

VOL. 1 - POCOTALIGO 1862 & 1864

The Pocotaligo Expedition

October 22, 1862

Caston's Plantation

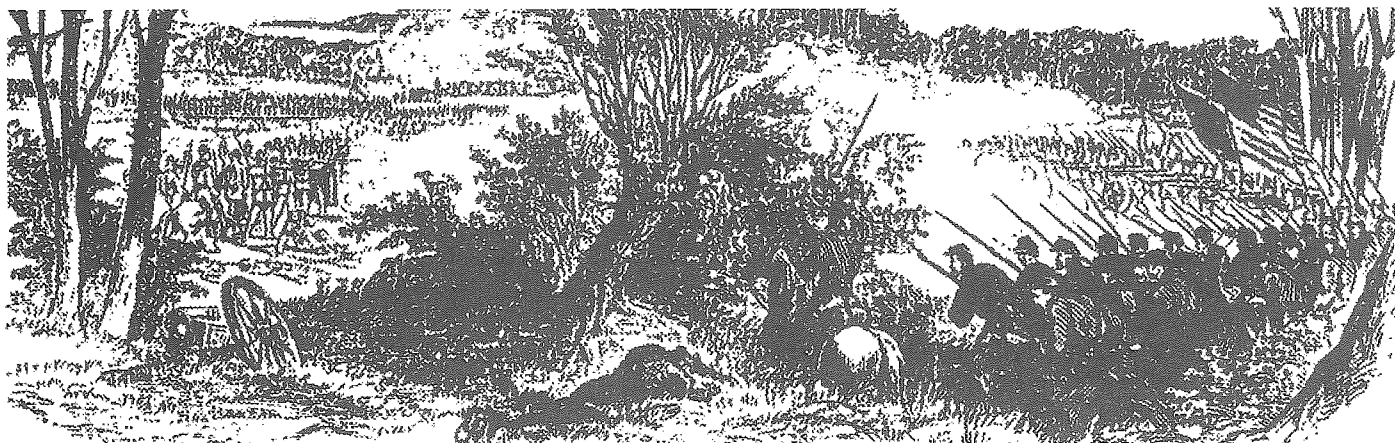
Pocotaligo Bridge

Frampton Creek

Coosawhatchie

**BASIC
GAME
RULES****Tulifiny Crossroads**

December 6 - 9, 1864



Famous Leaders and Battle Scenes - Pocotaligo October 22 1862

1.0 Introduction - The 'Basic Game Rules' are a simplification of the 'Advanced Game Rules'. This set of rules can be used by anyone not familiar with games of this type.

It is not necessary to memorize these rules.

Setting Up The Game - After choosing a Scenario, place the indicated playing pieces on the Game Map, read the Sequence of Play and Section 1.2 (Summary of How to Play the Game), and then refer to these rules when needed. After two or three Turns the Game routine will become clear. Dice or a calculator required.

Basic Game Scenarios:**1. The Raid On Coosawhatchie Oct. 22, 1862**

2:30pm to 6 pm 7 Turns

2. The Battle of Pocotaligo October 22, 1862

11:30am to 6 pm 14 Turns

3. Tulifiny Crossroads December 6, 1864

11 am to 3:30pm 10 Turns

4. Tulifiny Crossroads December 7, 1864

8 am to 12 noon 8 Turns

5. Tulifiny Crossroads December 9, 1864

9:30am to 5:30pm 17 Turns

POCOTALIGO 1862 & 1864 is a historical military simulation/wargame which presents the full story of five battles fought in southwestern South Carolina during the American Civil War.

In late October 1862, a Confederate force of about 750 defeated a Federal Expedition of 4,000 at the old Indian village of Pocotaligo, north of Beaufort, SC.

In early December 1864, 5,000 Federals in S.W. SC almost succeeded in isolating Savannah, GA just as Sherman's Army approached the city from the north.

POCOTALIGO 1862 & 1864 Contains :

1 22" X 32" Game Map - An accurate 1862 depiction of the headwaters of South Carolina's Broad River;

280 1/2" Playing Pieces, which represent every Federal and Confederate military unit that took part in the five Civil War battles that were fought on the area of the Game Map;

1 24-page Basic Game Rules booklet;

1 24-page Advanced Game Rules booklet; and

1 20-page Historical Background booklet.

How To Win : For the Federal Player, Federal units must occupy certain locations while keeping Federal losses low. The Confederate Player must defend these locations and inflict losses on the Federal forces while minimizing Confederate losses. In general, each player must do better than the actual historical outcome of the battle in order to win.

Some Definitions of Game Terms :

Adjacent - Next to, as in a hexagon (hex) which is directly next to another hex. Most combat occurs between adjacent hexes.

Current Strength Point (SP) Total - The printed SP minus any losses. For Regimental-sized units, any 'Regimental SP' marker under the Regimental unit shows the Current SP strength.

For other (non-Regimental) units, a 'Permanent Step (SP) Loss(es)' marker, or an 'Uncrewed Cannon' marker, under the unit indicates the number of SP loss(es) for that unit.

For Disordered units, the current SP total is the printed SP on the Disordered (back) side of the counter minus the SP total of any Permanent Step (SP) Loss marker.

Disordered units may have a Current SP of 0.

Friendly Controlled Hex - A hexagon which is currently occupied by, or was last occupied by, a unit or units of the Phasing Player (your side; the side which is currently moving and attacking). At the start of each scenario, all hexes on the map are considered to be Confederate controlled, except those hexes occupied by Federal units, and the line of hexes those Federal units historically used to reach their 'At Start' positions.

Counter, Unit - An individual playing piece.

For game purposes, each individual 'counter' is referred to as an 'unit'. Counters representing entire Regiments are referred to as 'Regimental units'.

All 'units' are placed inside individual hexes and must remain within the boundaries of a single hexagon at any time on the Game Map during the game.

Disordered - A result of combat or possible result of crossing certain types of terrain; a Disordered unit has been 'flipped over' to its weaker side. This represents the loss of unit cohesion and lessened Command control as well as casualties and fatigue.

Good Order - A unit that is not Disordered.

Hexside - Special terrain types on the line dividing some hexagons. Hexsides may be Stream, Marsh, Stream/Marsh, Shallow Water, Slope, and/or Breastworks or Fortifications.

In Range - A Target hex which is within the Firing range of a unit (2 hexes for small arms; 3 or more hexes for Artillery units).

Movement Points (MPs) - Each unit expends MPs during each Friendly Movement Segment in order to move.

Ranged Fire - Fire at a Target hex 2 or more hexes distant from the Firing unit(s).

Roads - Either the 'StageCoach Road' or 'Local' roads.

Target Hex - A hex containing units which are being Charged or Fired upon.

Trails - These are the footpaths, ect. which appeared on maps made of the area in the 1860's. No doubt there were other such tracks on the map area; trails on 'clear' terrain hexes on the map generally have been omitted.

Unbridged - a water hexside which has no Bridge or Causeway, a damaged Bridge or Causeway, or a Destroyed Bridge.

ZOC - Zone of Control, which extends from a unit (or stack) with 2 or more SPs, into its 2 Front adjacent hexes, according to the facing of the unit.





To Begin Play : Read these two pages, and glance at the specific rules, especially the sections with underlined headings. Choose a Scenario and place the units in their At-Start hexes.



During the 1st Turn or 2, when a question arises, then refer to that section of rules. Much of the Basic Game Rules pertains to events that occur once or twice a Scenario, if at all.


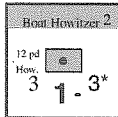
Game Scale - Each hex on the map represents about 350 yards (318 meters) from hexside to hexside; 5 hexes represent about 1 mile in length. Each Game Turn represents 30 minutes.

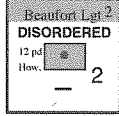
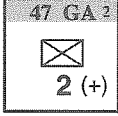
Each Artillery Strength Point (SP) represents 1 cannon. (Confederate Artillery units have a red stripe at the top of the counters.) Each Cavalry SP represents about 50 men and their horses. (Conf. Cavalry units have a yellow stripe at the top of the counters.) Each Infantry SP represents 50 to 70 effectives. Most Naval Units are a single Federal warship.

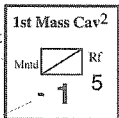

The Playing Pieces

	Infantry		Cavalry		Artillery		Horse Artillery
4 MPs							

Federal Regimental Unit 		Federal Infantry Unit 	
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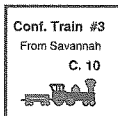
Artillery Unit Good Order 			
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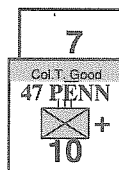
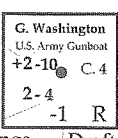
Disordered 			
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Cavalry Unit 		Disordered 	
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Federal Cavalry do not have a 'Disordered' side, but Mntd and Dsmtd sides. Use a 'Disordered' marker if Disordered.

Confederate Cavalry do not have a 'Mounted' side, but Good Order and Disordered sides. Use a 'Mntd' marker if Mounted.

Leader 		Confederate Train 	
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Regimental SP Marker 		Federal Naval Unit 	
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1.1 Basic Game - Sequence of Play

Each Game Turn consists of the following steps :

A. FEDERAL PLAYER PHASE

1. Federal Rally Segment
2. Federal Movement and Reinforcement Segment
3. Federal Charge Combat and
Confederate Retreat Before Charge Segment
4. Federal Fire Segment

B. CONFEDERATE PLAYER PHASE

1. Confederate Rally Segment
2. Confederate Movement and
Reinforcement Segment
3. Confederate Charge and
Federal Retreat Before Charge Segment
4. Confederate Fire Segment
5. Begin Next Game Turn

1.2 Summary of How the Basic Game is Played

After **Choosing a Scenario**, players place the units listed for the scenario on the 'At Start' hexes as indicated. One Player controls the Federal units and one Player controls the Confederate units, or the scenarios may be played solitary, with the Players attempting to maximize the military assets of each side, following the Sequence of Play exactly. This is one of the best methods for the study of military history available. At a glance, the relative size, quality, and composition of opposing forces is readily apparent, as is the terrain and overall situation of the battlefield.

Once the units of both sides have been placed in their '**At Start**' positions on the game map for the selected scenario, the Federal and Confederate forces are in the actual locations, as best could be determined, that they were at that time on the day of the battle. From this point the Players begin the game, attempting to out-perform the historical leaders.

Play begins in all scenarios (except Dec. 7 1864) with the **Federal Player Phase**. The first Turn of each Scenario begins with the **Movement and Reinforcement** segment. The Federal Player moves any, some, or all of his units from hex to hex, expending Movement Points (MPs) from each unit for each hex entered, and in some cases, for certain hexsides crossed.

Certain units which are adjacent to enemy units may expend MPs to acquire a **Charge marker**.

Any newly arriving Federal units are placed on the Map; in certain scenarios some Reinforcement units have limited MP allowances on their Turn of entry onto the Game Map.

• Due to the large scale of the Game (350 yards per hex), the Zones of Control (ZOC) and Stacking Rules are important. Tip: Use tape on the corners or place a 2' x 3' sheet of thin but rigid plastic over the map(\$8).

After all Federal Movement is completed, the Federal Player may then resolve any **Charge Combat** with any or all Federal units that have Charge markers. Only Infantry and Cavalry units may Charge; Artillery units may not Charge. (See 6.0 Charge Combat for the specific Basic Game rules).

Before each Federal Charge Combat resolution, the Confederate Player has the option of attempting to retreat his units that are the Target of that Federal Charge. This may result in Disruptions and/or Routs for the retreating Confederate units. If the hex occupied by the **Confederate** unit(s) is vacated by **Retreat Before Charge**, then some of the Charging Federal units may move into that hex.

After all eligible Confederate units have or have not been Retreated Before Charge by the Confederate Player, the Federal Player may then resolve that individual Charge using the **Charge Combat Table** with all applicable die roll modifiers.

After the Federal Player has completed resolving any Charges, he may choose to resolve **Fire Combat** against Confederate units by using the **Fire Combat Table**.

The Federal Player may resolve Fire Combat by using the SPs of any Federal unit that is : 1) In Range of Confederate units, 2) has Ammunition, and 3) has not 'Charged' that Turn.

All Fire Combat Results (Disruptions, Routs, and Strength Point Losses) are applied to Defending units only, not to any Firing units.

Units may Fire only once per Game Turn. In all scenarios, players should make a note on the Friendly **Ammunition Chart** each time a unit Fires, in order to record the expenditure of limited ammunition supplies.

After all Fire Combat has been resolved by the Federal Player, the Federal Player Phase ends, and the **Confederate Player Phase** begins. First, the Confederate Player attempts to **Rally** any Confederate units which are Disordered or have been Routed. Next is the Confederate Movement and Reinforcement Segment, which is conducted by the Confederate Player exactly as for the Federal Player.

The **Confederate Player** follows the Sequence of Play in the same manner as outlined above, substituting 'Confederate' for 'Federal', and vis versa for the Retreat Before Charge segment.

At the end of the Confederate Fire segment the Game Turn is completed. The above process is repeated each Game Turn, beginning with the Federal Rally segment, until the final Game Turn of the scenario is completed, at which point a winner is determined.

This may seem somewhat complicated, but it is essentially 'Move - then either Charge or Fire'. The Confederate Player must decide to either stand and fight or to withdraw from the advancing Federals.

Refer to sections of these Rules as needed.

- A phasing unit (for example, a Federal unit during the Federal Player Phase) may Charge only once, or Fire only once, in a Basic Game Turn, but not both.
- Due to the terrain of the October 22 1862 Pocotaligo battles, the Federal Player will be able to use only a portion of his forces during any one Game Turn. Tip: Instead of using dice, use a calculator. Randomly enter numbers so the display is full. Then hit the square root button. Read the result from the right, ignoring any 7,8,9, or 0's. Use the first 1 - 6 on the right. Re-enter around 1.07.

2.0 Stacking

Stacking occurs when more than 1 Friendly unit occupies a single hex. There are limits on the number of Strength Points (SPs) which may occupy a single hex of each type of terrain.

- Players should use Leader counters to represent large stacks on the map and arrange the stack(s) nearby on an unused area of the map. At 350 yards per hex, some stacks may become tall.

2.1 Stacking Limits for the Basic Game :

Hex Type	SP Limit	
Clear Hex	24	
Woods/Coach Road	20	6 Artillery SPs, 4 may Fire
Woods/Road	20	4 Artillery SPs maximum, only 2 SPs may Fire
Woods, Woods/Trail	16	
Wooded Swamp	12	No Artillery or Mounted Cavalry units allowed.

- Each Mounted Cavalry SP counts as 2 SPs for Stacking limits.
- Charging Mounted Cavalry units may not stack with Infantry units.
- Leader counters and all Breastwork, Fortification, SP Loss, Routed, and Disordered markers have no effect on stacking limits. Artillery SPs are halved (x 1/2) for stacking purposes.
- Stacking limits apply at the end of the Friendly Movement segment, only.
- Any number of units may pass through a hex during a Movement segment in the Basic Game.

2.11 Penalty for Exceeding Stacking Limits

At the start of a Friendly Movement segment, if a hex is overstacked (too many SPs in the hex), the non-Routed unit(s) at the bottom of the stack, equal in SPs to the excess SPs in the hex, may not move, Fire, or Charge in that Game Turn.

2.2 Stacking Order - All Friendly stacks in EZOCs, only, must place certain units as the top unit(s) in the stack, with the following **order of priority** :

1. Any Federal **Engineer** unit which is repairing a Damaged Bridge or Causeway in an EZOC must be the top unit in that stack.
2. All Good Order **Artillery** units which will Fire in the current Game Turn must comprise the top unit(s) in the stack.
3. Any and all Federal **Regimental units**, even if Disordered, must comprise the top unit(s) in the stack.

3.0 Movement

During a Friendly Movement segment, a player may choose to move none, some, or all of his units.

Units move from hex to hex by expending Movement Points (MPs) during the Friendly Movement Segment of each Game Turn. Each unit has a certain number of MPs which it may use during each Friendly Movement Segment.

Movement which does not involve the use of MPs : Friendly Retreat Before Charge (6.21), Retreat Due to Combat Results (5.6 and 6.8), Rout (5.6), and Advance After Combat (5.9 and 6.9).

3.1 How To Move :

Units move from one hex to an adjacent hex, without skipping any hex, by expending a certain number of MPs. (Example: for Infantry: 1 MP for each Clear hex, 2 MPs for each Wooded hex, +1 MP to cross a Stream hexside, ect.).

Crossing certain types of **hexsides** require the expenditure of additional MPs, and may cause a unit to become Disordered (2.5). Movement along **Roads and Trails** may negate various Terrain Costs (See 3.2).

Use the **Terrain Effects on Movement Chart**

(3.11 See Charts page 24) to refer to Movement Point costs of hexes and hexsides for each type of unit.

All Infantry, Confederate Dismounted Cavalry, and Leaders may always move 1 hex during a Friendly Movement segment, as long they don't enter or cross prohibited terrain.

Also, see Enemy Zones of Control 4.4.

Friendly units may not enter hexes that are occupied by enemy units (except enemy Leaders alone in a hex. See 9.3).

3.12 Basic Game Restrictions on Movement :

Ground units (Infantry, Artillery, Cavalry), and **Leaders** may not enter at any time the following **hex types** : Full Marsh, Deep Water, Temporary Deep Water, or Shallow Water hexes. Ground units may not cross unbridged Shallow Water hexsides.

Only certain types of **hexsides** affect movement. Some terrain types have different effects on Artillery, Infantry, and Cavalry unit movement. *For example*, Artillery units may not cross unbridged Stream, Stream/Marsh, and Marsh hexsides while Infantry units can. Bridges affect movement considerably.

Confederate Trains may only occupy RailRoad hexes.

3.2 Movement Point Allowances

for each unit in a Friendly Movement segment in the Basic Game :

All Infantry - 4 MPs Confederate Cavalry - 6 MPs
All Leaders - 6 MPs Federal Cavalry - 5 MPs

Dismounted Confederate Cavalry - 4 MPs

Dismounted Federal Cavalry - 3 MPs

Artillery - Varies by unit, from 2 to 5 MPs

Trains - See 3.6 Confederate Train Movement

Naval Units - May not move in Basic Game Scenarios.

- The MP allowances of all Artillery and Federal Cavalry units are printed on the lower right side of the counter.
- MP allowances for Infantry, Leader, and Train units are not printed on those counters.
- All units may move 1 'legal' hex each Turn, per unit type.

3.3 Road Movement - There are 3 types of 'Roads' represented on the Game Map - Trails, Local Roads, and the 'StageCoach' Road.

Trails - 1 MP cost for any unit, as long as the unit or stack moves along the trail. No other movement bonus.

- A maximum of 8 SPs in any one stack may move together along an unoccupied trail and receive its movement benefit.
- Infantry and Dismounted Cavalry units must pay the normal costs of the terrain in a Trail hex if the hex is in an Enemy ZOC.

Artillery and Mounted Cavalry units pay an extra 1 MP to move along a Trail into an EZOC.

Local Roads - 1 MP cost for any unit, as long as the unit or stack moves along the road. The RailRoad is also considered a Local Road.

- A maximum of 12 SPs in any one stack may move together along an unoccupied Local road and receive its movement benefits.

3.31 Local Road Movement Bonus

During a Friendly Movement segment, any unit which moves 3 MPs (in 3 hexes) along a Local Road receives a 1 MP 'Road Bonus' which, if used, must be used during that segment, after all other MPs have been expended by that unit or stack. It can only be used to move 1 hex along a Local or Coach Road.

- Disordered units are eligible for the Local Road Bonus, even if moving with Uncrewed Cannon, if they are moving **away from** Enemy units.

- One of the three hexes moved along to earn the Road Bonus may be a Coach Road hex without any Causeway or Bridge.

3.32 Local Road Bonus Restrictions

- No unit may use the 1 MP 'Road Bonus' to enter an Enemy Zone of Control (EZOC).
- No Mounted Cavalry unit may use a 1 MP 'Road Bonus' to cross a Causeway or Bridge.
- A maximum of 12 SPs in any one stack may move together into an unoccupied Local Road hex using the Road Bonus.
- The Road Bonus MP can't be used to cross damaged Causeways and damaged or destroyed Bridges (Unbridged hexsides).

3.23 Local Road Movement and EZOCs

Infantry and Cavalry units, but not Artillery units, may use the Road Bonus to move adjacent to a 1 SP enemy unit (which does not exert a ZOC).

Infantry and Dsmtd.Cav. units must pay the normal costs of the terrain in a Local Road hex if the hex is in an Enemy ZOC.

Artillery and Mounted Cavalry units pay an extra 1 MP to move along a Local Road into an EZOC.

The StageCoach Road - This road, from 4807 to 4350, cost all units 1/2 MP per hex for units moving along it.

Exceptions: All units pay 1 MP to cross undamaged Bridges and Causeways along the Coach Road.

- A maximum of 16 SPs in any one stack may move together along an unoccupied Local road.

Disordered Infantry units treat the Coach Road as a Local Road, and may use the 'Road Bonus' on the Coach Road.

3.24 Coach Road Movement and EZOC - All units moving along the Coach Road pay 1 MP to move adjacent to a 1 SP enemy unit that does not exert a ZOC.

Infantry and Dsmtd.Cavalry units must pay the normal costs of the terrain in a Coach Road hex if the hex is in an EZOC.

Artillery and Mntd. Cavalry units pay an extra 1 MP to move along the Coach Road into an EZOC.

3.25 Exiting EZOC's Via Road Hexes - Units move normally, and must roll 1 die on the 'Exiting EZOC Table'. See 3.42

3.26 Stacking Restrictions on Units Moving on Roads -

Maximum # of SPs in a stack which can receive movement benefits from :

Trails - 8 SPs may move as a stack into an unoccupied Trail hex.

Local Roads - 12 SPs may move as a stack into an unoccupied Local Road hex.

Coach Road - 16 SPs may move as a stack into an unoccupied

Coach Road hex.

- Artillery SPs are halved (x 1/2) for stacking purposes.

If the Road hex is occupied by Friendly units, the SP total of those units is subtracted from the SP limit for that type of Road (above). The difference is the number of moving SPs which can enter the occupied Road hex using the Road MP costs. The other moving units may only enter the occupied Road hex by paying the MP cost for the other terrain in the hex, and without exceeding the Stacking Limits for the hex type.

