

# THE SPRING HILL TRAP

An  
ALTAR of FREEDOM  
Scenario

VOL. III--No.1

WEDNESDAY, NOVEMBER 30, 1864

PRICE ONE DOLLAR

## WILL SCHOFIELD SURRENDER?

"The best move in my career as a soldier,  
I was thus destined to behold  
come to naught."

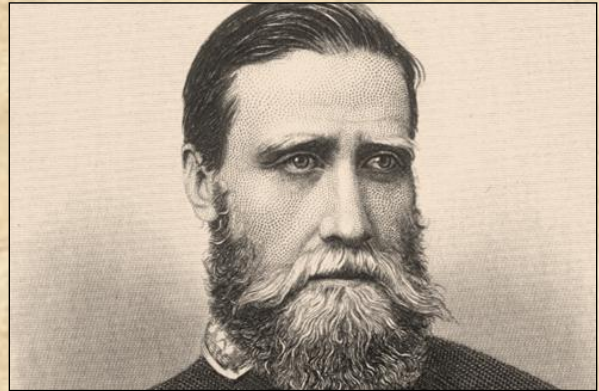
--General John B. Hod

### BACKGROUND

Of the many missed opportunities of the Civil War, the Battle of Spring Hill is often ranked among the greatest. Miscommunication, a lack of initiative, and downright bad luck conspired to spoil John B. Hood's incredible chance to bag a small Union army at Spring Hill.

After the loss of Atlanta, Hood envisioned a fanciful campaign to cut Sherman's supply lines and recapture Tennessee. In late November, the tattered remnants of the Confederate army marched toward Columbia and began crossing the Duck River. Two Union armies operated in the region: Schofield at Columbia and Thomas at Nashville. Hood's plan was to cut between them and defeat each in detail. Hard marching by Hood and indecision by Schofield nearly allowed this daring plan to succeed.

On November 29, Hood's leading elements were ready to cut Schofield's line of retreat toward Franklin by taking the turnpike below Spring Hill. But the coming darkness and confusing orders left the turnpike in Federal hands just long enough for Schofield to slip by the rebels with a forced night march. But what if Hood's men had actually cut the turnpike? What if, on the morning of November 30, Schofield was forced into a battle that he feared might result in the loss of his army?



### SCENARIO SIZE

Spring Hill is a *small* scenario for 2-3 players.

### GAME LENGTH

6:00am until 2:00pm (7 TURNS), or until one army quits the field. Players should use a D10 turn clock.

### UNION VICTORY OBJECTIVES

Earn a Major Victory if you prevent Confederate victory and control both road exits at A2 and B1. Earn a Minor Victory if you control just one road exit. The Union army is steady with a breakpoint of 5.

### CONFEDERATE VICTORY OBJECTIVES

Break the enemy army or end the scenario in control of both road exits and the town of Spring Hill. The Confederate army is weary with a breakpoint of 6.

### SOURCE MATERIAL

--James McDonough, *Five Tragic Hours* (1983)

--Wiley Sword, *The Confederacy's Last Hurrah* (1992)

## SPECIAL RULES

(1) Schofield was very concerned about his army's cumbersome, 800-wagon baggage train. The Union player should deploy two HQ-sized elements, labeled as "baggage train," in the town of Spring Hill. These elements may be moved up to 4" as part of the end-of-turn sequence for free. But baggage may only move on the roads and is captured if engaged in combat. Each lost baggage element counts against the Union army break point. Trains may not exit the table.

(2) Many of Schofield's men had been constructing hasty earthworks at night, in case of a rebel attack. Any brigade in Wagner's division may begin the game entrenched behind +1 earthworks.

## TERRAIN NOTES

All woods, streams, and the town of Spring Hill are considered rough going. Other farmsteads have no terrain effect--they are strictly for historical reference.

## ORDER OF BATTLE NOTES

One of Hood's corps, under Stephen D. Lee, was shadowing Schofield's withdraw from Columbia. They did not arrive near Spring Hill until almost noon and the end of this scenario represents the point at which Lee's full corps would have arrived in the Federal rear. Part of Forrest's cavalry corps had effectively driven off Wilson's Federal cavalry. At the time of this engagement Wilson is screened off, miles to the north and unable to assist.

Average brigade strength was 1,000 men. A base of artillery represents 12-24 guns.

## DEPLOYMENT NOTES

The Confederate army OOB includes an "unattached brigade." Unattached brigades may be formally assigned to any division during deployment or left unattached. If unattached, they can only be maneuvered by spending individual Priority Points at the end of each turn.

