

Campaign Franklin Notes

By
Richard Walker

As the state with the second largest number of battles fought, Tennesseans proudly exhibit their place in history by actively recreating and preserving it. Back in the Fall of 1995, I had the pleasure of witnessing a massive Civil War recreation of Hood's campaign through Tennessee in the fall and winter of 1864. If memory serves me correctly, it was the second largest recreation (in terms of soldiers present) of a Civil War battle. But in fact, wasn't just recreating a single battle, but three. The game you have purchased, will not only allow you to recreate these same three battles; Spring Hill, Franklin, and Nashville, but also includes a *what if* Battle of Columbia, and the smaller and lesser known battles of Overall's Creek and Travelers Rest.



Project Research

As always, a John Tiller game requires a great amount of research. And *Campaign Franklin* was no exception. By far, the greatest resource available to any Civil War buff, whether he be an historian, museum curator, or game designer is the *War of Rebellion: Official Records of the Union and Confederate Armies*. * More commonly referred to as simply, the OR. Fortunately for myself, the OR has been reproduced onto a CD. It's easy to use, just type in *Battle of Franklin* and you're off. Of the 128 volumes that make up the OR, my research only required the reading of two, volumes 93 and 94. Most of the information required was found in these two books.

But as any good historian knows, relying on a single source for information is a grave mistake. So I utilized a great many other sources. One in particular needs special mentioning. Wiley Sword's *Embrace an angry Wind*, first printed in 1994. But if you wish to buy a copy of it, look for it under the new name, *The Confederacy's Last Hurrah*. I don't want to take this space to give you a complete review of Sword's book, but suffice it to say that if your interested in the Battles of Spring Hill, Franklin, and Nashville, this is a must book. Other useful books include:

The Official Military Atlas of the Civil War, Major G.B. Davis*

A Compendium of the War of the Rebellion by Frederick H. Dyer

Battles and Leaders of the Civil War, Vol IV. Printed by Castle*

Company Actyh, by Sam Watkins*

Civil War Tennessee, by Thomas Connelly

Five Tragic Hours: The Battle of Franklin, by James McDonough and Thomas Connelly

The Battle of Franklin, Jacob Cox

The Decisive Battle of Nashville, by Stanley F. Horn

That Devil Forrest, John Allan Wyeth

The Gallant Hood, John Dyer

The Spring Hill Legend, Stanley F. Horn

Under the Old Flag, James Wilson*

*-primary sources

In addition to the above selected list of books, I would like to mention several individuals that also contributed to the research effort, Lee Quantrell and Brett Schulte. Brett actually emailed every contact person for each regiment. Not all replied, but the ones that did were very helpful. Both also were critical in the playtesting assignment. I further discuss this part of the project a little later. Another individual that needs special mentioning is Thomas Cartwright. He currently serves

as the curator of the Carter House. I visited him early in the project and made several phone calls that were very informative in nature. He provided me with detailed maps and showed great eagerness to provide the necessary help. Many other individuals also contributed to this effort and I am thankful to all who freely gave their input and knowledge



The Order of Battle(s)

One of the most important aspects of any endeavor of this kind is creating an historical *Order of Battle*, or OOB. This game actually has a total of 5 OOBs. If you are the grognard type and print off these OOBs, you may be a bit confused. Every effort has been taken to ensure that each OOB is as historically correct as possible. However, I will explain where you might see some differences. There are 3 major and two minor OOBs, The major ones include: Nov. 29th, Dec 15th, and Nashville (a). In these, you may notice that the OOBs aren't 100 percent historical in terms of the actual regimental consolidations used, but are historical at the Brigade level or higher.

Some OOBs have leaders that are listed first, but in fact, the second in

commands take the field. This allows dead leaders to be replaced in the stand-alone scenarios. For example, in the Dec15th OOB you may notice that General Stanley still commands the 4th Army Corps, but if you open the scenario, you'll see that Woods is actually in charge and Stanley is not present. Some regiments were consolidated in an effort to avoid, as in the case of several confederate regiments, excessively small units that would either rout too easily or be overwhelmed on first contact. Sometimes, playability had to take priority. Also, each organization had to be arranged the same in order to implement the campaign feature of the game. If they were not the same, the computer would not be able to keep track of units for each sequence of the campaign as it progressed.