Example : A stack of 10 Infantry SPs moving along a Local Road moves adjacent to a Woods/Road hex containing 6 SPs of Friendly units. Having moved 3 hexes on the Local Road, the 10 SP stack tries to enter the Woods/Road hex using the 1 MP Road Bonus. However, only 6 SPs may enter the hex (12 SP limit). The other 4 SPs halt, because they don't have the 2 MPs necessary to enter a Woods hex. If the 10 Inf. SPs are all one Federal Regimental unit, it may not enter the hex.

3.27 Roads/Woods Hexes - During a Movement segment, if a unit enters a Woods/Road or Woods/Trail hex **via** a Road or Trail hexside, it must pay 1 additional MP to **either Charge from or Fire from the hex.**

During a Movement segment, if a unit enters a Woods/Road or Woods/Trail hex **via** a Road or Trail hexside, it must pay 1 additional MP to **leave** that Woods hex via a non-Road or non-Trail hexside.

A unit that **begins** a Movement segment in a Woods/Road or Woods/Trail hex may leave that hex via a non-Road woods hexside without paying any additional MPs.

3.3 Causeways - Elevated dirt road beds through marshes and over culverts crossing small streams.

3.31 Causeways and Movement - There is no MP cost for non-regimental units to cross an undamaged Causeway. It costs Regimental units (of at least 5 SPs) 1 additional MP to cross an undamaged Causeway.

Damaged Causeways - Only Infantry units may cross a damaged Causeway hexside. The 1st 8 Infantry SPs to cross a damaged Causeway in a Friendly Movement segment must pay an additional 1 MP to move along the road. Any other Infantry SPs must use the normal MP cost for the other terrain of the hexside and the hex entered, and must roll on the 'Marsh and Stream/Marsh Crossing Table' if one of those hexsides were crossed.

All Artillery and Cavalry units and Leaders may not cross damaged Causeways.

- Cavalry units and Leaders may cross Stream hexsides, but not unbridged (with no undamaged Causeway or Bridge) Marsh or Stream/Marsh hexsides.

- Artillery may not cross unbridged Stream hexsides.

3.32 Damaging Causeways - A Causeway may be damaged during the Friendly Movement and Friendly Retreat Before Charge segments. During a **Friendly Movement** segment, a Good Order Friendly unit of 1 or 2 SPs must expend 4 MPs in a Road or Trail hex adjacent to the Causeway, which can include crossing it, and end the Friendly Movement segment adjacent to the Causeway, in order to damage it.

Larger units or stacks and/or an Engineer unit, Good Order or Disordered, expend 2 MPs to damage a Causeway. Place the 'Damaged Causeway' marker on the hexside, or make a note.

During a Friendly **Retreat Before Charge** segment, a unit or stack of at least 2 SPs must cross the Causeway. If at least 1 SP is in Good Order after the 'Exit EZOC' roll, and the stack is not adjacent to an Enemy unit, the Causeway is damaged.

- Only Engineer units can damage a Causeway while adjacent to an Enemy unit, if other Friendly units are in the same hex.
- The 5 Causeways on the Game Map which are directly connected to a Bridge may not be damaged.

3.33 Repairing Causeways - Good Order units or stacks of 1 to 3 SPs must expend 3 MPs in a Road or Trail hex adjacent to the Causeway in order to repair it.

Larger units or stacks and/or an Engineer unit, Good Order or Disordered, expend 2 MPs to repair a Causeway.

- Only Engineer units can repair a Causeway while adjacent to an Enemy unit, if other Friendly units are in the same hex.
- Units which repair a Causeway may not Charge or Fire in that Game Turn.
- A Causeway may not be used on the Turn it was repaired.

3.4 Bridges - There are 4 'small' bridges and 5 RailRoad 'trestles' on the Game Map. All other bridges on the Game Map are 'large' bridges.

3.41 Bridges and Movement - There is no MP cost for non-regimental units to cross an undamaged Bridge. It costs Regimental units (of at least 5 SPs) 1 additional MP to cross any undamaged 'small' Bridge or RailRoad trestle.

Damaged Bridges - Only Infantry units may cross a damaged Bridge. The 1st 2 SPs to cross expend 2 MPs to cross a damaged Bridge hexside; any additional SPs must expend 3 MPs to cross. Only 1 Federal Regimental unit may cross a damaged Bridge in a Friendly movement segment, using all of its MPs.

Any additional Infantry SPs, or any other Federal Regimental units, may only cross the hexside using the normal MP cost for the other terrain of the hexside and the hex entered, and must roll on the 'Crossing Marsh and Stream/Marsh Table'.

- No unit may cross a Shallow Water hexside except over an intact or damaged Bridge.
- No unit may cross a Destroyed Bridge.

3.42 Damaging Bridges - A Bridge may be damaged during a Friendly Movement segment and during a Friendly Retreat Before Charge segment. During a **Friendly Movement** segment, a Good Order Friendly unit of at least 1 SP must spend 4 MPs, during the same Game Turn, adjacent to or in crossing the Bridge, in order to damage it. (2 SPs may spend 2 MPs each, ect., to reach the 4 MP minimum for damaging a Bridge during a Friendly Movement segment.) The Friendly unit(s) may not be adjacent to an Enemy unit

During a **Friendly Retreat Before Charge** segment, the withdrawing unit(s) must cross the Bridge hexside. If at least 1 Friendly SP is in Good Order after the 'Exit EZOC' roll, and the unit(s) is not adjacent to an Enemy unit, the withdrawing Player may choose to damage the Bridge.

In both cases, place a 'Bridge Damaged' marker on the hexside or make a note of it.

A Federal Engineer unit of 1 SP, Good Order or Disordered, may damage a 'small' Bridge with 2 MPs, or by withdrawing across a Bridge in Retreat Before Charge.



An Engineer unit may damage a 'large' Bridge or RR Trestle with 3 MPs.

A Good Order Federal Engineer unit may damage a Bridge while adjacent to an Enemy unit, if other Friendly units are in the same hex.

3.43 Destroying Bridges - A Bridge may be destroyed during a Friendly Movement segment.

A Good Order Friendly unit or stack must spend 4 MPs, during the same Game Turn, adjacent to or in crossing the Bridge, in order to destroy (burn) it. There may not be any enemy unit adjacent to the Friendly unit(s) or adjacent to the hexes containing the Bridge hexside.

A Good Order Federal Engineer unit may destroy a 'small' Bridge while an Enemy unit is adjacent to one of the hexes containing the Bridge hexside.

3.44 Repairing Bridges - In a Friendly Movement segment a Good Order Friendly stack must spend 6 MPs adjacent to a damaged bridge.

An Engineer unit must spend 3 MPs adjacent to the Bridge hexside to repair a damaged 'small' Bridge, or 4 MPs adjacent to a Bridge hexside to repair a damaged 'large' Bridge or a destroyed 'small' Bridge.

- RailRoad Trestles and Destroyed 'Large' Bridges may not be repaired.
- Disordered Engineer units may Repair Bridges.
- Only Engineer units can repair a Bridge while adjacent to an Enemy unit, if other Friendly units are in the same hex.
- Units which repair a Bridge may not Charge or Fire in that Game Turn.
- A Bridge can not be used on the Turn it was repaired.

3.45 The 1 MP Road Bonus for moving along a Local Road may not be earned if the unit crossed a damaged Causeway or Bridge on a Local Road.

The Road bonus for moving along Local Roads by Mounted Cavalry may not be used to cross a Causeway or Bridge.

All units pay 1 MP to cross a Causeway or Bridge on the Coach Road.

3.5 Marsh and Stream/Marsh Hexsides

Only Infantry units may cross unbridged Marsh and Stream/Marsh hexsides.

An Infantry unit may cross an unbridged Stream/Marsh hexside at a cost of all its MPs for that Turn.

An Infantry unit pays an additional + 2 MPs to cross an unbridged Marsh hexside.

For each **Good Order** Infantry unit which crosses an unbridged Marsh or Stream/Marsh hexside at any time, roll 1 die on the 'Crossing Marsh and Stream/Marsh Table' as soon as the hexside is crossed. Immediately apply any result to the moving unit(s).

Also, all Good Order units which 1) **Charge** and/or **Advance After Combat**, or 2) **Retreat Due to Combat Results**, across a Marsh or Stream/Marsh hexside with a Bridge or Causeway, must likewise roll on the 'Crossing Marsh and Stream/Marsh' Table. Roll 1 die after the Movement or Combat is completed.

- Disordered units do not roll on the Crossing Marsh and Stream/Marsh Table.

'Crossing Marsh and Stream/Marsh' Table

Die roll Modifiers:

- a) Stacked with a Leader - 1
- b) Charging + 2 **and/or** Any 1 Regiment Charging across an intact or Repaired Causeway or Bridge + 1
- c) Moving into an Enemy ZOC (if not Charging) + 1

Adjusted Die Roll

1 - 3 4 - 6

No Effect Disordered and End Movement

3.6 Confederate Trains

3.61 Confederate Train Movement - During Confederate Movement segments, all Trains must complete any movement before other Confederate units may move.

On their turn of entry on the Game Map, Confederate Trains must follow the specific rules for entry as listed in the individual scenarios. Entering Trains must proceed to the Destination hex indicated by the scenario rules, choosing to stop only to 'pick up' any Friendly units on a Railroad hex, up to the capacity (in SPs) of the Train. The Train must stop immediately upon entering the Destination hex. If the Train is fired on, or the Destination hex is in an EZOC or Enemy-occupied, it may choose to stop 1 or 2 hexes beyond the Destination hex. A Train may not end a Movement segment in an EZOC, unless the Train is wrecked. Confederate Trains are wrecked by moving into a damaged or destroyed Railroad hex, or by Federal Artillery Fire. See 3.65 Page 4 in the Advanced Game Rules.

After entry onto the map, Trains may move only if a Friendly Leader begins the Friendly Movement segment stacked in the same hex as the Train. Before moving, Trains must declare a Destination hex, and then move to that hex, or off map.

- Confederate Trains have unlimited MPs after entry on the map.

3.62 Transporting Units By Train - Entraining - Any Confederate Infantry unit on a Railroad hex that is not in an EZOC may be 'picked up' by a Train that moves into its hex, up to the SP capacity of the Train.

Conf. Artillery units with Good Order MP allowances of 3, only, may board or disembark Trains at hexes 1202 and 1235, only (at the 2 Train Stations), at a cost of 2 MPs.

Artillery SPs are halved (x 1/2) for Train transport capacity purposes. Artillery on board a Train may not Fire.

Any Confederate Infantry unit which begins a Friendly Movement segment stacked with a Train may choose to be transported by the Train, up to the Train's SP capacity.

- Confederate Cavalry units may not be transported by Trains.
- Confederate units may not Fire, Charge, or be a Target of a Charge while being transported on a Train.

Detraining - Confederate units transported by train must end their Movement segment stacked with the Train. They are free to use their full MP allowances during the next Friendly Movement segment.

Federal units may Fire at a moving Confederate Train. Federal Artillery units may also Fire at a stationary Train. Federal Artillery units may 'wreck' a Train.

See 3.65.1 Advanced Rules Federal Artillery Fire Against Trains

There are no Federal Trains in the game.

3.63 Damaging and Destroying Railroad Hexes

Federal Infantry, Cavalry, and Engineer units may make one attempt to damage and destroy Railroad hexes during a Friendly Movement segment. The **total** MPs expended by Friendly SPs in a Railroad hex determines the column used on the 'RailRoad Destruction Table'. Do not count the MP(s) used to enter the Railroad hex.

MPs expended inside the Railroad hex by Federal **Engineer** units are tripled (x3) in value on the 'RailRoad Destruction Table'.

Federal units which Fire, Charge, are Fired upon or are in the Target hex of a Charge, or are adjacent to an enemy unit(s), may not attempt RailRoad Damage/Destruction in that Game Turn.

3.64 RailRoad Destruction Table

Die Roll\Total MPs	10 - 20	21 - 36	37 - 50	51 - 80	81 +
1					d
2					d
3				d	d
4			d	d	D
5		d	d	D	D
6	d	d	D	D	D

d - Damaged

D - Destroyed

Record the # of MPs used in the first attempt on the hex.

Add that # to any 2nd attempt on the same hex in a later Game Turn. Add the accumulated # in any 3rd attempt, ect.

In addition, add 10 to the accumulated total for each 'd' result from a previous Turn.

3.7 Federal Naval Units - All Naval units are Federal.

3.71 Naval Unit Movement - In most Basic Game scenarios, Naval units may not move.

There is no Federal Naval transport in the Basic Game scenarios.

Federal Naval units may Fire. See 5.11 Federal Naval Units and Fire Combat

3.8 Special Artillery Movement

3.81 Disordered Artillery - Any Disordered Artillery unit with a MP allowance of '2' may use 3 MPs if at least 1 SP of Infantry or Dismtd. Cavalry moves with each artillery SP for its entire move. The stack of the disordered artillery unit and any assisting infantry may not use any Road Bonus on a local road.

3.82 Moving an Uncrewed or Captured Cannon -

Any 1 SP of Infantry or Dismtd. Cavalry may move 1 Uncrewed or Captured Cannon 3 MPs. If the unit is Good Order the stack (of 2) may use the Road Bonus.

3.83 All Artillery units with Movement Point Allowances of 4 or more must pay 1 additional MP in order to Fire in a Game Turn. (This doesn't apply to Artillery units which remain in the same hex during a entire Friendly Movement segment.)

4.0 Facing and Zones of Control

Leaders, units of 1 SP, Confederate Trains, and Routed units all do not exert ZOCs.

All other units exert a Zone of Control (ZOC) into their 2 'Front' hexes.

A **stack** of 2 SPs (2 units, Good Order or Disordered) exerts a Zone of Control.

Infantry and Cavalry units' ZOCs do not extend across Shallow Water hexsides.

Facing - All units (except Leaders, Routed units, Trains, and Naval units), at the completion of any movement, must 'face' 2 'Front' hexes, so that the unit or stack has 2 'Flank' hexes and 2 'Rear' hexes. See 4.3 Facing diagram

4.1 Facing and Movement - Facing has no effect on movement. There is no MP cost to change a friendly unit's facing during any movement, including advances and retreats.

- Friendly units may 'back out of' Enemy Zones of Control.
- All units in a hex must face in the same direction. Breastwork and Fortification markers' Facings are listed in the Scenarios; their Facing may not be changed but may be different than that of any units in the hex.

4.2 Facing and Combat - Units in a Target hex which are Fired upon or Charged through a Flank or Rear hexside must apply die roll or column shift modifiers to a Combat Resolution. Target hex is :

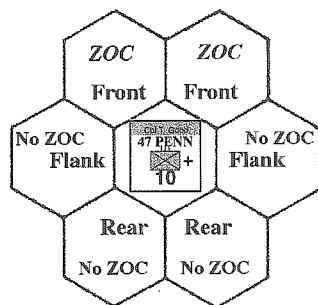
Fired on through a Flank or Rear hexside- Shift 1 Column Right.

Charged through a Flank hexside - +1 die roll modifier.

Charged through a Rear hexside - +2 die roll modifier.

Charging units must have at least 1/3 the SPs as the Defender.

4.3 Basic Game Facing Diagram



- Naval units and Trains, and units they transport, and Leaders and Routed units, are all exempt from Facing rules.

4.4 ZOCs and Movement - All units, except Artillery, may move from an EZOC hex directly to another EZOC hex, at a cost of 1 additional MP (+ terrain costs) and a +2 Die Roll modifier on the 'Exit ZOC Table'.

Confederate Trains and Federal Naval units do not pay the additional MP, nor do they ever roll on the Exit EZOC Table.

- Except for some Road Movement restrictions, there is no other additional MP cost to **enter** an EZOC in the Basic Game.
- Infantry and Dsmtd.Cavalry units must pay the normal costs of the terrain in a Trail, Local Road, or Coach Road hex if the hex is in an Enemy ZOC.
- Artillery and Mounted Cavalry units pay an extra +1 MP to move along a Trail, Local Road, or Coach Road into an EZOC.
- Friendly ZOCs have no effect on EZOCs and vice versa.

4.41 Exiting Enemy Zones of Control - There is no other additional MP cost to exit an EZOC in the Basic Game.

During a **Friendly Movement segment** in the Basic Game, each **Good Order** Friendly unit that leaves an EZOC hex must roll 1 die on the Exit ZOC Table at the end of its Movement.

Use all applicable Die Roll modifiers and apply any results to the just moved unit before other units are moved.

- Disordered units do not roll on the Exit EZOC Table during a Friendly Movement segment.

4.42 All Friendly units Exiting an EZOC during a Retreat Before Charge segment must roll on the Exit EZOC Table.

A unit Retreating due to Combat Results (Fire or Charge) does **not** roll for the 1st EZOC it exits. See Retreats 5.65 and 6.8

Units Retreating due to Combat Results may Retreat into and through EZOCs (when surrounded, for example), but must roll on the Exit EZOC Table with a +2 Die Roll modifier when Retreating into an EZOC. Units Retreating due to Combat Results Retreat 2 hexes if the 1st hex of the Retreat is in an EZOC. Roll for each hex in an EZOC the Retreating unit exits.

- Leaders, Routed units, Conf. Trains, and Federal Naval units do not roll on the 'Exit EZOC Table' when exiting EZOC's.

4.43 Exit Enemy Zone Of Control (EZOC) Table

Adjusted Die Roll -	0 - 4	5 - 7
	No Effect	Unit Disordered
<u>Die Roll Modifiers</u>		(after it leaves hex in EZOC)

Withdrawing unit is:

In an EZOC from more than one adjacent hex +1

Moving into an Enemy ZOC +2

Artillery moving out of or into Non-Road Woods hex +1

Infantry: Crossing Unbridged Marsh hexside +1

Crossing Unbridged Stream/Marsh hexside - Automatic Disorder

Dismounted Cavalry -1 Moving along a Road -1

Mounted Cavalry -2 Moving stacked with a Leader -1

Withdrawing from Breastworks -1

Withdrawing from Fortifications -2

Adjacent Enemy Units :

Are all across unbridged Stream/Marsh hexsides from

Friendly unit hex in EZOC -2

Are all Disordered -1 Include Mounted Cavalry +1

Retreating Before a Charge (additional modifiers -

all moving units):

All such units +1 ' - ' Charge Modifier- +1

' + ' Charge Modifier- -1

Charge Combat Ratio if all Defending units remained:

4 - 1 or greater- +2, or 3 - 1 - +1

Each Good Order Infantry or Dismounted Cavalry unit Retreating with an Uncrewed Cannon: +1

- Any Artillery unit Disordered by Exiting an EZOC during a **Friendly Movement** segment is only Disordered and does not lose SPs or place an Uncrewed Cannon marker.

- An Artillery unit Disordered by Exiting an EZOC during a **Retreat Before Charge** must roll to determine if the Disruption includes an Uncrewed Cannon result. See 5.75.

Roll for each hex in an EZOC the unit exits.

- Roll on the '2nd Disorder Table' for any Disordered unit that is Disordered again from Exiting an EZOC during **Retreat Before Charge**. See 5.74 2nd Disorder

- Units being Charged from across Stream/Marsh hexsides generally have little risk on the Exit EZOC Table.

- Advanced Rules: **Strong EZOCs: +1 Die Roll Modifier.**

Limited Fire: +1 Die Roll Modifier. Skirmishers (3 SPs or less) always Exit an EZOC with a -1 Die Roll Modifier on the Exit EZOC Table.

5.0 Fire Combat

5.1 In general:

Infantry, Cavalry, and Artillery units may Fire into or through their 2 Front hexes, only.

Naval units may Fire into and through all 6 surrounding hexes. Leaders and Trains may not Fire.

A Unit Fires using its Current Strength Point total, either into an adjacent hex, or with Ranged Fire (Fire to a Target hex 2 or more hexes distant), during a Friendly Fire segment.

Each unit in a single stack of units may Fire individually, or all units in the stack may combine their SPs into a single Fire Combat, or in any combination.

Units may conduct Fire Combat only once per Game Turn in the Basic Game.

5.11 Units in a single Firing stack may Fire into 2 different hexes.

5.12 An individual unit (counter) may Fire its current SPs into more than one Target hex ('split fire' allowed). 2 Hexes See 5.32.

5.13 Enemy units may be attacked by Fire Combat several times in a single Game Turn. It is also possible that Enemy units might Retreat or Rout into a hex that is then Fired upon.

5.14 Friendly Firing Infantry units which are adjacent to other Friendly Firing units may combine their Fire SPs into a single Fire Combat against a Target hex.

5.15 All eligible Artillery units in a single hex or group of adjacent hexes may combine their Fire SPs, and may also combine their Fire with an Infantry Fire Combat within a range of 2 hexes. See 5.45

5.2 Line of Sight (LOS) - A LOS exists between a Firing unit and a Target hex if there is no 'blocking terrain' between the 2 hexes. Blocking terrain consists of **Woods** and **Wooded Swamp**, and **sometimes Slopes** and **units** may block a LOS.

A LOS is measured from the center of the Firing unit(s)' hex to the center of the Target hex. The LOS is blocked if it crosses blocking terrain.

If the LOS passes directly between 2 hexes, it is blocked only if **both** hexes contain blocking terrain and the LOS crosses any blocking terrain.

Infantry and Dismounted Cavalry units which Fire at a Target hex at a range of **2 hexes** (1 intervening hex) **must have a LOS** to the Target hex. Both Friendly and Enemy units block this LOS.

5.21 **Artillery** units may Fire at Target hexes without having a LOS if the Artillery unit occupies 1) a Clear hex or 2) a Woods/Road (or Trail) hex and it Fires in the direction of (along) the Road. Friendly and Enemy units do not block ranged Artillery Fire. However, see 5.45.2. More than 2 hex range.

5.22 **Artillery units** which Fire **without a LOS** receive a **1 Column Left** shift on the Fire Combat Results Table, reflecting the lower accuracy of such Fire.

Exception: Confederate Artillery units which Fire 1) from a Breastwork or Fortification hex, or 2) across any water hexside (including Streams), but without a LOS to the Target hex, do not suffer the 1 Column Left shift on the Fire Combat Results Table (they had already measured the ranges).

5.23 **Slopes** - If the Line Of Sight of a Firing unit crosses a Slope hexside, the LOS is blocked if the hex containing the Slope hexside is 1) closer to the Firing unit than to the Target hex, or 2) it is equidistant to both.

5.3 Unit Fire Modifiers and Ranged Fire -

Fire Modifier - A '+' or '-' at the left of the Strength Point # on the unit counter.

