Schofield	District	Ohio	Ldr	-	1220 (Pleasant Grove)
Cox	Div	XXIII	Inf	11	1220 (Pleasant Grove)
Ruger	Div	XXIII	Inf	2*	1715 (Columbia)
O. Moore	Brig	XXIII	Inf	4	5707 (Nashville)
Wagner	Div	IV	Inf	11	0423 (Lynnville)
Stanley	Corps	IV	Ldr	-	0324 (Colored Church)
Whitaker	Div	IV	Inf	5	0324 (Colored Church)
Wood	Div	IV	Inf	9	0224 (Saw Mill)
Waters	Brig	IV	Inf	3	0125
Hatch	Div	Cav-5	Ldr	-	0420
Coon	Brig	Cav-1	Cav	2#†	0420
Croxton-A	Brig	Cav-5	Cav	2#†	0221
Capron-A	Brig	Cav-6	Cav	2#†	0711 (Mt. Pleasant)

*   Begins game under Fort marker
\#   Begins game with Fatigue Level 1 marker
†   Begins game on Exhausted side

Duck River Bridge

Scenario 2: The Race for Columbia

NOTES: As Hood's Confederate Army of the Tennessee initiates its long-delayed offensive from northern Alabama into central Tennessee, two Union corps under the command of Maj. Gen John Schofield rush northward toward Columbia to avoid being cut off from the major Union base at Nashville by the onrushing Rebel army. The last major Confederate offensive of the Civil War is underway.

GAME LENGTH: 7 turns, November 23–November 29, 1864.

SPECIAL RULES:

1. *Turn 1 Start:* On Turn 1, the Union player automatically wins the first initiative without the need for a die roll. Afterward, initiative is determined normally.
2. *Initiative:* The Confederate player wins tied initiative die rolls.
3. *Union Wagon Trains:* Wagon trains are subject to several movement and combat restrictions; see Basic Game rules, 2.2.
4. *Union 01XX/02XX Hexrow Movement Restrictions:* Union units may not enter any hex in the 01XX hexrow numbered 0120 or less or any hex in the 02XX hexrow numbered 0220 or less. If forced to retreat into any of those hexes, a Union unit is eliminated.
5. *Union Consolidation:* When the Union player gains initiative, he may "consolidate" units instead of declaring an action as long as any subordinate units belonging to Ruger's division (Moore, 91 IN, 123 IN, 175 OH) are stacked in the same hex as Ruger; Opdycke's brigade is stacked in the same hex as Wagner's division; Post's brigade is stacked in the same hex as Wood's division; or Waters' brigade is stacked in the same hex as Whitaker's division. After performing consolidation, the players roll for the next initiative. There is no fatigue cost to consolidate; consolidating units may be at any fatigue level. Consolidated units may activate, but not until the Union player again gains initiative. Brigades or regiments consolidating with a division are removed. The division's Strength marker is removed and replaced by a new one with a Manpower value equal to the combined units. (**Exception:** The maximum Manpower value of the new Strength marker is 11.) The Strength marker is placed on the same side as the unit with the highest Manpower value. (If the values are the same, the Union player may place the new Strength marker on the same side as any consolidating unit.) If the division is exhausted or demoralized, it remains so. The division retains its current fatigue level, even if consolidating units had different levels.
6. *Hatch and Croxton:* Throughout this scenario, Croxton's Union cavalry brigade may be activated by division leader Hatch as part of an Activate Leader action even though Croxton belongs to a different division.
7. *Moore:* The first time the Union player activates Moore's brigade (which may not be on Turn 1; see below), he may move Moore up to 43 hexes as long as this movement follows railroad hexes only. If such a move is undertaken, Moore gains two fatigue levels. It may end this move in any railroad hex (not just a railroad station hex), but it may never enter an enemy ZOC during this movement (even if that ZOC is Union-occupied), nor may it enter an enemy-occupied hex. Also, Moore may not enter a hex with a "RR Station Damaged/Destroyed" marker.
8. *Union Unit Restrictions:*
   a. *Turn 1:* The following Union units may not activate, transfer, or recover on Turn 1: Hatch, Coon, Croxton, Wagner, Whitaker, Wood, Opdycke, Post, Waters, Wagon Trains (A, B, C), Stewart, 175 OH, O. Moore, and the leader Stanley. If a Confederate unit moves adjacent to a restricted Union unit during Turn 1, that unit may activate, transfer, and recover in that turn.
   b. *91 IN and 123 IN:* The Union player may not activate the regiments 91 IN and 123 IN until Turn 4. **Exception:** This movement restriction is lifted for both units if a Confederate unit attacks either unit on Turn 3 or earlier.
   c. *Hammond:* The Union player may not activate Hammond's cavalry brigade until Turn 6.
9. *Union Manpower Enhancement:* At the start of every turn beginning with Turn 3, the Union player rolls a die to determine if he may enhance the Manpower value of one or more of his units. On a roll of 1, there is no effect. On a roll of 2 or 4, he may choose a single Union

cavalry unit and increase its Manpower value by one. On a roll of 3 or 5, he may choose a single Union infantry unit (including regiments) and increase its Manpower value by one. On a roll of 6, he may choose one cavalry and one infantry unit and increase their Manpower values by one. When increasing a unit's Manpower value, the new Strength marker is placed on the same side as the old one. The selected unit may occupy an enemy ZOC, but it must not be surrounded by enemy ZOC. An infantry or cavalry unit may not be enhanced above a Manpower value of 11 or 3, respectively.

10. *Buford and Jackson:* The units and leaders in these two Confederate cavalry divisions may neither activate nor recover on Turn 1. Starting on Turn 2 they activate and recover normally.
11. *Arrival of Confederate Units:* Only Forrest's three cavalry divisions start the game on the map. All other Confederate units enter the map as "arrivals." At the start of every Action Cycle beginning with Turn 2, the Confederate player rolls a die and consults the Arrival Table below to determine how many of his arrival units may be placed on the map in the current turn. That die roll may be modified depending on the turn in progress.

Arrival Table

Die	Result
-3 or less	0
-2	1*
-1	2*
0	2
1	3
2	4
3	5
4 or more	6

Modifiers

-7:	Turn 2 die roll
-4:	Turn 3 die roll
0:	Turn 4 die roll
+3:	Turn 5 die roll

* Place a Fatigue Level 1 marker under the Confederate division arriving on the map.

The numbered result, from 0 to 6, is the number of "sets" of infantry divisions/leaders the Confederate player must place on the map in the current turn. Consult the Confederate Arrivals list, below: Nine sets of Confederate divisions/leaders are listed, numbered 1 to 9. When the Confederate player gains initiative in a turn in which he is due one or more sets of arrivals, he may either activate units already on the map or he may choose the *lowest-numbered available set* that has not yet arrived and place all the units comprising that set together in one of the entry hexes specified in the range indicated on the Arrival list. Infantry divisions are always placed on the map at Fatigue Level 0. (**Exceptions:** On the Arrival Table, -1 and -2 results require the Confederate player to place a Fatigue Level 1 marker on an arriving division. Also, the Arrival list provides a range of alternative entry hexes, and if an alternative hex is chosen for entry, each division arrives on the map at one fatigue level higher than the initial fatigue level required by the Arrival Table.)

When the Confederate player places an available set on the map, he must always choose the lowest-numbered set that has not yet arrived. Leaders (if any) must be placed atop an arriving infantry division. As soon as the Confederate player places a set on the map, *he must immediately declare a March or Activate Leader action* with the arriving set, which is carried out normally, including fatigue level gain for each activated unit. (**Exception:** In the first March or Activate Leader action undertaken by a set following its placement on the map, *one is added to the Movement Allowance die roll* in addition to other die roll modifiers. Thus, in a March action, the Confederate player adds 2—not 1—to his roll; in an Activate Leader action, he adds 3—not 2—to his

roll.) When all nine arrival sets have been placed on the map, the Confederate player no longer consults the Arrival Table at the start of an Action Cycle.

12. *Late Rain:* Starting on Turn 3, if both players roll a 1 during the Initiative Segment, "Late Rain" rules are in effect for the current turn only. (**Exception:** Late Rain only takes effect if both players have gained initiative at least once earlier in the turn; otherwise, double-1's are ignored. For example, if the Confederate player gains his first initiative in a turn with a double-1 roll, Late Rain does not take effect.) If Late Rain occurs, Rain rules (see Standard rules, 12.0) are applied for the rest of the turn. As soon as Late Rain takes place, Entrenchment actions may no longer be undertaken for the rest of the Action Cycle. However, entrenchment and pontoon bridge construction are permitted in the Recovery Phase.

Victory Conditions:

The Union player gains and loses Victory Points (VP) for the following occurrences at the end of the game:

VP	Reason
+7	The Union player has five infantry divisions (Whitaker, Wagner, Wood, Ruger, Cox) and three wagon trains (A, B, C). At the end of the game, the Union player receives 7 VP for each infantry division and wagon train that either occupies Franklin (4010) or Nashville (5706/5707); or can achieve a "Line of Communication" (LOC) to Franklin or Nashville. An LOC is successfully traced by either of the following two methods: 1) A Union unit can trace a path of continuous hexes no more than 10 Movement Points in length from the hex it occupies to Franklin or Nashville; or, 2) A Union unit occupies a pike hex or can trace a path no more than three hexes in length to a pike, regardless of terrain, and then can trace a continuous path of pike hexes no more than 12 hexes in length to Franklin or Nashville. **Note:** No part of an LOC (including a 10 MP path directly to Franklin or Nashville, a 3-hex path to a pike, or a 12-hex path along a pike) may enter a hex occupied by an undemoralized Confederate unit or units (infantry and/or cavalry) with a combined Combat value of 3 or more. Confederate cavalry units' combined Combat values are halved (round fractions down) when determining if this condition is fulfilled. An LOC is permitted to enter all Confederate ZOC and hexes occupied by Confederate units with a combined Combat value less than 3. Demoralized Confederate units' Combat values are never taken into account in an LOC calculation.
-2	For each point of Union Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another). **Exception:** The Union player loses 2 VP for each point of Manpower value lost by a Union wagon train for any reason, including in an extended march and for moving from one enemy ZOC to another.
+3	For each point of Confederate Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).
-4	If the RR station Brentwood (4910) has a Damaged or Destroyed marker at the end of the game.
-12	If an undemoralized Confederate unit of any type enters or retreats into Columbia (1715) on Turn 4 or earlier. This VP loss may only be applied once, at the end of the game, and may not be applied if a Confederate unit enters Columbia on Turn 5 or later. **Exceptions:** If at any time on Turn 4 or earlier, all Union wagon trains on the map are situated six or fewer hexes from Franklin (4010), regardless of Confederate units or their ZOC, this victory condition is voided and may never be applied at the end of the game. Even if one or two Union wagons have been eliminated, this victory condition is voided as long as all surviving Union wagons are situated 6 or fewer hexes from Franklin on Turn 4 or earlier. Also, this VP deduction is not applied if a Confederate unit routs into Columbia.

At the end of the game, the Union VP total is calculated and the players consult the chart below to determine the winner.

Union VP	Winner
66 or more	Union Decisive Victory
53 to 65	Union Substantive Victory
40 to 52	Union Marginal Victory
27 to 39	Confederate Marginal Victory
14 to 26	Confederate Substantive Victory
13 or less	Confederate Decisive Victory

Confederate Set-Up

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Forrest	Corps	Cav	Ldr	-	0111
Chalmers	Div	C-Cav	Ldr	-	0111
Rucker	Brig	C-Cav	Cav	2*	0111
Biffle	Brig	C-Cav	Cav	1*	0111
Buford	Div	B-Cav	Ldr	-+	0119
Bell	Brig	B-Cav	Cav	2*+	0119
Crossland	Brig	B-Cav	Cav	1*+	0119
Jackson	Div	J-Cav	Ldr	-+	0119
Armstrong	Brig	J-Cav	Cav	2*+	0119
Ross	Brig	J-Cav	Cav	1*+	0119

*   Placed on map on Exhausted side with Fatigue 1 marker.

\+   Units may not activate on Turn 1 and do not recover on Turn 1 (see special rules).

CONFEDERATE ARRIVALS (TURNS 2 AND LATER)

UNIT/LEADER	SET	SIZE	COMMAND	TYPE	MANPOWER VALUE	ENTRY HEXES	ALTERNATIVE ENTRY HEXES
Lee	1	Corps	L	Ldr	-	0110 to 0114	0101 to 0109
Johnson	1	Div	L	Inf	7	0110 to 0114	0101 to 0109
Stevenson-A	2	Div	L	Inf	7	0110 to 0114	0101 to 0109
Clayton	3	Div	L	Inf	5	0110 to 0114	0101 to 0109
Hood	4	Army	AT	Ldr	-	0110 to 0114	0101 to 0109
Cheatham	4	Corps	C	Ldr	-	0110 to 0114	0101 to 0109
Cleburne	4	Div	C	Inf	7	0110 to 0114	0101 to 0109
Brown	5	Div	C	Inf	8	0110 to 0114	0101 to 0109
Bate-A	6	Div	C	Inf	5	0110 to 0114	0101 to 0109
Stewart	7	Corps	S	Ldr	-	0110 to 0114	0101 to 0109
Loring	7	Div	S	Inf	8	0110 to 0114	0101 to 0109
Walthall	8	Div	S	Inf	6	0110 to 0114	0101 to 0109
French	9	Div	S	Inf	5	0110 to 0114	0101 to 0109

UNION SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Schofield	District	Ohio	Ldr	-	0523 (Laurine)
Cox	Div	XXIII	Inf	11	0523 (Laurine)
Ruger	Div	XXIII	Inf	2●	1715 (Columbia)
123 IN	Regt	XXIII	Inf	2*+	1303
91 IN	Regt	XXIII	Inf	2*+	1604
O. Moore	Brig	XXIII	Inf	4+	5707 (Nashville)
Hammond	Brig	Cav-7	Cav	2+	5706 (Nashville)
175 OH	Regt	XXIII	Inf	2*+	4010 (Franklin)
Wilson	Corps	Cav	Ldr	-	4010 (Franklin)
R. Johnson	Div	Cav-6	Ldr	-	4010 (Franklin)
Lowe	Brig	Cav-6	Cav	1	4010 (Franklin)
Stanley	Corps	IV	Ldr	-+	0423 (Lynnville)
Wagner	Div	IV	Inf	9+	0423 (Lynnville)
Opdycke	Brig	IV	Inf	2+	0423 (Lynnville)
Whitaker	Div	IV	Inf	6+	0324 (Colored Church)
Wagon Train A	-	-	Wag	2+	0324 (Colored Church)
Wood	Div	IV	Inf	7+	0224 (Saw Mill)
Post	Brig	IV	Inf	2+	0224 (Saw Mill)
Wagon Train B	-	-	Wag	2+	0224 (Saw Mill)
Waters	Brig	IV	Inf	2+	0125
Wagon Train C	-	-	Wag	2+	0125
Capron-A	Brig	Cav-6	Cav	1#	0711 (Mt. Pleasant)
Hatch	Div	Cav-5	Ldr	-+	0420
Coon	Brig	Cav-5	Cav	2+#	0420
Croxton-A	Brig	Cav-1	Cav	2+#	0221
Stewart	Brig	Cav-5	Cav	2+	4910 (Brentwood)

● Begins game under Fort-Build-1 marker
* Begins game under Fort marker
+ Units have activation, transfer, and recovery restrictions; see Special Rule 8.
# Begins game on Exhausted side with Fatigue Level 1 marker

SCENARIO 3: A GREAT CHANCE WAS LOST

NOTES: As Hood's Confederate Army of the Tennessee launches a daring flanking maneuver across the Duck River to encircle the Union army entrenched at Columbia, Schofield belatedly orders his men to withdraw northward toward Franklin to avoid the trap. It is almost too late.

GAME LENGTH: 2 turns, November 28–November 29, 1864.

SPECIAL RULES:

1. *Turn 1:* On Turn 1, the Confederate player automatically wins the first initiative without the need for a die roll. Afterward, initiative is determined normally.
2. *Initiative:* The Confederate player wins tied initiative die rolls.
3. *Turn 1 Movement Restrictions:* On Turn 1, both players may only activate cavalry units or cavalry leaders. Infantry units/leaders and wagon trains may neither activate nor entrench. **Exceptions:** Stewart's cavalry brigade and the 12 TN cavalry regiment (both Union units) may neither activate nor entrench on Turn 1. A Union unit is released from Turn 1 restrictions if it is attacked by a Confederate unit or a Confederate unit ends a March action one or two hexes away from that unit.
4. *12 TN Cavalry Regiment (Union):* The Strength marker of the Union cavalry regiment 12 TN begins the game on its Disorganized side. During the Turn 1 Recovery Phase, the 12 TN's Strength marker remains Disorganized; it is not flipped to its Organized side.
5. *Hammond's Cavalry Brigade (Union):* The Union cavalry brigade Hammond must remain in Davidson, Williamson, or Rutherford Counties throughout the scenario. If forced to retreat outside of these counties, it is eliminated.
6. *Union Wagon Trains:* Wagon trains are subject to several movement and combat restrictions; see Basic Game rules.
7. *R. Johnson and Croxton:* Throughout this scenario, Croxton's Union cavalry brigade may be activated by division leader R. Johnson as part of an Activate Leader action even though Croxton belongs to a different division.
8. *Stewart and Johnson:* Throughout this scenario, Johnson's Confederate infantry division (part of Lee's corps) may be activated by corps leaders Stewart or Lee as part of an Activate Leader action or participate in an Assault action by Stewart or Lee.
9. *Confederate Infantry March Bonus:* Because Hood left most of his artillery behind when he initiated his flanking movement over the Duck River, the Confederate player receives a March Bonus for most of his infantry units in this scenario.
   a. *March Bonus Effect:* The minimum Movement Allowance of a Confederate infantry division undertaking a march as part of a Leader Activation action is 6 Movement Points. The minimum Movement Allowance of a Confederate infantry division undertaking a normal March action is 5 Movement Points. (**Exceptions:** The infantry divisions Clayton and Stevenson are not eligible for this bonus.)
   b. *Artillery Penalty:* All Confederate infantry divisions except for Clayton and Stevenson have Artillery Values of 0 in this scenario. Clayton and Stevenson use their printed Artillery Values.

VICTORY CONDITIONS:

The Union player gains and loses Victory Points (VP) for the following occurrences at the end of the game:

VP	Reason
+7	The Union player has five infantry divisions (Kimball, Wagner, Wood, Ruger, Cox) and three wagon trains (A, B, C). At the end of the game, the Union player receives 7 VP for each infantry division and wagon train that either occupies Franklin (4010) or can achieve a "Line of Communication" (LOC) to Franklin. An LOC is successfully traced by either of the following two methods: 1) A Union unit can trace a path of continuous hexes no more than 10 Movement Points in length from the hex it occupies to Franklin. 2) A Union unit occupies a pike hex or can trace a path no more than three hexes in length to a pike, regardless of terrain, and then can trace a continuous path of pike hexes no more than 12 hexes in length to Franklin. **Note:** No part of an LOC (including a 10 MP path to Franklin, a 3-hex path to a pike, or a 12-hex path along a pike) may enter a hex occupied by an undemoralized Confederate unit or units (infantry and/or cavalry) *with a combined Combat value of 3 or more*. Confederate cavalry units' combined Combat values are halved (round fractions down) when determining if this condition is fulfilled. An LOC is permitted to enter all Confederate ZOC and hexes occupied by Confederate units with a combined Combat value of less than 3. Demoralized Confederate units' Combat values are never taken into account in an LOC calculation. If undemoralized Confederate units with a combined Combat value of 3 or more occupy Franklin (4010) at the end of the game, no Union unit may successfully trace an LOC.
-2	For each point of Union Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another). **Exception:** The Union player loses 2 VP for each point of Manpower value lost by a Union wagon train for any reason, including in an extended march and for moving from one enemy ZOC to another.
+3	For each point of Confederate Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).

At the end of the game, the Union VP total is calculated and the players consult the chart below to determine the winner.