The Nashville(a) OOB is unique. None of the scenarios that utilize that OOB are apart of the campaign feature and therefore could break some of the rules. The premise of that OOB is to provide several scenarios (c,r,s) that assume a timid General Thomas and therefore, no battles were fought previous to Nashville. These three scenarios have each army at nearly full strength and provide the ultimate battle with Confederate General Hood commanding, not a weakened army, but an army ready for battle. I hope you have fun with it.

The minor OOBs include, Traveler's Rest, and Overall's Creek. Some of these units are unique to either of those two battles and required their own OOB.



Playtesting

Since I started this project in 1999, I have had several individuals help with playtesting. Some were able to play test for extended periods and others were not. But each scenario is play tested to provide an accurate picture of how these games will ultimately be finalized. I have tried to make each scenario winnable for each side. This can sometimes be a difficult task. Especially, when you consider the historical chances General John Bell Hood had of crushing General Thomas' army in and around Nashville. Generously stated, they were slight. But as I'm sure you're aware by now, this game incorporates many *What If* scenarios, and provides equal chances for both sides to share the glory and spoils of victory.

My Playtesters: Tom Barkley, Lee Quantrell, Brett Schulte, Jim Thomas, Andrew Wagenhoffer, and Mark Adams



Artificial Intelligence (A/I)

Nearly all war games give the player an option to play against the AI. And nearly all far short of being considered *real* competition. Unlike chess, which has a limited and well defined playing field with limited and well defined units, complex war games such as this one, is difficult to achieve an artificial intelligence that will be both challenging and unpredictable. John Tiller has programmed into this game a system that allows the AI to be either scripted or dynamic. A scripted AI refers to a system that allows a human designer to map out each units movements up to the point that enemy contact is made. You can script a unit to go from point A to point B at a certain time and on a certain date. If enemy contact is made, the AI will still try to make point B, but will engage the enemy until a pathway is clear for continued movement.

The designer can tell units to be in attack mode or defense mode. These different modes will affect how the units approach their destinations. You can read about how scripting is accomplished by reading the *scenario editor help notes*. Another form of AI is the dynamic method. Using this system, the designer does not need to script any units, rather a simple number system tells the AI what kind of

strategy it will need to adopt. Will it be offensive or defensive, extreme or normal? Of the two mentioned AI systems, the scripted system, will in most cases, provide the most challenging scenario to the human opponent. The trick is, anticipating future enemy movements. In most cases, this isn't as difficult as it sounds. However, it must be stated that some scenarios will have one side or the other that is easier to script and therefore should be more challenging if played against that side. Put simply, it is easier to script a strong attack then trying to anticipate an attack and make the proper scripting for a strong defense. Some scenarios will state this fact in their descriptions. AI has come along way, but in the end, the best game will be played against a competent human opponent.

Strategy Tips

Campaign Franklin is unique in a number of ways. Not the least of which is the fact the in the beginning of the campaign the Confederates are undoubtedly the invader, albeit, of their own territory. But following the Battle of Franklin and Hood's persistence in continuing the march towards Nashville, the Union forces will soon take the offensive and attempt the inevitable final punch.

One important fact that must always be remembered, is the notion that this is a campaign, and not a series of stand alone battles (however, each battle may be fought as a stand alone battle without attempting the campaign). After each battle, your loses will carry over to the next phase of the campaign. So, a well fought campaign can find General Thomas in a much weaker state then was the historical reality. Imagine, a brilliant Confederate victory early in the campaign, with much higher Union loses and lower Confederate loses, victory at Nashville may yet become a southern dream come true.

So as a Confederate commander, conserve your strength and especially your cavalry. Your cavalry can make or break you. Don't send them head long into a copy cat of Marshal Ney's unsupported cavalry charge. Use them as hit a run flankers. Never, if possible, dismount them. They're cavalry after all! If you can time your attack carefully and get in the enemies rear or flank, a melee will almost always result in massive casualties for your foes. But be mindful of the fact that their may be enemy cavalry lurking not far away.. What you can do to them can be done to you. Before making an attack, calculate the possibility of the enemy making an effective counter-attack. If your cavalry fails to last the entire length of the campaign, your campaign will fail.