5.31 Infantry and Cavalry

Units with No Fire modifier :

Fire at range of **1 hex** - Current SP total

Fire at a range of **2 hexes** - Current SP total, and 1 Column shift **Left**.

Units with a '+' Fire modifier : Fire at range of **1 hex** -

Current SP total, and 1 Column shift **Right** if Firing alone or if only one other Firing unit has a '-' Fire modifier.

Fire at a range of **2 hexes** - Current SP total, no Column shift for range if Firing alone or at least 1/2 of all Firing units have a '+' Fire modifier.

Units with a '-' Fire Modifier : Fire at a range of **1 hex** -

Current SP total, and 1 Column shift **Left** if Firing alone or at least 1/2 of all Firing units have a '-' Fire modifier.

Fire at a range of **2 hexes** - 1/2 Current SP total, and 1 Column shift **Left**.

5.32 A small arms Fire Combat at a range of **2 hexes** must have a minimum of 1 SP (at least 2 SPs with a '-' Fire Modifier(s)), before column shifts are applied, in order to be resolved.

5.33 Firing at an **adjacent hex** - A stack which contains only 1 unit with a '+' Fire Modifier receives the 1 Col. Right, unless the stack contains 2 or more Firing units with '-' Fire Modifiers, in which case no Column Shifts are applied for unit Fire Modifiers (they are cancelled out).

5.34 **Mounted Cavalry** may only Fire at adjacent Target hexes.

- Apply the Fire Modifier of any 'Disordered' and 'Mntd' marker (- 1) to any affected Firing Cavalry units.
- A single Firing unit is not 'a stack'.

5.35 Artillery

Three Confederate artillery units with a '+' Fire modifier : Fire at ranges of 1, 2, or 3 hexes - 1 Column Shift Right for any Fire Combat it is involved in.

Federal Naval Artillery SPs with a '+' Fire modifier :

First 2/3 of range - **up to 5 hexes** - 1 Column Shift Right.

Final 1/3 of range - or **6 hexes and up** - No Column Shift for range (the 1 Col. Shift Left for Long Range is cancelled out).

5.4 Artillery Fire Combat In the Basic Game, Artillery units may Fire in Friendly Fire segments, only.

Artillery units may not add SPs to a Charge Combat, unless Defending against a Charge.

5.41 Artillery Deployment

Each Artillery unit with a Movement Point Allowance of 4 or more must pay an additional + 1 MP during a Friendly Movement segment in order to Fire in that Game Turn.

If the Artillery unit enters a hex during a Friendly Movement segment and does not have the additional 1 MP to Fire, then turn the unit to indicate it cannot Fire in that Game Turn. This facing has no effect on any Combat directed to its hex, except such Artillery units' SPs are not doubled when defending against a Charge.

5.42 Range Effects on Artillery Fire - The Range of each Artillery unit is printed in the **left** corner of the counter, slightly above the SP #. This is the maximum number of hexes in distance that Artillery unit may Fire (count the Target hex but not the Firing hex).

1) When Firing at a Target hex which is **adjacent** to the Firing Artillery unit, double the Artillery unit's (x2) SPs for Fire Combat resolution. (Artillery unit's SPs: Doubled Defending)
2) When an Artillery unit is Firing at a Target hex at the maximum range of the Artillery unit, halve the Artillery unit's (x1/2) SPs for that Fire Combat.

3) Federal Naval Artillery Fire only-
Artillery SPs with **No ' + ' Fire Modifier** - When Firing at a Target hex which is in the **final 1/3** of the range of the Naval gun (rounded down), shift the final Fire total **1 Column Left** on the Fire Combat Results Table. See 5.11 Naval Units and Fire Combat.

5.43 Limits on Artillery Fire - Terrain Effects

Any number of Artillery SPs may fire from a **Clear** terrain hex, either to any adjacent hex or with Ranged Fire.

From a **Woods/Coach Road** hex, 4 Artillery SPs may Fire.

From a **Woods/Road** or a **Woods/Trail** hex, only 2 Art. SPs may Fire. (A total of 4 Artillery SPs may stack in a **Woods/Road** or **Woods/Trail** hex.) Any **Ranged Fire** from those hex types may only be in the direction of (along) the Road or Trail (judge if the Art. Fire could penetrate the tall trees of the 1st hex or 2).

Woods hexes - 4 Artillery SP stacking limit, only 2 Artillery SPs may Fire. Artillery units in Woods hexes defend against Charges normally (SPs doubled Defending against Charges).
• Breastworks, Lunettes, Fortifications, and 'New Trail' markers negate some of the effects of Non-Road Woods hexes on Artillery Fire.

Artillery units may not enter Wooded Marsh hexes.

5.44 All Federal Artillery units that Fire **Ranged Fire** without a LOS shift their Fire **1 Column Left**.

5.45 Combining Artillery Fire with Fire from Other Hexes

5.45.1 A Friendly Artillery unit may combine its Fire with other units which are in the same or in **adjacent** hexes, only.

5.45.2 Federal Artillery units may not Fire at a Target hex at a range of 3 or more hexes if a Federal unit is adjacent to that Target hex.

5.45.3 Federal Naval units' Artillery Fire may be combine with non-adjacent Artillery units' SPs in a single Fire Combat if the Target hex is within 4 hexes of the Naval unit.

5.45.4 Artillery units may not Advance After Combat.

5.46 Artillery Ammunition - Each time a unit Fires, cross off (or put a dot on, ect.) 1 square on the Firing unit's row on the Ammunition Chart to show 1 Ammo. Point has been expended from the unit's total. Each Artillery SP has 5 Ammo. Points.

When a unit has only 1 Ammo. Point remaining, Players may place an 'Ammo Low' marker on the unit, facing left.

5.46.1 When the final Ammo. Point is expended from the unit's total on the Ammunition Table, roll one die.

On a roll of **1 - 3**, the unit has 1 final Ammo. Point to expend. Place an 'Ammo Low' marker on the unit.

On a roll of **4 - 6**, the unit is Ammo Depleted.

When a unit's Ammo. total is 0, that unit may not conduct Fire Combat until it is Resupplied. Place an 'Ammo Depleted' marker on the unit.

Remove the 'Ammo Depleted' marker when the Artillery unit spends 1 MP in a Resupply hex. See the Scenario Rules for 'Resupply hexes'.

• Naval units are also subject to Ammunition depletion, but cannot Resupply.

5.5 Infantry Fire Combat Infantry units that are not Charging (no Charge marker) and any Dismounted Cavalry and Artillery units which are In Range of enemy units, and have Ammunition, may conduct Fire Combat during a Friendly Fire Combat segment.

5.51 Limits on Infantry SP Fire Strength Per Hexside

A maximum of 8 SPs of Infantry and/or Dismounted Cavalry may Fire through any one hexside of any terrain type in a given Fire Combat.

A stack of 16 SPs (Clear hex) of Infantry may Fire 8 SPs through each of the stack's 2 front hexsides in a Friendly Fire segment. A total of 12 Inf. SPs may Fire from a Woods or Wooded Swamp hex; a maximum of 8 SPs per hexside.

The 8 Infantry and/or Dsmtd.Cavalry SP per hexside Fire maximum is in addition to any eligible Artillery SPs which can Fire through the hexside. See 5.43

5.52 Fire Combat Modifiers

All Fire Combat modifiers are Column Shifts on the Fire Combat Results Table. There are no die roll modifiers in Fire Combat.

List of All Basic Game Fire Combat Modifiers

Fire Modifier	Column Shift
Small arms Firing at at Range of 2 hexes :	1 Col. Left
Inf. Fire Modifiers :	
' + '	1 Col. Right
' - '	1 Col. Left 1/2 SPs at 2 hex range
Art. Fire Modifier :	
' + '	1 Col. Right within 1st 2/3 of range, only (3-5 hexes max.)
Target hex is :	
Woods	1 Col. Left (Ignore Woods if the Hex is Fired on through its Breastwork or Fortification hexsides.)
Wooded Swamp	1 Col. Left Shifts Left Benefit
Woods belt (2515)	1 Col. Left ^A The Defender
Breastworks	1 Col. Left ^B
Fortifications	2 Col.s Left ^C Lunette- only 2 Inf. SPs or 1 Inf. SP and 1 or 2 Art. SPs may benefit.
Target unit or stack is :	
Artillery unit(s) only-	
Fired on by Infantry	1 Col. Left ^D
Federal Naval Unit	1 Col. Left
Mounted Cavalry, only	1 Col. Right
More than 8 SPs in	Shifts Right Benefit
Target hex	1 Col. Right The Firing Units
Fired on through its	
Flank or Rear hexside	1 Col. Right
Routed (all are Rear hexsides)	1 Col. Right
(If 1/2 or more units in the stack are Routed.)	

A- Only 2 Inf. or Dsmted.Cav. SPs may benefit from the Woods belt in any 1 Game Turn. There is only 1 Woods belt (hex 2515).

B- Column shift for Breastworks not awarded if Firing units include Artillery with a LOS. Ignore any Woods benefit. See 5.22 LOS.

C- Only 1 Column shift Left for Fortifications if Firing units include Artillery with a LOS. Lunette - Only 2 Inf. SPs or 1 Inf. SP and 1 or 2 Art. SPs may benefit. Inf. includes Dsmted.Cavalry. Ignore Woods.

D- A Target hex containing only Artillery unit(s), which is Fired on by Infantry or Cavalry SPs only, but not by an Artillery SP(s), receives a 1 Column Shift Left in that Fire Combat.

A density of 9 or more SPs in a Target hex increases the chances the Defending units will suffer casualties under Fire.

5.6 Fire Combat Resolution

Total all friendly Firing units' SPs in the Firing hex and in any or all adjacent hexes, adjusted for Range effects. Find the **column** on the **Fire Combat Table** which corresponds to that total. Then check through the list of Fire Combat modifiers (5.5) and **apply any and all modifiers** to the original column, arriving at a **Final Fire column**.

Roll one die and find the result in the Final Fire column. Possible results – 'No Effect' or 1/2D, D, L1/2D, L D, or 2L D. Apply the result immediately to the enemy units in the Target hex.

- There are no adverse effects of Fire Combat to Firing units.
- Check for possible Ammunition Depletion for friendly Firing units.
- After all Friendly Fire Combat is resolved, remove all Charge markers from Friendly units.

5.7 Fire Combat Results

'1/2D', 'D'- Disordered - Flip a Good Order unit over to its (back) Disordered side. If already Disordered, roll one die on the 2nd Disorder Table.

'L'- Permanent Step Loss - Place a Permanent Step (SP) Loss marker under the unit. A Good Order unit with a current SP of 0 is immediately eliminated and removed from the map.

A Disordered unit with a current SP of 0 (after any loss) immediately routs.

- Units of 1 SP are eliminated by a single Permanent Step Loss.

Eliminated units are removed from the map. This doesn't mean the unit is destroyed; but its combat effectiveness is reduced to a low level by fatigue, scattering, straggling, ammo depletion, and of course casualties.

5.71 **1/2D** - 1/2 of all units in the Target hex are Disordered (Target hex is adjacent- round up, Target hex is not adjacent- round down).

The top unit of a Target stack Fired on by small arms from an adjacent hex is always affected by any Fire Combat result, with any other results distributed randomly among the other units in the stack.

For example, a 1/2D result against a stack of 3 units- The top unit and one of the other 2 units are Disordered. Roll 1 die again. A die roll of 1-3 would indicate the middle unit of the stack; a 4-6 the bottom unit of the stack. Against a stack of 4 units- The top unit and one of the other 3 units are Disordered. Die rolls of 1-2, 3-4, or 5-6 to indicate the other Disordered unit of the stack, ect.

1/2D and Federal Regimental units- Roll one die for the Regimental unit. **1 - 4 Disordered 5 - 6 No Effect**

- Add 1 to the die roll of any Regimental unit with a '+' Regimental modifier (located to the right of the Inf. symbol).
- Add 1 to the die roll if no Enemy units are adjacent to the Regimental unit.

1/2D and Ranged (non-adjacent) Artillery Fire - Any Artillery Fire at a range of 3 or more hexes which inflicts a 1/2D result – Only one unit in the Target hex is affected. The unit is chosen by die roll (each unit in the Target hex has an equal chance of being Disordered by Ranged Artillery Fire.).

5.72 **D-** All units in the Target hex are Disordered.

D and Federal Regimental units- The **topmost Regimental unit** in the stack is Disordered, as are all other non-Regimental units. For **any other Regimental units** in the stack, roll one die. **1 - 4 Disordered 5 - 6 No Effect**

Add 1 to the die roll of any Regimental unit with a '+' Regimental modifier.

D and Ranged Artillery Fire- Any Artillery Fire at a range of 3 or more hexes which inflicts a D result is treated as a 1/2D (rounded down).

5.73 **L-** The top unit of Target stack loses 1 Strength Point. Place a -1 Permanent Step Loss marker under the unit.

L and Federal Regimental units- Reduce the Regimental SP marker (under a Regimental counter) by 1 for each 'L' result suffered in the Fire Combat.

L and Ranged Artillery Fire- Choose the unit in the stack that loses 1 SP by die roll. All units in the hex have an equal chance.

5.74 **2nd Disorder** - When an already Disordered unit receives a Disorder result from Fire or Charge Combat, or from Exiting an EZOC during Retreat Before Charge, roll one die on the 2nd Disorder Table. (Same table as 6.9).

5.74 2nd Disorder Table

Die Roll	Result	
1 - 2	Lose 1 SP	No Die Roll
3 - 4	Routs- Retreat 1 hex	Modifiers
5 - 6	Retreat 1 hex	

For Artillery units : (3 - 4 Routs- Retreat 1 hex) = roll one die:
1 - 3 Lose 1 SP, place Uncrewed Cannon marker.
4 - 6 Retreat 1 hex

For all units: 2nd Disorder from Exit E20C during Friendly Movement – apply result after movement is completed.

5.75 Disorder, Step Loss and Artillery Units- Whenever a Good Order Artillery unit suffers a Disorder result due to **Combat**, roll 1 die. **On a roll of 1 - 3**, the Artillery unit is Disordered and 1 SP of that Artillery unit becomes Uncrewed. Place an Uncrewed Cannon marker and a -1 Permanent Step Loss marker under the Artillery unit. **On a roll of 4 - 6**, the Artillery units is Disordered, but with no SP Loss.

For the rest of the Scenario, the Uncrewed Cannon marker can only be moved by Friendly Infantry and Dsmtd.Cavalry units. An Uncrewed Cannon marker may be captured.

When an Artillery unit suffers a L result, place an Uncrewed Cannon marker and a - 1 Permanent Step Loss marker under the unit. See 7.1 Uncrewed Cannon

All Routs, except from the 2nd Disorder Table, are applied to **Artillery** units as a - 1 Permanent Step Loss and a Retreat of 1 hex.

5.76 Fire Combat and Leaders - When a Leader is in the Target hex of any Fire Combat, roll 1 die on the Leader Casualty Table (9.41) for the Leader, even if the Enemy Fire had 'No Effect'.

5.8 Advance After Fire Combat

If all Defending enemy units in a Target hex adjacent to a Friendly Firing unit(s) vacate the Target hex, due to the results of a just completed Fire Combat, the Good Order Friendly Firing unit(s) may move into the vacated Target hex. Only 1 Regiment or equivalent (10 SPs) may advance into the Target hex.

Disordered units and artillery units may not Advance after Fire Combat.

If a unit advances across a Marsh or Stream/Marsh hexside into the vacated Target hex, roll on the 'Crossing Marsh and Stream/Marsh Table' for each advancing unit.

5.9 Infantry Ammunition Depletion - Each time a unit Fires, cross off (or put a dot on, ect.) 1 square on the Firing unit's row on the Ammunition Chart to show 1 Ammo. Point has been expended from the unit's total. In the Basic Game, Infantry and Cavalry units have 4 Ammo. Points.

When a unit has only 1 Ammo. Point remaining, Players may place an 'Ammo Low' marker on the unit, facing left.

When the final Ammo. point is expended from the unit's total on the Ammunition Table, roll one die. On a roll of 1 - 3, the unit has 1 final Ammo. Point to expend. Place an 'Ammo Low' marker on the unit. On a roll of 4 - 6, the unit is Ammo Depleted.

When a unit's Ammo. total is 0, that unit may not conduct Fire Combat until it is Resupplied. Place an 'Ammo Depleted' marker on the unit. See the Scenario Rules for 'Resupply' hexes.

5.10 Federal Fire on Confederate Trains

If, during the Confederate Movement segment, a Confederate Train moves into, adjacent to, or within 2 hexes of Federal units, or within range of a Federal Artillery unit which has a Line of Sight to the RailRoad hex occupied by the moving Train, those Federal units may Fire on the Train.

Each eligible Federal unit may fire on a moving Train once during the Confederate Movement Segment, even if it has already Fired or Charged that Game Turn.

- This is the only case where one Player's units may Fire during the other Player's Movement segment. There are no additional Fire modifiers for Fire upon a moving Train.

The Federal Player immediately resolves Fire Combat against the Train with each stack of eligible units, one hex at a time. Units in different hexes may not combine their Fire against a moving Train. Then move the Train one hex and resolve any additional Federal Fire Combat.

5.10.1 If a Train is Fired on by Federal Artillery, the Train may be wrecked, stopping it in that hex. See Advanced Rules 3.65.

- If a Train is fired upon while moving to its Destination hex, the Train may choose to move 1 or 2 hexes past the Destination hex. A Train may not choose to stop in an Enemy ZOC.

Confederate units entering the map on board a Train may not Fire, Charge, or be a Target of a Charge while on board a Train, and must end their movement for that Game Turn in the same hex as the Train. See 3.62 Transporting Units by Train

5.11 Federal Naval Units and Fire Combat

A Federal Naval unit may conduct Artillery Fire Combat into and through its 6 surrounding hexes.

Naval Artillery Fire procedure - Naval Artillery SPs are listed 1st in each row on Naval unit counters. The maximum range for each row of Artillery SPs is the 2nd number in each row.

Only 1/2 of the SPs of each row may Fire in each Game Turn, rounded up.

For example, the *USS Uncas*, with 1 - 20 pd Parrot rifle with a range of 9 hexes, and 2 - 32 pd smoothbores with a range of 4 hexes, Fires during a Federal Fire segment. The *USS Uncas* may Fire 2 SPs at a Target hex within 4 hexes, or it may Fire 1 SP each at 2 different Target hexes.

Only 1 of the 2 - 32 pdrs may Fire in a Game Turn.

5.11.1 Long Range Naval Artillery Fire - When Firing at a Target hex which is in the final 1/3 of the range of the Naval gun (rounded down), shift the final Fire total 1 Column Left on the Fire Combat Results Table.

For example, a '+ 2 - 4' at a range of 4 would have a SP of 1 (no '+' modifier). A '+1 - 9' at a range of 7 would have a SP of 1 (no '+' modifier).

- At ranges of 6 or more, all Naval Units' Artillery SPs do not receive any '+' column modifier.

- At ranges of 5 or more, Naval units may not combine their Artillery Fire with ground units' Fire Combat.

Naval units may Fire a limited number of Turns. Each Turn a Naval unit Fires any gun, mark off a space on the unit's Ammunition Chart. After all the Naval unit's Ammunition is expended, it may not Fire.

5.11.2 Firing Upon Naval Units - Confederate Infantry and Dismounted Cavalry units may only Fire upon Federal units which are on board Naval units (with a 1 Col. Left shift), and may not Fire at Naval units themselves.

Confederate Artillery units may Fire at Naval units and at any other units on Board (with a 1 Col. Left shift). See 5.11.3 Artillery Vs. Naval Unit Table in the Advanced Rules.

6.0 Charge Combat



Charge Combat represents a determined attack on an enemy occupied position, with the objective of driving the enemy from the position and occupying it with Friendly units.

Units which conduct Charge Combat during a Friendly Charge segment may not conduct Fire Combat in that same Game Turn.

Different Friendly units may Charge or Fire from the same hex in the same Game Turn.

6.1 Which Units May Charge - Only Infantry units which begin the Friendly Charge Combat and Enemy Retreat Before Charge segment: 1) adjacent to an Enemy unit or stack, 2) with a 'Charge marker', and 3) are In Command, may conduct Charge Combat.

Mounted Cavalry may also Charge. See 6.11

Artillery units and Dismounted Cavalry units may not Charge. Artillery units' Charge modifiers are used defending against a Charge. Disordered Infantry units may Charge. See 6.6

Leaders may stack with Charging units and in Target hexes. Units that are Out of Command may not Charge. See 9.1

6.11 'Charge markers' are placed on eligible units during the Friendly Movement segment. A unit or stack, or a portion of a stack, must spend 2 MPs to acquire a Charge marker.

If a moving unit expends all its MPs moving into a hex adjacent to an enemy unit, and does not have 2 MPs remaining to acquire a Charge marker, then that unit may not conduct Charge Combat in that Game Turn. It may conduct Fire Combat during the Fire Combat segment.

Charge markers remain on Charging units until the end of all Friendly Fire, unless the Phasing Player cancels the Charge during the Friendly Charge segment and removes the marker.

6.2 Defending Against a Charge - A Charge is conducted against an individual **Target hex** which is occupied by an enemy unit or stack. Friendly units may Charge a Target hex from all 6 hexes adjacent to it, if all are occupied by Friendly units with Charge markers.

- All the enemy SPs in a Target hex defend in Charge Combat, unless they Retreat Before Charge.
- Defending enemy units may be attacked by Charge Combat only once per defending hex occupied. (It is possible that enemy units might Retreat due to Charge Combat into a hex that is the Target of a Charge.)
- **Artillery SPs are Doubled Defending** in a Charge Combat.

6.3 Restrictions on Charge Combat - Friendly units may conduct Charge Combat only once per Game Turn.

Units which Charge during a Friendly Charge segment may not Fire in that same Game Turn.

- Only individual enemy-occupied hexes may be Charged, one at a time.
- Friendly units in a single Charging stack may Charge into 2 different hexes, but an individual unit (counter) may **not** divide its SPs between two or more Charges.
- Units from no more than 2 Regiments may Charge **from** any one hex.
- Units from no more than 4 Federal Regiments may Charge a single Defending Target hex.
- Charging Mounted Cavalry units may not stack with Infantry units.

6.4 The Friendly Charge Combat and the Enemy Retreat Before Charge Segment - The Phasing Player conducts each Charge Combat in any order he chooses.