UNION VP	WINNER
63 or more	Union Decisive Victory
48 to 62	Union Substantive Victory
32 to 47	Union Marginal Victory
14 to 31	Confederate Marginal Victory
-2 to 13	Confederate Substantive Victory
-3 or less	Confederate Decisive Victory

CONFEDERATE SET-UP

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Hood	Army	AT	Ldr	-+	1417
Cheatham	Corps	C	Ldr	-+	1417
Cleburne	Div	C	Inf	7+	1417
Bate-A	Div	C	Inf	5+	1417
Brown	Div	C	Inf	8+	1417
Stewart	Corps	S	Ldr	-+	1317 (Parsonage)
Loring	Div	S	Inf	8+	1317 (Parsonage)

CONFEDERATE SET-UP (CNTD)

Walthall	Div	S	Inf	6+	1317 (Parsonage)
French	Div	S	Inf	5+	1317 (Parsonage)
Johnson	Div	L	Inf	7*+	1317 (Parsonage)
Lee	Corps	L	Ldr	-+	1615 (Thomas' Springs)
Stevenson-A	Div	L	Inf	7+	1615 (Thomas' Springs)
Clayton	Div	L	Inf	5+	1614
Forrest	Corps	C	Ldr	-	1519 (Hurricane Switch)
Chalmers	Div	C-Cav	Ldr	-	1519 (Hurricane Switch)
Biffle	Brig	C-Cav	Cav	1	1519 (Hurricane Switch)
Rucker	Brig	C-Cav	Cav	2	1519 (Hurricane Switch)
Jackson	Div	J-Cav	Ldr	-	1220 (Pleasant Grove)
Armstrong	Brig	J-Cav	Cav	2	1220 (Pleasant Grove)
Ross	Brig	J-Cav	Cav	1	1220 (Pleasant Grove)
Buford	Div	B-Cav	Ldr	-	1828 (Rady)
Bell	Brig	B-Cav	Cav	2	1828 (Rady)
Crossland	Brig	B-Cav	Cav	1	1828 (Rady)

*   May be activated by either Lee or Stewart in a Leader Activation action
+   May not activate or entrench on Turn 1

UNION SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Schofield	District	Ohio	Ldr	-+	1814 (Annoatuck)
Cox	Div	XXIII	Inf	11*+	1814 (Annoatuck)
Ruger	Div	XXIII	Inf	8*+	1913 (Duck River Station)
Wood	Div	IV	Inf	8+	1915 (Blacksmith)
Post	Brig	IV	Inf	3*+	1916
Stanley	Corps	IV	Ldr	-+	2413 (Judge Cooper)
Wagner	Div	IV	Inf	11+	2413 (Judge Cooper)
Wagon Train A	-	-	Wag	2+	2413 (Judge Cooper)
Wagon Train B	-	-	Wag	2+	2114 (Elmwood Academy)
Wagon Train C	-	-	Wag	2+	2114 (Elmwood Academy)
Kimball	Div	IV	Inf	8+	2115
175 OH	Regt	XXIII	Inf	2+	3213 (Thompson's Station)
Hatch	Div	Cav-5	Ldr	-	2017
Coon	Brig	Cav-5	Cav	2	2017
R. Johnson	Div	Cav-6	Ldr	-	2219
Croxton-A	Brig	Cav-1	Cav	2	2219
Wilson	Corps	Cav	Ldr	-	2621 (Collins)
Capron-A	Brig	Cav-6	Cav	3	2621 (Collins)
Stewart	Brig	Cav-5	Cav	2+	2207
12 TN	Regt	Cav-5	Cav	1+#	2914 (Spring Hill)
Hammond	Brig	Cav-7	Cav	2+	4010 (Franklin)

*   Begins game under Fort marker
+   May not activate or entrench on Turn 1
#   Strength marker placed on Disorganized side and may not recover on Turn 1

SCENARIO 4: WE WILL MAKE THE FIGHT

NOTES: After Union troops slipped away at Spring Hill the night of November 29, they moved north on the pike to Franklin, and dug in to allow time to cross the Harpeth River. Hood immediately declared "We will make the fight," and attacked the strong Union position, deciding he did not have time for a flanking movement before the enemy could pull back to Nashville. The ensuing battle was a disaster for the Confederate army, with casualties of approximately 7,000, compared to about 2,500 for the Union.

GAME LENGTH: 2 turns, November 30–December 1, 1864.

SPECIAL RULES:

1. *Turn 1 Start:* On Turn 1, the Union player automatically wins the first *three* initiatives without the need for die rolls. Afterward, initiative is determined normally. In these three Activation Segments, infantry and cavalry units may not be activated multiple times, although leaders and wagons may activate multiple times. In these three initiatives, when infantry units and wagons are activated as part of a March or Activate Leader action, *the minimum die roll is 3*. Die rolls of 1 and 2 are converted to 3. This minimum die roll does not apply to cavalry activations.
2. *Initiative:* The Confederate player wins tied initiative die rolls.
3. *Union Wagon Trains:* The Union player has three wagon trains that operate as described in the Basic Rules. **Exception:** In this scenario, wagons *must pay a 1 Movement Point penalty* to cross any bridge.
4. *Union DAT Corps:* Smith, McArthur, and J. Moore may not activate on Turn 1.
5. *Croxton:* Croxton's Union cavalry brigade may be activated by division leader R. Johnson as part of an Activate Leader or Assault action even though Croxton belongs to a different division.
6. *Confederate Movement Restriction:* Confederate units may not move, attack, or retreat to within 3 hexes of any Nashville city hex.
7. *Johnson:* Johnson's Confederate division, a part of Lee's Corps, may be activated by corps leaders Stewart or Lee as part of an Activate Leader or Assault action.
8. *Cleburne:* Use the "Death of Cleburne" Advanced Game rule section (6.0) in this scenario.
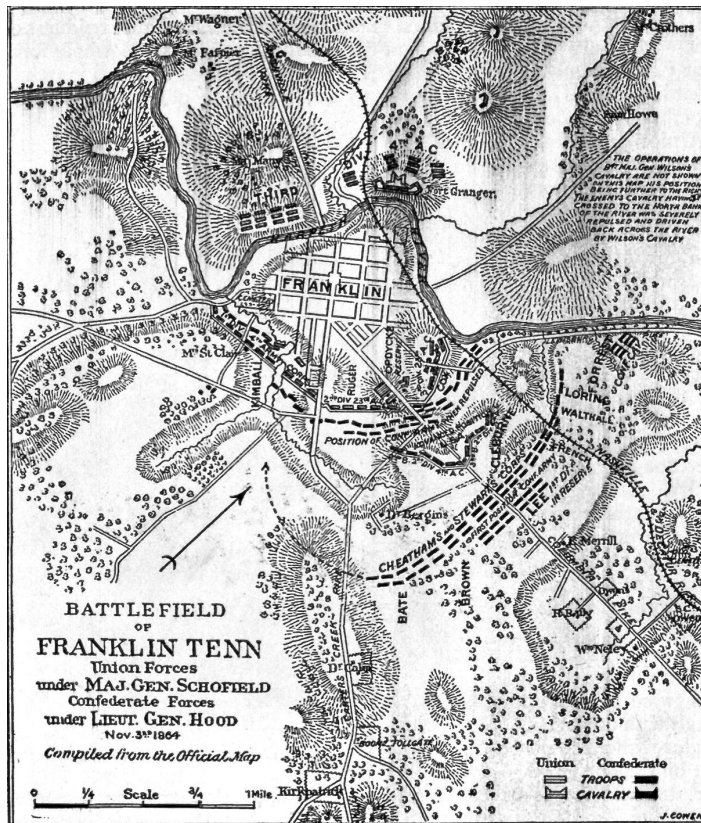
Franklin Battlefield Map

9. *Confederate Infantry March Bonus:* Because Hood left most of his artillery behind when he initiated his flanking movement over the Duck River, the Confederate player receives a March Bonus for most of his infantry units in this scenario on Turn 1. The following rules are only in effect on Turn 1. Historical note: The artillery caught up with the army the evening of November 30 and was distributed back to the various divisions.
   a. *March Bonus Effect:* The minimum Movement Allowance of a Confederate infantry division undertaking a march as part of a Leader Activation action is 5 Movement Points. The minimum Movement Allowance of a Confederate infantry division undertaking a normal March action is 4 Movement Points. (Note that these bonuses are one less than in Scenario 3.) **Exceptions:** The infantry divisions Clayton and Stevenson are not eligible for this bonus.
   b. *Artillery Penalty:* All Confederate infantry divisions, except for Clayton and Stevenson, have Artillery Values of 0 on Turn 1 instead of their printed values. Clayton and Stevenson use their printed values.

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VICTORY CONDITIONS:

The Union player gains and loses Victory Points (VP) for the following occurrences at the end of the game:

VP	Reason
-40	If an undemoralized Confederate unit enters Franklin (4010) on Turn 1. This VP award may only be gained once per game, and only on Turn 1.
+7	For each Union infantry division (not brigade) and wagon train that can trace an LOC to either Nashville city hex. There are 7 such infantry divisions and 3 such wagons. An LOC is defined as a path of continuous hexes, no more than *13 Movement Points* in length, from a unit's hex to either Nashville city hex (not counting the hex the unit occupies, but counting the Nashville hex). The path may not enter a hex occupied by, *or in the ZOC of*, an undemoralized Confederate unit(s) with a combined Combat value of 3 or more. Confederate cavalry units' combined Combat values are *halved* (round fractions down) in this calculation. Demoralized Confederate units' Combat values are not included in this calculation. **Exception:** A hex with a Confederate ZOC that would block the LOC per the above does not block the LOC if the hex is occupied by an undemoralized Union infantry or cavalry unit. In calculating the Movement Points in this path, do not add 1 to exit an enemy ZOC. However, wagons must still pay a +1 Movement Point penalty the first time their path enters a non-pike hex. Movement Point penalties to enter a friendly-occupied hex do not apply when calculating this path.
-2	For each point of Union Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another). **Note:** In this scenario, wagons that lose manpower in an extended march or moving from one enemy ZOC to another do not cause a VP loss.
+3	For each point of Confederate Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).

At the end of the game, the Union VP total is calculated and the players consult the chart below to determine the winner.

UNION VP	WINNER
70 or more	Union Decisive Victory
63 to 69	Union Substantive Victory
56 to 62	Union Marginal Victory
49 to 55	Confederate Marginal Victory
42 to 48	Confederate Substantive Victory
41 or less	Confederate Decisive Victory

CONFEDERATE SET-UP

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Hood	Army	AT	Ldr	-	2814 (M. Cheairs Home)
Cheatham	Corps	C	Ldr	-	2814 (M. Cheairs Home)
Cleburne	Div	C	Inf	7*	2814 (M. Cheairs Home)
Bate-A	Div	C	Inf	5*	2814 (M. Cheairs Home)
Brown	Div	C	Inf	8*	2814 (M. Cheairs Home)
Stewart	Corps	S	Ldr	-	2914 (Spring Hill)
Loring	Div	S	Inf	8*	2914 (Spring Hill)
Walthall	Div	S	Inf	6*	2914 (Spring Hill)
French	Div	S	Inf	4*	2914 (Spring Hill)
Johnson	Div	L	Inf	7*	2714 (Rippavilla)
Lee	Corps	L	Ldr	-	2413 (Judge Cooper)
Clayton	Div	L	Inf	5	2413 (Judge Cooper)
Stevenson-A	Div	L	Inf	7	2314 (Cottage Home)
Forrest	Corps	C	Ldr	-	2915 (Jimeson)
Chalmers	Div	C-Cav	Ldr	-	2915 (Jimeson)
Biffle	Brig	C-Cav	Cav	1*	2915 (Jimeson)
Rucker	Brig	C-Cav	Cav	2*	2915 (Jimeson)
Buford	Div	B-Cav	Ldr	-	2915 (Jimeson)
Bell	Brig	B-Cav	Cav	2*	2915 (Jimeson)
Crossland	Brig	B-Cav	Cav	1*	2915 (Jimeson)
Jackson	Div	J-Cav	Ldr	-	3315 (Kernan)
Armstrong	Brig	J-Cav	Cav	2*	3315 (Kernan)
Ross	Brig	J-Cav	Cav	1*	3315 (Kernan)

*   Begins game on Exhausted side

Franklin Battlefield: View from Hood's Headquarters

Union Set-Up

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Schofield	District	Ohio	Ldr	-	3911 (Carter)
Cox	Div	XXIII	Inf	11#	3911 (Carter)
Ruger	Div	XXIII	Inf	10#	3811 (Toll house)
Wagon Train A	-	-	Wag	2*	3811 (Toll house)
Kimball	Div	IV	Inf	8#	3712
Wagon Train B	-	-	Wag	2*	3712
Stanley	Corps	IV	Ldr	-	3612 (Cotton Gin)
Wood	Div	IV	Inf	11*	3612 (Cotton Gin)
Wagon Train C	-	-	Wag	2*	3612 (Cotton Gin)
Wagner	Div	IV	Inf	6*	3513 (Laurel Hill)
Opdycke	Brig	IV	Inf	4*	3413 (Toll House)
Wilson	Corps	Cav	Ldr	-	4113
Croxton-A	Brig	Cav-1	Cav	2*	4113
Hatch	Div	Cav-5	Ldr	-	4113
Coon	Brig	Cav-5	Cav	3*	4113
R. Johnson	Div	Cav-6	Ldr	-	4113
Harrison	Brig	Cav-6	Cav	3*	4113
Hammond	Brig	Cav-7	Cav	2*	4322 (Triune)
Stewart	Brig	Cav-5	Cav	2*	4910 (Brentwood)
Smith	Corps	DAT	Ldr	-+	5706 (Nashville)
McArthur	Div	DAT	Inf	10+	5706 (Nashville)
J. Moore	Div	DAT	Inf	6+	5706 (Nashville)

+   May not activate on Turn 1 (see Special Rule 4)
*   Begins game on Exhausted side
#   Begins game on Exhausted side, with Disorganized Strength marker, at Fatigue Level 1

I hereupon decided, before the enemy would be able to reach his stronghold at Nashville, to make that same afternoon another and final effort to overtake and rout him, and drive him in the Big Harpeth river at Franklin, since I could no longer hope to get between him and Nashville, by reason of the short distance from Franklin to that city, and the advantage which the Federals enjoyed in the possession of the direct road.

John Bell Hood, *Advance and Retreat*

In all my intimate acquaintance with Schofield, I never saw him so manifestly disturbed by the situation he was in... Pale and jaded from the long strain of the 48 hours just past, he spoke with a deep earnestness of feeling he rarely showed. 'General,' he said, 'The pontoons are not here, the county bridge is gone, and the ford is hardly passable. You must take command of XXIII Corps and put it in position here to hold Hood back at all hazards till we can get our trains over and fight with the river in front of us.

- Jacob Cox, *The Battle of Franklin*

SCENARIO 5: THE ENEMY WAS BADLY WHIPPED

NOTES: Following the Battle of Franklin, General Hood ordered most of Forrest's cavalry to cut the vital railroad line between Nashville and Murfreesboro. The Rebel horsemen set out in early December, attacking a series of Union blockhouses as they rode southward along the Nashville and Chattanooga Railroad. Simultaneously, Hood dispatched a single infantry division under Bate to probe the Union defenses of Murfreesboro. The 5,000 Union defenders of Murfreesboro, now cut off from their main base at Nashville, prepared to defend their outpost against the rapidly approaching Rebels.

GAME LENGTH: 4 turns, December 4–December 7, 1864.

SPECIAL RULES:

1. *Turn 1:* On Turn 1, the Confederate player automatically wins the first initiative. Afterward, initiative die rolls take place normally.
2. *Initiative:* The Confederate player wins tied initiative die rolls.
3. *Union Blockhouses:* Seven Union Blockhouse markers begin the game on various Nashville and Chattanooga railroad hexes. The Confederate player gains Victory Points for their destruction. Both players' units may enter, pass through, or end a march or retreat in a hex with a Blockhouse, except if the hex is enemy-occupied. A Blockhouse does not exert ZOC and has no effect on movement, retreat, or a command radius. It has no Combat or Artillery value and may neither activate nor entrench. It remains in place throughout the game unless it is destroyed. Confederate units may attack Blockhouses according to a special procedure (see below).
   a. *Confederate Attacks on Blockhouses:* Confederate units may only attack a Blockhouse if they occupy the same hex as the Blockhouse marker. Upon entering or beginning a march in a hex occupied by a Blockhouse, a marching Confederate unit may attack it. To do so, the Confederate player declares the type of attack (column of route, hasty, normal, or prepared) and expends a number of Movement Points equal to the attack type's MP cost. However, the normal combat procedure is ignored: Combat and Artillery values are not calculated, and the Combat Chart is not consulted. Instead, the Confederate player rolls a single die, modifies the die roll if necessary, and consults the Blockhouse Table, below.

Blockhouse Table

Die	Result
2 or less	No Effect (+2 FL)
3	No Effect (+1 FL)
4	No Effect
5 or more	Destroyed

Blockhouse

Results

No Effect: The Blockhouse marker remains in place. The Confederate unit may resume its march if it has MP remaining. However, it may not attack the Blockhouse again during its current march. A parenthesized "FL" result indicates the active Confederate unit immediately gains the specified number of Fatigue Levels up to a maximum of Level 4. (If already at Level 4, there is no further effect.) A fatigue increase does not trigger an Extended March.

Destroyed: The Blockhouse is destroyed; the marker is removed from the map. The Confederate player gains 6 VP. The Confederate unit may resume its march if it has MP remaining.

Modifiers (all cumulative)
-3: Column of Route attack
-1: Hasty attack
-1: If the Confederate unit has a Combat value of ½
+1: If the Confederate unit has a Combat value of 2 or more
+1: If the Confederate unit has an Artillery value of 2 or more
+1: Prepared attack
+1: If the leader Forrest is stacked with the active attacking unit

   b. *Attack Restrictions:* The Confederate player may not undertake an Assault action against a Blockhouse. A Confederate unit may make a maximum of one attack against a Blockhouse per March action. Different Confederate units may attack the same Blockhouse in a given turn, even in the same Action Phase, assuming a Leader Activation action is taking place, but a Confederate unit may only make one Blockhouse attack per march.
4. *Confederate Movement Restrictions:* Confederate units may never enter a hex within 3 hexes of Nashville (5706-5707).
5. *Union Movement Restrictions:* Union units may never enter a hex whose last two digits number "09" or less (e.g., 5709).
6. *Union Activation Restrictions:* Van Cleve, Anderson, and 140 IN may not activate or entrench on Turn 1.
7. *Forrest:* Remember that Forrest has special capabilities in Assault actions; see Basic Rules.
8. *Union forts:* Although this is not an Advanced Game scenario, Advanced Game Union fort rules apply (see 8.0)

VICTORY CONDITIONS:

The Confederate player gains and loses Victory Points (VP) for the following occurrences at the end of the game:

VP	Reason
+12	If one or more undemoralized Confederate units with a combined Combat value of 1 or more (unmodified by entrenchments) end the game in Fortress Rosecrans-East (5231) or Fortress Rosecrans-West (5131). The maximum VP award for this achievement, no matter how many Confederate units end the game in these hexes, is 12.
+6	If one or more undemoralized Confederate units with a combined Combat value of 1 or more (unmodified by entrenchments) end the game in Murfreesboro (5232).
+6	For each "Destroyed" result the Confederate player achieves on the Blockhouse Table.
+3	If one or more undemoralized Confederate units with a combined Combat value of 1 or more (unmodified by entrenchments) end the game in Maple Grove (4934). (**Exception:** If the Confederate player also achieves 6 VP for occupying Murfreesboro at the end of the game, he may not gain 3 VP for also occupying Maple Grove.)
+3	If one or more undemoralized Confederate units with a combined Combat value of 1 or more (unmodified by entrenchments) end the game in Salem (4730).
+3	If one or more undemoralized Confederate units with a combined Combat value of 1 or more (unmodified by entrenchments) end the game in Catalpa (5028).
+2	For each point of Union Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).
-3	For each point of Confederate Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).

At the end of the game, the Confederate VP total is calculated and the players consult the chart below to determine the winner.