## DEPLOYMENT NOTES

*Altar of Freedom* scenarios allow for wide latitudes in deployment, instead of forcing players to match the exact deployment of their historical counterparts. If you want to replicate the precise historical deployment, refer to any of the listed sources or search online. Such information is widely available.

## UNION DEPLOYMENT

The Union player deploys first in Stanley & Wagner's division in Spring Hill at grid sector B2. The rest of the Union army arrives from the turnpike, entering on the first turn of the game.

## REINFORCEMENT SCHEDULE

*A maximum of two Federal divisions arrive up the turnpike and enter the table each turn. The Federal player may choose the order.*

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## CONFEDERATE DEPLOYMENT

The Confederate players deploys second, with Forrest in D 1-2, Stewart in D 2-3, and Cheatham in anywhere in grid sectors A-C 4. Johnston's Division of Lee's Corps begins in B-D6.

## REINFORCEMENT SCHEDULE

*None.*



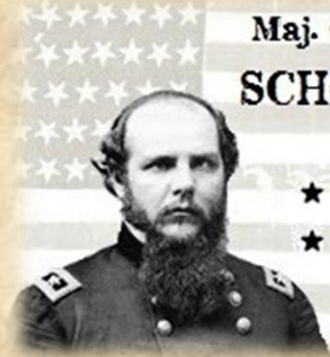
# BATTLEFIELD MAP

Spring Hill should be played on a 6' x 4' table, where 1" = 150 yards.



# FEDERAL ORDER OF BATTLE

The Army of the Ohio

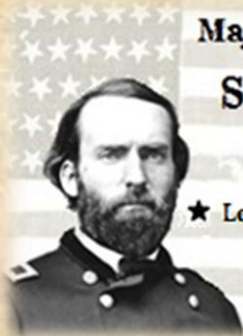


**Maj. Gen. John  
SCHOFIELD**

- ★ Unflappable
- ★ Cautious

**5**

## IV CORPS



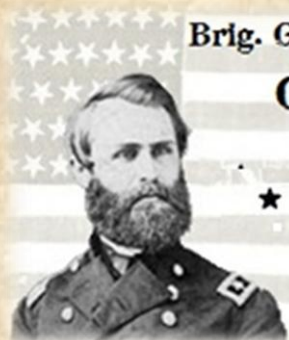
**Maj. Gen. David  
STANLEY**

- ★ Leads from the Front

**7**

Wagner's Division		Kimball's Division		Wood's Division	
Opdycke	+1	Kirby	+0	Streight	+0
Lane	+2	Whitaker	+1	Post	+2
Conrad	+2	Grose	+1	Knefler	+0
Bridges (art.)	+0			Marshall (art.)	+0
Zeigler (art.)	+0				

## XXIII CORPS



**Brig. Gen. Jacob  
COX**

- ★ Energetic

**7**

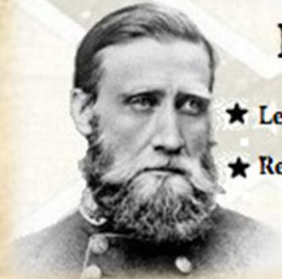
Ruger's Division		Reilly's Division	
Moore	+2	Sterl	+1
Strickland	+1	Casement	+1
		Stiles	+2
Harvey (art.)	+0	Cockerill (art.)	+0



# CONFEDERATE ORDER OF BATTLE

## The Army of Tennessee

**Gen. John B. HOOD**



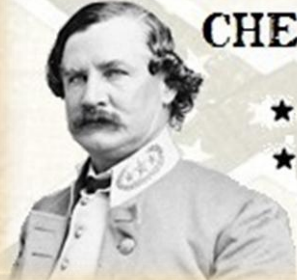
- ★ Leads from the Rear
- ★ Reckless Attacker

**5**

Johnson's Division	[unattached]
Deas -1	Morton (art.) +0
Manigault +0	
Sharp -1	
Brantley -2	

### CHEATHAM'S CORPS

**Maj. Gen. Benjamin CHEATHAM**




- ★ Inept
- ★ Unreliable

**6**

Cleburne's Division	Brown's Division	Bate's Division
Lowrey +0	Gist -1	Smith -1
Govan -1	Carter -2	Bullock -2
Gransbury -1	Strahl -1	Jackson -1
	Gordon -1	

### STEWART'S CORPS

**Lt. Gen. Alexander STEWART**



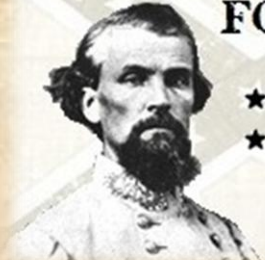
- ★ Hesitant

**?**

Loring's Division	French's Division	Walthall's Division
Featherston +0	Coleman -1	Quarles +0
Adams -1	Cockerell -1	Reynolds -1
Scott -1	Sears +0	Shelley -1