The Phasing Player first 1) announces a Target hex and the Friendly units with Charge markers that choose to Charge the Target hex. At this point, 2) the Enemy Player now has the option to Retreat Before Charge those units in the Target hex.

After any or all withdrawing units have completed their movement and rolled on the Exit EZOC Table, including the 'Retreat Before Charge' die roll modifiers, 3) the Charge Combat against the Target hex is resolved.

6.41 Enemy Retreat Before Charge - The Non-Phasing Player may decide to withdraw all, some, or none of his units from the Target hex. Each withdrawing Enemy unit may move 1 hex, in a direction away from the Charging enemy units, using normal movement rules.

Each withdrawing unit must then roll 1 die on the 'Exit EZOC Table', including the Die Roll Modifiers for 'Retreat Before Charge'. See 4.43 'Exit EZOC Table'

Any adverse result is applied after the individual unit's withdrawal movement is completed.

- Dismounted Cavalry units must withdraw from a hex which is the Target of a Charge.
- Units withdrawing during Enemy Retreat Before Charge may not enter or cross prohibited hexes or hexsides.

For example, Withdrawing Artillery units and Uncrewed Cannons (pulled by another unit) may not cross an Unbridged Marsh hexside.

6.42 Uncrewed Cannon (7.1) may only Retreat Before Charge if stacked with at least 1 SP of Good Order Infantry or Dismounted Cavalry for each SP of Uncrewed Cannon. Add 1 to the unit's die roll on the 'Exit EZOC Table'.

1 SP of Retreating Infantry or Dismounted Cavalry may withdraw 1 Uncrewed Cannon one hex.

6.4 Additional Die Roll Modifiers on the 'Exit EZOC Table' 'Retreat Before Charge':

- All such units + 1
- ' - ' Charge Modifier- + 1
- ' + ' Charge Modifier- - 1
- Charge Combat Ratio **if all** Defending units remained: (assuming all the Defenders remained in the hex and accepted the Charge Combat.) 4 - 1 or greater- + 2, **or** 3 - 1 - + 1
- Each Good Order Infantry or Dsmtd. Cavalry unit Retreating with an Uncrewed Cannon: + 1 See 4.43 Exit EZOC Table

6.5 Unit Charge Modifiers - Some ground units have a Charge Modifier of ' + ' or ' - ', printed just to the **right** of the SP number on the counter. A ' + ' Charge Modifier indicates the unit was more likely to be successful in Charge Combat; a ' - ' Charge Modifier indicates the opposite.

6.51 For Defending units : If at least 1/2 of total defending SPs in the Target hex have a negative (' - ') Charge Modifier, then **add 1** to the Charge Combat Resolution die roll;

If at least 1/2 of total defending SPs have a positive Charge Modifier (' + '), **subtract 1** from the Charge Combat Resolution die roll; in addition to any other Charge Combat modifiers.

6.52 For Charging units : If at least 1/2 of all Charging SPs in the individual Charge Combat have a negative (' - ') Charge Modifier, then **subtract 1** from the Charge Combat Resolution die roll;

If at least 1/2 of all Charging SPs have a positive Charge Modifier (' + '), **add 1** to the Charge Combat Resolution die roll; in addition to any other Charge Combat modifiers.

6.53 ' (+) ' Charge modifiers : A unit with ' (+) ' Charge Modifier is considered to have a ' + ' Charge Modifier only if it is not Disordered and is stacked with a Good Order unit of the same Regiment.

6.71 Complete List of Charge Combat Modifiers**Charging Units :****Unit Charge Modifiers -**

If at least 1/2 of all Charging SPs have a positive Charge Modifier (' + '), then **add 1** to the Charge Combat Resolution die roll.

If at least 1/2 of all Charging SPs in the individual Charge Combat have a negative Charge Modifier (' - '), then **subtract 1** from the Charge Combat Resolution die roll;

Any Federal Regimental unit with a ' + ' Regimental modifier - **add 1** to the Charge Combat Resolution die roll.

Leaders - A Charging unit stacked with a Leader that has a ' + ' Leadership Rating (LR) may **add 1** to the Charge Combat die roll.

If the Leader has no LR, roll one die. On a roll of **1 - 3**, **add 1** to the Charge Combat die roll; **4 - 6** - no modifier.

Out of Ammunition - An Ammo Depleted unit may Charge, but with a ' - 1 ' Die Roll modifier. This applies only if at least 1/2 of the Charging units involved in the Charge Combat are Out of Ammunition.

Charge Into Defender's Flank Hexside - If the unit or stack Charging a flank hexside of the Target hex has at least 1/3 the number of SPs as the total SPs defending the Target hex, **add 1** to the Charge Combat die roll.

Charge Into Defender's Rear Hexside - If the unit or stack Charging a rear hexside of the Target hex has at least 1/3 the number of SPs as the total SPs defending the Target hex, **add 2** to the Charge Combat die roll.

Target Hex Charged From 2 Non-Adjacent Hexes - **add 1** to the Charge Combat die roll.

Fog Surprise - **add 1** to the Charge Combat die roll.
See the December 7, 1864 Scenario Rules 12.4 .

Terrain Effects on Charging Units

If Any Unit(s) are Charging From a Wooded Swamp Hex - **subtract 1** from the Charge Combat die roll.

If Any Unit(s) are Charging Across :

An Upslope Hexside (Uphill Only) - **subtract 1** from the Charge Combat die roll.

Stream Hexside - **subtract 1** from the Charge Combat die roll.

Any Stream/Marsh Hexside - **subtract 2** from the Charge Combat die roll. (After Charge Resolution but before any Advance after Charge, Charging units must roll on the 'Crossing Marsh and Stream/Marsh Table').

Across Intact Bridge - 1 Regiment per Charge - **subtract 1** from the Charge Combat die roll, must roll on the 'Crossing Marsh and Stream/Marsh Table' before any Advance After Charge.

Across Damaged Bridge - use other hexside modifier.

Along a Causeway - 1 Regiment per Charge - **subtract 1** from the Charge Combat die roll, must roll on the 'Crossing Marsh and Stream/Marsh Table' before any Advance After Charge.

Across Damaged Causeway - use other hexside modifier.

6.7 Charge Combat Resolution

A. Total the current SPs of all the units which are Charging the Target hex to arrive at the **Attacker's Charge Strength**. Then total the current SPs of all units in the Target hex to arrive at the **Defender's Charge Strength**.

Divide the Attacker's Charge Strength by the Defender's Charge Strength to find the **Charge Ratio**.

Units Defending a Target hex of a Charge :**Unit Charge Modifiers -**

If at least 1/2 of total defending SPs have a positive Charge Modifier (' + '), then **subtract 1** from the Charge Combat Resolution die roll;

If at least 1/2 of total defending SPs in the Target hex have a negative (' - ') Charge Modifier, then **add 1** to the Charge Combat Resolution die roll.

• **Artillery SPs are Doubled Defending** in a Charge Combat.

Leaders - A Leader with a ' + ' LR that is stacked with a unit(s) defending in the Target hex of a Charge contributes a ' - 1 ' Charge Combat die roll modifier.

If the Leader has no LR, roll one die. On a roll of **1 - 3**, **subtract 1** from the Charge Combat die roll.

Out of Ammunition - An Ammo Depleted unit defends against a Charge normally, but with a ' + 1 ' Die Roll modifier to the Charge Combat roll. This Die Roll modifier applies only if at least 1/2 of the Defending units in the Charge Combat are Out of Ammunition.

More than 1/2 of the Defending Units are Disordered - **add 1** to the Charge Combat die roll; **or**

All of the Defending Units are Disordered - **add 2** to the Charge Combat die roll.

If at least 1/2 of total defending SPs in the Target hex are **Routed**, then **add 2** to the Charge Combat Resolution die roll.

Terrain Effects on Units Defending a Target hex of a Charge: The Defending Unit or Stack Occupies :

Lunette or Breastworks *- subtract 1 from the Charge Combat die roll. Lunettes: Only 2 Inf. SPs **or** 1 Inf. SP and 1 or 2 Artillery SPs may benefit. (Inf. includes Dsmt. Cavalry).

Fortifications *- subtract 2 from the Charge Combat die roll.

* - If all Charging units Charge across these hexsides. Otherwise, only Defending units in Fortifications receive a ' - 1 ' Charge Combat die roll modifier. Woods Hex - No additional benefit for Woods in Charges.

Maximum Die Roll Modifier for any one Charge Combat :
+ 3 or - 3. All Charge Combat Modifiers are Die Roll Modifiers.

Round down to the nearest ratio on the **Charge Combat Results Table** (for example, 11 Charging SPs vs. 4 Defending SPs would result in a Charge Ratio of 2 - 1).

B. Apply all Charge Combat modifiers which have an effect on the Charge Combat being resolved, both Attacker and Defender modifiers, and arrive at the **Charge Combat Die Roll Modifier**. For example, an Attacker's + 2 and a Defender's - 1 = + 1

C. Roll 1 die, adjust the result by the Charge Combat Die Roll Modifier, and find the resulting number on the far left column on the Charge Combat Results Table. Cross index that line to the current Charge Ratio column on the Charge Combat Results Table. For example, a 2 - 1 Charge Ratio with a - 1 Die Roll

Modifier : a Charge Combat Resolution Die Roll of 3 would result in the Attacker suffering a L1/2DR result and the Defender suffering a D.

D. Apply the Charge Combat results immediately, before resolving any other Charge Combat. Apply results to the Defenders in the Target hex first, then apply any results to the Attacking Charging unit(s) second, including any Advance After Combat.

• Charging units expend 1 Ammunition Point per Charging unit, if Defending units remain in the Target hex and the Charge Combat is resolved.

6.6 Disordered Charging Units - Disordered units with a Charge marker may only conduct Charge Combat if 1) stacked with other non-Disordered Charging unit(s), or 2) stacked with a Friendly Leader, when Charge Combat is resolved.

A **Disordered Federal Regimental unit** may use only 1/2 of its Current SP total (rounded up) for Charge Combat Resolution.

6.8 Charge Combat Results

6.81 1/2D - 1/2 of all units, either Charging or Defending, are Disordered (round up). Roll a die to determine which unit(s) in a stack are Disordered; all Charging units in the Charge combat have an equal chance;

for Defending units, see 6.85 below.

1/2D and Federal Regimental units- Roll one die for the Regimental unit. **1 - 4 Disordered 5 - 6 No Effect**

• Add 1 to the die roll of any Regimental unit with a '+' Regimental modifier (located to the right of the Inf. symbol).

6.82 D- All units, either Charging or Defending, are Disordered. **D and Federal Regimental units**- The **topmost Regimental unit** in the stack is Disordered, as are all other non-Regimental units. For **any other Regimental units** in the stack, roll one die. **1 - 4 Disordered 5 - 6 No Effect**

Add 1 to the die roll of any Regimental unit with a '+' Regimental modifier.

6.83 L, 2L - 1 or 2 Permanent Step (SP) Loss. Place a - 1 or - 2 Permanent Step Loss marker under the unit, or eliminate the unit if it has only 1 SP.

Eliminated units are removed from the map. This doesn't mean the unit is completely destroyed; but its combat effectiveness is reduced to a low level by fatigue, scattering, straggling, ammo depletion, and of course casualties.

Roll a die to determine which unit(s) suffer each SP Loss; all Charging units have an equal chance; for Defending units, see 6.85 below.

6.84 R - Retreat - All units, either Charging or Defending, retreat 1 or 2 hexes (Charging units retreat only 1 hex). Move the unit(s) 1 or 2 hexes away from the Enemy unit(s), in a direction toward a Friendly Supply source.

6.84.1 Retreat Priority: 1) The unit(s) must choose the hex which would cost the least MPs to enter, 2) unless to avoid entering an Enemy ZOC.

6.85 The **top unit** of a stack **Defending** against a Charge always suffers the 1st result of the Charge Resolution (reading the result from the left on the Charge Combat Results Table - Defender's Result). When determining which other units of a defending stack are effected by any additional Charge Combat Results, randomly choose a unit from the entire stack for each additional Result. (Use 1 die and divide the stack into 1st (top) unit, 2nd unit, 3rd unit, ect. For larger stacks, use 2 rolls; 1st roll to divide in half, ect. See 5.71)

6.86 All units in a hex must suffer a Combat result in Charge Combat Resolution before any unit in the hex suffers a second result of the **same type**, either a **D** or a **L** Result.

For example, a defending unit in a stack may receive a **D** and a **L** result in the same combat, but could only receive additional results if all other unit(s) in the stack had also received that same result in the Combat. This will usually only come up when large results are applied to stacks of 2 or 3 units.

• In a Target hex with only 1 unit, it receives **all** Combat results.

6.87 D - Disorder If applied to a Defending Artillery unit, roll 1 die: **1 - 3** the Artillery unit is Disordered and 1 Artillery SP is Uncrewed. Place an Uncrewed Cannon marker and a -1 Permanent Step (SP) Loss marker under the Disordered Artillery unit; **4 - 6** the Artillery unit is Disordered, but with no Loss. See 7.1 Uncrewed Cannon

- A Disordered Infantry or Cavalry unit (not Artillery) with a current SP of 0 immediately **routs**.
 - A Good Order unit with a current SP of 0 (total SP losses to the unit EQUAL the SP number on the Good Order (front) side of the counter) is immediately eliminated.
 - Units of 1 SP are eliminated by a single Permanent Step Loss.
- Examples:* '1/2D' applied to a Defending stack of **3 units** - The top unit is Disordered, and roll 1 die to determine which other unit is Disordered; a roll of 1 - 3 indicates the middle unit, 4 - 6 the bottom unit of the stack.

'**L 1/2D R**' applied to a Charging stack of **4 units** - Roll to determine the unit which receives a -1 Perm. Step Loss marker, then roll to determine the Disordered units. In the Attacker's case it's possible that the same unit may receive both results. The Charging stack(s) retreats 1 hex from its hex adjacent to the Target hex.

6.88 Rout - When an **already Disordered** unit is required to **Retreat Due to Charge Combat**, (only), roll 1 die. On a roll of **1 or 2**, the unit Routs. Use the unit's Charge modifier, if any, on the Disordered side of the counter, as a die roll modifier.

When an Infantry or Cavalry unit becomes Disordered and has a current strength of 0, it immediately Routs.

If Routed, retreat the unit 2 hexes, and place a 'Routed' marker on the unit.

Routed units may not Fire or Charge. Routed units have 6 rear hexsides. During a Friendly Movement segment a Routed unit may move only 1 hex, away from Enemy units. During a Friendly Rally segment (Rally die roll modifier- + 1), if a Routed unit fails to Rally, it is immediately moved **3 MPs** toward a Friendly supply hex.

If a Routed unit is Rallied, remove the marker. The unit remains Disordered until it is Rallied in a later Turn.

All Routs from Charge Combat are applied to **Artillery units** as a 1 Permanent Step Loss and a Retreat of 1 hex.

6.89 * - When this appears in a Charge Combat result, neither side Retreats or Advances (units may be Routed).

6.9 2nd Disorder - When an already Disordered unit receives a Disorder result, roll one die on the 2nd Disorder Table. (Same as 5.74.)

6.9 2nd Disorder Table

Die Roll	Result	No Die Roll
1 - 2	Lose 1 SP	Modifiers
3 - 4	Routs- Retreat 1 hex	
5 - 6	Retreat 1 hex	

For Artillery units: (3 - 4 Routs- Retreat 1 hex) = roll one die:

1 - 3 Lose 1 SP, place Uncrewed Cannon marker.

4 - 6 Retreat 1 hex

6.10 Advance After Charge - Good Order Charging units must occupy the Target hex in Advance After Charge, if it is vacated by the Defending units either during Retreat Before Charge or as a result of Charge Combat.

A **maximum** of 2 Regimental-sized Charging units may occupy a Target hex during Advance After Charge.

Charging Infantry units which Advance After Charge may advance 1 hex (into the Target hex only).

All units which Charged across Marsh and Stream/Marsh hexsides must roll on the 'Marsh and Stream/Marsh Table'.

Disordered Charging units may Advance after Charge only if the Target hex is also occupied by a Good Order Friendly Charging unit(s).

Good Order Charging Mounted Cavalry may Advance 2 hexes, if the advancing Cavalry unit leaves the Target hex via a Clear (including Slope), Road, or Trail hexside.

6.11 Mounted Cavalry and Charge Combat

Mounted Cavalry Charges are treated somewhat differently from Infantry Charges. Charging Mntd.Cavalry units may only Charge into or through Clear, Road, and Coach Road hexes, and Clear and Slope hexsides. Charging Mounted Cavalry may not Charge across Stream hexsides or along Trails.

During the Friendly Movement Segment, Friendly Mounted Cavalry units must pay 2 MPs to acquire a Charge marker, but only if the Friendly Cavalry unit begins the Movement segment not in an EZOC, in Line of Sight of the Target hex (See 5.12 LOS), and is within 2 or 3 hexes of the Target hex.

Such Mounted Cavalry units with Charge markers may then move adjacent to the Target hex, only if they cross Clear terrain hex-sides or move along Roads (but not along Trails). Charging Mounted Cavalry units must end Movement adjacent to an enemy unit(s) in the Target hex.

- Good Order Mounted Cavalry units may use double (x2) their current SPs in Charge Combat Resolution, either if Charging or Defending against a Charge.

Disordered and Dismounted Cavalry units may not Charge.

Cavalry Charges may be cancelled during the Charge Resolution Segment and the Charge marker removed.

6.11.1 Cavalry Advance After Charge - Good Order Mounted Cavalry units may Advance 2 hexes after a Cavalry Charge which results in a vacated Target hex. The hex adjacent to the Target hex (the 2nd hex of the Advance) must be entered via a Clear (including Slope), Road, or Trail hexside.

6.11.2 After Cavalry Charge Combat Resolution, and after any Advance After Cavalry Charge, **all Charging Cavalry** units (in the just completed Charge) are **automatically Disordered**.

- If a Cavalry unit is already Disordered due to Charge Combat Results, then there is no further effect on that Cavalry unit.

7.0 Special Rules for Artillery, Cavalry, and Federal Engineers

7.1 Artillery Disorder and Uncrewed Cannon -

Whenever a Good Order Artillery unit suffers a **Disorder** result **due to Combat results** or from Exiting an EZOC during **Retreat Before Charge**, roll 1 die. On a roll of 1 - 3, the Artillery unit is Disordered, and 1 SP of that Artillery unit becomes Uncrewed. Place an Uncrewed Cannon marker and a -1 Permanent Step Loss marker under the Artillery unit.

On a roll of 4 - 6 the Artillery unit is Disordered, but with no Loss. See 6.9 '2nd Disorder Table'

When an Artillery unit suffers a **L** result, place an Uncrewed Cannon marker and a -1 Perm. Step Loss marker under the unit.

All Routs from Charge Combat are applied to **Artillery units** as a -1 Permanent Step Loss and a Retreat of 1 hex.

An Uncrewed Cannon marker, representing an Artillery SP which most of its crew and horses are casualties, may not move on its own and may be captured by the other Player's units. Once an Artillery SP is 'Uncrewed', it is permanently unable to Fire or move on its own for the rest of the Game Scenario.

7.11 Moving Uncrewed Cannon: During the Friendly Movement segment - Each 1 SP of Infantry or Dsmtd.Cavalry may move 1 Uncrewed Cannon 3 MPs. If the unit (SP) is Disordered, the stack (of 2) may receive the Road Bonus if it moves away from Enemy units.

Each SP of Infantry or Dsmtd.Cavalry may move only 1 Uncrewed Cannon during the Friendly Movement segment.

Leaders, Mounted Cavalry, and other Artillery units, even the unit that lost the Uncrewed Artillery SP, cannot move an Uncrewed Cannon.

7.12 During a Retreat Before Charge, if the retreating stack contains a Good Order Infantry or Dsmtd.Cavalry SP, one Uncrewed Cannon may retreat with it; two with 2 Good Order SPs, ect.

Each SP which pulls an Uncrewed Cannon out of the hex receives a '+ 1' Die Roll modifier on the 'Exit EZOC Table'.

7.11 During a Retreat Due to Charge Combat, if the retreating stack contains a Good Order Infantry or Dsmtd.Cavalry SP, one Uncrewed Cannon may retreat with it; two with 2 Good Order SPs, ect.

7.2 Cavalry Formation Change - A Dismounted

Cavalry unit pays 2 MP to change to Mounted formation, with any remaining MPs doubled while the unit is still Mounted. Dismounted Cavalry units may not change formation (mount up) while adjacent to enemy units.

A Mounted Cavalry unit pays 2 MPs to change to Dismounted formation, with any remaining MPs halved. Mounted Cavalry units may change formation (dismount) while adjacent to enemy units.

7.21 Confederate Cavalry units are 'Dismounted' on both the front (Good Order) and back (Disordered) sides. When in Mounted formation, place a 'Mntd. Confederate Cavalry' marker on the unit or stack.

Use the marker's Combat Modifiers while mounted.

7.22 Federal Cavalry units do not have a 'Disordered' side. The back of the counter is the 'Dismounted' side. When Disordered, place a 'Disordered' marker on the unit or stack and use the marker's Combat Modifiers until Rallied.

- Mounted Cavalry units without a Charge marker may stack with Non-Cavalry units. See 6.10 Mounted Cavalry Charge Combat.

7.3 Federal Engineer Units - Engineer units move and conduct Fire Combat in the same way as Infantry units. All Engineer units have 1 SP.

Engineers may not Charge. They defend against a Charge normally. In addition, a Federal Engineer unit may :

- Repair or damage a Causeway by spending 2 MP while occupying a hex with a Causeway.
- Repair a damaged Bridge by spending 3 MPs adjacent to a 'small' Bridge hexside, or 4 MPs adjacent to a damaged 'large' Bridge or destroyed 'small' Bridge hexside. Railroad Bridges and Destroyed 'large' Bridges may not be repaired.

A Causeway or Bridge can not be used on the Turn it's repaired.

- An Engineer unit may damage a 'small' Bridge with 2 MPs and a 'large' Bridge or Trestle with 3 MPs.
- Add 1 to the above MP costs for a Disordered Engineer unit.
- A Good Order Federal Engineer unit may destroy a 'small' Bridge while in a LOS of an Enemy unit. See 3.43

An Engineer unit must be the top unit of a stack while Damaging or Repairing a Causeway or Bridge in an Enemy ZOC.