Confederate VP	Winner
58 or more	Confederate Decisive Victory
51-57	Confederate Substantive Victory
43-50	Confederate Marginal Victory
35-42	Union Marginal Victory
28-34	Union Substantive Victory
27 or less	Union Decisive Victory

CONFEDERATE SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Forrest	Corps	C	Ldr	-	5810 (Franklin College)
Jackson	Div	J-Cav	Ldr	-	5810 (Franklin College)
Armstrong	Brig	J-Cav	Cav	2	5810 (Franklin College)
Ross	Brig	J-Cav	Cav	1	5810 (Franklin College)
Buford	Div	B-Cav	Ldr	-	5712 (Kline)
Crossland	Brig	B-Cav	Cav	2	5712 (Kline)
Bate-B	Div	C	Inf	4	4823
Palmer	Brig	L	Inf	4	5008 (Blacksmith)

UNION SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Milroy	District	DMT	Ldr	-	5232 (Murfreesboro)
Thomas	Brig	DMT	Inf	4	5232 (Murfreesboro)
Anderson	Brig	DMT	Inf	4+	5232 (Murfreesboro)
Van Cleve	Brig	DMT	Inf	2+*	5131 (Fortress Rosecrans-West)
140 IN	Regt	DMT	Inf	1+*	5231 (Fortress Rosecrans-East)
G. Johnson-A	Brig	Cav-7	Cav	2	5229 (Cotton Press)
5 TN	Regt	Cav-7	Cav	1	5327 (Florence)
Blockhouse (No. 1)	—	—	—	—	5610
Blockhouse (No. 2)	—	—	—	—	5512 (Bakers)
Blockhouse (No. 3)	—	—	—	—	5514 (Antioch)
Blockhouse (No. 4)	—	—	—	—	5519 (Lavergne)
Blockhouse (No. 5)	—	—	—	—	5523 (Smyrna)
Blockhouse (No. 6)	—	—	—	—	5424 (Blacksmith)
Blockhouse (No. 7)	—	—	—	—	5328 (Hoard)

+ May not activate until Turn 2
* Begins game under Fort marker

Blockhouse on Railroad near Nashville

SCENARIO 6: THE BATTLE OF NASHVILLE

NOTES: After devastating losses at the Battle of Franklin, Hood advanced his army to the outskirts of Nashville, not in any expectation of attacking, but mostly to preserve morale. Thomas waited through two weeks of bad weather while his cavalry refitted, before finally attacking. On both days of the ensuing battle, the Union concentrated on the Confederate left flank, smashing it on both days. At the end of the engagement, Hood's army was in full retreat southward, and with it the last forlorn hope of the Confederacy was shattered.

GAME LENGTH: 2 turns, December 15–December 16, 1864.

SPECIAL RULES:

1. *Turn 1 Start:* The Leader Transfer Phase is skipped on Turn 1. The Union player automatically wins the first initiative on Turn 1 without the need for a die roll. In the next Initiative Segment, the Confederate player automatically wins initiative without the need for a die roll. Afterward, initiative is determined normally.
2. *Initiative:* If both players obtain the same initiative die roll, the Union player wins tied rolls of 1-1, 2-2, and 3-3; the Confederate wins tied rolls of 4-4, 5-5, and 6-6.
3. *Union Movement Restrictions:* Union units may not move or attack into hexes 5809, 5710, 5610, and hex column "44" (hexes 4401 to 4433). They may retreat into those hexes without penalty. Units retreating into any of those hexes are removed from the game with no VP penalty. These hexes are not treated as off-map to the Union for flank modifier purposes.
4. *Confederate Movement Restriction:* Confederate units may not move, attack, or retreat into any hex within 2 hexes of Nashville (5706 and 5707).
5. *Croxton:* Throughout this scenario, Croxton's Union cavalry brigade may be activated by division leader R. Johnson as part of an Activate Leader action even though Croxton belongs to a different division.
6. *Biddle:* The Unmounted counter accompanying Biddle's Union cavalry brigade indicates that it operates as an unmounted cavalry unit for the entire scenario (see Advanced Rules, 5.5).

VICTORY CONDITIONS:

The Union player gains and loses Victory Points (VP) for the following occurrences at the end of the game (unless otherwise stated):

VP	Reason
+30	If an undemoralized Union infantry unit occupies Brentwood (4910) and no undemoralized Confederate infantry unit is adjacent to Brentwood.
+15	If an undemoralized Union infantry unit occupies Brentwood (4910) and an undemoralized Confederate infantry unit is adjacent to Brentwood.
+?	If the Union player does not gain any VP for Brentwood occupation (see above), he gains 4 VP for each hex in Williamson County adjacent to Brentwood occupied by an undemoralized Union infantry unit.
+10	If at the end of Turn 1, an undemoralized Union infantry unit occupies Brentwood (4910). These VP are *in addition* to any VP awarded for Brentwood at the end of the game (see above).
+25	If no undemoralized Confederate infantry division is within 2 hexes of Brentwood (4910). These VP are *in addition* to any VP awarded for Union occupation of or adjacency to Brentwood at the end of the game (see above).
+3	For each Confederate infantry division in Davidson County that cannot trace a Line of Communication (LOC) to Brentwood or Columbia (1715). The LOC is traced from a division's hex to Brentwood or Columbia by any path of continuous hexes that does not enter an enemy-occupied hex or a ZOC of an undemoralized Union unit, unless that ZOC is occupied by an undemoralized Confederate unit.
-2	For each point of Union Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).
+3	For each point of Confederate Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).

At the end of the game, the Union VP total is calculated and the players consult the chart below to determine the winner.

Union VP	Winner
55 or more	Union Decisive Victory
45 to 54	Union Substantive Victory
35 to 44	Union Marginal Victory
25 to 34	Confederate Marginal Victory
15 to 24	Confederate Substantive Victory
14 or less	Confederate Decisive Victory

Nashville: Watching the Fight

CONFEDERATE SET-UP

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Cheatham	Corps	C	Ldr	-	5509 (Flat Rock)
Smith-A	Div	C	Inf	3*	5509 (Flat Rock)
Bate-A	Div	C	Inf	3*	5509 (Flat Rock)
Lowrey	Div	C	Inf	6*	5408
Hood	Army	AT	Ldr	-	5208
Johnson	Div	L	Inf	6*	5208
Lee	Corps	L	Ldr	-	5308
Clayton	Div	L	Inf	5*	5308
Stevenson-B	Div	L	Inf	6*	5307
Stewart	Corps	S	Ldr	-	5206 (Tyne)
Loring	Div	S	Inf	6*	5206 (Tyne)
Walthall	Div	S	Inf	4*	5107 (Compton)
Ector	Brig	S	Inf	2*	5204 (Cheatham Nursery)
Chalmers	Div	C-Cav	Ldr	-	5303 (School)
Rucker	Brig	C-Cav	Cav	2*	5303 (School)
Biffle	Brig	C-Cav	Cav	1*	5511

*   Begins game under a Breastworks marker

Union Outer Line

Union Set-Up

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Steedman	Div	DE	Inf	11	5707 (Nashville)
Morgan (USCT)	Brig	DE	Inf	6	5807 (Reservoir)
Thompson (USCT)	Brig	DE	Inf	4	5708
Schofield	District	Ohio	Ldr	-	5607 (Fort Negley)
Cox	Div	XXIII	Inf	11	5607 (Fort Negley)
Couch	Div	XXIII	Inf	11	5607 (Fort Negley)
Thomas	Army	DC	Ldr	-	5507 (Fort Casino)
Wood	Corps	IV	Ldr	-	5507 (Fort Casino)
Kimball	Div	IV	Inf	8	5507 (Fort Casino)
Beatty	Div	IV	Inf	11	5507 (Fort Casino)
Elliott	Div	IV	Inf	8	5506
Smith	Corps	DAT	Ldr	-	5505
Garrard	Div	DAT	Inf	9	5505
J. Moore	Div	DAT	Inf	6	5505
McArthur	Div	DAT	Inf	10	5504
Wilson	Corps	Cav	Ldr	-	5604 (Fort Gareské)
Hatch	Div	Cav-5	Ldr	-	5604 (Fort Gareské)
Coon	Brig	Cav-5	Cav	3	5604 (Fort Gareské)
Stewart	Brig	Cav-5	Cav	2	5604 (Fort Gareské)
R. Johnson	Div	Cav-6	Ldr	-	5604 (Fort Gareské)
Harrison	Brig	Cav-6	Cav	2	5604 (Fort Gareské)
Biddle	Brig	Cav-6	Cav	2*	5604 (Fort Gareské)
Croxton-B	Brig	Cav-1	Cav	2	5604 (Fort Gareské)
Knipe	Div	Cav-7	Ldr	-	5604 (Fort Gareské)
Hammond	Brig	Cav-7	Cav	3	5604 (Fort Gareské)
G. Johnson-B	Brig	Cav-7	Cav	3	5604 (Fort Gareské)

*   Place Unmounted counter on top of Biddle; accompanies him the entire game (see Advanced Game, 5.5)

Fort Negley

Scenario 7: Hood's Retreat

NOTES: The Confederate army retreated south in disorder following the two-day Battle of Nashville. Hood now needed to save what was left of his army by pulling away from the pursuing Union forces and get across the Tennessee River, far to the south. In the three days that followed the Battle of Nashville, the Confederates successfully retreated in good order to relative safety across the Duck River at Columbia. Union forces triggered several engagements along the way, but were not able to significantly delay the retreating Rebels.

GAME LENGTH: 3 turns, December 17–December 19, 1864

SPECIAL RULES:

1. *Turn 1 Start:* On Turn 1, the Confederate player automatically wins the first two initiatives without the need for a die roll. Then the Union player automatically wins the third initiative without the need for a die roll. Afterward, initiative is determined normally.
2. *Initiative:* If both players obtain the same initiative die roll, the Union player wins tied rolls of 1-1, 2-2, and 3-3; the Confederate wins tied rolls of 4-4, 5-5, and 6-6.
3. *Hood's Retreat:* On Turn 1 only, Confederate infantry divisions adhere to the following two special rules. Both these rules only apply when marching to Fatigue Levels 1, 2, or 3, not to Fatigue Level 4:
    - The Confederate player applies a special -1 modifier on extended march rolls in addition to other modifiers. For example, if an infantry division marches to Fatigue Level 2 on its exhausted side, and the Confederate player makes an extended march roll of 6, the roll is reduced by 1, to 5—a "No Effect" result.
    - The minimum Movement Allowance of a Confederate infantry division undertaking a march as part of an Activate Leader action is 4 Movement Points. The minimum Movement Allowance of a Confederate infantry division undertaking a March action is 3 Movement Points.
4. *Union Movement Restriction:* Wood's three IV Corps divisions (Kimball, Beatty, Elliott) may neither move nor attack south of the Harpeth River on Turn 1.
5. *Forrest and Ross:* The Confederate leader Forrest must be attached to Ross's cavalry brigade at the start of the game and may not transfer. This restriction is lifted the moment Forrest and Ross enter Columbia (1715). If Ross is eliminated for any reason and has not yet entered Columbia, Forrest is removed from the game.
6. *Confederate Movement Restriction:* Ross's cavalry brigade and its attached leader Forrest may not enter Williamson County or any hex in Maury County north of the Duck River. However, as soon as Forrest and Ross enter Columbia (1715), this movement restriction is lifted.
7. *Common Movement Restriction:* South of the Harpeth River, neither player may move units into any hex whose last two digits number "06" or less. This area is considered "off map" to Confederate units;

a Confederate unit forced to retreat into it is eliminated, and any manpower loss also causes Victory Point loss. This area is considered out of play to Union units, and if a Union unit is forced to retreat into it, the unit is removed from play, but with no VP loss. Zones of Control extend into this area for flank modifier purposes.
8. *Confederate Artillery:* Confederate infantry divisions each have an Artillery value of 1, not the 2 printed on their counters (Stevenson-B already has an Artillery value of 1.) Historical Note: In the Battle of Nashville, Union troops captured about half the Confederate artillery.
9. *Turn 3:* On Turn 3, rivers are unfordable.
10. *Croxton:* Throughout this scenario, the only leader that may activate or assault with Croxton's Union cavalry brigade is the corps leader Wilson.
11. *Biddle:* The Unmounted counter accompanying Biddle's Union cavalry brigade indicates that it operates as an unmounted cavalry unit for the entire scenario (see Advanced Rules, 5.5).

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Victory Conditions:

The Confederate player gains and loses Victory Points (VP) for the following occurrences at the end of the game:

VP	Reason
+9	For each Confederate infantry division (there are eight) that ends the game in Maury County south of the Duck River.
+9	If at least one undemoralized Confederate infantry division occupies Columbia (1715).
+2	For each point of Union Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).
-3	For each point of Confederate Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).

At the end of the game, the Confederate VP total is calculated and the players consult the chart below to determine the winner.

Confederate VP	Winner
90 or more	Confederate Decisive Victory
80 to 89	Confederate Substantive Victory
70 to 79	Confederate Marginal Victory
60 to 69	Union Marginal Victory
50 to 59	Union Substantive Victory
49 or less	Union Decisive Victory

Confederate Set-Up

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Chalmers	Div	C-Cav	Ldr	-	4511 (Blacksmith)
Biffle	Brig	C-Cav	Cav	2*	4511 (Blacksmith)
Lee	Corps	L	Ldr	-	4410 (Hollow Tree Gap)
Clayton	Div	L	Inf	5*	4410 (Hollow Tree Gap)
Stevenson-B	Div	L	Inf	6*	4311
Johnson	Div	L	Inf	3#	4210 (Toll House)
Buford	Div	B-Cav	Ldr	-	4111 (Ft. Granger)
Bell	Brig	B-Cav	Cav	2*	4111 (Ft. Granger)
Crossland	Brig	B-Cav	Cav	1*	4111 (Ft. Granger)

CONFEDERATE SET-UP (CNTD)

Hood	Army	AT	Ldr	-	4110
Cheatham	Corps	C	Ldr	-	4110
Smith-A	Div	C	Inf	3#	4110
Bate-A	Div	C	Inf	3#	4110
Lowrey	Div	C	Inf	5#	4110
Stewart	Corps	S	Ldr	-	4010 (Franklin)
Loring	Div	S	Inf	5#	4010 (Franklin)
Walthall	Div	S	Inf	4#	4010 (Franklin)
Forrest	Corps	C	Ldr	-●	5027 (Wilkerson's Crossroads)
Jackson	Div	J-Cav	Ldr	-	5027 (Wilkerson's Crossroads)
Ross	Brig	J-Cav	Cav	1	5027 (Wilkerson's Crossroads)
Armstrong	Brig	J-Cav	Cav	2	5027 (Wilkerson's Crossroads)

*   Begins game on Exhausted side
\#   Begins game on Exhausted side, with Disorganized Strength marker, at Fatigue Level 1
●   Forrest must be attached to Ross's cavalry brigade at the start of the game (see Special rule 5)

UNION SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Wood	Corps	IV	Ldr	-	5110 (Toll Gate)
Kimball	Div	IV	Inf	7*	5110 (Toll Gate)
Beatty	Div	IV	Inf	10@	5110 (Toll Gate)
Elliott	Div	IV	Inf	8*	5110 (Toll Gate)
Wilson	Corps	Cav	Ldr	-	5008 (Blacksmith)
Hatch	Div	Cav-5	Ldr	-	5008 (Blacksmith)
Coon	Brig	Cav-5	Cav	3*	5008 (Blacksmith)
Stewart	Brig	Cav-5	Cav	2*	5008 (Blacksmith)
Croxton-B	Brig	Cav-1	Cav	2*	5008 (Blacksmith)
Knipe	Div	Cav-7	Ldr	-	5008 (Blacksmith)
Hammond	Brig	Cav-7	Cav	3*	5008 (Blacksmith)
G. Johnson-B	Brig	Cav-7	Cav	3*	5008 (Blacksmith)
R. Johnson	Div	Cav-6	Ldr	-	5107 (Compton)
Harrison	Brig	Cav-6	Cav	2	5107 (Compton)
Biddle	Brig	Cav-6	Cav	2$	5107 (Compton)

*   Begins game on Exhausted side
@   Begins game on Exhausted side and with Disorganized Strength marker
$ Place Unmounted counter on top of Biddle; accompanies him the entire game (see Advanced Game, 5.5)

Scenario 8: That Devil Forrest

NOTES: The bulk of the Confederate army has retreated off the south map edge towards the Tennessee River. Forrest commands a rearguard to slow down the pursuing Union force, which has finally crossed the Duck River in pursuit of Hood. The forces engage along the Columbia Pike on December 23 and 24, with the Confederates withdrawing southward late on the 24th.

GAME LENGTH: 2 turns, December 23–December 24, 1864.

SPECIAL RULES:

1. *Initiative:* If both players obtain the same initiative die roll, the Union player wins tied rolls of 1-1, 2-2, and 3-3; the Confederate wins tied rolls of 4-4, 5-5, and 6-6.
2. *Turn 1 Start:* On Turn 1, the Confederate player automatically wins the first initiative without the need for a die roll. Afterward, initiative is determined normally.
3. *Map Edge:* Confederate units may retreat or rout off the map with no manpower or VP loss for the off-map portion of the retreat. Once a unit or leader retreats off-map, it is removed from the game. Normal off-map rules pertaining to flank attacks apply (see Standard Rules, 7.4, "Flank Attacks").

Victory Conditions:

The Union player gains and loses Victory Points (VP) for the following occurrences at the end of the game:

VP	Reason
+15	If an undemoralized Union infantry division occupies Lynnville (0423) or Colored Church (0324). The maximum VP award for this accomplishment, even if both hexes are Union-occupied, is 15.
-2	For each point of Union Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).
+3	For each point of Confederate Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).

At the end of the game, the Union VP total is calculated and the players consult the chart below to determine the winner.

Union VP	Winner
21 or more	Union Decisive Victory
17 to 20	Union Substantive Victory
13 to 16	Union Marginal Victory
9 to 12	Confederate Marginal Victory
5 to 8	Confederate Substantive Victory
4 or less	Confederate Decisive Victory

Confederate Set-Up

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Forrest	Corps	C	Ldr	-	0820 (Ingram's Mill)
Buford	Div	B-Cav	Ldr	-	0820 (Ingram's Mill)
Bell	Brig	B-Cav	Cav	2	0820 (Ingram's Mill)
Crossland	Brig	B-Cav	Cav	1	0820 (Ingram's Mill)
Jackson	Div	J-Cav	Ldr	-	0820 (Ingram's Mill)
Armstrong	Brig	J-Cav	Cav	2	0820 (Ingram's Mill)
Ross	Brig	J-Cav	Cav	1	0820 (Ingram's Mill)
Chalmers	Div	C-Cav	Ldr	-	1022 (Campbell Station)
Biffle	Brig	C-Cav	Cav	1	1022 (Campbell Station)
Walthall	Div	S	Inf	4	0523 (Laurine)

Union Set-Up

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Wood	Corps	IV	Ldr	-	1715 (Columbia)
Kimball	Div	IV	Inf	7	1715 (Columbia)
Beatty	Div	IV	Inf	10	1715 (Columbia)
Elliott	Div	IV	Inf	8	1715 (Columbia)
Wilson	Corps	Cav	Ldr	-	1715 (Columbia)
Croxton-B	Brig	Cav-1	Cav	2*	1715 (Columbia)
Harrison	Brig	Cav-6	Cav	2*	1715 (Columbia)
Hammond	Brig	Cav-7	Cav	3*	1715 (Columbia)
Hatch	Div	Cav-5	Ldr	-	1715 (Columbia)
Coon	Brig	Cav-5	Cav	3*	1715 (Columbia)
Stewart	Brig	Cav-5	Cav	2*	1715 (Columbia)

*   Begins game on normal side with Fatigue Level 1 marker

HOOD STRIKES NORTH

ADVANCED GAME RULES

INTRODUCTION

The following rules are used only in the Advanced Game (Scenario 9), unless they are specifically called for in the special rules of a Basic Game scenario. Rules colored blue below are Standard Advanced Game Rules, which apply consistently in all GCACW games. Rules that are not blue-colored may be different in other GCACW games.

1.0 ADVANCED GAME SEQUENCE OF PLAY

Each turn in the Advanced Game is performed according to the following sequence of play:

1. WINTER WEATHER PHASE (STARTING TURN 14)

Starting on Turn 14, either player rolls a die, and the players consult the Winter Weather Table (see 4.0) to see if winter weather starts. Once winter weather starts, this phase is skipped for the rest of the game.

2. RANDOM EVENTS PHASE (STARTING TURN 3)

Starting on Turn 3, either player rolls two dice, and the players consult the Random Events Table (see 2.0).

3. UNION MANPOWER ENHANCEMENT PHASE (TURNS 3 TO 9)

Starting on Turn 3 and every turn thereafter through Turn 9, the Union player rolls a die to determine whether his units on the map may receive "Manpower Enhancement" (see 11.0).

4. REINFORCEMENT PHASE

A. **Union Reinforcements:** Starting on Turn 2 and in every Reinforcement Phase thereafter, the Union player rolls a die and consults the Union Reinforcement Table to determine his reinforcements for the current turn (see 12.0).
B. **Confederate Reinforcements:** In the Reinforcement Phase of Turn 10, the Confederate player receives a single infantry brigade as a "Constant" reinforcement. Starting on Turn 24, and in every Reinforcement Phase thereafter, the Confederate player rolls a die and consults the Confederate Reinforcement Table to determine his "Variable" reinforcements for the current turn (see 13.0).

5. LEADER TRANSFER PHASE

Leaders may be transferred from one subordinate unit to another.

6. ATTACHMENT PHASE

Substitute units may be reattached to other units.