### FORREST'S CORPS

**Maj. Gen. Nathan B. FORREST**



- ★ Revered
- ★ Shrewd Tactician

**7**

Chalmers's Division	Jackson's Division
Rucker (cav.) +0	Armstrong (cav.) +2
Biffle (cav.) -3	Ross (cav.) -1

## SCENARIO BASE LABELS

<b>SCHOFIELD</b> Army General	<b>ARMY HQ</b> Schofield	<b>STANLEY</b> IV Corps General	<b>IV CORPS HQ</b> Stanley	<b>KIRBY</b> [+0] Kimball's Div.
fold here	fold here	fold here	fold here	fold here

<b>WHITAKER</b> [+1] Kimball's Div.	<b>GROSE</b> [+1] Kimball's Div.	<b>OPDYCKE</b> [+1] Wagner's Div.	<b>LANE</b> [+2] Wagner's Div.	<b>CONRAD</b> [+2] Wagner's Div.
fold here	fold here	fold here	fold here	fold here

<b>STREIGHT</b> [+0] Wood's Div.	<b>POST</b> [+2] Wood's Div.	<b>KNEFLER</b> [+0] Wood's Div.	<b>ARTILLERY</b> [+0] IV Corps	<b>ARTILLERY</b> [+0] IV Corps
fold here	fold here	fold here	fold here	fold here

<b>ARTILLERY</b> [+0] IV Corps	<b>COX</b> XXIII Corps General	<b>XXIII CORPS HQ</b> Cox	<b>MOORE</b> [+2] Ruger's Div.	<b>STRICKLAND</b> [+1] Ruger's Div.
fold here	fold here	fold here	fold here	fold here

<b>ARTILLERY</b> [+0] Ruger's Div.	<b>STERL</b> [+1] Reilly's Div.	<b>CASEMENT</b> [+1] Reilly's Div.	<b>STILES</b> [+2] Reilly's Div.	<b>ARTILLERY</b> [+0] Reilly's Div.
fold here	fold here	fold here	fold here	fold here

## SCENARIO BASE LABELS

<b>HOOD</b> Army General	<b>ARMY HQ</b> Hood	<b>CHEATHAM</b> Left Wing Gen.	<b>LEFT WING HQ</b> CHEATHAM	<b>LOWREY</b> [+0] Cleburne's Div.
fold here	fold here	fold here	fold here	fold here
<b>GOVAN</b> [-1] Cleburne's Div.	<b>GRANSBURY</b> [-1] Cleburne's Div.	<b>GIST</b> [-1] Brown's Div.	<b>CARTER</b> [-2] Brown's Div.	<b>STRAHL</b> [-1] Brown's Div.
fold here	fold here	fold here	fold here	fold here
<b>GORDON</b> [-1] Brown's Div.	<b>SMITH</b> [-1] Bate's Div.	<b>BULLOCK</b> [-2] Bate's Div.	<b>JACKSON</b> [-1] Bate's Div.	<b>STEWART</b> Right Wing Gen.
fold here	fold here	fold here	fold here	fold here
<b>RIGHT WING HQ</b> Stewart	<b>FEATHERSTON</b> [+0] Loring's Div.	<b>ADAMS</b> [-1] Loring's Div.	<b>SCOTT</b> [-1] Loring's Div.	<b>COLEMAN</b> [-1] French's Div.
fold here	fold here	fold here	fold here	fold here
<b>COCKERELL</b> [-1] French's Div.	<b>SEARS</b> [+0] French's Div.	<b>QUARLES</b> [+0] Walthall's Div.	<b>REYNOLDS</b> [-1] Walthall's Div.	<b>SHELLEY</b> [-1] Walthall's Div.
fold here	fold here	fold here	fold here	fold here
<b>DEAS</b> [-1] Johnson's Div.	<b>MANIGAULT</b> [+0] Johnson's Div.	<b>SHARP</b> [-1] Johnson's Div.	<b>BRANTLEY</b> [-2] Johnson's Div.	<b>MORTON</b> [+0]
fold here	fold here	fold here	fold here	fold here
<b>FORREST</b> Cav. Corps Gen.	<b>CAV. CORPS HQ</b> Forrest	<b>RUCKER</b> [+0] Chalmers' Div.	<b>BIFFLE</b> [-3] Chalmers' Div.	<b>ARMSTRONG</b> [+2] Jackson's Div.
fold here	fold here	fold here	fold here	fold here
<b>ROSS</b> [-1] Jackson's Div.				
fold here	fold here	fold here	fold here	fold here