A Disordered Engineer unit may Damage or Repair a Causeway or Bridge. See 3.3 Causeways and 3.4 Bridges.

- On the RailRoad Damage Table, an Engineer unit's MP value is tripled (x3). See 3.64

Federal Engineer units are exempt from all Command Control Rules. There are no Confederate engineer units.

8.0 Breastworks and Fortifications

8.1 Breastworks - A Breastworks counter represents hastily constructed barriers of logs, limbs, and shallow trenches. It gives defensive benefit when defending against small-arms Fire and Charge Combat. Any number of units, up to the stacking limit of the hex, may benefit from a Breastworks counter.

- In the Basic Game scenarios, Breastworks may be constructed during the December 6, 1864 Tulifiny Crossroads Scenario, only.

Breastwork counters are placed on the map in the initial set up of the December 7 + 9, 1864 Tulifiny Crossroads scenarios.

Basic Game Fire Combat Modifier

Breastworks 1 Column Shift Left *

* - Column shift for Breastworks not awarded if Firing units include Artillery with a LOS. See 5.22 LOS.

- Breastworks - then No benefit of Woods (for the hexside).

Charge Combat Die Roll Modifier

Breastworks - 1 Die Roll Modifier

These defensive benefits only apply if all of the combat is across Breastworks hexsides.

8.2 Fortifications

8.21 Lunettes - These were small but strong earthworks, usually based on a standard design which included 2 wooden cannon platforms. An 1861 lunette survives today, located on the northern portion of the Game map. It is about 80 yards long, with a tall 40 yard long embankment in the center of the interior, separating it into 2 sections. The outer wall is about 3 yards tall, and it is fronted by what was a deep trench.

There is no additional MP cost to enter or leave a hex containing a Lunette.

8.22 Only 2 SPs of Infantry or Dsmted.Cavalry or 1 Infantry or Dsmted.Cavalry SP and 1 or 2 Artillery SPs may benefit from a Lunette. Other units in the hex must apply any defensive benefit of other terrain in the hex.

8.23 Units Firing at a Target hex containing a Lunette must indicate if the Target unit(s) of the Fire is either inside the Lunette or outside the Lunette, if any.

8.24 Lunette Defensive Benefits - Units 'inside' a Lunette, up to the SP limit, receive the following Combat modifiers :
As a **Target hex in Fire Combat**, receiving small arms Fire - Attacker's Fire 2 Columns Left.

As a **Target hex in Fire Combat**, receiving small arms and/or Artillery Fire with a LOS - Attacker's Fire 1 Column Left, if all Firing units Fire across the Lunette's 2 front hexsides.

As a **Target hex in Charge Combat** - - 1 Charge Combat die roll modifier, if all Charging units Charge across the Lunette's 2 front hexsides.

- Lunettes may not be built during Basic Game scenarios.

8.25 Fortifications - These were a series of Lunette-like earthworks that were linked together with trenches, breastworks, ect.

8.26 All units in a Fortification hex receives its defensive benefits.

8.27 Fortification Defensive Benefits - All units in a Fortification hex receive the following Combat modifiers :

As a **Target hex in Fire Combat**, receiving small arms Fire - Attacker's Fire 2 columns Left.

As a **Target hex in Fire Combat**, receiving small arms and/or Artillery Fire with a LOS - Attacker's Fire 1 columns Left. (If all Firing units Fire across the Fortification's front hexsides.)

As a **Target hex in Charge Combat** - - 2 Charge Combat die roll modifier. (If all Charging units Charge across Fortification hexsides. Otherwise, Defending units in Fortifications receive a - 1 Charge Combat die roll modifier.)

- Hex 2007, the works at Pocatigo Bridge, contains 3-sided Fortifications. (No benefit for Woods for Fire received through Fortification hexsides).

- Fortifications may not be built during Basic Game scenarios.

9.0 Leadership - Leader units may benefit the owning Player during the Charge Combat and Rally segments.

The **Federal Player** must maintain Federal Regiments within Command Range of Brigade Leaders, and Federal Brigade Leaders must remain within Command Range of Federal Division Leaders, or suffer limitations on Movement and Combat.

Command Range is measured in Movement Points.

Count the final hex but not the Leader's hex.

9.1 Leaders and Charge Combat -

9.11 A Disordered unit may Charge if stacked with a Leader and the unit has a Charge marker.

9.12 A **Charging** unit stacked with a Leader that has a ' + ' Leadership Rating (LR) may add 1 to the Charge Combat die roll.

If the Charging Leader has no LR, roll one die. On a roll of 1 - 3, add 1 to the Charge Combat die roll.

Leadership Ratings, if any, are printed on the right side of a Leader counter, above the Command Range number. The only Leadership Rating is a ' + '.

A Leader with a ' + ' LR that is stacked with a unit(s) **Defending** in the Target hex of a Charge contributes a ' - 1 ' Charge Combat die roll modifier.

If the defending Leader has no LR, roll one die. On a roll of 1 - 3, subtract 1 from the Charge Combat die roll.

- Only one Leader per hex may take part in a Charge Combat.

9.2 Leaders and Rally - A unit attempting to Rally while stacked with any Leader **subtracts 1** from the Rally die roll.

9.3 Leaders Alone in a Hex - A hex which contains only a Leader(s) may not be a Target of Fire or Charge Combat.

During a Movement segment, if a Friendly unit enters a hex which contains only an Enemy Leader(s), roll 1 die.

1 - 3 Leader Escapes- it retreats 1 hex. **4** Leader Captured

5 - 6 Leader is Casualty

(4 - 6) Place any Replacement Leader in an adjacent hex.

9.4 Leader Casualties - A Leader stacked with a unit that is Fired on by enemy Small Arms or Artillery Fire must roll 1 die on the Leader Casualty Table (9.41), even if the Enemy Fire had 'No Effect'.

For each Leader that is stacked with a unit(s) that engages in Charge Combat, either Charging or Defending, roll 1 die on the Leader Casualty Table after the Charge Combat is resolved.

If the Leader becomes a casualty, flip the Leader counter over. If a Replacement Leader becomes a casualty, remove the Leader counter from the map.

9.41 Leader Casualty Table

Leader in a hex that:	Die Roll for Leader Casualty
Receives any Small Arms Fire from Adjacent hex	1
Receives any Artillery Fire or long-range Small Arms Fire	1 roll again - 5 - 6
Is the Target of a Charge	1
Participates in a Charge	1 - 2
Roll 1 die for each effected Leader after Combat is resolved.	

9.5 Federal Command Control - Overall Federal Leaders are listed for each Scenario in the Scenario Rules, usually a Division Leader.

- Overall Leaders are always In Command.

All Federal Brigade Leaders must remain within a number of MPs of the Overall Leader equal to the Command Range of the Overall Leader, or the Brigade Leaders become Out of Command.

The Regiments of a Brigade must likewise remain within the Command Range, in MPs, of the Brigade Leader, or become Out of Command.

9.51 If, at the beginning of the Friendly Movement segment, a Brigade Leader is Out of Command, then all the Regiments of that Brigade are Out of Command.

9.52 All units stacked with or adjacent to an Overall (Division) Leader are automatically In Command Control.

9.53 Effects of Becoming Out of Command - Command Control is checked at the beginning of the Federal Movement segment. Federal units that are Out of Command may move only 1 hex per Friendly Movement segment (can't cross or enter prohibited terrain), may not enter an EZOC, and may not conduct Charge Combat (can't acquire Charge markers).

Out of Command units may Fire and defend against Charges normally and may attempt to Rally.

Out of Command Federal Brigade Leaders move normally.

Federal Command Control Rules prevent unrealistically dispersed Federal deployments.

9.54 Reinforcements and Command Control

Reinforcement units always move to join their Regiments, if any. Reinforcements have full MP allowances and are exempt from Command Control rules until they are within the Command Range of their Brigade Leader.

- Federal Cavalry units are controlled by Division Leaders.
- Federal Engineer units and all Routed units are exempt from Command Control rules.

9.6 Confederate Command Control - Confederate units that are not within the Command Range of any Confederate Leader may not acquire a Charge marker. They defend against Charges normally.

There are no other Confederate Command Control rules.

Confederate Leaders contribute die roll modifiers to Charge Combat and Friendly Rally attempts the same as Federal Leaders (9.1, 9.2, and 9.3), and are also subject to Leader Casualty Rules.

10.0 Rally

10.1 During the Friendly Rally segment, each Friendly Disordered and Routed unit may attempt to Rally by rolling 1 die on the Rally Table for each such unit.

If a Disordered unit's Rally attempt is successful, it is flipped over to its Good Order side. An unsuccessful Rally attempt has no effect.

If a Routed unit is successful, the Rout marker is removed but the unit is Disordered.

10.2 An unsuccessful Rally attempt for a Routed unit results in the Routed unit immediately moving 3 MPs toward the nearest Friendly Supply source, by the route of least MP cost.

10.3 The Rally Table is based on the distance from the Friendly unit to the nearest enemy unit. Units farther away from the enemy are easier to Rally.

10.3 Rally Table

Distance in Hexes To Nearest Enemy Unit

Die Roll/	1 (ADJ.)	2	3	4 - 5	6 or more
0	RALLY	RALLY	RALLY	RALLY	RALLY
1	-	RALLY	RALLY	RALLY	RALLY
2	-	-	RALLY	RALLY	RALLY
3	-	-	-	RALLY	RALLY
4	-	-	-	-	RALLY
5	-	-	-	-	-
6	-	-	-	-	-

10.4 Rally Die Roll Modifiers

- Subtract 1 from the die roll of all Confederate Rally attempts.
- Subtract 1 from the die roll of Rally attempts when either : any Friendly Leader is stacked with the unit, **or** the unit is stacked with a Good Order unit of the same Regiment.
- Subtract 1 from the Rally die roll of units in hexes with Fortifications (not Lunettes).
- Add 1 to the Rally die roll of any Routed unit.

An unmodified Rally die roll of '6' always results in an unsuccessful Rally attempt.

12.0 The Basic Game Scenarios

1. The Raid on Coosawhatchie October 22, 1862

2:30pm to 6 pm 7 Turns

2. The Battle of Pocotaligo October 22, 1862

11:30am to 6 pm 14 Turns

3. Tulifiny Crossroads December 6, 1864

11 am to 3:30 pm 10 Turns

4. Tulifiny Crossroads December 7, 1864

8 am to 12 noon 8 Turns

5. Tulifiny Crossroads December 9, 1864

9:30am to 5:30pm 17 Turns

Victory - At the end of the Confederate Rally segment of the final Game Turn of a Scenario, each Player totals the VPs earned during the Scenario. The side with the highest total wins.

12.1 The Raid on Coosawhatchie October 22, 1862

2:30pm to 6 pm 7 Game Turns

This is the quickest and easiest Basis Game Scenario.

It begins 30 - 45 minutes after the landing of about 500 Federals at Bolan Landing. They must reach the Railroad and return while avoiding defeat by the initially weak Confederate forces in the area.

The Raid on Coosawhatchie begins with the 2:30pm Federal Movement segment and concludes with the end of the 5:30pm Game Turn.

This scenario uses the southern 1/2 of the Game Map, only (below hex row xx26).

Confederate Unit Setup

Hex #	Unit(s)
1233	Coosawhatchie Heavy Artillery - 1 SP ;
At Coosa-	11 SC ¹ Co.F - 1 SP ; Beaufort Lgt.Artilillery ⁴ - 2 SPs ;
whatchie	5-sided Fortifications (1862).
1333	2 x Lafayette Lgt.Artilillery ¹⁺² - 4 SPs ;
	5-sided Fortifications.
2845	Lt.Col. Johnson ; 3 x 3rd SC Cavalry ^{1,2,3} - 3 SPs ;
At Bee's	3rd SC Cav. ⁴ - 1 SP ; 1st Bn.SC Sharpshtrs. ² - 1 SP.
Creek	
1649	1st Battalion SC Sharpshooters ³ - 1 SP.

The 3 SC Cavalry⁴ and 1st Bn. SC Sharpshooters² units (2 SPs) may not leave the fortifications in hex 2845 during the Scenario unless an enemy unit moves adjacent to 2845 (the 1862 earthworks south of Bee's Creek).

The 11 SC¹ Co.F (1 SP) unit must remain in hexes 1233 or 1333 until the Game Turn after Train #1 arrives, when it may move normally.

Federal Unit Setup

30 - 45 Minutes After Intial Landing.

Hex #	Unit(s)
2538	USS Planter and Flatboat # 1 - Aground.
2138	48 NY ¹ - 1 SP.
2339	48 NY ²⁺³ - 3 SPs ; 1st NY Engineer ⁴ - 1 SP ; Boat Howitzer (3 RI) ⁴ - 1 SP ; Col. Barton.
2340	48 NY ⁴ - 1 SP.
2439	'New Trail Cut' marker - to 2538.
2837	USS Patroon - Aground
3037	USS Vixen - Aground
3339	Geo. Washington - No movement in this scenario.

All 4 Gunboats may Fire. On the 5:30 pm Turn, the *Planter*, only, may move 3 hexes downriver if all surviving Federal units are on board.

Federal units receive all Road Movement benefits beginning on Game Turn 1. (The small force could move more quickly than the 3,800 at Mackay's Point.)

Reinforcements

Confederate Only

3:00 pm - Confederate Train #1 with the following units on board:

2 x 11 SC²⁺⁴ - 5 SPs ; Terrell Artillery¹ - 2 SPs.

Train #1 enters at hex 1650.

Destination hex - 1235 (Coosawhatchie Rail Station).

Additional Federal Leadership and Command Control Rules for this Scenario - Use the 48 NY Regimental counter as the Col. Barton Leader counter, and as a marker for any stack in the same hex, if needed.

Col. Barton is always In Command. The Col. Barton Leader counter has a Command Range of 3 and a ' + ' Leader Modifier. The Replacement Leader, Maj. Green, has a Command Range of 2 and no Leader Modifier.

Victory Conditions : Federal - Occupy and Damage Railroad hexes and Occupy Coosawhatchie before Re-embarking on the Planter, with Few Casualties.
Confederate - Prevent Damage to RailRoad hexes.

Coosawhatchie 1862 Victory Point Chart

Federal		Confederate
1st Conf. SP Loss	0	Each Federal SP Loss 2
Other Conf. SP Loss	2	Each Federal Unit Routed 1
Each Conf. Unit Routed	1	Each Fed. Unit Disordered 1/2
Each Conf. Unit Disordered 1/2		
		Planter Damaged 2
Each RailRoad hex :		Planter Sunk 5
Occupied the 1st time	1	VP Ratio Federal/Confederate
Damaged	1	5 - 1 or more
Destroyed	2	Complete Federal Success
Each Destroyed Bridge	1/2	3 - 1 to 4 - 1
Occupy 1234	1	Marginal Raid
Occupy 1334	1	
Occupy 1233	2	1 - 1 to 3 - 1 Draw
Occupy 1332	2	
Occupy 2845	2	1 - 2 or less
Conf. Train Wrecked	3	Confederate Victory

(1/2 VP each time an Enemy unit is Disordered due to Combat results.)

12.2 POCOTALIGO October 22, 1862**11:30am to 6 pm****14 Turns**

The Pocotaligo Basic Game Scenario begins as the Federal Expedition meets the first Confederate delaying force at Caston's Plantation, and ends at dark with the completion of the 5:30pm Game Turn.

Begin with the Federal 11:30am Movement segment. This scenario uses the northern 1/2 of the Game Map, only (above hex row xx26).

Confederate Unit Setup

At Start

Hex #	Unit(s)
3218	2 x Beaufort Light Artillery ¹⁺² – 2 SPs; 14(1) SC Cavalry ¹ – 1 SP; 1st Battalion SC Sharpshooters ¹ – 1 SP
3022	14(1) SC Cavalry ² – 1 SP - Mounted
2715	Beaufort Light Artillery ³ – 2 SPs; 11 SC ³ Co.I – 1 SP
2514	Col. Walker; Charleston Light Dragoons (4 SC Cav Co.K) – 1 SP
2106	Pocotaligo Heavy Artillery 1862 – 1 SP (Front)
1805	2 x Nelson VA Light Artillery ¹⁺² – 4 SPs; 3 SC Cavalry ⁶ Co.B – 1 SP - Mounted

Federal Unit Setup

At Start ('w/ all SPs' – no Regimental SP marker needed.)

Hex #	Unit(s)
3420	47 PENN w/ 8 SPs
3421	6 CONN w/ all 8 SPs
3521	Col. Chatfield; 1st US Art. Batt. M - 2 SPs
3522	55 PENN w/ all 6 SPs
3623	4 NH w/ all 10 SPs ; Boat Howitzer ¹ - 1 SP
3625	3rd US Art. Batt. E - 2 SPs;
3725	Brig.Gen. Terry; 3 RI (Art) ¹ - 1 SP; Boat Howitzers ²⁺³ - 2 SPs; 76 PENN w/ 5 SPs (The 3 RI (Art) ¹ - 1 SP must remain stacked with at least one Boat Howitzer during the entire scenario.)

Enter at 3725 on Turn 1:

With 3 MPs – Brig.Gen. Brannan – Overall Commander
(always In Command); 7 CONN w/ all 8 SPs

With 2 MPs – 3 NH w/ all 8 SPs;
1st NY Engineer¹ – 1 SP

Reinforcements**Federal****12:30pm - 3725** - With 4 MPs - 47 Penn⁵ Rf – 2 SPs

1:00pm - 3725 - With 5 MPs - 1st Mass Cavalry¹⁺² – 2 SPs
With 4 MPs - 76 Penn³ – 2 SPs

2:00pm - 3725 - With 3 MPs - 1st NY Engineer² – 1 SP
Federal Ammunition Resupply Hex - 3725 (to 4636).

Confederate

2:30pm - Confederate Train #2 with the following units on board: 2 x 7th SC Battalion¹⁺² – 4 SPs.

Train #2 enters at hex **1201**; Destination hex is **1202**.

Hex **1202** becomes a Confederate Ammunition Supply Source when it is occupied by the Train #2 counter.

2:30pm - Roll 1 die - On a roll of **1 - 3**, place the following 2 units on hex **1910**: Kirk's Partisan Rangers - 1 SP (Mntd)

Rutledge Mounted Rifles - 1 SP (Mntd)

On a roll of **4 - 6**, place the 2 units on hex **1910** during the Confederate Movement segment of the **3:00pm** Game Turn. On their Turn of appearance, the 2 Cavalry units have 0 MPs.

Special Basic Game Pocotaligo Scenario Rules :**1. Special Rules for Turn 1, only :**

A. No Federal Artillery Fire on Turn 1.

All Federal units are In Command.

B. No Die Roll on the EZOC Table for Confederate units leaving hex 3218 on Turn 1. (They had planned to pull out before the Federals could close on them, and when the Federals were within 250 yards the Confederate force withdrew, and damaged the causeway.)

2. Other Special Rules :

A. The 4 Regiments of the Federal 1st Brigade may not use the 'Road Bonus' anytime during the Scenario. (The 1st Brigade was in the lead and felt compelled to send out skirmishers all along its front. By the time the 1st Brigade had crossed Frampton's Creek it showed signs of disorganization and fatigue.)

B. The 3 Regiments of the Federal 2nd Brigade may use only 3 MPs each Friendly Movement segment **until** they begin a Movement segment north of the stream at Caston's Plantation (3117), when they may begin to use 4 MPs. The 2nd Brigade may always use the 'Road Bonus'. (The 2nd Brigade was held in reserve until it had crossed Frampton's Creek.)

C. All reinforcements have full MP allowances and may use the 'Road Bonus'. All Federal reinforcements pay 1 MP to enter hex 3725.

D. Hex 2007, at Pocotaligo Bridge, is a 3-Sided Fortification hex. (There is no benefit for Woods for Fire received across Fortification or Breastwork hexsides). Small arms Fire against units in hex 2007 without Artillery participating- 2 Columns Left, plus any Range modifier.

Fire against units in hex 2007 with Artillery participating- 1 Column Left, plus any Range modifier.

Victory Points

Each Enemy: SP Loss 1 VP, Captured Cannon 1 VP,
Uncrewed Cannon 1/2 VP, Leader Casualty 1/2 VP.

Federal VPs (in addition to the 4 cases above):

End Movement in 1202, 1204-8, 1219-20 3 VPs each hex;
Occupy 2007 2 VPs; Pocotaligo Bridge Destroyed 2 VPs;
Each Railroad Hex Damaged 1 VP;
Each Railroad Hex Destroyed 2 VPs.

VP Ratio Federal/Confederate (rounded down)

1-2 or Less - Confederate Victory

2-1 or More - Federal Victory

12.3 TULIFINY CROSSROADS

December 6, 1864 10 Turns

11 am to the end of the 3:30pm Game Turn

This scenario begins about 3 hours after the first Federal Landings on the Tulifiny River. The Federal player must establish a line of breastworks near the Charleston and Savannah StageCoach Road.

Begin with the Federal 11:00 Movement segment.

This scenario uses the middle 1/2 of the Game Map, only (the map area bounded by hex rows xx13 to xx38).

Confederate Unit Setup

At Start

Hex #	Unit(s)
1931	2 x 5 GA ¹⁺³ – 3 SPs

Released on the **11:30am Turn:**

1233	5 GA ² – 2 SPs
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Released on the **12:00pm Turn:**

1234	Brig.Gen. Gartrell; 1st GA Reserves – 3 SPs; Coosawhatchie Artillery 1864 (back)
1437	Beaufort Light Artillery ³ – 2 SPs
1219	SC (Citadel) Cadets – 2 SPs; SC (Arsenal) Cadets – 3 SPs (No Counter. (Roll 1 die for the Use the 11 SC ⁴) 2 Cadet units - on a roll of 3 - 6, they are released on the 12:30pm Turn. Both Cadet units must remain in the same hex, or in a hex adjacent to the other unit.)

Released on the **12:30pm Turn:**

1437	3rd GA Reserves ¹ – 3 SPs
1439	3rd GA Reserves ² – 3 SPs

May not move:

1233	Lunnette
1234	6-sided Fortifications
1334	5-sided Fortifications
1437	(to 1440) Breastworks, facing SE

• Hexes 1337, 1338, 1437, 1438, 1439, 1536, 1537, and 1538 were 'Clear' hexes in 1864.