7. THE ACTION CYCLE

CONFEDERATE ARRIVALS

Starting on Turn 2, the Confederate player rolls a die to determine his "Arrivals" (see 13.0). Once all these units have arrived on the map, this step is skipped for the rest of the game.

ACTION PHASE

A. **Initiative Segment:** Both players roll a die. The player with the higher roll wins. If both players roll the same number, the winner of the roll depends on which side, if any, holds "Army Initiative" (see 3.0). The winner must take initiative or pass.

B. **Activation Segment:** The player with initiative must perform a single action with an eligible leader or unit. At the end of an Activation Segment, players return to the Initiative Segment, and a new Action Phase begins. Players continue to perform Action Phases indefinitely until both players pass in the same Action Phase.

8. RECOVERY PHASE

Eligible units may entrench, build and repair bridges, and recover from fatigue, disorganization, exhaustion, and demoralization.

9. UNION CAVALRY PHASE (STARTING TURN 10)

Starting on Turn 10 (December 2) and every turn thereafter, the Union player checks his cavalry units to determine their "mounted" status (see 5.0).

10. VICTORY POINT PHASE

The Confederate player determines if he has achieved an automatic victory. If not, he may collect or lose Victory Points (VP) for various accomplishments.

11. TURN INDICATION PHASE

The Turn marker is advanced one box on the Turn Track, and players begin a new turn.

2.0 RANDOM EVENTS

Starting on Turn 3 (November 25), either player rolls two dice and the players consult the Random Events Table (see below).

2.1 RANDOM EVENTS TABLE

Random Events Table

Dice	Result
2	Command Paralysis
3	Accelerated Union Reinforcements or Grant Relieves Thomas@
4	Rain*
5	Winter Weather End Change or Enhanced Movement+
6	Late Rain*
7	Late Rain*
8	Union Night March or Army Initiative Change—A%
9	Lyon's Kentucky Raid or Union Pontoon Bridge Prohibition#
10	Late Rain*
11	Late Rain*
12	Army Initiative Change—B

@ "Accelerated Union Reinforcements" is the effect on Turns 3-16; "Grant Relieves Thomas" is the effect after Turn 16.
* Convert to "No Effect" if winter weather is in effect (see 4.0).
+ Apply "Winter Weather End Change" if winter weather is in effect (see 4.0). Otherwise apply "Enhanced Movement" event.
% "Union Night March" is the effect on Turns 3-10; "Army Initiative Change–A" is the effect after Turn 10.
# If "Lyon's Kentucky Raid" has already occurred, apply "Union Pontoon Bridge Prohibition" event instead.

2.2 EXPLANATION OF RANDOM EVENTS

COMMAND PARALYSIS

The side with the "Army Initiative Advantage" (see 3.0) suffers Command Paralysis. If Army Initiative is "Neutral," either player rolls a die:

- If the roll is odd, the Confederate player suffers "Command Paralysis" in the current turn.
- If the roll is even, the Union player suffers "Command Paralysis" in the current turn.

Command Paralysis has the following effects:

- The Movement Allowances of the affected player's infantry and wagon units performing marches (in both March and Activate Leader actions) are reduced by 1 to a minimum of 1.
- The Movement Allowances of the affected player's cavalry units performing marches (in both March and Activate Leader actions) are reduced by 2 to a minimum of 1. Union wagons are similarly affected if activated by a cavalry leader.
- Units may not force march. They may make extended marches.
- The affected player may not execute Assault actions.

ACCELERATED UNION REINFORCEMENTS

This result may only occur on Turns 3-16. If it occurs, the Union player immediately gets his next scheduled reinforcement set and may place it on the map (see 12.0). The Union player still rolls for reinforcements normally in the Reinforcement Phase of the current turn.

GRANT RELIEVES THOMAS

This result may not occur until after Turn 16 (December 8). If the result occurs on Turn 17 (December 9) or later, the Union player immediately flips the "Thomas" Department of the Cumberland (DC) army leader counter over to the army leader Logan side. (**Exception:** If the Confederate player occupies no more than one of the following three towns with an undemoralized infantry unit at the moment this event occurs, then the result is converted to "No Effect": Columbia [1715]; Franklin [4010]; and Murfreesboro [5232]). For the rest of the game, Logan is considered the Union DC army commander. The only difference between Thomas and Logan is that Thomas's Command Value is 4, while Logan's is 3. In addition, as soon as Logan enters play, the Union player rolls a single die. The result is the number of consecutive turns (including the current turn) in which the Union player may not attempt a grand assault. For example, if the die roll is 2, the Union player *may not* attempt a grand assault in the current turn and the following turn. Place the "No Grand Assaults" marker on the Turn Track to remind players of this restriction.

RAIN

Rain rules are in effect only throughout the current turn. For the effects of rain, see Standard Rules, 12.0. The "Minor River Rain Number" (see Standard Rules, 12.0) is 0, indicating that minor rivers are unfordable only in the current turn. **Note:** Since there are no fords across major rivers in *Hood Strikes North*, Major River "Rain Numbers" for major river fordability are never determined.

LATE RAIN

Rain takes effect in the current turn, but not until *both players roll a 1 when determining initiative*. Rain begins immediately when both players roll 1 for initiative and continues for the rest of the current turn. (**Exception:** Rain only takes effect if both players have gained initiative at least once in *earlier* Action Phases of the current turn; otherwise, Late Rain results are ignored.) When Late Rain begins, place a Rain marker on the Turn Track box of the current turn. For the effects of rain see Standard Rules, 12.0. The Minor River "Rain Number" is 0 for a Late Rain event. **Note:** When a Late Rain event occurs, entrenchment is permitted in the Action Cycle before rain takes effect. However, entrenchment during the Action Cycle is not permitted once rain begins. Entrenchment and bridge building are permitted in the Recovery Phase (unlike during a standard Rain random event).

WINTER WEATHER END CHANGE

Either player rolls a die. If the result is odd, the "Last Turn of Winter" marker is moved one box on the Turn Track *ahead* of its current location. If the result is even, the "Last Turn of Winter" marker is moved one box on the Turn Track *before* its current location. (**Note:** If an even die roll takes place when the Turn marker and the Last Turn of Winter marker

occupy the same Turn Track box, winter weather immediately ends, and its effects no longer apply for the rest of the game.)

ENHANCED MOVEMENT

Either player rolls a die.

- If the roll is odd, the Confederate player benefits from "Enhanced Movement" in the current turn.
- If the roll is even, the Union player benefits from "Enhanced Movement" in the current turn.

Enhanced Movement has the following effects:

- The Movement Allowances of the affected player's infantry units performing marches (in both March and Activate Leader actions) are increased by 1. This movement bonus also applies to Union wagons even if activated by a cavalry leader.
- The Movement Allowances of the affected player's cavalry units performing marches (in both March and Activate Leader actions) are increased by 2.

ARMY INITIATIVE CHANGE—A

This result can only occur on Turn 11 or later. Army Initiative Change-A has the following effect:

- Whatever the status of Army Initiative, it should be immediately changed to "Neutral." If it currently is Neutral, it remains so.

ARMY INITIATIVE CHANGE—B

This result can only occur on Turn 11 or later. (On Turns 10 or earlier, the random event is converted to "No Effect.") Army Initiative Change-B has the following effect:

- If Army Initiative is currently "Confederate Advantage," Army Initiative status immediately changes to "Neutral."
- If Army Initiative is currently "Neutral," Army Initiative status immediately changes to "Union Advantage."
- If Army Initiative is currently "Union Advantage," Army Initiative status immediately changes to "Neutral."

UNION NIGHT MARCH

Union Night March may only occur from Turns 3 to 10. If a Night March result occurs, the Union player must choose one of the following two options:

1. He may declare a "Night March," in which all Night March special rules apply (see below); *or*,
2. He may choose a single normal action, which is immediately carried out, and no Night March special rules apply.

After the completion of the Night March or the normal action, initiative is determined normally.

Night March Special Rules: The following special rules apply to a Night March:

- In the first two Action Phases of the turn, the Union player automatically wins initiative with no need for a die roll.
- Only March or Activate Leader actions may be chosen. The same unit(s) and leader(s) may activate in both Action Phases.
- If an infantry unit performs a March action, or an infantry leader initiates an Activate Leader action, the minimum unmodified die roll is 3. (Rolls of 1 and 2 are converted to 3.) If a cavalry unit performs a March action, or a cavalry leader initiates an Activate Leader action, the minimum unmodified die roll is 6. (Rolls of 2-5 are converted to 6.)

- Extended March die rolls never take place, even if a Union unit (including a wagon train) on its normal side increases its Fatigue Level to 3 or a Union unit on its exhausted side increases its Fatigue Level to 2 or more.
- A marching unit may not enter an enemy ZOC (including restricted ZOC) unless that ZOC is Union-occupied. (**Exception:** If, in order to exit a given hex, a unit has no choice but to enter an unoccupied enemy ZOC, it may do so.) A unit may exit enemy ZOC, subject to normal penalties.
- Attacks of all kinds are prohibited. Confederate cavalry units may perform cavalry retreat, but may not be attacked.
- Units may not entrench.

LYON'S KENTUCKY RAID

This result causes some Confederate and Union reinforcements (see 12.0 and 13.0) to become unavailable for the rest of the game. This result may occur only once per game.

- If the "Lyon's Kentucky Raid" result occurs, the following Union cavalry leaders and brigades may never arrive as reinforcements during the game: McCook (leader), LaGrange, Watkins, Long (leader), A. Miller, Minty. However, if one or more of those Union leaders/brigades have already arrived on the map as reinforcements and the "Lyon's Kentucky Raid" event occurs, those units remain on the map and may be activated by the Union player normally.
- If the "Lyon's Kentucky Raid" result occurs, Lyon's Confederate cavalry brigade may never arrive as a Confederate reinforcement during the game. However, if Lyon has already arrived as a reinforcement and the Lyon's Kentucky Raid event occurs, Lyon remains on the map and may be activated by the Confederate player normally. Lyon is an independent brigade and does not belong to a division, although it is part of Forrest's cavalry corps.

UNION PONTOON BRIDGE PROHIBITION

The Union player may not build pontoon bridges during the Recovery Phase of the current turn. Place the "No Pontoon" marker on the Turn Track to remind players of this restriction.

3.0 ARMY INITIATIVE

There are three levels of "Army Initiative": Confederate Advantage, Neutral, and Union Advantage. Army Initiative determines which player wins tied initiative die rolls in the Initiative Segment of each Action Phase.

A. Confederate Advantage: The Confederate player wins all tied initiative die rolls.

B. Neutral: The Union player wins tied initiative die rolls of 1-1, 2-2, and 3-3; the Confederate player wins tied initiative die rolls of 4-4, 5-5, and 6-6.

C. Union Advantage: The Union player wins all tied initiative die rolls.

Note: The Advanced Game always begins with Confederate Advantage. Place the Confederate Army Initiative marker in the Army Initiative box. The Army Initiative marker may change during the game due to random events (see 2.2).

4.0 WINTER WEATHER

Starting on Turn 14 (December 6), the Union player rolls a die at the start of the Winter Weather Phase and the players consult the Winter Weather Table (see below). This roll may be modified depending on the current turn.

Winter Weather Table

Roll	Effect
3 or less	No Effect
4 or more	Winter Weather Start

Modifiers:

- -2 On Turn 14 (December 6)
- -1 On Turn 15 (December 7)
- +1 On Turn 17 (December 9), and thereafter

On a Winter Weather Start result, the Union player places the "Winter Weather Start" marker on the Turn Track box corresponding to the current turn. He then places the "Last Turn of Winter" marker on the Turn Track six boxes ahead of the Winter Weather Start marker. For example, if the Winter Weather Start marker is placed in the Turn 14 box, the Last Turn of Winter marker is placed in the Turn 20 box. Once a Winter Weather Start result is achieved, the players do not consult the Winter Weather Table for the rest of the game.

WINTER WEATHER EFFECTS

Winter weather begins on the turn the Winter Weather Start marker is placed on the Turn Track. Winter weather continues for seven consecutive turns and ends when the current turn advances past the "Last Turn of Winter" marker on the Turn Track, (**Exception:** Random Events may change the turn on which winter weather ends; see 2.0.) The effects of winter weather are as follows:

- There is no entrenching, either in the Action Phase or Recovery Phase.
- Units may not perform Burn RR Station actions.
- Each turn's Action Cycle ends immediately on the first tied initiative die roll. No further actions take place for the rest of the cycle, even if one or both sides have not yet gained an initiative in that turn.
- Units must spend Movement Points to enter hexes as if it were a Rain turn. For example, the MP cost to enter a rolling hex would be 4 (not 3) MP. However, unlike rain turns, units may cross creeks and fords with no penalty.
- A unit may not be selected to perform a March action, either independently or as part of an Activate Leader action, if that action would increase the unit's Fatigue Level to 3 or 4.
- In all combat the attacker has a special -2 combat modifier.
- Assaults are not allowed.
- All Union wagons still on the map at the start of the winter weather are immediately removed. If so, the Confederate player gains Victory Points (see Victory Conditions).
- The Union player may continue to roll for reinforcements (see 12.0) and cavalry remounts (see 5.0) during winter weather with no negative effect.

5.0 UNION CAVALRY MOUNTS

On Turn 10 (December 2) the Union player must begin to carry out the Union Cavalry Phase procedure and must continue to do so each turn for the rest of the game. The Union Cavalry Phase is carried out as follows:

5.1 UNION CAVALRY PHASE

A. Horses Worn Out Segment (Turn 10 only): On Turn 10 only, during this segment, all Union cavalry units (not cavalry leaders) on the map have a "Horses Worn Out/Unmounted" counter added to them, on the *Horses Worn Out* side.

B. Remount Segment: The Union player must attempt to "remount" each off-map Union cavalry unit (see 5.2). Note that on Turn 10, there can be no such units.

C. Off-Map Removal Segment: If one or more cavalry units occupy hex 5805 or 5806 (just north of Nashville), the Union player may place none, some, or all of them temporarily off map as desired. Each removed unit flips

its "Horses Worn Out/Unmounted" counter to the Unmounted side if not already on that side. Leaders may accompany their units, but must do so if no units in their command remain in the exited hex. Off-map units retain their current status (fatigue, normal/exhausted, organized/disorganized, and demoralization, if any), just as if they are on the map, and they recover normally in the Recovery Phase.

D. Unmounted Segment: All Union cavalry units on the map with a "Horses Worn Out" marker must determine if the counter flips to the "Unmounted" side (see 5.3).

E. Cavalry Return Segment: The Union player may place one or more off-map Union cavalry units in hexes 5805 or 5806 as desired, regardless of their mounted status. (They may still have an Unmounted counter.) Leaders may accompany units belonging to their command back onto the map.

5.2 Remount Segment

In the Remount Segment, the Union player attempts to remount each off-map Union cavalry unit. The Union player rolls a die for each off-map cavalry unit and consults the Remount Table, below, to determine the result.

Remount Table

Roll	Effect
5 or less	No Effect
6	Remounted

On a "Remounted" result, the Union player removes the Unmounted marker from the unit in question. The unit may never gain a Horses Worn Out/Unmounted marker again for the rest of the game. If a Union cavalry unit fails to achieve a Remounted result, the Union player may continue to attempt to remount that unit in future Remount Segments.

Capron, Croxton, G. Johnson

Three Union cavalry brigades—Capron, Croxton, and G. Johnson—are each depicted in two versions: an "A" version (with Artillery values of 0), and a "B" version (with Artillery values of 1). These units always initially appear in the game in their "A" versions. However, if they are removed from the map in the Union Cavalry Phase and subsequently achieve "Remounted" results, their "A" version is removed and is replaced by the "B" version, which remains in play for the rest of the game unless eliminated.

5.3 Unmounted Segment

In the Unmounted Segment, each Union cavalry unit on the map with a Horses Worn Out marker must determine if the marker flips to its Unmounted side. The Union player rolls a die once for each such unit (that roll may be modified; see below) and consults the Unmounting Table, below, to determine the result.

Unmounting Table

Roll	Effect
5 or less	No Effect
6 or more	Unmounted

Modifiers (all cumulative):

+1	If the unit is exhausted
+1	If the unit's strength marker is disorganized
+1	If the unit is demoralized

An "Unmounted" result indicates that the Union player flips the Horses Worn Out marker to its Unmounted side. "No Effect" means the units retains the marker on the Horses Worn Out side. If a Union cavalry unit obtains a No Effect result, the Union player must continue to check if the unit flips to its Unmounted side in future Unmounted Segments.

5.4 Attachment And The Unmounted Counter

If two Union cavalry units attach, the unit remaining after attachment must be assigned an Unmounted marker if at least one of the attaching units had an Unmounted marker. Similarly, if two Union cavalry units attach, one of which has a Horses Worn Out marker, and the other also has a Horses Worn Out marker (or no marker at all), the unit remaining after attachment must be assigned a Horses Worn Out marker.

5.5 Unmounted Union Cavalry Effects

A Union cavalry unit with an Unmounted (but not a Horses Worn Out) marker functions as infantry in all respects except for march and extended march rolls. Its movement roll in a March action is the normal two-dice roll for cavalry, but its final Movement Point allowance is one-half that roll, rounding up. If its division or corps leader activates the unit in an Activate Leader action, add the normal leader bonus to the die roll before halving and rounding up. A cavalry leader may activate both mounted and unmounted cavalry in the same Activate Leader action. In extended marches, unmounted units are considered cavalry. However, in terms of MP penalties to enter friendly-occupied hexes, an unmounted cavalry unit counts as infantry for all purposes. In combat, unmounted units are considered infantry and they may not cavalry retreat. However, an unmounted cavalry unit may trigger a Confederate cavalry retreat (see 7.7). The Unmounted counter stays with the unit the rest of the game unless the unit moves off map and successfully remounts (see 5.2).

If a unit has a Horses Worn Out counter, it has no effect on the unit other than that it may become Unmounted in the Unmounted Segment (see 5.3).

Notes On Union Cavalry Unmounting & Remounting

On Turn 10 the Union player probably will still be conducting a delaying action against a Confederate advance on Nashville. On-map Union cavalry units are at that time susceptible to becoming unmounted, and thus basically becoming infantry. The Union player will likely want to pull cavalry units off-map when they are not needed for defense, to obtain remounts. Remounted units will, for the rest of the game, be fully functional cavalry and be more useful in end-game operations.

6.0 Death Of Cleburne

In any combat in which Cleburne's Confederate division is attacking (not defending), and the Confederate and Union combat die rolls are identical before modification, Cleburne is killed. If Cleburne is killed, his division is immediately removed from the map and replaced by the Smith-A counter. The only difference between the Cleburne and Smith-A counters is that Smith's Tactical value for both attack and defense is 3, whereas Cleburne has a Tactical value of 4 when attacking. This rule applies whether Cleburne's division is attacking as part of a March or Assault action.

7.0 Substitute Units

The Union player has five "substitute" infantry brigades; the Confederate player has four. Both players have two "substitute" cavalry regiments.

7.1 Detachment

Either player may detach one or more substitute infantry brigades from a marching infantry unit as long as the marching unit has a Manpower value of 2 or more. Either player may detach one or more substitute cavalry regiments from a marching cavalry unit as long as the marching unit has a Manpower of 2 or more.

How To Detach

To detach, a player places a substitute in the same hex as the unit from which it detaches and assigns it a Manpower value. A Strength marker equal to the Manpower value assigned to the substitute is placed under it. The substitute's Manpower value is subtracted from the parent unit's

Manpower, and the parent unit is assigned a new Strength marker, on the same side as the one it replaces, reflecting its reduced value.

PLACEMENT OF DETACHED UNITS

A detached substitute may be placed in the hex in which an active unit begins its march or in any hex it enters during its march. After a substitute is placed on the map, the active unit may continue its march (but the substitute may not move further during this action). After placement, substitutes function normally.

DETACHMENT RESTRICTIONS

Counter Limits: The number of substitutes provided in the game is a strict limit. If all substitutes are currently in use, no more may be used. However, if substitutes reattach to other units, they are removed from the map and again become available for use.

Size: After detaching, a parent unit must have a minimum Manpower value of 1. The Manpower value of a substitute is limited.

- Substitute infantry brigades must be assigned a Manpower value of 6 or less for the Union player and 4 or less for the Confederate player.
- Substitute cavalry regiments for both sides must be assigned a Manpower value of 1.

DETERMINING STATUS OF DETACHMENTS

Fatigue: If a substitute is placed in the hex in which an active unit begins a march, the substitute is assigned a Fatigue marker equal to the active unit's Fatigue Level before it was selected to march. If a substitute is placed in any hex except the one in which the active unit begins a march, the substitute is assigned a Fatigue marker equal to the active unit's Fatigue Level at that moment.