Artillery can also be an important weapon, if used correctly. But be careful, you only have a limited number of cannon, and once gone, they're gone forever. Take Franklin for example. There is a lot of Union artillery in the front lines that historically

ravaged the Confederate attackers. But in the game, they will sooner or later become captured pieces and lost forever, if you allow them to stay in the front lines. I have learned that the Union artillery at Franklin is good for a few shots, and then must be retreated or lost. So not only will that cause a likely Confederate victory due to the points gained from the cannon being overrun, but they will also be lost from the Union arsenal that could have turned the tide at Nashville. In short, use them from well defended high ground positions, but don't leave them in the front lines for very long. Once you see the whites of the enemies eyes, retreat the cannon, unless the attackers are about to be counter-attacked.



As with any land battle, it will be won by skillful use of the infantryman. One important fact is too remember how essential it is to keep your organizations close. Try not to mix your troops with the wrong organization. Meaning, keep your brigaded regiments close to their brigade commander, keep you brigades close to your divisional commander and keep your divisions close to the Corps commander. This will facilitate a higher degree of fatigue recovery and many other advantages.

Be mindful of your regimental formation. Use column formation for speed along roads, use line formation for firing into the ranks of the enemy. Don't forget to point your troops in the right direction. It's easy to forget, or not see that things are

turned around. The info box that displays your regimental information, will include the direction your troopers are pointed.

Sun Tsu once said: "To know your enemy is to defeat him." Be sure to recon and not drive into a well laden trap. Control of the high ground is usually a good idea. Be sure to realize that many of the battles you will fight will utilize the FOW (fog of war) feature. So you will have to get close before any real useful information becomes available. So cover your flanks! It's probably a good assumption that the enemy's objective hexes are well defended. Don't attempt the quick capture and think it will be yours for the rest of the game. It won't be!



A Short History of Hood's Tennessee Campaign, 1864

Introduction

By

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By late summer and early Fall of 1864, the war was indeed looking bleak for the Confederates and the dream of forming their own country. Atlanta had fallen, Lee was on the run, and General John Bell Hood, commander of the Confederate Army of Tennessee, facing insurmountable odds. His enemy was all around and almost without care in terms of supply needs. Hood needed to make some tough choices. He finally decided that a quick turn around through the center of Tennessee might catch the Union unprepared and ripe for a southern victory. If Hood could gain a few quick victories and even enlarge his army by recruiting on the march, he may yet trick fate and force the Union to some sort of negotiated peace. The plan was simple, travel fast and liberate Nashville, and then drive into the heartland of the North. If given the same treatment as Sherman was giving the South, then peace would surely be forced upon President Lincoln.

Columbia

Conflict near Columbia, during Hood's 1864 Tennessee invasion, constituted a Confederate diversion as part of a maneuver designed to cross the Duck River upstream and interdict the Union army's line of communications with Nashville. As Gen. John Bell Hood's army advanced northeastward from Florence, Alabama, Maj. Gen. John M. Schofield's force quickly withdrew from Pulaski to Columbia, arriving on November 24, just ahead of Forrest's Rebel cavalry. The Federals built two lines of earthworks south of the town while skirmishing with enemy cavalry on November 24 and 25. Hood advanced his infantry on the following day but did not assault. He made demonstrations along the front while marching two corps of his army to Davis Ford, some five miles eastward on the Duck River. Schofield correctly interpreted Hood's moves, but foul weather prevented him from crossing to the north bank before November 28, leaving Columbia to the Confederates. The next day, both armies marched north for Spring Hill. Schofield had slowed Hood's movement but had not stopped him.

Spring Hill

Spring Hill was the prelude to the Battle of Franklin. On the night of November 28, 1864, Gen. John Bell Hood's Army of Tennessee marched toward Spring Hill to get astride Maj. Gen. John M. Schofield's Union army's life line. Cavalry skirmishing between Brig. Gen. James H. Wilson's Union cavalry and Maj. Gen. Nathan Bedford Forrest's Confederate troopers continued throughout the day as the Confederates advanced. On November 29, Hood's infantry crossed Duck River and converged on Spring Hill. In the meantime, Maj. Gen. Schofield reinforced the troops holding the crossroads at Spring Hill. In late afternoon, the Federals repulsed a piecemeal Confederate infantry attack. During the night, the rest of Schofield's command passed from Columbia through Spring Hill to Franklin. This was, perhaps, Hood's

best chance to isolate and defeat the Union army. The engagement has been described as "one of the most controversial non-fighting events of the entire war."

