



1	1	2	5	1	5							5	10	1	3		4	10	1	2

JM01 Nashville - December 15-16, 1864

(Scenario Jim Megee)

Historical Overview

The Battle of Nashville was a two-day battle in the Franklin-Nashville Campaign that represented the end of large-scale fighting in the Western Theater of the American Civil War. It was fought at Nashville, Tennessee, on December 15–16, 1864, between the Confederate Army of Tennessee under Lt. Gen. John Bell Hood and Federal forces under Maj. Gen. George H. Thomas. In one of the largest victories achieved by the Union Army during the war, Thomas attacked and routed Hood's army, largely destroying it as an effective fighting force.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Staffing Notes

Union: George H. Thomas
5 Command cards
Move first

Confederate: J.B. Hood
5 Command cards

Victory Conditions:
6 VP

Special Rules:

Fort Negley (marked hex with blue border): Cannons at Fort Negley cannot move. Firing on Fort Negley reduces die by 1.

Redoubts cannot move.

Both parts of Cumberland River are impassable

Sudden Death: If the CS captures the Nashville Town hex, the CS wins game immediately.