Entrenchment: If an entrenched active unit detaches a substitute in the hex in which it begins a march, the substitute is assigned the same kind of entrenchment marker possessed by the active unit.

Disorganized, Demoralized, Exhausted: If an active unit has a disorganized Strength marker, is on its exhausted side, or possesses a Demoralized marker, then any substitute detached by that unit must possess the same characteristics.

Command: The owning player should note on a piece of paper the number of each substitute placed on the map and the command to which it belongs. It belongs to the same command as the unit from which it detaches.

7.2 ATTACHMENT

In the Attachment Phase, a substitute (or a normal infantry regiment/brigade, or cavalry regiment; see "Special Attachment," below) stacked in the same hex as a friendly unit of the same type may "attach" to that unit. As long as one of these allowable units attaches to a unit of the same type (infantry or cavalry), it may attach to any friendly unit regardless of size or affiliation. (**Exception:** see "Union Commands," below.) Artillery units (*Hood Strikes North* has none), cavalry brigades, and infantry divisions may not attach.

HOW TO ATTACH

Remove attaching units and all accompanying markers from the map. The Manpower value of an attaching unit is added to the Manpower value of the unit to which it attaches; this unit receives a new Strength marker with an enhanced Manpower value.

ATTACHMENT RESTRICTIONS

Unity: A unit may not attach a portion of its strength to another unit. The whole unit must be attached (and the unit removed from the map).

Size: A unit may not attach to another unit if the addition of its Manpower value would raise the Manpower value of the unit remaining on the map above the following strengths:

- Infantry divisions may not be raised above a Manpower value of 11 (Union) and 8 (Confederate).
- Infantry brigades may not be raised above a Manpower value of 6 (Union) and 4 (Confederate).
- Union infantry regiments may not be raised above a Manpower value of 3. The Confederates have no such units.
- Cavalry brigades on both sides may not be raised above a Manpower value of 3.
- Cavalry regiments on both sides may not be raised above a Manpower value of 1.

UNION COMMANDS

Union infantry units and any detachments from them belonging to the DAT, DE, and DN commands may only attach to units within their own command. Union infantry units and any detachments from them belonging to the IV or XXIII Corps may only attach to units within those two corps. Units from IV Corps may attach to XXIII Corps units and vice-versa.

DETERMINING STATUS AFTER ATTACHMENT

Strength Marker: The unit to which a unit attached is assigned a new Strength marker on the same side (organized or disorganized) as the one it replaces. Exception: If the Manpower value of an attaching unit is greater than the Manpower value of the unit to which it attaches, the new Strength marker of the unit remaining on the map is placed on the same side as the attaching unit's Strength marker.

Fatigue, Exhaustion: If a unit attaches to a unit and the two units have different Fatigue Levels, the unit remaining on the map after attachment receives a Fatigue Level equal to the higher of the two levels. If a unit attaches to a unit and one of the units is exhausted and the other is on its normal side, the unit remaining on the map is flipped to (or remains on) its exhausted side.

Entrenchments: If an entrenched unit attaches to an unentrenched unit, the unit remaining on the map remains unentrenched. However, if an entrenched unit or unentrenched unit attaches to an entrenched unit, the unit remaining on the map remains entrenched.

Demoralized: If a unit attaches to a unit and at least one of the units is demoralized, the unit remaining on the map is assigned a demoralization level equal to the most severe level possessed by one of the units prior to attachment.

Artillery: If a unit attaches to another unit, assign the attaching unit's entire Artillery value to the unit to which it attaches. This unit receives a new Artillery marker with an enhanced Artillery value.

SPECIAL ATTACHMENT

Both players' non-substitute infantry regiments and brigades may attach to any friendly infantry unit as long as attachment rules are adhered to. Non-substitute cavalry regiments may only attach to friendly cavalry brigades. Union infantry units must adhere to the attachment restrictions specified in "Union Commands" (see above).

7.3 SUBSTITUTES AND ARTILLERY VALUES

If players wish, they may transfer Artillery value points to or from detaching and attaching units.

Detachment: If a substitute detaches from a unit, it may be assigned some or all of the Artillery value points of the parent unit. If so, an Artillery marker equal to the Artillery value assigned to the substitute is placed under it. The substitute's Artillery value is subtracted from the parent unit's Artillery value, and the parent unit is assigned a new Artillery marker, reflecting its reduced value.

Attachment: If a unit attaches to another unit, assign the attaching unit's entire Artillery value (if any) to the unit to which it attaches. If necessary, this unit receives a new Artillery marker with an enhanced Artillery value.

8.0 UNION FORTS

Several Union forts are printed on the map. These forts are Union-controlled and undestroyed at the start of all scenarios. Union forts printed on the map are not the same as Fort markers, which both players may build during a turn according to entrenchment rules (see Standard Rules, 9.0).

The Union player has two types of Forts: Class A (Hexes 5131 and 5231, [Fortress Rosecrans] and Hex 5607 [Fort Negley]); and Class B (Hexes 5603 [Hydes Ferry], 5604 [Fort Garesché], 5605 [Fort Sill], 5606 [Fort Morton], 5507 [Fort Casino], 5708, and 5807).

EFFECTS OF UNION FORTS

- Confederate units may not enter or retreat into a hex containing an undestroyed Union fort. Similarly, Confederate leaders may not transfer or exert a command radius into or through an undestroyed fort hex.
- Confederate units adjacent to an undestroyed Union fort do exert a ZOC into the fort; however, an undestroyed fort is always treated as occupied by a Union unit when determining the effects of Confederate ZOC.
- Union forts do not exert ZOC (unless a Union unit occupies its hex).
- A Union fort hex adjacent to a defending Confederate unit is considered "covered" for flank attack determination.
- Union units may enter fort hexes without restriction.
- Forts themselves may neither activate nor entrench.

UNION FORTS AND COMBAT

- **Class A Forts:** Class A Union forts have *Combat values of 2 and Artillery values of 2.*
- **Class B Forts:** Class B Union forts have *Combat values of 1 and Artillery values of 1.*

Intrinsic Combat and Artillery values may only be used in defense; a fort may never join in a Union attack (although Union units in fort hexes may attack).

Confederate Attacks on Forts: Confederate units may attack an adjacent fort hex. If no Union units occupy the fort, the fort's intrinsic Combat and Artillery values are used to resolve the combat. If one or more Union units occupy the fort, the Union player's Combat and Artillery values are calculated by adding the fort's intrinsic values to the values of the Union units defending in the fort.

Tactical Modifier: In Confederate attacks against forts, there can never be a tactical modifier in favor of the Confederate player. If the Confederate player has a higher Tactical value than the Union player, or if no Union units occupy the fort, no tactical modifier is used. If the Union player has a higher Tactical value, the tactical modifier is applied normally.

Flank Attacks: In Confederate attacks against fort hexes, the Confederate player may never gain a flank attack bonus.

Artillery Modifier: In Confederate attacks against a hex with an undestroyed Union fort, Confederate +1 or +2 artillery modifiers are converted to "No Effect."

Hood & Forrest Assault Bonus: The Hood and Forrest special assault bonuses (see Basic Rules, 7.4) are never applied to attacks against a hex with an undestroyed Union fort.

HOW UNION FORTS ARE DESTROYED

If the Union player suffers a combat result containing an "r" (retreat) or "R" (rout) in any Confederate attack against a Union fort hex, the fort is permanently destroyed. Any Union units in the fort hex must also retreat or rout. Place a "Fort Destroyed" marker in the hex. A Union fort is no longer considered to occupy that hex.

When calculating the defender's Combat value to determine the proper column to use on the Combat Chart, do not include the intrinsic Combat value of the fort. Combat results containing Manpower value losses, "f" (Fatigue 1), "F" (Fatigue 2), and "D" (disorganize) results have no effect on forts. However, these results do affect Union units defending in the hex. A Manpower value loss may not be taken by a fort; if there are any units in the fort, they absorb the full manpower loss. The destruction of a fort does not count as a Manpower value loss for Victory Point purposes in scenarios.

A destroyed fort is considered to be a Union redoubt hex for the rest of the scenario (see Standard Rules, 9.0). If Union units reenter the hex, they gain all benefits of a redoubt hex.

ENTRENCHMENT IN FORT HEXES

Unentrenched Union units in a fort hex are treated as if they occupy a redoubt hex for entrenchment purposes. Thus, in a fort hex, unentrenched Union units have their Combat and Artillery values multiplied by 1.5 when defending. Units in forts may continue to entrench normally until they are under a completed Fort marker (which should not be confused with a printed fort hex).

9.0 UNION RAILROAD MOVEMENT

Confederate units may never move by rail. The Union player may move infantry units by rail on the Nashville and Chattanooga Railroad, between Murfreesboro and Nashville. (**Exceptions:** see "Special Union Railroad Movement," below.)

UNITS ELIGIBLE FOR RAIL MOVEMENT

Rail movement may only be performed by Union infantry units and attached leaders. To move by rail, a Union infantry unit must begin a March action in any undamaged or undestroyed railroad station hex on the Nashville and Chattanooga Railroad.

HOW RAIL MOVEMENT IS PERFORMED

To move an eligible unit by rail, the Union player declares a March action with a single infantry unit that must be at Fatigue Level 2 or less. The unit's Fatigue Level is then increased by two. An extended march never occurs due to rail movement. The unit (with attached leader if desired) may then move an unlimited number of hexes, regardless of terrain or rain, as long as it moves along continuous railroad hexes only on the Nashville and Chattanooga Railroad, and it ends its move in any undamaged or undestroyed railroad station. It may transit Union-occupied hexes without penalty. After moving by rail, a unit may perform actions later in the Action Cycle, Fatigue Levels permitting, but it may not move by rail again in the same turn.

RAIL MOVEMENT RESTRICTIONS

- A maximum of 11 infantry manpower points, plus attached leaders, may move by rail per turn. This may be one 11-manpower unit, or multiple units whose manpower does not exceed 11. (**Exception:** see "Special Union Railroad Movement," below.)
- A unit moving by rail is subject to the following limitations:
  - It may not start in or enter an enemy-occupied hex or ZOC (even if that ZOC is Union-occupied).
  - It may not enter a hex containing a damaged or destroyed RR station.
  - It may not cross a hexside containing a destroyed bridge, even if a friendly pontoon bridge has been built across the hexside.

SPECIAL UNION RAILROAD MOVEMENT

The Union player has two types of special railroad movement.

1. Reinforcements: Union "M" (Murfreesboro) reinforcements (see 12.0) may use the Nashville and Chattanooga Railroad upon their arrival (see "Entry Areas" following the Union Reinforcements list). Such units are placed on the map in the Reinforcement Phase and do not have to begin in a railroad station in order to use rail movement. The Manpower values of reinforcements using rail movement upon their arrival do not count against the 11-manpower per turn rail limit.

2. Moore: The Union infantry brigade Moore, which begins the game in Nashville (5707), may use rail movement on the Nashville and Chattanooga Railroad *or* the Central Alabama Railroad for its first activation of the game (see Scenario 9 special rules). It does not have to end its rail movement in a railroad station.

10.0 SUPPLY

There are no supply rules in *Hood Strikes North*. All units are always in supply. The only reference to supply is the Standard Rules extended march modifier for being out of supply, which therefore does not apply in this game.

11.0 UNION MANPOWER ENHANCEMENT

Starting with the Union Manpower Enhancement Phase of Turn 3 and every turn thereafter through Turn 9, the Union player rolls a die to determine whether he may "enhance" the Manpower value of one or more of his units. On a roll of 1, there is no effect. On a roll of 2 or 4, he may choose a single Union cavalry unit and increase its existing Manpower value by one. On a roll of 3 or 5, he may choose a single Union infantry unit (including regiments) and increase its existing Manpower value by one. On a roll of 6, he may choose one cavalry and one infantry unit and increase their existing Manpower values by one. When increasing a unit's Manpower value, the new Strength marker is placed on the same side as the old one. The selected unit may occupy an enemy ZOC, but it may not be enhanced if each of its six adjacent hexes is enemy-occupied or in an enemy ZOC that is not occupied by a Union unit. An infantry or cavalry unit may not be enhanced above the Manpower limits as specified in Attachment rules (see 7.0). Starting on Turn 10, the Union Manpower Enhancement Phase is skipped for the rest of the game.

12.0 UNION REINFORCEMENTS

At the start of every Reinforcement Phase beginning with Turn 2, the Union player rolls a die and consults the Union Reinforcement Table (see below) to determine how many reinforcements, if any, he receives in the current turn. That roll may be modified.

Union Reinforcement Table

Die	Result
1 or less	0
2	1
3	1
4	2
5	2
6	3

Modifiers

- -4: Reinforcement rolls on Turns 2, 3, and 4
- -3: Reinforcement roll on Turn 5
- -2: Reinforcement rolls on Turns 6 and 7
- -3: If Union reinforcement set 11 (J. Miller's division) has been made available as a reinforcement in an earlier turn of the game.

The numbered result, from 0 to 3, is the number of "sets" of units/leaders the Union player receives as reinforcements in the current turn. Consult the Union Reinforcement list (see Scenario 9). Sixteen sets of Union units are listed, numbered 1 to 16. If the Union player receives one or more reinforcement sets in the Reinforcement Phase, he must choose the *lowest-numbered sets* that have not yet arrived and immediately place the units comprising each set in one or more of the hexes specified in their Entry Areas. There are two Entry Areas: "N" (Nashville) and "M" (Murfreesboro), each of which has a range of hexes in which units can be placed. (Note that "M" infantry reinforcements may also be placed in various locations along the Nashville and Chattanooga Railroad under some conditions as described in the "Entry Areas" section at the end of the Union Setup.) Reinforcements are placed on their normal sides, with Organized Strength markers, at Fatigue Level 0. If the Union player wishes, he may withhold reinforcement sets in the turn of their availability and place them on the map in the Reinforcement Phase of future turns. The reinforcements may be activated in the Action Cycle of the current turn. When all Union reinforcement sets have arrived, the Union player no longer consults the Union Reinforcement Table at the start of a Reinforcement Phase.

13.0 CONFEDERATE REINFORCEMENTS AND ARRIVALS

Only Forrest's three cavalry division leaders and six cavalry brigades start the game on the map. All other Confederate units enter the map as either "arrivals" or "reinforcements." Furthermore, the Confederate player has two types of reinforcements: constant and variable.

ARRIVALS

At the start of every Action Cycle beginning with Turn 2, the Confederate player rolls a die and consults the Arrival Table below to determine how many of his arrival units may be placed on the map in the current turn. That die roll may be modified depending on the turn in progress.

Arrival Table

Die	Result
-3 or less	0
-2	1*
-1	2*
0	2
1	3
2	4
3	5
4 or more	6

Modifiers

- -7: Turn 2 die roll
- -4: Turn 3 die roll
-       No modifier on Turn 4 die roll
- +3: Turn 5 die roll

* Place a Fatigue Level 1 marker under the Confederate division(s) arriving on the map.

The numbered result, from 0 to 6, is the number of "sets" of infantry divisions/leaders the Confederate player must place on the map in the current turn. Consult the Arrival list in the Confederate setup section: Nine sets of Confederate divisions/leaders are listed, numbered 1 to 9.

When the Confederate player gains initiative in a turn in which he is due one or more sets of arrival units, he may either activate units already on the map or he may choose the lowest-numbered available set that has not yet arrived and place all the units comprising that set together in one of the entry hexes specified in the range indicated on the Arrival list. Infantry divisions are always placed on the map at Fatigue Level 0. (**Exceptions:** On the Arrival Table, "-1" and "-2" results require the Confederate player

to place a Fatigue Level 1 marker on an arriving division. Also, the Arrival list provides a range of alternative entry hexes, and if an alternative hex is chosen for entry, each division arrives on the map at one Fatigue Level higher than the initial Fatigue Level required by the Arrival Table.)

When the Confederate player places an available set on the map, he must always choose the lowest-numbered set that has not yet arrived. Leaders (if any) must be placed atop an arriving infantry division. As soon as the Confederate player places a set on the map, *he must immediately declare a March or Activate Leader action* with the arriving set, which is carried out normally, including Fatigue Level gain for each activated unit. (**Exception:** In the first March or Activate Leader action undertaken by a set following its placement on the map, *one is added to the Movement Allowance die roll* in addition to other die roll modifiers. Thus, in a March action, the Confederate player adds 2—not 1—to his roll; in an Activate Leader action, he adds 3—not 2—to his roll.) When all nine sets of Arrival units have been placed on the map, the Confederate player no longer consults the Arrival Table at the start of an Action Cycle.

CONSTANT REINFORCEMENT

At the start of the Reinforcement Phase of Turn 10 (December 2), the Confederate player receives the "Smith-B" infantry brigade as a reinforcement (see "Constant Reinforcement" list). Smith may be immediately placed in any location from hex 0107 to 0114 as long as the hex in which it is placed is not Union-occupied. It is placed on its normal side at Fatigue Level 0 with an Organized Strength marker (Manpower/Combat value, 2). If the Confederate player wishes, he may withhold Smith and place it on the map in a later Reinforcement. Smith may be activated in the Action Cycle of the current turn.

VARIABLE REINFORCEMENTS

At the start of every Reinforcement Phase beginning with Turn 24 (December 16), the Confederate rolls a die to determine if he receives Variable reinforcements (see "Variable Reinforcement" list). On a roll of 1 to 5, he does not receive any reinforcements. On a roll of 6, he receives a single "set" of reinforcements in the current turn. Consult the Confederate Variable Reinforcement list: Six sets of Confederate units are listed, numbered 1 to 6. If the Confederate player receives a reinforcement set, he must choose the *lowest-numbered set* that has not yet arrived and immediately place the unit (and leader, if any) in any hex listed in the "Entry Hex" range on the reinforcement list as long as the hex in which it is placed is not Union-occupied. Reinforcements are placed on their normal sides, with Organized Strength markers, at Fatigue Level 0. If the Confederate player wishes, he may withhold reinforcements and place them on the map in a later Reinforcement Phase. Reinforcements may be activated in the Action Cycle of the current turn. If all Confederate Variable Reinforcement sets have arrived, the Confederate player no longer rolls a die in the Reinforcement Phase.

LYON'S KENTUCKY RAID

If the "Lyon's Kentucky Raid" random event occurs, Lyon may never arrive as a Confederate reinforcement. However, if Lyon has already arrived on the map as a reinforcement and the Lyon's Kentucky Raid event occurs, Lyon remains on the map and may be activated by the Confederate player normally. Lyon's brigade does not belong to any division, but it is a part of Forrest's Cavalry Corps.

BRECKINRIDGE

Breckinridge's division is part of the "Department of Western Virginia" (DWV). Breckinridge's division may be selected by any Confederate infantry leader as part of an Activate Leader or Assault action even though it does not belong to that leader's command. If the Confederate player successfully achieves a grand assault, Breckinridge's division may participate if it occupies an eligible hex.

14.0 EXITING THE MAP

Both players have specific mapedge locations where their units may exit the map. In these locations, units may either retreat (retreat, rout, or cavalry retreat) off-map or move off-map. There is no extra manpower loss penalty for exiting the map during a retreat. During movement, the movement cost to exit is the same as entering a pike hex. Once a unit (including leaders) has retreated or moved off-map, it is removed from the game and may not return. **Exception:** Union cavalry may be temporarily removed from the map and return (see 5.0). Off-map areas still retain normal flank modifier rules. The following are the off-map exit areas for each player:

Confederate Player: Hexes 0111, 0125, and 0131.

Union Player: Hexes 5134, 5233, 5334, 5433, 5833, 5829, 5806, and 5805.

ADVANCED GAME SCENARIO

There is a single Advanced Game scenario, Scenario 9. Unless otherwise specified, units begin Scenario 9 on their front (normal) sides at Fatigue Level 0 and possess organized Strength markers.