Franklin

Having lost a good opportunity at Spring Hill to hurt significantly the Union Army, Gen. John B. Hood marched in rapid pursuit of Maj. Gen. John M. Schofield's retreating Union army. Schofield's advance reached Franklin about sunrise on November 30 and quickly formed a defensive line in works thrown up by the Yankees in the spring of 1863, on the southern edge of town. Schofield wished to remain in Franklin to repair the bridges and get his supply trains over them. Skirmishing at Thompson's Station and elsewhere delayed Hood's march, but, around 4:00 pm, he marshaled a frontal attack against the Union perimeter. Two Federal brigades holding a forward position gave way and retreated to the inner works, but their comrades ultimately held in a battle that caused frightening casualties. When the battle ceased, after dark, six Confederate generals were dead or had mortal wounds. Despite this terrible loss, Hood's army, late, depleted and worn, crawled on toward Nashville.



Nashville

In a last desperate attempt to force Maj. Gen. William T. Sherman's army out of Georgia, Gen. John Bell Hood led the Army of Tennessee north toward Nashville in November 1864. Although he suffered terrible losses at Franklin on November 30, he continued toward Nashville. By the next day, the various elements of Maj. Gen. George H. Thomas's army had reached Nashville. Hood reached the outskirts of Nashville on December 2, occupied positions on a line of hills parallel to those of the Union and began erecting fieldworks. Union Army Engineer, Brig. Gen. James St. Clair Morton, had overseen the construction of sophisticated fortifications at Nashville in 1862-63, strengthened by others, which would soon see use.

From the 1st through the 14th, Thomas made preparations for the Battle of Nashville in which he intended to destroy Hood's army. On the night of December 14, Thomas informed Maj. Gen. Henry W. Halleck, acting as Maj. Gen. Ulysses S. Grant's chief of staff, that he would attack the next day. Thomas planned to strike both of Hood's flanks. Before daylight on the 15th, the first of the Union troops, led by Maj. Gen. James Steedman, set out to hit the Confederate right. The attack was made and the Union forces held down one Rebel corps there for the rest of the day. Attack on the Confederate left did not begin until after noon when a charge commenced on Montgomery Hill. With this classic charge's success, attacks on other parts of the Confederate left commenced, all eventually successful. By this time it was dark and fighting stopped for the day.

Although battered and with a much smaller battle line, Gen. Hood was still confident. He established a main line of resistance along the base of a ridge about two miles south of the former location, throwing up new works and fortifying Shy's and Overton's hills on their flanks. The IV Army Corps marched out to within 250 yards, in some places, of the Confederate's new line and began constructing fieldworks. During the rest of the morning, other Union troops moved out toward the new Confederate line and took up positions opposite it. The Union attack began against Hood's strong right flank on Overton's Hill. The same brigade that had taken Montgomery Hill the day before received the nod for the charge up Overton's Hill. This charge, although gallantly conducted, failed, but other troops (Maj. Gen. A.J. Smith's "Israelites") successfully assaulted Shy's Hill in their fronts. Seeing the success along the line, other Union troops charged up Overton's Hill and took it. Hood's army fled. Thomas had left one escape route open but the Union army set off in pursuit. For ten days, the pursuit continued until the beaten and battered Army of Tennessee recrossed the Tennessee River. Hood's army was stalled at Columbia, beaten at Franklin, and routed at Nashville. Hood retreated to Tupelo and resigned his command.

CWSAC: Battle Summaries

<http://www2.cr.nps.gov/abpp/battles/bycampgn.htm#West64>

Final Note

I would like to thank all those individuals that helped create this game and make it both fun and enjoyable. My contribution in this project was just one small part and many others, who's name appears in the opening credits, have also contributed greatly if not more.

Above all, my special thanks to you the player. It is my sincere hope that you will find this game enjoyable and will have many hours of fun recreating history and perhaps making a little yourself.