Federal Unit Setup

At Start

Hex #	Unit(s)
2131	Brig.Gen. Potter – Overall Commander (always in Command); Naval Infantry ¹ – 1 SP; 56 NY ¹ – 2 SPs
2231	127 NY ¹ – 3 SPs
2331	56 NY ³ – 3 SPs
2530	127 NY ² – 2 SPs; 56 NY ² – 2 SPs
2831	157 NY ² – 2 SPs
2931	Naval Infantry ² – 1 SP, must remain stacked with, and move with: Boat Howitzers ²⁺⁴ – 3 SPs.
2930	127 NY ³⁺⁴ – 5 SPs

3132	2 x US Marines ¹⁺² – 3 SPs; Boat Howitzers ³⁺⁵ – 3 SPs
3129	25 Ohio ¹ – 2 SPs; USS <i>Mingoe</i>
3028	USS <i>Daffodil</i> + <i>Petite</i>

The 144 NY Regt. may not move more than 7 hexes from 3433 or 3129 during the Dec. 6 scenario:

3532	144 NY ¹⁺² – 4 SPs
3433	144 NY ³ – 3 SPs; 1st NY Eng. ³ – 1 SP; 'New Trail' marker.
3532	'Improvised Landing' marker; USS <i>Sonoma</i> ; 'Boat Division'

The following 2 units must remain within 1 hex of 3532 on December 6 : USS *Sonoma*; 1st NY Eng.³ – 1 SP.

Reinforcements

Federal

11:00am Enter at hex 3129: 2 x 25 Ohio²⁺³ – 4 SPs.
The 25 Ohio²⁺³ must remain within 6 hexes of hex 3129 on December 6.

Confederate

12:00pm	Roll 1 die: on a roll of 1 or 2 : Enter at 1713 with 6 MPs: Maj.Gen. Jones; 2 x 3rd SC Cav ²⁺⁶ – 2 SPs – Mounted
12:30pm	Enter at 1713 with 6 MPs: Maj.Gen. Jones; 2 x 3rd SC Cav ²⁺⁶ – 2 SPs – Mounted (if not already arrived).
12:30pm	Roll 1 die: on a roll of 1 or 2 : Enter at 1213 with 4 MPs: 32 GA ² – 2 SPs.
1:00pm	Roll 1 die: on a roll of 1 to 4 (if not already arrived): Enter at 1213 with 4 MPs: 32 GA ² – 2 SPs.
1:30pm	Enter at 1213 with 4 MPs: 32 GA ² – 2 SPs (if not already arrived).

After their turn of entry, all units move normally.

Special Scenario Rules:

- Confederate units (except the 5 GA¹⁺³) may not Move or Fire until Released, or until a Federal unit Charges or Fires on them.
- Breastworks Construction - (See Advanced Rules 8.11 Breastworks) - 2-Sided Breastworks must be completed to earn VPs.

Victory Points

Confederate VPs: Each Federal SP Loss 2 VPs; Captured Federal Cannon 1 VP; Uncrewed Federal Cannon 1/2 VP; Federal Leader Casualty 1/2 VP.

Federal VPs: Each Conf. SP Loss 1 VP; Captured Conf. Cannon 1 VP; Uncrewed Conf. Cannon 1/2 VP; Confederate Leader Casualty 1/2 VP; Federal unit(s) occupy the Coach Road 1/2 VP each hex; Mason's Bridge (hex 1727) Destroyed 1 VP; **Breastworks markers** placed in 1529, 1629, 1630 2 VPs each. Tulifiny Trestle (hexes 1219 to 1222-any one) Destroyed 3 VPs; 1234, 1235, 1324 Occupied by Federal unit(s) 2 VPs each hex; Railroad Hex Damaged 1 VP; Railroad Hex Destroyed 2 VPs.

VP Ratio Federal/Confederate (rounded down)
1–2 or Less - Confederate Victory
2–1 or More - Federal Victory

12.4 TULIFINY CROSSROADS

December 7, 1864

8:00am to 12:00 noon 8 Turns

This Scenario begins with the Confederate Movement Segment of the 8:00am Game Turn. Omit the Federal Player Phase of the 8:00am Turn. This scenario uses the map area bounded by hex rows xx13 to xx38, only.

Federal Unit Setup Hexes

At Start

Hex #	Unit(s)
1431	US Marines ² - 1 SP
1430	32 US ¹ - 3 SPs
1429	32 US ² - 3 SPs
1530	Breastworks (the camp of the 127 NY); 127 NY ¹ - 2 SPs (with -1 Permanent SP Loss marker); 127 NY ² - 2 SPs.
1529	Breastworks (3-Sided R); 2 x Boat Howitzers ²⁺³ - 2 SPs; 127 NY ³ - 3 SPs.
1528	56 NY ¹ - 2 SPs
1628	56 NY ² - 2 SPs
1629	Breastworks; 56 NY ³ - 2 SPs
1630	Breastworks; 2 x Boat Howitzers ⁴⁺⁵ - 4 SPs; 2 x Naval Infantry ¹⁺² - 2 SPs.
1631	127 NY ⁴ - 2 SPs
1730	2 x 3 NY Light Artillery ¹⁺² - 4 SPs; US Marines ¹ - 2 SPs.
1729	Breastworks; 1st US Eng. ² - 1 SP
1727	Destroyed Bridge marker
2231	144 NY ³ - 3 SPs
2232	144 NY ¹ - 2 SPs
2233	144 NY ² - 2 SPs
2132	157 NY ² - 2 SPs (may not move until the 9:30am Game Turn).
2330	Brig.Gen. Potter - Overall Commander (always In Command)
2327	34 US ¹ - 3 SPs
2527	34 US ² - 2 SPs (the 34 US CT Regiment must remain within 3 hexes of 2327 during the Dec. 7 scenario).
2927	26 US - 3 SPs (the 26 US Regiment must remain within 3 hexes of 2927).
3027	Tugs USS Daffodil + Petite
3129	USS Mingoe
3531	USS Sonoma
3433	'New Trail' marker
3129	1st NY Eng. ² - 1 SP; 'Improved Landing'.

Federal VPs: Each Confederate SP Loss 1 VP;
Captured Confederate Cannon 1 VP;
Uncrewed Confederate Cannon 1/2 VP;
Confederate Leader Casualty 1/2 VP.

Confederate Unit Setup Hexes

At Start

Hex #	Unit(s)
1229	Col. Edwards; 47 GA ² - 2 SPs.
1329	47 GA ³ - 1 SP
1328	47 GA ¹ - 1 SP
1230	1 GA Res.- 3 SPs; Augusta Battalion- 2 SPs (No Counter. Use the 7 SC Bn ¹)
1327	1st SC(Art.)- 1 SP
1227	Breastworks; 32 GA ² - 2 SPs.
1326	SC (Citadel)Cadets- 2 SPs; SC (Arsenal)Cadets- 3 SPs (Both Cadet units must remain in the same hex or in an adjacent hex.) (No Counter. Use the 11 SC ⁴)
1226	Breastworks; 2nd Regt. SC Militia- 2 SPs, 2 x German Light Artillery ¹⁺² - 3 SPs.
1222	Breastworks; 7th NC Reserves- 2 SPs
1726	1st Battalion SC Reserves- 2 SPs; 3 SC Cavalry ² Co.E - 1 SP.
2325	3 SC Cavalry ⁶ Co.B - 1 SP.

The following units may not Move or engage in Fire or Charge Combat until: 1) the Game Turn *after* any other Confederate or Federal units' *first* Fire or Charge, and/or 2) Federal units move adjacent to them (beginning on the 8:30am Turn) :

1334	Beaufort Lgt.Artilery ³ - 2 SPs; 3 GA Res. ¹ - 3 SPs; 5-sided Fortifications
1234	Coosawhatchie Artillery (1864)- 2 SPs; 3 GA Reserve ² - 3 SPs; Brig.Gen. Gartrell; 6-sided Fortifications.
1233	Lunnette
1232	5 GA ³ - 2 SPs.
1231	Breastworks (3- Sided L); 5 GA ² - 2 SPs. (Omit 5 GA ¹ - 1 SP - Eliminated 12/6/64).

Confederate Reinforcements

9:00am- 1213 - (with 6 MPs and 'MNTD' marker)-
2 x 1st SC Cav Regt.- 2 SPs (No Counters. Use the :
Rutledge Mntd. Rifles - 1 SP; 14(1)Bn SC Cav.¹ - 1 SP)

Special Scenario Rules :

1. Special Rules for Turn 1 8:00am:

- Turn 1 only - Fog** - No ZOCs into Woods hexes, add + 1 to all Charge Combat die rolls.
- On Turn 1, no Artillery Fire is allowed by either side, even against adjacent hexes.
- On Turn 1, only Federal units which are Fired upon or are adjacent to Confederate units may move. Other Federal units may change facing, but not move. On Turn 2, all Federal units may Move normally, except the 157 NY, 34 US, and the 26 US.

Victory Points

Confederate VPs: Each Federal SP Loss 2 VPs; Captured Federal Cannon 1 VP; Uncrewed Federal Cannon 1/2 VP; Federal Leader Casualty 1/2 VP; Occupy hexes 1528, 1529 1 VP each; Occupy 1629, 1630, 1729, 1730 2 VPs each hex.

VP Ratio Federal/Confederate (rounded down)

- 1-2 or Less - Confederate Victory
- 2-1 or More - Federal Victory

12.5 TULIFINY CROSSROADS

December 9, 1864

9:30am to 5:30pm 16 Turns

The final sizable battle of the war in the area was the Federal attack and Confederate counterattack of December 9, 1864. This scenario begins with the advance of the Federal 'Skirmish Brigade' after 15 minutes of Federal artillery fire.

Begin with the Federal Movement Segment of Turn 1 – 9:30am.

Use the enlarged map section to place Artillery and Fortifications, ect.

12.5.1 Confederate Unit Setup Hexes

At Start

Hex #	Unit
1426	SC (Citadel)Cadets- 2 SPs; SC (Arsenal)Cadets- 3 SPs (Both Cadet units must (No Counter. Use the 11 SC ⁴) remain in the same hex or in an adjacent hex.)
1327	47 GA ³ - 1 SP
1330	5 GA ² - 2 SPs
1331	5 GA ³ - 2 SPs
1334	Beaufort Light Artillery ³ - 2 SPs; 3 GA Res. ² - 3 SPs; 5-sided Fortifications
1222	2nd Regt. SC Militia- 2 SPs; Breastworks
1226	Col. Edwards; 2 x 47 GA ¹⁺² - 3 SPs; 2 x German Art. ¹⁺² - 3 SPs; Breastworks
1227	32 GA ¹ - 2 SPs; Breastworks
1228	32 GA ² - 2 SPs
1231	Breastworks (3-Sided L)
1232	1st GA Reserves- 3 SPs
1233	Lunette
1234	Brig.Gen. Gartrell, 3 GA Res. ¹ - 2 SPs; Coosawhatchie Artillery 1864 - 2 SPs; 6-sided Fortifications.
1128	Brig.Gen. Robertson; 7th NC Res.- 2 SPs
1726	3 SC Cavalry ³ Co.E - 1 SP; 1st Bn. SC Res.- 2 SPs; Breastworks; Destroyed Bridge marker.
2325	3 SC Cavalry ⁶ Co.B - 1 SP

Confederate Ammunition Resupply hexes - 1234 and 1235

12.5.2 Federal Unit Setup Hexes

At Start

Hex #	Unit(s)
1529	Breastworks (3-Sided R), 127 NY ³ - 3 SPs.
1530	Breastworks; 127 NY ¹ - 3 SPs (Omit 127 NY ⁴ - 2 SPs- eliminated).
1629	Fortifications (3-Sided), Col. Silliman; 157 NY ² - 2 SPs; 2 x Boat Howitzers ⁴⁺⁵ - 4 SPs.
1630	Fortifications (2-Sided), 144 NY Regt.- 7 SPs; 2 x 3 NY Light Artillery Batt. F ¹⁺² - 4 SPs.
1728	2 x US Marines ¹⁺² - 3 SPs
1729	Lunette; 3 x 102 US CT ^{1,2,3} - 5 SPs; 3 RI Heavy Artillery Batt. A ¹ - 2 SPs.
1730	56 NY Regt. - 7 SPs
1829	2 x Naval Infantry ¹⁺² - 2 SPs

1831 Brig.Gen. Potter; 25 OHIO Regt.- w/ all 6 SPs;
1st US Engineer¹ - 1 SP.

1930 2 x 32 US CT¹⁺² - 5 SPs (with – 1 Permanent SP

1931 2 x 34 US CT¹⁺² - 4 SPs Loss marker)

The following 3 units must remain within 3 hexes of 2327 during the December 9 scenario :

2129 54 Mass¹ - 2 SPs

2327 54 Mass² - 3 SPs

2627 54 Mass³ - 2 SPs

The following units may not move west of their At Start hexes unless a Confederate unit moves adjacent :

2231 Brig.Gen. Hatch – Overall Commander (always In Command); 26 US- 3 SPs;
2 x Boat Howitzers²⁺³ - 2 SPs.

2233 3 RI Heavy Artillery Batt.A² - 1 SP

2231, 2232, and 2233 - Each has 1 Lunette (no markers need to be placed).

Two Federal guns and one regiment must remain within 1 hex of 2231 at all times, and one regiment must be placed between hexes 2129 and 2627 at all times.

Federal Ammunition Resupply hex - 2331.

(127 NY² - 2 SPs - with 2 - 30 pd Parrott rifles (no counter) around hex 3035, near the Lower Landing.)

12.5.3 Special Scenario Rules

1. Fire Lane Completion: The entire 25 Ohio regiment (6 SPs, consider it as a single unit) must **begin and end** two complete Friendly Movement segments in each full Woods hex in order to simulate the clearing of a 30+ yard-wide avenue for Artillery Fire through the thick woods between the Coach Road and the Railroad. At the end of the 2nd full Movement segment spent in a Woods hex by the 25 Ohio, place a 'Fire Lane' marker.

The 25 Ohio (all 6 SPs) must **end** one Friendly Movement segment in Hex 1529, and in any Railroad hex, in order to place the 'Fire Lane' marker on the hexes. One 'Fire Lane' marker is placed at one end of the Fire Lane and one at the other end.

If a unit of the 25 Ohio suffers any Disruption or Loss from adjacent Enemy small arms Fire, or if its hex is the Target of a Charge, the Movement segment spent on construction of the Fire Lane that Turn is lost. If a unit of the 25 Ohio Retreats or Routs out of the hex, one Good Order Federal unit may temporarily substitute for it.

When hex 1629 or 1630 is adjacent to one end of an unbroken line of Fire Lane hexes that include a Railroad hex with a 'Fire Lane' marker, the Fire Lane is completed.

12.5.4 Victory Points

Confederate VPs: Each Federal SP Loss 1 VP; Captured Federal Cannon 1 VP; Uncrewed Federal Cannon 1/2 VP; Federal Leader Casualty 1/2 VP.

Federal VPs: Each Conf. SP Loss 1 VPs; Captured Conf. Cannon 1 VP; Uncrewed Conf. Cannon 1/2 VP; Confederate Leader Casualty 1/2 VP; Fire Lane Completed 7 VPs.

Optional: Tulifiny Trestle (hexes 1219 to 1222-any one) Destroyed 3 VPs; 1234, 1235, 1324 Occupied by Federal unit(s) 2 VPs each hex.; Railroad Hex Damaged 1 VP; Railroad Hex Destroyed 2 VPs.

VP Ratio Federal/Confederate (rounded down)

1-2 or Less - Confederate Victory

2-1 or More - Federal Victory

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3.11 Terrain Effects on Movement

MP Cost Per Hex	Infantry and Dismounted Cavalry	Mounted Cavalry	Artillery	Leaders	Skirmishers *
Clear	1	1	1 (1 1/2)*	1	1
Woods	2	3	3	2	1 1/2
Wooded Swamp	3	N/A	N/A	2	2
Marsh	N/A	N/A	N/A	N/A	All*
Intact Causeway or Trestle (hex)	1	1 a	1	1	1
Coach Road ¹	1/2	1/2	1/2	1/2	1/2
Local Road, Railroad ²	1	1	1	1	1
Trail	1	1	1	1	1
MP Cost Per Hexside					
Intact Bridge or Causeway	0	0	0	0	0
Damaged Bridge or Causeway ³	+ 1	N/A	N/A	N/A	+ 1
Stream ⁴	+ 1	+ 2	N/A	+ 1	+ 1
Marsh ⁴	+ 2	N/A	N/A	+ 2	+ 2
Stream/Marsh ⁴	All	N/A	N/A	N/A	3
Slope	0	0	+ 1 b	0	0
Unoccupied Enemy Breastworks and Fortifications ⁵	+ 1	+ 1	+ 1	+ 1	+ 1

* - Advanced Game Rules only

¹ - All units pay 1 MP to cross a Bridge or Causeway on the Coach Road. Disordered units treat the Coach Road as a Local Road.

² - See 3.3 Local Road Movement.

³ + 1 MP only for the first 8 Infantry SPs per Turn to cross; any additional SPs must pay the MP cost of the unbridged hexside, and must roll on the 'Crossing Marsh and Stream/Marsh' Table.

⁴ - Across unbridged hexsides (no intact Bridge or Causeway).

⁵ - Crossing Breastwork or Fortification hexsides, only. Lunettes have no effect on Movement.

a - Cavalry units, either Mounted or Dismounted, pay + 1 additional MP to cross any Railroad bridge hexside.

Mounted Cavalry units pay + 1 additional MP to cross or occupy a Causeway in an EZOC.

b - + 1 MP if Moving upslope, only.

N/A - Not Allowed

3.2 Movement Point Allowances

for each unit in a Friendly Movement segment in the Basic Game :

All Infantry - 4 MPs All Leaders - 6 MPs

Confederate Mounted Cavalry - 6 MPs

Federal Mounted Cavalry - 5 MPs

Dismounted Confederate Cavalry - 4 MPs

Dismounted Federal Cavalry - 3 MPs

Artillery - Varies by unit, from 2 to 5 MPs

Trains - See 3.6 Conf. Train Movement

Naval Units - May not move in Basic Game Scenarios.

1.1 Basic Game - Sequence of Play

A. FEDERAL PLAYER PHASE

1. Federal Rally Segment
2. Federal Movement and Reinforcement Segment
3. Federal Charge Combat and Confederate Retreat Before Charge Segment

4. Federal Fire Segment

B. CONFEDERATE PLAYER PHASE

1. Confederate Rally Segment
2. Confederate Movement and Reinforcement Segment
3. Confederate Charge and Federal Retreat Before Charge Segment
4. Confederate Fire Segment
5. Advance Turn marker to the next turn

3.26 Stacking Restrictions on Units Moving on Roads -

Trails - 8 SPs may move as a stack into an unoccupied Trail hex.

Local Roads - 10 SPs may move as a stack into an unoccupied Local Road hex.

Coach Road - 16 SPs may move as a stack into an unoccupied Coach Road hex.

2.1 Stacking Limits for the Basic Game :

Hex Type	SP Limit	
Clear Hex	24	
Woods/Local Road	20	4 Art. SPs maximum, only 2 may Fire
Woods, Woods/Trail	16	4 Art. SPs maximum
Wooded Swamp	12	No Artillery or Mounted Cavalry units allowed.

'Crossing Marsh and Stream/Marsh' Table

Die roll Modifiers:

- a) Stacked with Leader -1
- b) Charging +2 and/or Any 1 Regiment Charging across an intact or Repaired Causeway or Bridge +1
- c) Moving into an Enemy ZOC (if not Charging) +1

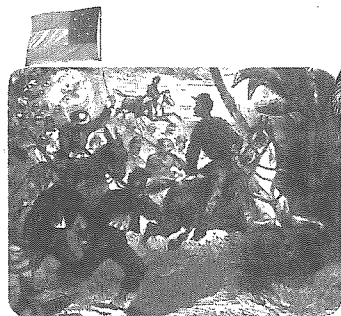
Adjusted Die Roll

1 - 3	4 - 6
No Effect	Disordered and End Movement

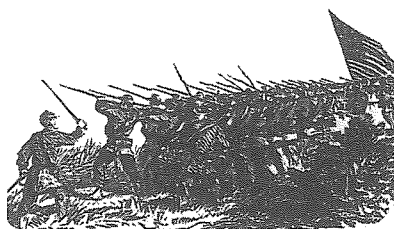
VOL. 1 - POCOTALIGO 1862 & 1864

ADVANCED
GAME
RULES**The Pocotaligo Expedition**

October 22, 1862 -
Caston's Plantation
Frampton Creek
Pocotaligo Bridge
Coosawhatchie



Pocotaligo 1862
Tulifiny Crossroads 1864

**Tulifiny Crossroads**

Deveaux's Neck
December 6 - 9, 1864

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1.0 Advanced Game Sequence of Play

1.1 Each Game Turn consists of the following segments :

A. FEDERAL PLAYER PHASE

1. Federal Rally Segment
2. Federal Movement and Reinforcement Segment
3. Confederate Defensive Fire and Withdrawal Segment
 - A. Confederate Artillery Withdrawal
 - B. Confederate Skirmisher Withdrawal
 - C. Other Confederate Defensive Fire
4. Federal Offensive Fire Segment
5. Federal Charge Combat and Confederate Retreat Before Charge Segment
 - A. Retreat Before Charge
 - B. Charge Combat Resolution
6. Federal Skirmisher Withdrawal Segment

B. CONFEDERATE PLAYER PHASE

1. Confederate Rally Segment
2. Confederate Movement and Reinforcement Segment
 - A. Train Movement
 - B. Other Confederate Movement
3. Federal Defensive Fire and Withdrawal Segment
 - A. Federal Artillery Withdrawal
 - B. Federal Skirmisher Withdrawal
 - C. Other Federal Defensive Fire
4. Confederate Offensive Fire
5. Confederate Charge and Federal Retreat Before Charge Segment
 - A. Retreat Before Charge
 - B. Charge Combat Resolution
6. Confederate Skirmisher Withdrawal Segment
7. Begin Next Game Turn

1.2 Addition - 3. Friendly Defensive Fire and Withdrawal Segment

After all Enemy Movement is completed, Friendly Artillery units which are adjacent to an Enemy unit or stack may withdraw 1 hex, away from Enemy units.

Before a Good Order, Crewed Artillery unit withdraws, it may Fire **Limited Fire** at a single Target hex adjacent to the Artillery unit. This Limited Fire costs no Ammunition Points, but it receives a **2 Columns Left** shift on the Fire Combat Results Table, in addition to any other Column shifts. Add 1 to the Artillery unit's die roll on the Exit EZOC Table if it Fires.