TURN TRACK MARKERS

At the start of the game, the players should place various markers and one combat unit in Turn Track boxes as follows:

- **Turn 1 (November 23):** Place the "Turn" marker at the start of the game.
- **Turn 2 (November 24):** Place the Union "Start Reinf Roll" marker.
- **Turn 3 (November 25):** Place the Union "Manpower Enhance Start" marker. Also, place the "Random Events Roll Start" marker.
- **Turn 9 (December 1):** Place the Union "Manpower Enhance End" marker.
- **Turn 10 (December 2):** Place a Union "Horses Worn Out" marker to remind the players that the Union Cavalry Phase begins this turn. The Union player may later remove the marker from the track and use it if necessary. Also, place the "Smith-B" Confederate infantry brigade (Cheatham's Corps) in the Turn 10 box. Remove it in the Turn 10 Reinforcement Phase and place it on the map.
- **Turn 24 (December 16):** Place the Confederate "Start Reinf Roll" marker.
- **Random Events:** If Rain, Lyon's Kentucky Raid, Union/Confederate Command Paralysis, or Union/Confederate Enhanced Movement random events occur, the players should place the corresponding marker in the Turn Track box of the turn the event occurs to remind them of its effects.
- **Winter Weather:** When winter weather begins (see 4.0), place the "Winter Weather Start" marker in the Turn Track box corresponding to the current turn. Then place the "Last Turn of Winter" marker on the Turn Track six boxes ahead of the Winter Weather Start marker.

Nashville: Capitol with Covered Guns

SCENARIO 9: HOOD STRIKES NORTH

NOTES: The Advanced Game scenario covers the entire 1864 Tennessee campaign, starting with Hood's rapid march to Columbia, his move north over the Duck River and the Union stand at Franklin, and the arrival of the Confederates on the outskirts of Nashville. It continues through the ensuing brutal winter weather, the final buildup of Union forces at Nashville, and the decisive Union offensive that shattered Hood's army and forced his retreat off the south map edge with Union troops in hot pursuit.

GAME LENGTH: 32 turns, November 23–December 24, 1864.

SPECIAL RULES:

1. *Turn 1 Start:* On Turn 1, the Union player automatically wins the first initiative without the need for a die roll. Afterward, initiative is determined normally.
2. *Army Initiative:* Army Initiative starts the game at "Confederate Advantage"; hence, the Confederate player wins tied initiative die rolls in the Initiative Segment of all Action Phases. Place the Confederate Army Initiative marker in the Army Initiative box. The Army Initiative marker may change to Union or Neutral Army Initiative during the game due to random events (see 2.2).
3. *Wagons:* The campaign has the following additional wagon train rules:
   - A Union wagon is immediately removed from the map if it enters Nashville (5706, 5707), Murfreesboro (5232), or Fortress Rosecrans (5131, 5231). (**Exception:** A wagon is not removed upon entering hex 5131 or 5231 if the permanent fort in that hex is destroyed.) The removal of wagons from the map impacts Confederate VP (see Victory Conditions, below).
   - The Union player may voluntarily destroy one or more wagons any time he has the initiative. To do so the desired wagon(s) are immediately removed from the game regardless of their status (manpower, fatigue, exhaustion, etc.). This activity expends the Union player's current Activation Segment. The Confederate player gains VP for this (see Victory Conditions, below). **Exception:** A wagon south of the Duck River may not be voluntarily destroyed.
   - All wagons still on the map at the start of the first turn of winter weather are immediately removed from the map (see 4.0). The Confederate player gains VP for this (see Victory Conditions, below).
4. *Union 01XX and 02XX Hexrow Movement Restrictions:* On Turns 1 through 5, Union units may not enter any hex in the 01XX hexrow numbered 0120 or less or any hex in the 02XX hexrow numbered 0220 or less. If forced to retreat into any of those hexes, a Union unit is eliminated.
5. *Croxton:* Throughout this scenario, Croxton's Union cavalry brigade may be activated by any Union cavalry division or corps leader as part of an Activate Leader action.
6. *Moore:* The first time the Union player activates Moore's brigade in the game (which must be on Turn 2 or later; see below), he may move Moore up to 43 hexes as long as this movement follows railroad hexes only. If such a move is undertaken, Moore gains two Fatigue Levels. It may end this move in any railroad hex (not just a railroad station hex), but it may never enter an enemy ZOC during this movement (even if that ZOC is Union-occupied), nor may it enter an enemy-occupied hex. Also, Moore may not enter a hex with a "RR Station Damaged/Destroyed" marker.
7. *Union Unit Restrictions:*
   a. *Turn 1:* The following Union units may not activate, transfer, or recover on Turn 1: Hatch, Coon, Croxton, Wagner, Whitaker, Wood, Waters, Wagon Trains (A, B, C), Stewart, 175 OH, Moore, and the leader Stanley. If a Confederate unit moves adjacent to a restricted Union unit during Turn 1, that unit may activate, transfer, and recover in that turn.
   b. *91 IN and 123 IN:* The Union player may not activate the regiments 91 IN and 123 IN until Turn 4. **Exception:** This movement restriction is lifted for both units if a Confederate unit attacks either unit on Turn 3 or earlier.
   c. *Van Cleve, 17 USCT, 140 IN, and 5 TN Cav:* The Union player may not activate Van Cleve, 17 USCT, 140 IN, and 5 TN

Cavalry (all of which set up in Murfreesboro, 5232) until Turn 4. **Exception:** This movement restriction is lifted if a Confederate unit enters Rutherford County on Turn 3 or earlier.
   d. *DE and DN Units:* Union DE (Department of the Etowah) and DN (Defenses of Nashville and Chattanooga Railroad) units may not enter any hex whose first two digits number "38" or less until the current turn advances past the "Last Turn of Winter" marker on the Turn Track.
8. *Buford and Jackson:* The units and leaders of these two Confederate cavalry divisions may neither activate nor recover on Turn 1. Starting on Turn 2 they activate and recover normally.

VICTORY CONDITIONS:

The Confederate player gains and loses Victory Points (VP) for the following reasons. Players must record VP obtained during each Victory Point Phase by using the three Confederate "VP" markers on the "0," "00," and "000" lines of the VP Track on the Union Force Display card. Other Confederate VP gains and losses, such as for Destroyed RR stations or for Union wagons, should be tracked as they occur, recording them directly on the VP Track by adjusting Confederate VP markers. Manpower value losses from combat, retreat, cavalry retreat, and Union wagon marching loss also cause Confederate VP gain or loss. It is suggested that players should keep track of Manpower value losses on a piece of paper, or use spare Union and Confederate Manpower counters to track losses for each side on the VP Track. At the end of Turn 32, total the Manpower value loss for both sides and determine a final Confederate VP gain or loss due to manpower and add or subtract this number from the current Confederate VP total. At the end of the game, determine the final Confederate VP total to establish a winner and a victory level.

VP	Reason
	Automatic Victory: If the Confederate player occupies either Nashville city hex (5706 or 5707) during any VP Phase with an undemoralized infantry division, the game immediately ends in a Confederate Decisive Victory.
+1	For each VP Phase in which an undemoralized Confederate infantry division or brigade occupies Columbia (1715).
+2	For each VP Phase in which an undemoralized Confederate infantry division or brigade occupies Franklin (4010).
+12/+2	For each VP Phase in which an undemoralized Confederate infantry division or brigade occupies Murfreesboro (5232). The Confederate player gains 12 VP for the first turn in the game he qualifies for this award and 2 VP for the second and all later turns he qualifies for it. **Exception:** These VP are not awarded if the Union fort in hex 5231 is not destroyed.
+12	If in the VP Phase of Turn 32 (the last turn), an undemoralized Confederate infantry division or brigade occupies Murfreesboro (5232). **Exception:** These VP are not awarded if the Union fort in hex 5231 is not destroyed. This award is *in addition to* the +12/+2 VP gained for Confederate occupation of Murfreesboro on any given turn (see above). For example, if the Confederate player first occupies Murfreesboro during the VP Phase of Turn 32 (the last turn), he gains 24 VP: 12 VP for the first VP Phase in the game in which he occupies it and 12 VP for occupying it during the Turn 32 VP Phase. However, if he first occupied Murfreesboro on Turn 26 and still occupied it during the VP Phase of Turn 32, he would gain 14 VP: 2 VP for occupying it in any turn and 12 VP for occupying it during the Turn 32 VP Phase.
+5	For each VP Phase in which one or more undemoralized Confederate infantry divisions occupy a hex (or hexes) adjacent to Nashville (5705/5706). The maximum VP award for this accomplishment is 5 VP per VP Phase, no matter how many Confederate infantry units are adjacent to Nashville.
+2	For each VP Phase in which three or more undemoralized Confederate infantry divisions occupy a hex (or hexes) two or three hexes distant from Nashville (5705/5706). The maximum award for this accomplishment is 2 VP per VP Phase, no matter how many Confederate infantry divisions are situated two or three hexes from Nashville. **Exception:** These VP are not awarded if, during the same VP Phase, the Confederate player gains 5 VP for occupying one or more hexes adjacent to Nashville (see above). In this case, the +2 VP award is ignored,

+30 In the *first* VP Phase of the game in which three or more undemoralized Confederate infantry divisions occupy one or more hexes within three hexes of Nashville (5705/5706). This is a one-time VP bonus and is in addition to other VP awards due to Confederate infantry divisions' proximity to Nashville. For example, if on Turn 10 the Confederate player has moved three undemoralized infantry divisions to hex 5609, and this is the first time in the game he has satisfied the requirement of having three undemoralized infantry divisions within three hexes of Nashville during the VP Phase, he gains 32 VP: 30 VP for achieving this requirement the first time in the game; 2 VP for achieving this requirement in the VP Phase of any turn.

+4 For each Confederate infantry division in the Turn 32 VP Phase (the last turn of the game) occupying a hex south of the Duck River that has a valid Line of Communication (LOC). To trace an LOC, an infantry division must first occupy a pike, road, or railroad hex, or trace a path three or fewer hexes to a pike, road, or railroad hex. Terrain is irrelevant in that path. Then, from that pike, road, or railroad hex, the Confederate player must trace a continuous path of pike, road, or railroad hexes to any hex on the south map edge. No hex in the path from the division to the end of the LOC may pass through a "blocked" hex. (See "Blocked Hexes," below.) Breckinridge's division, which the Confederate player may gain as a reinforcement, is eligible for this VP award. Confederate infantry divisions that have exited the map (see 14.0) may never gain VP for tracing an LOC.

+4 For each Confederate infantry division in the Turn 32 VP Phase (the last turn of the game) occupying a hex north of the Duck River that has a valid Line of Communication (LOC). To trace an LOC, an infantry division must first occupy a pike (not a road or railroad) hex or trace a path three or fewer hexes to a pike (not a road or railroad) hex. Terrain is irrelevant in that path. Then, from that pike hex, the Confederate player must trace a continuous path of pike hexes to any pike hex on the south map edge (there are three such hexes: 0111, 0125, and 0131) or to Murfreesboro (5232, but only if it is currently Confederate-occupied, and if the Union fort in hex 5231 is destroyed). No hex in the path from the division to the end of the LOC may pass through a "blocked" hex. (See "Blocked Hexes," below.) Breckinridge's division, which the Confederate player may gain as a reinforcement, is eligible for this VP award. Confederate infantry divisions that have exited the map (see 14.0) may never gain VP for tracing an LOC.

Blocked Hexes: For LOC purposes, a hex is blocked by any hex containing an undestroyed Union fort (i.e., a fort printed on the map, not a Fort marker). Also, any hex meeting all three of the following conditions is blocked: 1) It is occupied by one or more Union units with a total Combat value of 6 or more, unmodified by entrenchments. Demoralized Union units may not contribute to this total; 2) All Union units combining to an unmodified Combat value of 6 or more in the hex must be entrenched to Fort level; 3) A Union corps or district leader (not cavalry division leader) must occupy the hex. (**Exception:** The Union player is not required to have a corps/district leader present if Steedman's division—not a substitute unit drawn from that division—is present in the hex.)
Note: No Confederate infantry division, whether north or south of the Duck River, may be awarded VP for tracing an LOC if at the end of the game, all hexes adjacent to it are occupied by Union infantry units or in the ZOC of undemoralized Union infantry units (even if occupied by a Confederate unit). **Exception:** At the end of the game, any Confederate infantry division occupying Murfreesboro (5232) or any hex adjacent to Murfreesboro (assuming Murfreesboro is Confederate-occupied), is exempt from blocked hex rules and always gains VP for an LOC.)

+1 For each of the following RR stations with a RR Station Destroyed marker at the end of the game:

Antioch (5514)	La Vergne (5519)
Smyrna (5523)	Florence (5327)
Brentwood (4910)	

-3 For each point of Confederate Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).

+2 For each point of Union Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another). **Exception:** The Confederate player gains 2 VP for each point of Manpower value lost by a Union wagon train for any reason, including in an extended march and for moving from one enemy ZOC to another. However, the Confederate player does not gain VP for Manpower value loss if the Union player voluntarily destroys a wagon or if it is removed from the map at the start of Winter Weather (see Special Rule 3, above).

+6 For each Union wagon train that does not enter either Nashville city hex before the start of winter weather (see 4.0).

-2 For each Union wagon that enters Murfreesboro (5232) or either Fortress Rosecrans hex (5131, 5231, assuming the permanent fort in the entered hex is not destroyed) before the start of winter weather (see 4.0).

+2/+1 For each Union wagon train voluntarily destroyed by the Union player or still on the map at the start of winter weather (see 4.0). The Confederate player receives VP equal to the Manpower value of the wagon at the time of its voluntary destruction or when it is removed at the start of winter weather.

Note: Wagon VP awards are cumulative. For example, one wagon might lose 1 manpower making an extended march, (+2 VP), fail to enter Nashville before winter weather starts, (+6 VP), but enter Murfreesboro before winter (-2 VP), for a net Confederate VP award of +6 VP. Another wagon might lose no manpower, but be voluntarily destroyed (+2 VP). In this case, the wagon failed to enter Nashville before winter weather starts (+6 VP), yielding a net Confederate VP award of +8.

At the end of the game, the Confederate VP total is calculated and the players consult the chart below to determine the winner.

CONFEDERATE VP	WINNER
205 or more	Confederate Decisive Victory
190 to 204	Confederate Substantive Victory
175 to 189	Confederate Marginal Victory
160 to 174	Union Marginal Victory
145 to 159	Union Substantive Victory
144 or less	Union Decisive Victory

CONFEDERATE SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Forrest	Corps	Cav	Ldr	-	0111
Chalmers	Div	C-Cav	Ldr	-	0111
Rucker	Brig	C-Cav	Cav	2*	0111
Biffle	Brig	C-Cav	Cav	1*	0111
Buford	Div	B-Cav	Ldr	-+	0119
Bell	Brig	B-Cav	Cav	2*+	0119
Crossland	Brig	B-Cav	Cav	1*+	0119
Jackson	Div	J-Cav	Ldr	-+	0119
Armstrong	Brig	J-Cav	Cav	2*+	0119
Ross	Brig	J-Cav	Cav	1*+	0119

*   Placed on map on exhausted side with Fatigue 1 marker.
\+   Units may not activate on Turn 1 and do not recover on Turn 1 (see special rules).

CONFEDERATE ARRIVALS (TURNS 2 AND LATER)

UNIT/LEADER	SET	SIZE	COMMAND	TYPE	MANPOWER VALUE	ENTRY HEXES	ALTERNATIVE ENTRY HEXES
Lee	1	Corps	L	Ldr	-	0110 to 0114	0101 to 0109
Johnson	1	Div	L	Inf	7	0110 to 0114	0101 to 0109
Stevenson-A	2	Div	L	Inf	7	0110 to 0114	0101 to 0109
Clayton	3	Div	L	Inf	5	0110 to 0114	0101 to 0109
Hood	4	Army	AT	Ldr	-	0110 to 0114	0101 to 0109
Cheatham	4	Corps	C	Ldr	-	0110 to 0114	0101 to 0109
Cleburne	4	Div	C	Inf	7	0110 to 0114	0101 to 0109
Brown	5	Div	C	Inf	8	0110 to 0114	0101 to 0109
Bate-A	6	Div	C	Inf	5	0110 to 0114	0101 to 0109
Stewart	7	Corps	S	Ldr	-	0110 to 0114	0101 to 0109
Loring	7	Div	S	Inf	8	0110 to 0114	0101 to 0109
Walthall	8	Div	S	Inf	6	0110 to 0114	0101 to 0109
French	9	Div	S	Inf	5	0110 to 0114	0101 to 0109

See Section 13.0 for rules on Confederate arrivals.

CONFEDERATE CONSTANT REINFORCEMENT (TURN 10)

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	ENTRY HEXES
Smith-B	Brig	C	Inf	2	0107 to 0114

CONFEDERATE VARIABLE REINFORCEMENTS (AVAILABLE ON DIE ROLL OF 6, STARTING TURN 24)

UNIT/LEADER	SET #	SIZE	COMMAND	TYPE	MANPOWER VALUE	ENTRY HEXES
Roddey	1	Div	R-Cav	Ldr	-	0107 to 0114
Pickett	1	Brig	R-Cav	Cav	2	0107 to 0114
Breckinridge@	2	Div	DWV	Inf	5	3233 to 4534
Burtwell	3	Brig	R-Cav	Cav	2	0107 to 0114
Adams	4	Div	A-Cav	Ldr	-	0107 to 0114
Armistead	4	Brig	A-Cav	Cav	2	0107 to 0114
Clanton	5	Brig	A-Cav	Cav	2	0107 to 0114
Lyon#	6	Brig	Ind	Cav	2	0107 to 0114

@   See Section 13.0 for special rules regarding Breckinridge if he arrives.
\#   If the "Lyon's Kentucky Raid" result has occurred on the Random Events Table, Lyon may never arrive as a Confederate reinforcement during the game. However, if Lyon has already arrived as a reinforcement and the "Lyon's Kentucky Raid" random event occurs, the event result is ignored and Lyon remains on the map and may be activated by the Confederate player normally.

UNION SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Schofield	District	Ohio	Ldr	-	0523 (Laurine)
Cox	Div	XXIII	Inf	11	0523 (Laurine)
Ruger	Div	XXIII	Inf	2●	1715 (Columbia)
123 IN	Regt	XXIII	Inf	2*+	1303
91 IN	Div	XXIII	Inf	2*+	1604
O. Moore	Brig	XXIII	Inf	4+	5707 (Nashville)
175 OH	Regt	XXIII	Inf	2*+	4010 (Franklin)
Wilson	Corps	Cav	Ldr	-	4010 (Franklin)
R. Johnson	Div	Cav-6	Ldr	-	4010 (Franklin)
Lowe	Brig	Cav-6	Cav	1	4010 (Franklin)
Stanley	Corps	IV	Ldr	-+	0423 (Lynnville)
Wagner	Div	IV	Inf	11+	0423 (Lynnville)
Whitaker	Div	IV	Inf	6+	0324 (Colored Church)
Wagon Train A	-	-	Wag	2+	0324 (Colored Church)
Wood	Div	IV	Inf	9+	0224 (Saw Mill)
Wagon Train B	-	-	Wag	2+	0224 (Saw Mill)
Waters	Brig	IV	Inf	2+	0125
Wagon Train C	-	-	Wag	2+	0125
Capron-A	Brig	Cav-6	Cav	1#	0711 (Mt. Pleasant)
Hatch	Div	Cav-5	Ldr	-	0420
Coon	Brig	Cav-5	Cav	2+#	0420
Croxton-A	Brig	Cav-1	Cav	2+#	0221
Stewart	Brig	Cav-5	Cav	2+	4910 (Brentwood)
Van Cleve	Brig	DN	Inf	2+	5232 (Murfreesboro)
5 TN	Regt	DN	Cav	1+	5232 (Murfreesboro)
17 USCT	Regt	DN	Inf	1+	5232 (Murfreesboro)
140 IN	Regt	DN	Inf	1+	5232 (Murfreesboro)

●   Begins game under Fort-Build-1 marker
*   Begins game under Fort marker
\+   Units have activation, transfer, and recovery restrictions. See Scenario 9, Special Rule 7.
\#   Begins game on exhausted side with Fatigue Level 1 marker

Union Reinforcements (Available by die roll starting Turn 2)

Unit/Leader	Set #	Size	Command	Type	Manpower Value	Entry Area (see notes)
Hammond	1	Brig	Cav-7	Cav	2	N
Knipe	2	Div	Cav-7	Ldr	-	M
G. Johnson-A	2	Brig	Cav-7	Cav	2	M
Thomas	3	Army	DC	Ldr	-	N
Smith	3	Corps	DAT	Ldr	-	N
McArthur	3	Div	DAT-1	Inf	10	N
J Moore	4	Div	DAT-3	Inf	6	N
Garrard	5	Div	DAT-2	Inf	9	N
Steedman	6	Div	DE	Inf	11	M
Milroy	7	District	DN	Ldr	-	M
Thomas	7	Brig	DN	Inf	4	M
Anderson	8	Brig	DN	Inf	4	M
Morgan (USCT)	9	Brig	DE	Inf	3	M
Thompson (USCT)	10	Brig	DE	Inf	5	N
J. Miller	11	Div	DE	Inf	11	N
Cooper	12	Brig	XXIII-2	Inf	3	N
McCook*	13	Div	Cav-1	Ldr	-	N
LaGrange*	13	Brig	Cav-1	Cav	3	N
Watkins*	14	Brig	Cav-1	Cav	3	N
Long*	15	Div	Cav-2	Ldr	-	N
A. Miller*	15	Brig	Cav-2	Cav	3	N
Minty*	16	Brig	Cav-2	Cav	3	N

*   If the "Lyon's Kentucky Raid" result has occurred on the Random Events Table, all six of the indicated leaders/brigades may never arrive as Union reinforcements during the game. However, if one or more of these Union leaders/brigades have already arrived on the map as reinforcements and the "Lyon's Kentucky Raid" random event occurs, those units remain on the map and may be activated by the Union player normally.