Uncrewed Artillery may be withdrawn 1 hex by a capable unit.

B. Friendly Skirmisher Withdrawal - After any Friendly Artillery withdrawal is complete, any Friendly units which were designated as Skirmishers during the preceeding Friendly Movement segment (see 3.91) and which are adjacent to an Enemy unit or stack, may withdraw 1 hex away from Enemy units. Before a Skirmisher unit withdraws, it may Fire Limited Fire at a single adjacent Target hex. This Limited Fire costs no Ammunition Points, but it receives an additional 1 Column Left shift on the Fire Combat Results Table.

C. Other Friendly Defensive Fire - After all Friendly Artillery and Skirmisher withdrawal is completed, any Friendly unit which did not withdraw and is not 'Ammo Depleted' may conduct normal Fire Combat against any Enemy unit or stack in range. Defensive Fire costs 1 Ammunition Point for each Firing unit; the expenditure of one Ammunition Point allows a unit to Fire during the entire Game Turn.

1.3 Addition - 6. Friendly Skirmisher Withdrawal Segment-

After all Enemy Retreat Before Charge and Friendly Charge Combat is completed, any Friendly Skirmishers which are adjacent to an Enemy unit or stack may withdraw 1 hex, away from Enemy units. Any withdrawing Skirmisher units may not Fire in this segment.

3.0 Movement

Addition - 3.12 Entering Some Woods Hexes From Clear Hexes - Units may enter Partial Woods hexes via Clear Hexsides, from Clear hexes, and pay only 1 Movement Point. Make a note of which units entered the Partial Woods hex with 1 MP. If the unit or stack is Fired upon, it does not receive any benefit for 'Woods'.

Units may also enter Roads in Partial Woods hexes from Clear hexes via Clear Hexsides and pay only 1 Movement Point.

A unit which entered a Partial Woods hex using 1 MP may exit the hex via a Road or Clear hexside and pay only 1 MP. Otherwise, the unit must pay an additional 1 MP to exit the Partial Woods hex.

For example, a unit could move from Hex 1236 to Hex 1336 using 1 MP. It would have to expend an additional 1 MP if the unit ended its Movement in the hex and took advantage of the 'Woods' modifier. 1830 and 2447 are Partial Woods hexes. 3117 and 2232 are not Partial Woods hexes.

Change - 3.2 All Infantry and Dismounted Cavalry units have 3 Movement Points in the Advanced Game, unless the Infantry and Dismounted Cavalry units are designated as 'Skirmishers', or employ a 'NO ZOC No Fire' Marker.

- Skirmishers have 4 MPs, expend 1 1/2 MPs to enter a 'Woods' hex, and never pay any Deployment cost. (See 3.93).

3.32 Change - Local Road Bonus Restrictions

- All Artillery units with MP allowances of 4 or more, and all Mounted Cavalry units, do not receive the '**Road Bonus**' for any set of 3 MPs moved along a Local Road which crosses a Causeway or Bridge. However, an earned 1 MP 'Road Bonus' may be used by Artillery units, and Infantry and Dsmtd.

Cavalry units, to cross an undamaged Causeway or Bridge along a Local Road (as the final MP).

Mounted Cavalry may not use a Road Bonus MP to cross an undamaged Causeway or Bridge. (Every 3 MPs - 1 MP Bonus)

Leaders, Infantry and Dismounted Cavalry units, and Artillery units with a MP allowance of 3 or less, **do** receive the **1 MP 'Road Bonus'** for any set of 3 MPs moved along a Local Road which crosses a Causeway or Bridge.

Addition - 3.51 Marsh and Stream/Marsh Hexsides - Single- and Doubled-Sided Marsh Hexsides

All Marsh and Stream/Marsh Hexsides are either Single-sided or Doubled-Sided Marsh Hexsides. Single-sided Marsh Hexsides have Marsh terrain on only one side of the printed hexside; Double-sided Marsh hexsides have significant Marsh terrain on both sides of the printed hexside.

For example, the Marsh hexsides between 2928 and 2919, and 2615 and 2616, are Single-sided Marsh hexsides; the Stream/Marsh hexside between 2515 and 2516 is a Double-sided Stream/Marsh Hexside.

Add +1 to the Die Roll on the 'Crossing Marsh and Stream/Marsh' Table whenever an Infantry unit crosses an unbridged **Double-sided** Marsh or Stream/Marsh hexside.

The hexside between 2615 and 2715 is a Double-sided Stream/Marsh hexside. The Marsh at Frampton's Creek was described as being up to 100 yards wide in the 1860's; the Game Map shows a narrower marsh there. Even at low tide, when the Marsh mud is exposed, one can easily sink up to the knees in a muck that can add 5 pounds to the weight of a boot.

Wooded Swamp has firmer ground, especially in dry weather, but contain dense undergrowth.

3.52 Confederate Dismounted Cavalry units may cross an unbridged Marsh or Stream/Marsh hexside, but must remain Dismounted for the remainder of the Scenario.

Addition - 3.84 Boat Howitzer Movement

The three Boat Howitzer units with an * by their MP allowance on the counters (Oct. 22 1862 Pocotaligo Scenarios) may only move 2 MPs, unless at least 1 SP of Good Order Infantry or Dsmtd.Cavalry moves with the Boat Howitzer for its entire move.

1 SP of Good Order Infantry may assist 2 Boat Howitzers to move 3 MPs.

A stack of one Boat Howitzer and 1 SP of assisting Good Order Infantry or Dsmtd.Cavalry may use the 1 MP Road Bonus on a Local or Coach Road.

Addition - 3.91 Skirmishers

During a Friendly Movement segment, any unit or stack of **3 Strength Points or less** of Infantry and/or Dismounted Cavalry may be designated as Skirmishers (no markers). Skirmishers may begin a Friendly Movement segment stacked with other units, but **must end movement in a vacant hex**.

Skirmishers may only enter vacant hexes or hexes

containing only Artillery or Skirmisher SPs. Otherwise, the moving units lose their Skirmisher status. Skirmishers that become Disordered also lose their Skirmisher status.

Skirmishers have 4 Movement Points, and receive all Road movement benefits.

- Skirmishers expend 1 1/2 MPs to enter a 'Woods' hex.

Units acting as Skirmishers always Exit an EZOC with a **- 1 Die Roll Modifier on the Exit EZOC Table**.

Skirmishers are always 'Deployed'.

3.91.1 Skirmishers and Fire Combat

Skirmishers Fire with a **1 Column Left** Fire modifier.

Fire directed against Skirmishers receives a 1 Column Left Fire Modifier.

3.91.2 Skirmishers and Charge Combat

Skirmishers roll on the Exit EZOC Table with a **- 1 Die Roll Modifier** if they withdraw during a Friendly Retreat Before Charge segment.

A Charge Combat against Skirmishers receive a **+1 Die Roll** modifier.

Skirmishers may not Charge.

Addition - 3.92 'NO ZOC No Fire' Markers

Note: This rule simulates the difficulty of moving large numbers of soldiers through the extremely dense and tangled coastal forests of South Carolina. A unit may have been just 100 yards behind another unit, but it was often unseen and out of the picture. The large scale of each hex (about 350 yards) is also reflected by this rule.

During a Friendly Movement segment, a Friendly Infantry or Dismounted Cavalry unit may enter an EZOC even if the moving unit does not have enough Movement Points to normally do so. A 'NO ZOC No Fire' Marker in effect transfers 1 MP from the next Game Turn to the present Game Turn.

A Friendly Infantry unit may enter an EZOC, only, even if the moving unit lacks **1 Movement Point**. Move the unit into the EZOC, and place a 'NO ZOC No Fire' marker on the unit. The unit may not Fire or Charge, and the unit does not exert a ZOC until the Friendly Movement segment of the next Game Turn.

During the next Friendly Movement segment, an Infantry unit with a 'NO ZOC No Fire' marker must expend an additional 1 MP in order to remove the marker.

Restriction - A Friendly Infantry or Dsmtd.Cavalry unit may enter an EZOC using the additional 'NO ZOC No Fire' 1 MP only if the hex in the EZOC is **occupied** by at least one other Friendly unit, including a 1 SP unit designated as Skirmishers, or a Disordered unit.

- Any unit **without** a 'NO ZOC No Fire' marker is always the top unit in the stack.

3.92.1 Fire Combat and Units with a 'NO ZOC No Fire' marker -

Units with a 'NO ZOC No Fire' marker may not Fire.

Units with a 'NO ZOC No Fire' marker may be Targeted separately from other units in the same stack. All Fire Combat against Units with a 'NO ZOC No Fire' marker is resolved with a **1 Column Left** Fire Modifier.

3.92.2 Charge Combat and Units with a 'NO ZOC No Fire' marker - Units with a 'NO ZOC No Fire' marker may not Charge.

All units that are in a single hex that is the Target of a Charge must be totalled into a single defending SP total. In other words, all Defending units in a hex are effected normally by a Charge Combat.

Addition - 3.93 Deployment Cost

A unit must be 'Deployed' in order to Fire or Charge.

At the beginning of each Friendly Movement segment, all Friendly units are considered to be 'Deployed' for Game purposes.

A unit which moves automatically becomes 'Undeployed'. There is no MP costs to 'Undeploy'.

- **Infantry and Dismounted Cavalry units** must pay an additional 1 Movement Point to 'Deploy' in Woods and Wooded Swamp hexes. There is no MP cost for Infantry and Dismounted Cavalry units to Deploy in Clear hexes.
- Mounted Cavalry units, Skirmishers, and Leaders are always 'Deployed'.

3.93.1 Artillery Deployment

All Artillery units, except Federal Boat Howitzers, must pay 1 MP to Deploy in any hex. While Deployed (unlimbered), an Artillery unit has normal facing.

An Undeployed (limbered) Artillery unit faces the rear.

An Undeployed Artillery unit has no 'front' hexsides; all 6 are 'flank' hexsides.

An Enemy ZOC has no effect on a Deploying or Undeploying Artillery unit. However, Exiting an EZOC may affect a moving Artillery unit.

'NO ZOC / No Fire' markers may be employed when a Friendly unit enters a Friendly occupied hex in an EZOC but lacks the 1 MP required to 'Deploy'.

Addition - 3.65 Wrecking Confederate Trains

Confederate Trains may be wrecked by either Federal Artillery Fire or by entering Damaged or Destroyed Railroad hexes or Bridges. Federal units may also Capture and Destroy Trains. See Basic Rules 5.10 Firing on a Train.

3.65.1 Federal Artillery Fire Against Trains - An accurate cannon shot on a locomotive might have blown up the Train's boiler, or possibly caused derailment. Artillery Fire against Trains have no effect on any Confederate units on board the Train, unless the Train is effected by the Artillery Fire.

Roll 2 dice (no die roll modifiers) on the Table below for **Federal Artillery Fire on Confederate Locomotives**.

Direct Fire (with LOS)	12 pd Boat Howitzer	Napoleon	10 pd Parrott	Naval Artillery
Same Hex	10 - 12	9 - 12	8 - 12	—
Adjacent	11 - 12	10 - 12	9 - 12	—
2 Hexes	12, then 1	11 - 12	10 - 12	—
3 Hexes	—	12	11 - 12	—
4 or more	—	—	12	—
Indirect (No LOS)	—	—	—	12, then 1

If the die roll falls within the numbers listed for the gun type and range ('then 1' - roll 2 dice again), the locomotive is damaged (or the conductor balks). The train stops in that hex.

Any Fire against Enemy units on a stationary train in that Game Turn receives a 1 Column Right Shift.

3.65.2 Train Wreck on Damaged or Destroyed Railroad Hexes or Bridges - If a Confederate Train moves into a Damaged or Destroyed Railroad Hex or Bridge, the Train derails.

If a moving Train has a LOS of 3 or more hexes to the Damaged or Destroyed Railroad hex or bridge, roll 1 die. On a roll of 1 - 2, the conductor fails to stop in time and the Train derails in the hex.

A Train will stop (in an adjacent hex) before it crosses a burning (burned, Destroyed) Railroad Bridge.

On the southern end of the Game Map, if the Train does not have a LOS of 3 or more hexes to the Damaged or Destroyed Railroad hex or bridge, roll 1 die. On a roll of 1 - 4, the Train derails.

3.65.3 Alerting Trains - If a Confederate unit has or had a LOS to the Damaged or Destroyed Railroad Hex or Bridge while it was occupied by Federal unit(s), or occupied the hex after it was Damaged or Destroyed, and the Confederate unit occupies a Railroad hex, it may stop any Train that enters its hex en route to the Damaged or Destroyed Railroad Hexes or Bridges. A Pickett from such Confederate units may also Alert a Train.

An alerted Train may stop in any hex once alerted, but may not enter Damaged or Destroyed Railroad Hexes.

3.65.4 Capturing Trains - If Federal units move into a hex containing a stationary Train, either during a Friendly Movement segment or in Advance After Charge Combat, they have Captured the Train. The Federal Player may put the Train to his own use (if the Train is not damaged or derailed), or he may destroy it, gaining 3 VPs.

- Trains may move 2 hexes in Artillery Withdrawal during a Friendly Defensive Fire segment, or they move normally in a Friendly Movement segment.

Trains never roll on the Exit EZOC Table.

3.7 Change - Federal Naval Units and Federal Naval Transport

All Federal Naval unit Movement takes place during the Federal Movement segments. At any point during a Federal Movement segment, a Federal Naval unit may move and then land Federal ground units it may be transporting (conduct a Landing); or, the Naval unit may take on board Federal ground units and then move (an Embarcation), but not both in the same Movement Segment. (A Federal Naval unit may not Embark units, move, and then Land units during a single Federal Movement segment.)

3.71 Federal Naval Movement

Naval units have a Movement Point allowance of 3.

If a Naval unit is moving in the same direction as the Tide flow, add 1 MP to the Naval unit's MP allowance. See 3.72.1.

In the December 1864 Scenarios, if the Naval unit is moving into a Deep Water hex (except during LL Tide turns), or into a Temporary Deep Water hex during a H or HH Tide turn, add 1 MP to the Naval unit's MP allowance. By late 1864 the Federal Navy had a better knowledge of the upper Broad River.

During Fog turns, subtract 1 MP from all Naval units.

Naval units may only enter Deep Water, Temporary Deep Water, or Shallow Water hexes and hexsides. No Naval unit may enter Stream/Creek hexsides.

Naval units expend 1 MP to enter each navigable water hex, or 1 MP for each 2 hex-sides in the case Shallow Water hexsides. (On the Tulyfiny River, hexsides 3330 and 3430 are considered to be a single 'hex' for naval movement, as are hexes 2926 and 3026.)

Shallow Water Hexsides begin :

On the Pocotaligo River at 2913,

On the Tulyfiny River at 2926,

On the Coosawhatchie River at 2337 and 3339 (Bee's Creek).

Shallow Water Hexsides extend inland to the map edge or to Stream/Creek hexsides.

3.71.1 The 2 *Flat-Boat* counters cannot move on their own; they must be towed by another Naval unit.

To tow a *Flat-Boat* counter, move a Naval unit into the hex, expend 1 MP, and then finish the movement of the towing unit, with the *Flat-Boat* accompanying. To change the Towing unit, expend 1 MP from the new towing unit in the same hex. There is no additional MP cost for a towing unit that begins the Federal Movement segment stacked with the *Flat-Boat* counter.

3.71.2 In Temporary Deep Water and in Shallow Water hexes and hexsides, Naval counters must pay 1 MP to turn around (to change direction of travel by 180°). Naval counters with a 'R' (Reversible) in the lower right corner do not pay the extra 1 MP to change direction.

3.72 Tides - Each Game Turn of each scenario is either: LL - Very Low Tide, L - Low Tide, M - Near Median Tide, H - High Tide, or a HH - Peak High Tide.

Tide tables are listed in the October 22 1862 and December 6-9 1864 scenarios.

3.72.1 Tide Direction - Each turn is also either an 'Ebb', 'Flood', or 'Slow' Tide turn. During Ebb Tide turns, all water flow is downstream, generally from N and NW towards hex 4838. During Flood (incoming) tide turns, all water flow is opposite that of Ebb tide flow. Tide flow on Slow tide turns does not effect Naval unit movement (no extra MP).

3.72.2 Tide cycle - Each Tide cycle contains 4 LL Tide turns and 2 HH Tide turns.

The 1st LL Tide turn is the final Ebb Tide, the 2nd and 3rd LL Tide turns are Slow Tide turns, and the 4th LL Tide turn is the 1st Flood Tide turn of the cycle.

Both HH Tide turns are Slow Tide turns. The H Tide turn immediately preceeding the 2 HH turns is the final Flood Tide

turn of the cycle; the 1st H Tide turn after the 2 HH turns is the 1st Ebb Tide turn of the Tide cycle.

See the Tide Tables of the Scenarios.

3.72.3 A Naval unit moving in the same direction of the Tide flow on Ebb or Flood Tide Turns gains one extra MP; it can move 4 MPs. On Slow Tide turns, and when moving against the Tide flow, Naval units have 3 MPs.

In the December 1864 Scenarios, Naval units may have up to 5 MPs. See 3.71

In SW South Carolina, the difference in water levels between high tide and low tide is from 6 to 8 feet. The tides create swift currents, especially on ebb tide, and at low tide navigation by vessels of 8' draft or deeper can be severely limited. In addition, the commanders of Federal vessels had no intention of grounding in a vulnerable location and risk being sunk, so they moved slower in shallow water.

3.73 Running Aground

Naval units can Run Aground in **Deep Water** hexes only during Fog and Night turns.

Naval units can Run Aground in **Temporary Deep Water** during M, L, and LL Tide turns, and all Fog and Night turns.

Naval units cannot Ground in Temporary Deep Water hexes during H or HH Tide turns, except in Fog and Night turns.

Naval units can Run Aground in **Shallow Water** hexes and hexsides during any Turn.

During L and LL Tide turns, only Light Draft Naval units (those with a '- 1' Draft modifier) may enter **Shallow Water** hexes and hexsides. Other Naval units may remain in those hexes, or attempt to move downriver, only.

• Confederate units Firing on any Transported units on a **Grounded** Naval unit do not receive the 1 Column Left Shift.

3.73.1 The Naval Unit Grounding Table

If a Naval unit (counter) begins the Federal Movement segment in a hex on a Tide turn in which it could Run Aground (see above), then roll 1 die on the Grounding Table, before the counter moves. The effects of the Grounding Table are: No Effect (the counter moves normally); or - 1 or - 2 MPs from the counter's MP total for that Movement segment; or Aground (the ship is hard aground and cannot move that turn, in which case flip the counter over to its 'AGROUND' side).

Each Naval unit which must roll on the Grounding Table rolls once per Turn. The 2 *Flat-Boat* counters are not subject to Grounding.

When to roll on the Grounding Table -

During Day turns - H and HH Tide turns - For each Naval unit which begins the Federal Movement segment in a Shallow Water hex or hexside.

During Day turns - M, L, and LL Tide turns - For each Naval unit which begins the Federal Movement segment in a Temporary Deep Water hex or Shallow Water hex or hexside.

Dawn and Dusk turns - H, M, L, and LL Tide turns - For each Naval unit which begins the Federal Movement segment in a Temporary Deep Water hex or Shallow Water hex or hexside. During Fog and Night turns - Before each Naval unit moves.

3.73.2 Die Roll Modifiers for the Grounding Table

Naval Unit Draft Modifier – Some Naval units have a ‘Draft Modifier’ in the bottom center of the counter, either a ‘– 1’ (Light Draft), or a ‘+ 1’ (Deep Draft).

Subtract one from the Grounding Table Die Roll for each Movement Point **not used** by the Naval counter in that Movement segment, up to 2 MPs.

The 4 ‘Double-ended Sidewheeler’ Naval counters and the *Steam Launches/Boat Division*, all with a ‘R’ (for ‘Reversible’) in the lower right corner of the counter, **subtract one** from the Grounding Table Die Roll.

Naval units towing other Naval counters add one to the Grounding Table Die Roll.

3.73.1 Grounding Table

Die Roll	0	1	2	3	4	5	6	7
	–	–	–	–	–1	–2	G	G

– No Effect; Full Movement.

–1 or –2 - Lose 1 or 2 MPs in that Movement segment.

G Grounded. Flip the Naval counter over, no movement.

Grounding Table Die Roll Modifiers

Counter’s Draft Modifier-		L Tide	+ 1
– 1 or + 1		or LL Tide	+ 2
		Ebb Tide	+ 1
– 1 MP	– 1		
– 2 MP	– 2		
		Currently	
		Aground	+ 1
Flood Tide Turn	– 1	Shallow Water	
HH Turn	– 1	Hexside	+ 1
		Towing other cntr.	+ 1
		Night Turn	+ 1
R (Reversible)	– 1	Fog Turn	+ 1

3.74 Landing and Embarkation

3.74.1 Naval Transport Capacity - Each Naval unit’s Transport Capacity is located in the center right of the counter. ‘C.2’ indicates a capacity of 2 Strength Points, ect.

‘Art.’ indicates the Naval unit may transport any number of Naval Boat Howitzers at no cost in Capacity, and/or one 2-gun section of other land Artillery at a 1 SP Capacity cost.

The 2 *Flat-Boats* may transport one 2-gun section of land Artillery or 4 Boat Howitzers, or 1 SP of either Infantry or Engineers.

Cavalry units may only be transported by Naval units which are ‘Army Transports’. Each Cavalry SP counts as 2 SPs for Transport Capacity.

The *USS Paul Jones* may only transport Boat Howitzers and Leaders on the morning of October 22 1862.

The *Steam Launches* counter may transport 1 Boat Howitzer which may conduct Naval Artillery Fire. Also see 3.8.

3.74.2 Landing Rules for the Historical Landings

Four Landing hexes were used in the battles simulated in this game. Below are Rules for each of those hexes.

3.74.21 October 22 1862 Pocotaligo - Mackay's Point - 4636

For **Federal Infantry**, the cost to land in 4636 is 1 MP. (The cost is 2 MPs until the Turn after a Federal Engineer occupies the hex.)

The 1st 4 Infantry SPs landing during each Turn may move as skirmishers, with 4 MPs. The 2nd 4 Infantry SPs landing each Turn have 3 MPs, the 3rd 4 Infantry SPs have 2 MPs, and the 4th and 5th groups of 4 SPs may not move beyond hex 4636.