Note: If Union cavalry brigades arrive as reinforcements on Turn 10 or earlier, they must follow the "Union Cavalry Mounts" procedure starting on Turn 10 (see 5.0). However, if the cavalry brigades arrive as reinforcements on Turn 11 or later, they are exempt from this procedure and function normally as mounted units for the entire game.

Entry Areas: There are two Union reinforcement Entry Areas: "N" (Nashville) and "M" (Murfreesboro). Each area has different entry restrictions as described below. Reinforcement leaders (if any) must be placed atop an arriving infantry or cavalry unit. Units may not be placed in a Confederate-occupied hex, but they may be placed in Confederate ZOC.

- **N (Nashville):** Reinforcements with an "N" Entry Area may be placed in any of the following four hexes: 5703; 5705; 5706; and 5707.
- **M (Murfreesboro):** Reinforcements with an "M" Entry Area may be placed in hex 4934, 5134, 5334, or 5433. Alternatively, infantry (not cavalry) reinforcements with an accompanying leader may be placed in hex 5707 (Nashville) or any *undamaged or undestroyed* railroad station on the Nashville and Chattanooga Railroad (Antioch, 5514; La Vergne, 5519; Smyrna, 5523; Florence, 5327; or Murfreesboro, 5232) as long as the reinforcing units can trace a continuous path of railroad hexes from its placement hex to hex 4934, and that path does not enter a damaged or destroyed railroad station, a Confederate ZOC (even if Union-occupied), or a Confederate-occupied hex, and does not cross a destroyed bridge hexside. This placement does not cause the arriving unit to gain any fatigue levels and it does not count against the Union player's rail movement limit of 11 manpower points per turn (see 9.0).

THE GAME AS HISTORY

By Chris Withers

OCTOBER, 1864 – PROLOGUE

Atlanta finally fell to the Union on September 2nd after John Bell Hood's Army of Tennessee lost a series of battles near the city. Hood still had about 30,000 men, so on September 29th he crossed the Chattahoochee River near Atlanta, heading north to disrupt Sherman's railroad supply line from Chattanooga. His strategy at this time was to draw Sherman out of Atlanta and defeat him in battle on Hood's terms. Hood raided the railroad at several points all the way north to Dalton, where the Atlanta campaign had started on May 10th. Sherman sent a strong force in pursuit but was never able to catch up to the Rebels, with Hood deciding not to turn and give battle.

Hood then pulled back southwest, reaching a new supply base at Gadsen, Alabama on October 20th, with a bolder, although somewhat nebulous, plan in mind. He would move west and eventually cross the Tennessee River, meet up with cavalry under Nathan Bedford Forrest, and head north to both capture Schofield's forces and then take Nashville. This would then leave the way open in Hood's own post-war words to "march northeast, past the Cumberland River; in that position I could threaten Cincinnati – if blessed with victory [over a pursuing Sherman], to send reinforcements to Lee ... or to march through gaps in the Cumberland Mountains and attack Grant in the rear."

Sherman's force stopped pursuing Hood after he left Gadsen. Grant approved Sherman's plan to move his army back to Atlanta and march to the sea. But Grant was deeply concerned about what Hood could do if he invaded Tennessee since Hood's army outnumbered the Union forces in middle Tennessee. Therefore, the Union IV Corps under Stanley with 14,000 men, and also the 10,000-man XXIII Corps under Schofield were sent to Tennessee to be under George Thomas at Nashville to defend the state. Hood moved west from Gadsen, looking for a good place to cross the Tennessee River, and finally one of his three corps crossed on October 30th at Florence, Alabama.

NOVEMBER, 1864 – INTO TENNESSEE

November opened with rain that caused the river to swell, and Union cavalry also harassed the rest of the Rebels trying to bridge the river. It was not until November 20th that the bulk of the Army of Tennessee was able to cross the Tennessee River, and by this time Forrest's cavalry had arrived. The Union used early November to gather and increase their forces in Tennessee. Stanley's corps moved to Pulaski, 13 miles south down the pike from Lynnville (0423), in early November, and Schofield's corps also soon arrived and was spread out from Pulaski to Columbia (1715) and beyond. In the immediate area the Union also had several cavalry brigades. To initially oppose Hood's force of about 33,000 infantry and cavalry, the Union under Schofield (senior commander in the field of the Union force south of Nashville) had about 26,000 infantry and cavalry. On November 21st, Hood's army moved north from the river. Schofield's main force left Pulaski and got to Lynnville on the 22nd. The main portion of Hood's Tennessee Campaign is about to begin on the *Hood Strikes North* map.

NOVEMBER 23-24, 1864 – HERE COME THE REBELS

On the 23rd, Confederate cavalry pushed Union cavalry back on both pikes leading to Columbia. Forrest was with Chalmers' cavalry division, which forced Capron's brigade back to Mount Pleasant (0711). The other two Rebel cavalry divisions pushed Croxton and Coon back to near Pleasant Hill (0319). While the Union IV Corps remained near Lynnville, Cox's division moved towards Columbia and reached Pleasant Grove (1220). Schofield realized that Columbia (1715) and its vital bridges were not only threatened, but also that the Union wagon train at Lynnville was in danger of being cut off by the advancing Rebels. Columbia was only defended by Ruger's depleted division of about 800 men. Therefore, early on the 24th, the Union infantry/wagon column got on the move and Cox's division raced ahead to the Waynesboro Pike to help Capron halt Forrest's rapidly advancing cavalry. Cox stopped Forrest late in the day at about Grist Mill (1514). This first "race"

went decisively for the Union - the entire Union southern force made it into Columbia safely on the 24th.

NOVEMBER 25-27, 1864 – THE REBEL INFANTRY ARRIVE

Lee's corps lead the Confederate infantry column, which camped near Mount Pleasant (0711) the night of the 25th. It rained most of the 26th and 27th, which slowed up the Rebel force. By the night of the 27th the Rebels had reached a point near Columbia, with two of Lee's divisions on the outskirts south of the town and the main force located to the southeast a few miles. Meanwhile, James Wilson had taken command of all the Union cavalry in the region, and had them defending the Duck River crossings east of Columbia. Schofield determined that Hood would try to push Wilson back and outflank him, so the Union abandoned Columbia the night of the 27th. The wagons moved a few miles to Rutherford Creek (2213), while a strong infantry force defended the pikes just north of Columbia.

NOVEMBER 28, 1864 – A REBEL TRAP DEVELOPS

Hood's plan to trap the Union forces was for Forrest to cross first at the fords east of Columbia and push Wilson's cavalry northeast, away from the infantry advancing behind them, which would advance rapidly northwest to Spring Hill (2914). To speed up the infantry's pace, this main body left most of its artillery behind with two divisions, which moved into abandoned Columbia to shell the strong Union force across the river. Forrest did his job removing the Union cavalry from the operation. Hood's engineers were then able to put up a pontoon bridge at Davis Ford (1719), which took all day and some of the night. The main Rebel infantry force moved up to the ford during the evening and night to be able to cross at first light the next morning. Wilson was not able to get updated information to Schofield so the Union infantry and wagons rested all day in place between Columbia and Rutherford Creek.

NOVEMBER 29, 1864 – THE RACE TO SPRING HILL

Seven Confederate infantry divisions, numbering about 22,000 men, started early in the morning, crossed the Duck River on the pontoon bridge, and headed for Spring Hill. However, to reach their objective they had a long trek of about 17 miles by winding country roads. Meanwhile, Forrest's cavalry finished pushing Wilson out of the way, and turned towards Spring Hill, coming from the east, but was held back by a small Union garrison. Then Wagner's Union division, which was leading the wagon train, arrived just in time to secure the vital crossroads. Schofield was initially still unsure as to Hood's objective, so he did not release his strong rear guard from just north of Columbia until 3:30 P.M. Therefore, the Union force of about 6,000 infantry at Spring Hill, had to hold off four times their number of Confederate infantry and cavalry. Cheatham's corps pushed the Union back into Spring Hill; but there were conflicting orders from Hood, who wanted Cheatham to block the pike, and from Cheatham himself, who thought he was supposed to attack the town. Neither objective was gained, and the pike remained barely open so the Union rearguard was able to reach Spring Hill during the evening.

NOVEMBER 30, 1864 – THE BATTLE OF FRANKLIN

In the early morning hours of the 30th, the Union army started to move north from Spring Hill (2914) to Franklin (4010). Infantry led the way, followed by the wagon train. Confederate cavalry under Ross attacked the column along the way but did little damage. At daybreak on the 30th, the Union rearguard was pulling out of Spring Hill, while at the head of the 12-mile long column, the lead elements under Cox were entering Franklin. Union troops immediately started repairing a bridge to enable the wagons to cross the Harpeth River, and also digging into a defensive perimeter south of Franklin.

Meanwhile the Confederates started their pursuit to Franklin, having discovered that the Union had escaped during the night. After reaching the outskirts of Franklin, Hood held a meeting with his senior commanders. He decided on an immediate frontal attack on Franklin, overriding objections about the strength of the Union position and Forrest's proposal to flank the enemy by fording the Harpeth River to the east. Another concern was that three Confederate divisions were still on the march and not available for the battle—Johnson, Clayton, and Stevenson—and they had most of the Confederate artillery. Hood reasoned that there was not enough daylight left to flank the Union position and cut the enemy off from Nashville, or to wait

for the rest of his army. He knew that the Union force would soon retreat; therefore, an immediate attack was his last chance to try to overwhelm the enemy before they could get to the safety of Nashville.

The Battle of Franklin was probably the fiercest and bloodiest five hours in the Civil War. Union losses were 2,326, or about 10% of their forces in the battle. Confederate losses are less exactly known, but were in the range of 7,000 to 8,000 men, about one-third of the Confederate army. Thirteen Confederate generals were lost, including Cleburne. 'More Rebels died than Union soldiers sent to their deaths by Burnside at Fredericksburg, and almost as many as Grant had lost at Cold Harbor, where the forces were in far greater numbers.

DECEMBER 1, 1864 – UNION RETREAT TO NASHVILLE

The Union army started its retreat during the night, and by daybreak it was across the Harpeth River. The exhausted Union soldiers were for once not harassed during a grueling march, this one an 18-mile trek to Nashville. They were met by two newly arrived divisions under A.J. Smith, which brought the Union force now collected at Nashville to 35,000. The Confederates now only had about 21,000 infantry, but Hood was determined to not admit defeat and retreat south to safety, or to defend along the Harpeth River. He reasoned his best chance for victory was to advance to Nashville and entrench. He would await possible reinforcements, defeat the inevitable Union attack, and then be able to counterattack into Nashville. Therefore, Forrest started forward on this day and reached Brentwood (4910). Later in the day, Lee's and Stewart's corps started marching towards Nashville, while Cheatham's shattered corps continued to rest in Franklin.

DECEMBER 2-4, 1864 - BUILDUP AT NASHVILLE

On the 2nd, Hood sent Bate's division east towards Murfreesboro (5232) to destroy the rail line along the way. While the rest of the Confederate infantry assembled just south of Nashville, Bate discovered that Murfreesboro was well defended by a Union force under Milroy. Meanwhile, Thomas was preparing for an eventual attack against Hood, and Union infantry reinforcements were continuing to pour into Nashville. Thomas thought he already had enough infantry for an attack, but he wanted a strong cavalry force to help destroy the Rebels in their eventual retreat. Wilson's troops were all badly in need of refitting and remounts, so they were sent north for that purpose across the Cumberland River.

DECEMBER 5-6, 1864 - MURFREESBORO RAID & NASHVILLE ENTRENCHMENT

Hood dispatched Forrest with some additional infantry and most of his cavalry to advance to Murfreesboro and take command there. Bate and Forrest with the reinforcements joined forces at Smyrna (5523) the night of the 5th, and advanced to Murfreesboro on the 6th. The morning of the 7th, Milroy sortied from Murfreesboro with 3,100 of his total force of about 5,000. The two sides engaged near Overalls Creek (5129), and while some of the Confederate infantry were routed, Milroy pulled back to Murfreesboro. Bate was ordered to join Hood at Nashville; while Forrest with about 5,000 men, mostly cavalry, remained near Murfreesboro.

Meanwhile at Nashville, Hood set up a defensive line five miles long, but not long enough to reach the Cumberland River on either flank. On the east flank there was a gap of about two miles from the end of the line to the river, but it was not considered vulnerable due to a compressed area of maneuver. The west end of the line ended four miles from the river; and while it was picketed by Ector's small infantry brigade and by a cavalry brigade, it was weak due to the absence of Forrest and the rest of his cavalry. At this time the Union army was mostly waiting for Wilson's cavalrymen to finish refitting; they were expected back with remounts and ready for battle on about the 9th. But the overall commander of Union forces, Ulysses S. Grant, was tired of waiting for Thomas to attack, and on the 6th he issued Thomas a direct order to "attack Hood at once and wait no longer for a remount of your cavalry." Thomas replied at once and agreed to attack.

DECEMBER 7-14, 1864 - WINTER WEATHER

At this point, the weather immediately stalled the Union offensive. On the 7th a cold rain storm blew in which turned to snow on the 8th with the temperature down to 10 degrees F. On the 9th the temperature continued

to drop, reaching -6 degrees F. The frozen ground and bitter cold prevented any entrenching and made combat impossible. Although the extreme cold continued and thus prevented any offensive operations, Grant ran out of patience and on the 13th ordered John Logan to Nashville to relieve Thomas if the Union had not attacked. The extreme cold lifted on the afternoon of the 13th, the ice melted, and the Union prepared to attack on the 15th. Wilson's cavalry force was mostly remounted and back south across the Cumberland River, ready to participate in the offensive. However, Hood had sent Lyon's raiders towards Clarksville, Tennessee, so two of McCook's Union cavalry brigades, 3,000 men total, were sent on the 14th to chase Lyon.

DECEMBER 15, 1864 – THE BATTLE OF NASHVILLE, DAY 1

Thomas's plan was for an early morning engagement on the Rebel right (east) flank to pin those defenders and divert attention from the main thrust against the west flank. Steedman commanded the attackers in the east, with a large part of his force two brigades of United States Colored Troops (USCT). Steedman's division marched into a trap and was repulsed with heavy losses (300 men), and failed to cause Hood to reinforce his right flank.

Union operations on the west flank also started poorly. Johnson's cavalry division was supposed to push away the Confederate cavalry, but was blocked for hours by Union infantry in the way. Ector's Rebel brigade was also picketing out on this flank, and pulled back upon seeing the approaching Union forces. Johnson eventually got through to engage Chalmers's cavalry, which soon pulled back with their flank exposed by the withdrawal of Ector's brigade. The Union infantry force of three corps (Wood's, Smith's, and Schofield's) finally got into position in the early afternoon and rolled back the Confederate left flank. The Union main force had about 35,000 infantry and 6,000 cavalry, and in a few hours they overwhelmed the 5,000-man force of Stewart's corps that had dug in on that front.

Darkness halted the Union attack, and the Confederates were able to retreat and regroup. Of the eight Confederate infantry divisions (French's division had been merged into other units before the battle), only one-and-a-half had been badly hurt in the action on this first day. Therefore, instead of a full-scale retreat, Hood decided to fall back only about two miles and form a new line to accept battle the following day.

DECEMBER 16, 1864 – THE BATTLE OF NASHVILLE, DAY 2

Hood's new line was only about three miles long, stretching from the Granny White Pike (5108) to the Franklin Pike (5209), with both flanks refused, about five miles south of Nashville. Cheatham's corps was on the left, Stewart was in the middle, and Lee was on the right. The Union army initiated an artillery bombardment early in the morning, and it continued until the main battle started in the afternoon. Wilson's cavalry started the action and tried to turn the Confederate left, but were stalled by Smith's division. Then Union troops made several attacks on the Confederate right, but each was repulsed with increasing loss. However, these attacks caused Hood to move most of Smith's division over to the right. About 3 P.M. the main Union attacks started with Wood's IV Corps assaulting Peach Orchard Hill on the Confederate right flank. Wood was thrown back with heavy losses, but meanwhile Wilson was slowly enveloping the Confederate left flank that had been reduced in numbers. Then McArthur's division in Smith's corps took Compton's Hill on the Confederate left, and a general Union assault joined in. The Confederate position collapsed from left to right. Lee's corps and Chalmers' cavalry division were able to set up a block just north of Brentwood to keep the Confederate retreat from turning into a rout. In this rearguard action, Lee declared: "Rally, men, rally! For God's sake, rally! This is the place for brave men to die!" Union losses in the two-day battle were about 3,000 men. Confederate losses are not known, but there were 4,462 prisoners taken and 53 artillery pieces captured (about half the Confederate artillery).

DECEMBER 17, 1864 - RETREAT & PURSUIT

The night of the 16th, most of Hood's army retreated to Franklin. Lee's corps and the Confederate cavalry set up a block about halfway between Franklin and Brentwood, centered in Hollow Tree Gap (4410). They were joined by Buford's cavalry division, which had been sent by Forrest the evening of the 16th. Forrest, who was a few miles west of Murfreesboro, retreated with the rest of his force of cavalry, infantry, and wagons due south. Wilson began the

Union pursuit by sending Johnson's division across the Harpeth River west of Franklin, while most of the rest of the cavalry moved down the Franklin pike and engaged the Confederate rearguard. Lee and the cavalry fell back to Franklin after a few hours and managed to blow all the bridges. The Union cavalry was able to cross the river anyway at various locations and engaged the Confederate rearguard as it moved south from Franklin to Thompson's Station (3213). Meanwhile the main body of the Confederate infantry reached Spring Hill (2914) and bivouacked. The Union infantry reached the Harpeth opposite Franklin, but were unable to repair the bridges and had to wait for their pontoons to arrive.

December 18, 1864 – Hood's Retreat Continues

Wood's corps finally repaired a bridge at Franklin and started crossing the Harpeth the morning of the 18th. (The pontoons were still missing, having gone down the wrong road from Nashville.) Wood's troops marched to three miles south of Spring Hill and camped. Hood's main body was well ahead of Wood, marching to just north of the Duck River near Columbia. Cheatham's corps had become the rearguard and, with the Confederate cavalry, fought off attacks from Wilson, who then halted just south of Spring Hill to rest. In the afternoon, the Confederate rearguard pulled back south of the Rutherford, burned the bridges, and covered all the crossings.

December 19, 1864 – Rebels Back to Columbia

The Union forces moved south on the morning of the 19th but were halted by the swollen Rutherford. Cheatham and the Confederate cavalry, with Forrest leading them again, held off the Union all day while Hood crossed into Columbia with the wagons and most of the rest of the army. Union troops were not able to repair the bridges and their pontoons were still farther north, so the Confederates escaped unmolested.

December 20-22, 1864 – Union Stalled, Hood Escapes

Hood continued his retreat on the 20th from Columbia, marching to a few miles north of Pulaski (which is about 13 miles [12 hexes] south down the pike from Lynnville [0423]). His objective was to cross the Tennessee River using pontoons at Bainbridge, Alabama, about 64 miles southwest of Lynnville. Forrest was left behind in Columbia with all his cavalry and a reinforced infantry brigade under Walthall. Wood's IV Corps and Wilson's cavalry arrived across the river from Columbia late in the day on the 20th. With all the bridges blown and the river unfordable from the rain, the Union force had to wait for their pontoons to arrive, which they finally did on the 22nd. The Union got a bridge built in the early evening of the 22nd and started crossing the river into an empty Columbia. Forrest had abandoned the town earlier in the day, pulling back south to a few miles north of Lynnville.

December 23-24, 1864 – Forrest's Rear Guard

The Union infantry mostly finished crossing the Duck River early in the morning of the 23rd, but then waited for Wilson's cavalry to cross and lead the way south on the pike to Lynnville. The Union cavalry, assisted by Kimball's infantry division, engaged with Forrest's main force at a pass between Lynnville and Columbia, at approximately Cotton Gin (0721). Forrest held the Union back until dark and then retreated back to Lynnville, while the Union bivouacked in the pass. On the 24th, Forrest executed a surprise attack with his cavalry and sent the infantry under Walthall to dig at the crossings at Richland Creek (approximately 0125 and 0126, just off-map). The Rebel cavalry met Union cavalry on the pike north of Lynnville and conducted a fighting withdrawal all day until they met up with Walthall at Richland Creek late in the day. Union cavalry engaged along the creek, causing the Rebels to withdraw towards Pulaski after sundown.

December 25-28, 1864 – Epilogue

The campaign on the *Hood Strikes North* map was now over. Hood's army eventually crossed the Tennessee River at Bainbridge on a pontoon bridge on the 26th & 27th, and Forrest's rearguard crossed on the 28th. Hood's Tennessee campaign was a huge gamble that ended in disaster for his army, losing about 16,000 troops out of 33,000. The Union lost about 6,000 men, held Nashville, and shattered the Rebel army. The last offensive of the Confederacy was decisively defeated and in a few months the war was over.

Hood's soldiers symbolized the mood of the "Lost Cause" in the song they sung with both woe and elan during their retreat (sung to the tune of *The Yellow Rose of Texas*):

> *And now I'm going southward*
> *For my heart is full of woe*
> *I'm going back to Georgia*
> *To find my Uncle Joe [Johnston]*
> *You may talk about your Beauregard*
> *And sing of General Lee*
> *But the gallant Hood of Texas*
> *Played hell in Tennessee*

Map Gazetteer

By Joseph Balkoski

Rattlesnake Falls (0113): This scenic waterfall is part of the Bigby Creek watershed, a major tributary of the Duck River. It is an element of the central Tennessee geologic zone known as the Highland Rim, encompassing the rough, high-elevation terrain surrounding the lower, rolling pastureland of Maury and Williamson Counties.

Gordonsburg (0201): The first county seat of Lewis County, founded in 1843 and named in honor of the renowned western explorer Meriwether Lewis. Lewis was traveling north to Nashville on the Natchez Trace in October 1809 when he died at age 35, most likely from suicide. The site of his death and his gravesite are located just a few miles south of Gordonsburg.

Lynnville (0423): Founded in 1810 and christened as Lynnville in 1839, Lynnville was heavily damaged by Union troops in 1862. After the war, most residents resettled a mile to the east at Lynnville Station (0525). The town was eventually renamed Waco and is now much more modest than it was during the Civil War.

Natchez Trace (0501): Largely in disuse by the Civil War, the Natchez Trace was a trail established in 1801 by the authority of the U.S. government to facilitate trade between Ohio, Cumberland, and Tennessee River settlements with Mississippi River delta markets. During the War of 1812, the Trace was a pivotal route used by U.S. troops moving between Tennessee and Louisiana.
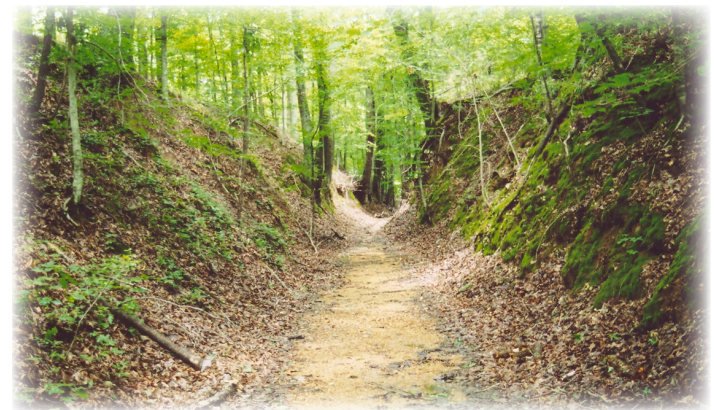
Lynnville Station (0525): Lynnville Station was one of many new depots constructed on the Nashville and Decatur Railroad, which was completed just prior to the Civil War. After the war, the burgeoning settlement around the station was rechristened New Lynnville, and eventually simply Lynnville.

Mt. Pleasant (0711): Incorporated as a town in 1824, Mt. Pleasant was the birthplace of Sam Watkins, author of the classic Civil War memoir *Company Aytch, A Sideshow of the Big Show*, which has been defined as "one of the greatest memoirs ever written by a soldier in the field."

Ashwood Hall (1211): Built in 1837 by Leonidas Polk, then rector of St. Peter's Church in nearby Columbia, and future Confederate Army general. Polk was rumored to hold more slaves than anyone else in Maury County. Ashwood Hall was destroyed by fire in 1874.

St. John's Church (1212): The oldest church in Maury County, St. John's was built under the direction of Leonidas Polk following the construction of his nearby home, Ashwood. Polk himself was buried here in 1864 following his death during the Atlanta campaign, although his remains were removed to Louisiana in 1945. Similarly, upon his death at Franklin on November 30, 1864, Gen. Patrick Cleburne was buried here, but six years later his remains were transferred to Arkansas. Many of Polk's slaves are buried in the St. John's cemetery.

Zion Church (1311): Settlers from the Carolinas, including future U.S. president James Polk, established a devout Zion Presbyterian community in this vicinity in the early 19th century. The original Zion church was replaced in 1849 with a more permanent brick structure, which still stands.

Pillow Plantations (1313 and adjacent hexes): Three Pillow family plantations were constructed in this area, all of which still stand. The first, Clifton Place (1313), was built in 1838 for Gideon Pillow, a future general in the Confederate Army. Pillow Place (also known as Rose Hill, 1314, dating to 1852) and Bethel House (1213, dating to 1855) were built for Gideon's brothers Granville and Jerome Bonaparte. All three were designed by the same architect, Nathan Vaught.

Williamsport (1505): This village was laid out in 1817 at the site of a Duck River ferry owned by Edward Williams.

Ft. Mizner (1714): A small stone fort built in 1862 by Union troops under the command of Col. Henry Mizner. By 1864, the fort formed the central part of a trench line dug northwest of Columbia to protect the Nashville and Decatur Railroad bridge spanning the Duck River.

Columbia (1715): Columbia, the Maury County seat of government, was laid out in 1808, just a year after the establishment of the county. Among the notable lawyers who practiced in Columbia was future president James Polk, whose 1816 home still stands.

Lewisburg (1730): Named after the explorer of the Louisiana Territory, Meriwether Lewis. Lewisburg was laid out in 1836 as the governmental seat of the newly established Marshall County.

Annoatuck (1814): A local Indian word for "windy hill," the Annoatuck plantation house was built in 1818 by Nathan Vaught, who would later design the three Pillow mansions southwest of Columbia. It was torn down in 1991.

Santa Fe (2107): This village is said to be one of the oldest white settlements in Maury County, dating to the first years of the 19th century.

Kinderhook (2202): Founded in 1805 and also known in the 19th century as Lodibar, Kinderhook was a rest stop on the Natchez Trace, with several taverns and inns.

Rippavilla (2714): Built in 1855 by Nathaniel Cheairs in the popular Greek Revival style, defined by its ornate Ionic columns, troops of both armies passed close by Rippavilla on November 29, 1864, during the Union army's escape from Columbia to Franklin via Spring Hill. The following morning, an angry Hood met with his generals at Rippavilla prior to the Battle of Franklin. The house still stands.

Oaklawn (2715): Constructed in 1835, Army of Tennessee commander Gen. John Bell Hood used Oaklawn as his headquarters during the Rebels' bungled effort to block the Union army's retreat from Columbia to Franklin on November 29, 1864. Oaklawn was restored in the 1950s and for a time became the home of the renowned country singer Tammy Wynette.

M. Cheairs (2814): This 1850s Greek Revival home was built by Martin Cheairs, brother of Nathaniel, owner of nearby Rippavilla. The commander of the Union army's IV Corps, Maj. Gen. David Stanley, used the house as headquarters during the retreat to Franklin on November 29, 1864. On May 7, 1863, Confederate Gen. Earl Van Dorn was shot and killed in the house by a local physician, whose wife had been having an affair with Van Dorn.

Spring Hill (2914): Founded in 1809, Spring Hill was one of the first white settlements in Maury County. From 1830 to 1837, Jackson College (originally known as the Manual of Labor Academy) operated in Spring Hill before moving to Columbia. Enrolled students were required to perform manual labor several hours per day.

Chapel Hill (3027): Chapel Hill was settled in 1808 by families from the Chapel Hill area of North Carolina. William Forrest, a North Carolina blacksmith, moved to Chapel Hill in 1815, and six years later his son, Nathan Bedford Forrest, was born in a nearby log cabin on July 13, 1821. That cabin, situated on the game map in hex 2925, still stands.

Thompson's Station (3213): This depot was constructed in August 1855 as an important stop on the new Nashville and Decatur Railroad. On March 5, 1863, Confederate General Earl Van Dorn, captured 2,000 Union troops under the command of Col. John Coburn in a small engagement about one-half mile northeast of Thompson's Station.

Hillsboro (3406): Also known as Leiper's Fork—there was another village named Hillsboro in Tennessee—this early-19th century settlement was a common stopover for Natchez Trace travelers.

Peytonsville (3818): Before the Civil War, Peytonsville was known as Snatchett, or according to some sources simply Snatch. Legend has it that the name originated when an early settler snatched ten dollars from the hands of a man who was delinquent in paying off his debts.

Carter (3911): This brick house stood just behind the central point in the Union line at the November 30, 1864, Battle of Franklin. It was built in 1830 by Fountain Branch Carter, who still lived in the house 34 years later at the time of the battle. Carter's 24-year-old son Tod, who served in a Confederate infantry brigade, was mortally wounded in the fighting and died two days later in the house in which he was raised.
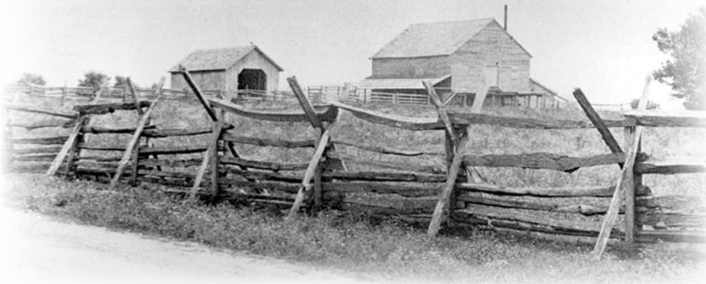
McGavock (3912): This house, known as "Carnton," was constructed in 1826 by the former mayor of Nashville, Randal McGavock. The house was behind Confederate lines during the November 30, 1864, Battle of Franklin, and served as a hospital during and after the fighting. Four Confederate generals killed in the battle, among them Maj. Gen. Patrick Cleburne, were laid out on the back porch of the house prior to their burial.

Franklin (4010): Upon the establishment of Williamson County in 1799, a new town, consisting of about 200 lots, was laid out south of the Harpeth River as the county seat and named after Benjamin Franklin. Franklin was under continuous Union occupation from June 1862 until December 1, 1864, when Hood's battered Army of Tennessee entered the town following the Battle of Franklin.

Ft. Granger (4111): Fort Granger was constructed by Union troops in early 1863 on high ground just north of the Harpeth River. A Union artillery battery in Fort Granger was able to carry out long-range fire against the right flank of Hood's Rebels during their assault against the Union line at Franklin in the November 30, 1864, battle.

Hollow Tree Gap (4410): Also known locally as Holly Tree Gap, Confederates under Lt. Gen. S.D. Lee fought a rearguard action here on December 17, 1864, during the Army of Tennessee's retreat after its defeat at the Battle of Nashville.

Beechville (4606): This village, established in the last years of the 18th century, was one of the northernmost stopovers on the Natchez Trace.

Brentwood (4910): On March 25, 1863, the renowned Confederate cavalry leader Nathan Bedford Forrest led a raid across the Harpeth River against a Union garrison of two infantry regiments in Brentwood. More than 500 Federal troops were captured along with a large number of wagons, horses, and mules. A Union cavalry force dispatched from Franklin failed to catch Forrest, who successfully escaped southward across the Harpeth and soon reentered Confederate lines at Spring Hill.

Nolensville (4918): Nolensville was established by Revolutionary War veterans in the late 18th century. The pike connecting Nolensville to Nashville was completed in the early 1840s.

Battle of Stones River (5131, 5230, 5331): On December 26, 1862, the Union Army of the Cumberland, under the command of Maj. Gen. William Rosecrans, advanced southward from Nashville to confront the Rebel army under Gen. Braxton Bragg entrenched in and around Murfreesboro. The Battle of Stones River was fought here on December 31, 1862, and January 2, 1863, ending in Union possession of the field and eventual occupation of Murfreesboro.

Fortress Rosecrans (5131, 5231): One of the largest single fort complexes built during the Civil War, Union troops began constructing Fortress Rosecrans in the aftermath of the Battle of Stones River to protect the Nashville and Chattanooga Railroad and to provide a secure logistical base for future operations in southern Tennessee and northern Georgia.

Murfreesboro (5232): Founded in 1811 as the seat of government for Rutherford County, Murfreesboro also served as capital of Tennessee from 1818 to 1826. From January 5, 1863, three days after the Battle of Stones River, to the end of the Civil War in April 1865, the Union army held Murfreesboro, although on December 7, 1864, elements of Forrest's cavalry penetrated into Murfreesboro and engaged Union forces in the town for a few hours.

Nashville Forts (5507-5807): Following the Union occupation of Nashville on February 25, 1862—which was successfully maintained throughout the remainder of the Civil War—Federal troops laid out a plan for fortifying the city. Nearly three years later, when Hood's army commenced its invasion of central Tennessee in November 1864, Nashville had become one of the most heavily fortified cities in America. According to Maj. Gen. William Rosecrans. Thomas's predecessor in command of the Army of the Cumberland, "Nashville was girdled with a waist of formidable fortifications and encircled by a zone of warlike camps. Its proud Capitol, graceful and beautiful, upon the crown of a rocky hill, was a castle frowning with great guns on its battlements and bristling with glittering bayonets. The streets were barricaded with cotton and earthen parapets." The most impressive fortification, erected at the summit of St. Cloud Hill just south of the city, was Fort Negley, the largest non-coastal fort constructed from stone during the Civil War.

Smyrna (5523): In January 1942, the U.S. War Department established Smyrna Army Airfield just north of Smyrna. It was the major training center for pilots of B-17 Fortress and B-24 Liberator bombers during World War II.

Hyde's Ferry (5603): One of the main Cumberland River crossing sites in the Nashville environs, this ferry was established by Richard Hyde in the mid-19th century.

Tennessee Insane Asylum (5611): The government of Tennessee established this asylum in 1832, and it moved to this location in 1851. It operated here until 1995, and the original buildings were torn down four years later, replaced eventually by a computer assembly plant.

Nashville (5706, 5707): Founded in 1779, Nashville became the governmental seat of Davidson County in 1806 and the capital of Tennessee

in 1826, replacing nearby Murfreesboro. On April 17, 1861, Tennessee Governor Isham Harris responded to President Lincoln's call for troops to suppress the southern rebellion by stating in Nashville: "Tennessee will not furnish a single man for purposes of coercion, but 50,000 is necessary for the defense of our rights and those of our Southern brothers." Tennessee seceded from the Union on May 6. Less than ten months later, however, Union troops occupied Nashville and held it for the remainder of the Civil War. President Lincoln appointed Senator (and future president) Andrew Johnson as Military Governor of Tennessee in March 1862. For the next three years, Johnson resided in Nashville, striving to establish a pro-Union government in Tennessee. Nashville's population of 17,000 in 1860 did not even place it in the top fifty cities in the United States measured by their number of residents.

Olivet Cemetery (5808): Established in 1856, in the years immediately following the Civil War, Olivet Cemetery created a "Confederate Circle" as the final resting place for hundreds of southerners killed on nearby battlefields. Benjamin Cheatham, one of Hood's three corps commanders in the Army of Tennessee, and William Bate, one of Cheatham's division commanders and a future governor of Tennessee, were buried here.

DESIGNERS' NOTES

By Joseph Balkoski

The *Great Campaigns of the Civil War* is entering its fourth decade. When I first began the *GCACW* design with *Stonewall Jackson's Way* in 1991, I never imagined that its loyal followers would over the next thirty years enthusiastically support a 12-game series—so far—that covers almost every major American Civil War campaign. So my profound thanks goes out not only to the thousands of players who have sustained the series over the years, but also to my fellow designers—primarily Ed Beach and Chris Withers-- who immersed themselves in meticulous Civil War research and gained an unsurpassed expertise in the game system, carrying the GCACW flag for years while I was drawn away by my all-consuming job. Also, the superb boardgame artist Charlie Kibler, who, in what now seems like a different epoch, hand-painted the *Stonewall Jackson's Way* map with watercolors thirty years ago, is still creating our beautiful *GCACW* maps—to be sure, with computers rather than with watercolors. *GCACW* could never have endured without such a strong sense of community, and for that I am not only deeply grateful, but also confident that the series will remain vibrant for many years to come.

As the old saying goes, practice makes perfect. With *Hood Strikes North*, our twelfth *GCACW* series game, we have sharpened the standard rules based on extensive play experience, introduced new concepts peculiar to the 1864 Tennessee campaign, and finely balanced scenarios for competitive play thanks to lengthy testing by expert players on the amazing VASSAL platform.

But *Hood Strikes North* presented some unique challenges. From a personal standpoint, a formidable challenge struck me on the first day I jumped into the design: I had not created a board wargame, *GCACW* or otherwise, for twenty years—not since *On to Richmond* in 1998, in fact. Fortunately, as I happily learned, game design experience of a quarter-century in duration is pretty difficult to forget, and the process of rekindling the research and design skills needed to create a new *GCACW* game was effortless.

A much more arduous challenge was balancing the *Hood Strikes North* design so that it was simple enough to attract newcomers to the system, but also preserved its appeal to *GCACW* devotees, allowing all levels of gamers to experience this unusual campaign from the series' unique operational perspective. From the beginning, we resolved to maintain a minimal design approach in terms of play space, counter density, and special rules; and to allow players to complete scenarios, from the simplest to the most advanced, in a relatively short time. Every previous game in the *GCACW* series has featured multiple maps, save one. (That one—*Stonewall's Last Battle*—is a special case because it uses an existing map from an earlier game.) But an essential requirement in *Hood Strikes North* was to depict the Confederates' 1864 Tennessee offensive on only a single map—a tough condition to fulfill, but one that was achieved by manipulating the map orientation and play area so that it included virtually every key site in the region where significant combat occurred during the campaign. And due to the comparatively small size of the armies—Union troops at their peak numbered little more than 50,000, and the Rebels much

fewer than that—even a single map leaves plenty of maneuver room. Finally, our effort to keep *Hood Strikes North* players focused on maneuver and battle rather than on logistics led to the decision to abstract supply rules as much as possible.

I sincerely wish you derive not only many hours of gaming enjoyment from *Hood Strikes North*, but also discover the rich history of this unusual and often overlooked military campaign. If you're new to *GCACW*, we hope we've hooked you for good and welcome you into the family; if you're already an aficionado of the series, we thank you for your support over the years and hope your exploration of Hood's 1864 Tennessee campaign, as you experience it through the game, is lively and enjoyable. Either way—you can count on more *GCACW* products soon. We're already working on them. Thanks, and take care.

By Chris Withers

I started designing *GCACW* scenarios in 1999, and continued until now, working with Ed Beach and Mike Belles. *HSN* was my first chance to work with Joe Balkoski in depth, and it has been quite a pleasure. After Joe created the maps and did the initial research, we shared the writing of the rules and designing the scenarios. We quickly discovered that we had the same philosophy on the balance between simplicity and quantity of rules. Especially for *HSN* we wanted to keep the campaign rules as limited as possible because the module was designed from the start as one that players new to the system could enjoy without getting overwhelmed with supply and other advanced rules. Joe, Ed, and I are extremely happy with the resultant basic game scenarios and campaign that are fun to play, historical, balanced, and provide good variability and depth for alternate strategies.

As a final note we would like to especially thank our lead playtesters who tested the scenarios relentlessly with us. Justin Rice quickly got us going with a VASSAL version, without which we would have been completely stalled. Niall Taylor and Steve Likevich did retest after retest with us so we could get the scenarios balanced. Our Spanish contingent lead by Alberto Romero and Juan Caballero played 8 campaigns in 4 months to really help us get an alternative view on a few rules issues and to tighten up the balance. Alberto also created a slick VASSAL version for playtesting. All of us designers were pleased to meet him at the 2020 MMP convention, which we heartily recommend as an excellent time for gaming and meeting *GCACW* players

HOOD STRIKES NORTH CREDITS