The Stacking limit of 24 SPs in 4636 can not be exceeded.

If the 2 *Steam Launches* counter and at least 1 empty *Flat-Boat* counter are not in hex 4637, then the 1st 4 Infantry SPs to land at 4636 that Turn have 3 MPs, not 4.

Cavalry and **Artillery** units expend all their MPs for the current Movement segment to enter (land in) hex 4636.

Federal Leaders expend 3 MPs to land in hex 4636.

In addition, during all October 22 1862 Scenarios, the 2 sections of Artillery from the 1st US Art. Batt.M and the 3rd US Art. Batt.E must each roll one die once on each turn they attempt to land.

1st attempt - 1 - 2 - successful.

2nd attempt - 1 - 3 - successful.

3rd attempt - 1 - 4 - successful. However, both Artillery sections automatically land the turn after an Engineer unit lands on the Landing hex.

3.74.22 October 22 1862 Coosawhatchie - Near the ‘Bolan Ocean Landing’ - Hex 2538

It was in this hex that the *USS Planter* and the several smaller boats it was towing ran aground at “dead low tide”.

The Landing printed on hex 2439 is for access from hex 2438 only.

There is also a Lunette in hex 2439 which faces 2438 and 2538.

The cost to debark and reach the Clear portion of 2538 (from the Temporary Deep Water portion of 2538) is 1 MP (the numerous boats towed by the Planter, and the low tide, made landing in the Marsh less time-consuming).

The 1st 4 Infantry SPs to land are skirmishers and have 4 MPs. The remainder of the SPs have 3 MPs on the Turn of landing at hex 2538.

On the Turn of landing, any unit which moves with an Engineer unit pays only 1 MP to enter any Woods hex. If this occurs, place a ‘New Trail’ counter in the Woods hex and place a ‘No ZOC/ – 1 MP’ marker on the Engineer unit.

3.74.23 December 6 1864 - Deveau's Neck - The Lower Landing - 3532 to 3433

Elements of the ‘Coast Division’ landed here in fog at “dead low water”. There’s evidence a causeway/dock existed at that spot in pre-war days. However, Federal Engineers had to build a corduroy road through the marsh. (Federal units may land on Marsh hexes only on L and LL Tide Turns.)

On the first Turn Federal units land on hex 3532: only Engineer and Infantry units may land in the hex.

If an Engineer unit is not in the hex, all Infantry units that land in the hex are automatically Disordered, and no unit may move beyond hex 3532.

On subsequent Turns: All units leaving hex 3532 have 2 MPs, until an 'Improved Landing' is built in the hex.

Boat Howitzers may not land in a Marsh hex that does not contain an Engineer unit or an 'Improved Landing' marker. Other Artillery units may not land in a Marsh hex that does not contain an 'Improved Landing' marker.

Cavalry units may not land in a Marsh hex that does not contain an 'Improved Landing' marker, or a Landing printed on the map.

3.74.24 December 6 1864 - The Upper Landing at Gregory's 3129 - It costs any Infantry unit 1 MP to Land at 3129. The 1st 4 SPs to land have their full MP allowance and may move as Skirmishers; the 2nd 4 SPs to land have 3 MPs; the 3rd 4 Infantry SPs to land have 2 MPs; and the 4th and 5th groups of 4 SPs may not move beyond hex 3129.

Artillery and Cavalry units expend all their MPs to land on hex 3129. Leaders expend 3 MPs to land on hex 3129.

3.74.3 Landing at Other Hexes

Federal Naval units may land Federal Infantry units in any hex which contains, or is directly adjacent to, navigable water. Federal Infantry units may land at any Landing printed on the map, or at any Landing built by a Federal Engineer unit, or onto any Clear or Woods hex.

Federal units may also land on All-Marsh hexes which contain navigable water and are also directly adjacent to a Clear or Woods hex-side, but only during 'L' and 'LL' Tide Turns. If an Engineer unit is not in the All-Marsh hex, all Infantry units that land in the hex are automatically Disordered.

Federal Boat Howitzers may land at any hex that Infantry may land. If the landing is not printed on the map, and there is no 'Landing' counter on the hex, then the landing hex must be occupied by a Federal Engineer unit when the Boat Howitzers land.

All other Federal Artillery units and all Cavalry units may only land at Landings which are printed on the map, or in a hex containing an 'Improved Landing' counter.

Leaders expend 3 MPs to land on any type of Landing, and all of their MPs to land on a hex without a 'Landing'.

3.75 Improvised and Improved Landings

3.75.1 A Federal Engineer unit may build an **Improved Landing** on any hex on which Federal Infantry may land, but does not contain any other Landing. The Improved Landing marker must connect navigable Water in the hex with a Clear or Woods hexside of an adjacent hex. See 3.74.3 above.

An Improved Landing represents a primitive causeway through Marsh, built with trees and mud. It acts as a 'Trail'.

In order to construct an Improved Landing, an Engineer unit must begin a Friendly Movement segment in the hex and spend 6 MPs in the hex, total (if the hex is also occupied by at least 3 Infantry SPs, the Engineer spends only 4 MPs). If the unit or stack is not attacked and does not attack, an Improved Landing marker is placed in the hex at the end of the Movement segment during which the MP requirement is reached.

The Engineer unit may not move beyond an adjacent hex

during the next Movement segment. Boat Howitzers may not leave the hex until the Turn after the Improved Landing is completed.

3.75.2 An **Improved Landing** may be built only in a hex which contains a printed Landing or a Improved Landing. An Engineer unit must begin a Friendly Movement segment in the hex and spend 9 MPs in the hex, total. If the unit is not attacked and does not attack, an Improved Landing marker is placed in the hex at the end of the Movement segment during which the MP requirement is reached. The Engineer unit may not move beyond an adjacent hex the next Movement segment. An Improved Landing acts as a 'Local Road'.

Federal units may land at an Improved Landing using the same MP costs as the Upper Landing on Deveau's Neck. See 3.74.24.

3.76 Embarcation of Land Units Onto Naval Units -

Naval units which do not begin a Friendly Movement segment 'adjacent' to a Landing may not take onboard land units that Turn, except via a 'Ferry'. See 3.77

Landings are 'adjacent' to only one Water hex or hexside. *For example*, the Landing on hex 4636 is 'adjacent' to hex 4627, only. (Units in 4636 could be 'Ferried' to hexes 4536 and 4736 and vice versa).

All land units which begin the Friendly Movement segment on a Landing hex may board Naval units in an 'adjacent' Water hex or hexside, up to the capacity of the Naval units. If the Naval units adjacent to the landing hex can take on board additional SPs, then land units from hexes adjacent to the landing hex may embark on the Naval units. If Naval Transport Capacity still exists, units that expend 2 MPs to reach the Landing may embark.

3.76.1 The 1st 4 SPs which board a Naval unit, and which began the Friendly Movement segment on the Landing hex, cost the Naval unit no MPs. After that, the Naval unit expends 1 MP for every 4 SPs that boards the Naval unit during that Movement segment.

3.77 Ferries - Any Naval unit which is not Grounded may act as a Ferry between 2 hexes that are separated by only 1 hex. The 'Ferry' unit must roll on the Grounding Table if required, and if it retains at least 2 MPs, the Naval unit remains in the intervening hex but transports Infantry SPs, up to its capacity, between the other 2 hexes.

When acting as a Ferry, the transport capacities of the *Steam Launches*/'Boat Division' counter and the *Flatboats* are doubled. The *Flatboat* counters may be used as Ferries only if another Naval unit is also acting as a Ferry in the same hex.

If there is more than 1 intervening hex between 2 Naval units or a Naval unit and a Landing hex, regular Naval Movement rules must be used.

3.8 Special Naval Movement

In the Advanced Game, the *Steam Launches*/'Boat Division' counter has a Draft modifier of -2, not -1 as on the counter. In addition, when rolling on the Grounding Table, these 2 units **do not apply** the following die roll Modifiers: Currently Aground (+1) and Shallow Water Hexside (+1).

The Steam Launches/'Boat Division' may not tow other Naval units.

The '2 Steam Launches' unit may Transport 1 Boat Howitzer in addition to 2 other SPs. All 3 SPs may Fire while being Transported.

The '2 Steam Launches' unit may be duplicated (use any counter) so that each has a Capacity of 1 Boat Howitzer and 1 SP, and both may Fire while being Transported.

The Steam Launches/'Boat Division' counter may move up the Shallow Water hexsides of : the Coosawhatchie to 1032; the Tulifiny to 1425; and the Pocotaligo to 2007, 2306, and 2809, but is treated as a Confederate Train if Confederate units are in range for Fire Combat. Other Naval units (those with a - 1 Draft Modifier) may attempt to reach those hexsides, and may be Fired on the same as the Steam Launches/'Boat Division' counter, but must use all Grounding Table modifiers, and will find it difficult to reach those hexes.

The Steam Launches/'Boat Division' counter may enter any Shallow Water/Stream hexside between 2 Marsh hexes, and may Land units it Transports into any hex, except all-Water hexes. See the Landing Rules for MP costs.

3.81 The Steam Launches/'Boat Division' counter may move from hex 4829 to hexside 4824, except during L and LL Tide Turns. Hex 4829 is separated from Shallow Water hexside 4824 by 8 Shallow Water hexes followed by 8 Shallow Water hexsides.

A landing probably existed on what would be hex 4924 (just south of hex 4824, 4 hexsides from hexside 4824).

4.0 Facing - Change - During any Friendly Defensive Fire segment, Friendly units may change facing by one hexside.

During any Friendly Withdrawal Before Fire and Retreat Before Charge segments, Friendly units may change facing by one hexside, even if the unit does not move.

4.4 Change - 'Strong' and 'Weak' Zones of Control (ZOCs) -

Units and stacks of Infantry and Dismtd.Cavalry units totalling 2 or 3 SPs, or Artillery or Mntd.Cavalry units of 1 SP : exerts a 'weak' ZOC into their 2 'front' hexes and no ZOC into their 'flank' or 'rear' hexes.

Units and stacks of units of 4 or more SPs : exerts a 'strong' ZOC into their 2 'front' hexes, a 'weak' ZOC into their 2 'flank' hexes, and no ZOC into their 'rear' hexes.

Leaders, Infantry and Dismounted Cavalry units of 1 SP (alone in a hex), Skirmishers, Confederate Trains, and Routed units : do not exert ZOCs.

Federal Naval units with Artillery SPs : exerts a 'strong' ZOC into all 6 surrounding hexes.

A stack of 2 SPs and 1 Artillery SP : exerts a 'strong' ZOC into their 2 'front' hexes and a 'weak' ZOC into their 2 'flank' hexes.

4.4 Change - ZOCs and Movement -

4.44 'Strong' EZOCs : +1 MP to enter, +1 MP to exit, and + 1 Die Roll Modifier on the Exit EZOC Table.

'Weak' EZOCs : + 0 MP to enter, + 1 MP to exit.

Skirmishers (3 SPs or less) always Exit an EZOC with a - 1 Die Roll Modifier on the Exit EZOC Table.

4.45 All units, except Confederate Trains and Federal Naval units, must end movement immediately upon entering a 'strong' Enemy Zone of Control hex. Friendly units may not move from a 'strong' EZOC directly to another EZOC hex.

Friendly units may move from a 'weak' EZOC to another EZOC if they have sufficient MPs to do so.

Retreating units may retreat into and through EZOCs, but suffer penalties for doing so. See the 'Exit EZOC Table'.

4.5 If during a Friendly Movement segment a Disorder result is from the Exit EZOC Table: (5-6 Retreat 1 hex) = add 1 to unit's MPs, the unit can't enter an EZOC.

5.0 Fire Combat

Artillery units must comprise the top units of a stack if : the stack is adjacent to Enemy units, and the Artillery units will Fire in a Defensive and/or an Offensive Fire segment that Game Turn.

Addition 5.31 - Artillery Fire at Adjacent Hexes

1.1) 'Nap.' and '12 pd. How.' gun types firing at adjacent hexes also receive a '1 Column Shift Right' on the Fire Combat Results Table, in addition to SP doubling.

'Boat Howitzers' do not receive the column shift.

5) Long Range Naval Fire Scatter - Naval Artillery Fire at ranges of 6 - 8 hexes - roll 1 die: on a roll of 5-6, the Fire scatters. Assign 1 - 6 to each hex surrounding the Target hex; roll 1 die to find the new Target hex. If the hex is occupied by any unit, Friendly or Enemy, apply any Fire Combat results against the hex.

Naval Artillery Fire at ranges of 9 hexes or more - roll 1 die : on a roll of 3-4, the Fire scatters, as above.

On a roll of 5-6, the Fire scatters twice. Roll twice to determine the final Target hex.

5.33.1 Artillery units in a non-Road or non-Trail Woods hex may not Fire through a non-Road Woods hexside at a unit(s) in an adjacent hex if Woods cover both sides of the actual printed hexside on the Map.

5.36 Change - Artillery Ammunition - Each Game Turn in which an Artillery unit Fires, during a Friendly Defensive Fire and/or a Friendly Offensive Fire segment, cross off 1 Ammo. Point from that unit's total on the Ammunition Table.

Any Fire by an Artillery unit during a Friendly Artillery Withdrawal (A. during a Friendly Defensive Fire Segment), or during a Friendly Retreat Before Charge segment, is free; the limited Artillery Fire in these 2 instances does not expend Ammunition Points.

5.37 Addition - Desultory Fire - An Artillery unit that is not 'Ammo. Low' or 'Ammo. Depleted' may Fire without expending an Ammunition Point. The unit may Fire at one non-adjacent Target hex per Turn, with a '2 Columns Left Shift' on the Fire Combat Results Table. Artillery units which are adjacent to any Enemy unit may not conduct Desultory Fire.

5.7 Change - Advanced Rules Fire Combat

Results - D, 2D, 3D - 1, 2, or 3 units are Disordered. Flip a Good Order unit over to its (back) Disordered side. If the unit is already Disordered, roll one die on the '2nd Disorder Table'.

The top unit in a stack in a Target hex always receives the first result. Roll a die to determine which other unit(s) in the stack are effected.

A 2D or 3D result against a Target hex containing a single unit - roll on the '2nd Disorder Table' for each additional D.

Addition - 5.14 - Targeting Individual Units in a Stack during Offensive Fire -

At a range of 1 hex (adjacent) - Any unit in the Defending stack may be Targeted separately. Unless the unit is the top unit in the hex, or is Charging (has a Charge marker), all Fire against the unit is resolved with a 1 Column Left Shift.

The Targeted unit must receive the 1st Combat result; the top unit in the stack receives any 2nd Fire Combat result; and any remaining Combat results are distributed randomly among the stack.

At a range of 2 hexes - Only Artillery units in general may be Targeted. The 1st and 2nd Combat results are applied to Artillery unit(s) in the hex (randomly); any remaining Combat results are distributed randomly among the entire stack.

• Fire on Artillery units only, by Small arms only, with no Artillery participating in the Fire, receive a 1 Column Left Shift. See 5.5 Basic Game Fire Combat Modifiers.

5.11.3 Confederate Artillery Fire on Federal Naval Units

Gun Type	Range			
	1	2	3	4 or more
12 pd How., Napoleon -	5-6	6	6- then 12	-
Pocotaligo, Coosawhatchie,				
Dawson Hvy. Artillery -	3-6	5-6	6	6- then 12
3.5" Blakely, 10 pd Brooke				
10 pd. Parrott -	5-6	6	6- then 10-12	6- then 12

Roll one die, no modifiers. '6- then' - roll 2 dice again. If the die roll is within that listed for the Gun Type and Range, the Naval unit has been hit. Roll one die on the Hit Table.

Hit Table

- 1 No Effect
- 2 No Effect
- 3 1 SP of any Transported units Disordered, chosen randomly
- 4 1 SP Dis., Ship On Fire - can not Fire, place marker
- 5 1 SP Dis., Ship Damaged - all Fire 1 Col. Left, place marker
- 6 1 SP Loss, Ship Sunk - place marker, all other transported units Disordered, all Artillery is Lost, 1/2 any other units lost if

currently in Deep Water hexes, unless hex occupied by other Naval units. All non-Leader units from the Sunk Ship may not Land after rescue by other Naval units.

Hit Table Die Roll Modifiers -

Already Damaged	+ 2		
Already On Fire	+ 2	+1 Draft	- 1
Aground	+ 1	Iron Hull	- 1
- 1 Draft	+ 1	Fog	- 1

A Damaged or 'On Fire' Naval Unit:

- 1 MP, + 1 on Grounding Table Die Roll

• + 1 on Grounding Table Die Roll for any Naval unit in the same hex as a 'Ship Sunk' or 'On Fire' marker.

Note: The *Geo. Washington* was sunk (a total loss) with one shot, a Confederate cannonball that pierced her boiler, causing a large explosion. A gun of the Beaufort Lgt. Artillery fired the shot at Whale Branch, north of Beaufort, in the early hours of April 9, 1863.

6.0 Charge Combat

6.11 Change - Charge markers

In the Advanced Game, it costs 1 Movement Point to place a Charge marker on an eligible Infantry unit.

Each Charging Mounted Cavalry unit pays 2 MPs for a Charge marker.

6.41 Addition - Limited Fire in Retreat Before Charge

Charge - All non-Phasing units which Retreat Before Charge may choose to conduct Limited Fire against the Charging units.

Limited Fire during Retreat Before Charge is resolved normally, except all Firing SPs are halved for combat resolution (round down).

Units which Fire during their Retreat Before Charge receive an additional '+ 1' Die Roll Modifier on the 'Exit EZOC Table'.

Limited Fire during Retreat Before Charge expends no Ammunition Points.

6.6 Change - Disordered Charging Units

Disordered Infantry units may attempt to Charge if:

- 1) there is at least 1 other unit in the hex that has a Charge Marker, is Charging, is from the same Regiment, and is not Disordered; or
- 2) the Disordered unit(s) Brigade Leader is in the hex.

If one of the conditions is met, then during Charge Combat resolution, when totalling Attacker's Charge Strength, roll 1 die for each Disordered Charging Infantry unit.

On an adjusted die roll of 4 - 6, the Disordered unit may add its SPs to the Charge. On an adjusted die roll of 1 - 3, the Disordered unit may not Charge.

Use the following modifiers for the Disordered Infantry unit's Charge attempt:

the unit's current Charge Modifier;

- 1 if at least 1/2 of all Charging units in the hex are Disordered;
- +1 if stacked with any Leader.

6.81.1 If a unit or stack is **Retreating from a Non-Road Woods or Wooded Swamp hex**: If both rear hexes fulfill the Retreat Priority-1 (if both hexes cost the same # of MPs to enter), then each retreating unit from the non-road Woods hex must roll 1 die to determine which hex to retreat into:

1 - 3 Retreat into the Left Rear hex;

4 - 6 Retreat into the Right Rear hex.

This may force a retreating unit into an Enemy ZOC.

6.8 Change - Advanced Rules Charge Combat Results

D, 2D, 3D - 1, 2, or 3 units are Disordered. Flip a Good Order unit over to its (back) Disordered side. If the unit is already Disordered, roll one die on the '2nd Disorder Table'.

Roll a die to determine which unit(s) in a stack are Disordered; all Charging units in the Charge combat have an equal chance; for Defending units, see 6.81 Basic Game.

A 2D or 3D result against a Target hex containing a single unit - roll on the '2nd Disorder Table'.

Addition - 7.14 Losing and Capturing Artillery Caissons

Artillery Caissons (horse-drawn ammunition chests, generally one to each gun) can be lost by a Withdrawing and/or Retreating Artillery unit which suffers:

- a 'Retreat' result;
- a '1 SP Loss' result (as the final SP of the Artillery unit) or
- a '2 SP Loss', on the Charge Combat Results Table; or
- an 'Uncrewed Cannon' result.

When any of the above occurs to an Artillery unit, during Exit EZOC in Artillery Withdrawal Before Fire or Retreat Before Charge, or from Fire or Charge Combat Results, roll 1 die. On a roll of 6, the Artillery unit has been forced to 'Abandon a Caisson'. Place the Abandoned Caisson(s) marker in the hex the Artillery unit Withdrew or Retreated from.

Friendly units may recover a Caisson by moving into a vacant hex which contains the marker but has not been occupied by an Enemy unit(s). If not, eliminate 1/2 of the Ammo. Points of the Friendly Artillery unit which lost the Caisson.

If the hex is occupied by Enemy units, the Abandoned Caisson(s) marker is **Captured**. The Turn after its Capture, its Ammunition Points may be transferred to a Friendly Artillery unit in the same hex. Restrictions: 12 pd How. (including Boat Howitzer) may use 12 pd How. Ammo. Points, Nap. may use Nap. Ammo. Points, and 10 pd. Brooke Rifle may use 10 pd Parrott Ammo. Points, and vice versa, only.

7.31 Federal Engineers - may construct Causeways.

A Federal Engineer unit may build a Causeway across a Stream, Marsh, or Stream/Marsh hexside by spending 4 hours adjacent to the hexside, without being the Target of any Combat from any hex within 2 hexes of the Engineer unit.

A Federal Engineer unit may build a Causeway through a Marsh hex by spending 12 hours in the hex, without being the Target of any Combat from any hex within 3 hexes of the Engineer unit.

If the Engineer unit is Charged or Fired upon from within the 2 or 3 hex range, that Game Turn may not be used as one of the required Turns used to build the Causeway.

Note: In late Dec. 1864, Federal Engineers built a Causeway from around hex 1832 to 1732 and then to 1633, where they placed cannon with which to Fire on the Coosawhatchie Railroad Bridge.

Federal Engineers may Block a Road or Trail by spending 1 MP in a Trail or Local Road, or by spending 2 MPs on a Coach Road hex. A Blocked Road does not affect Infantry and Dsmtd. Cavalry units. Mounted Cavalry units must pay 2 extra Movement points to leave the hex. Artillery units must end Movement in the hex. The Road or Trail is unblocked by an Artillery or Mounted Cavalry unit spending 3 MPs in the hex.

Addition 7.4 - Picketts

A Pickett counter represents a small detachment that was to scout and delay the enemy, and exerts no ZOC.

The 7 Confederate Pickett counters are all Cavalry Picketts. The Federals have 1 Cavalry Pickett counter. Each Good Order Cavalry unit not in an EZOC may create one Pickett counter, up to the limit of 7 Confederate Pickett counters on the map at any one time. When a Cavalry unit's Pickett counter is eliminated, it cannot create another.

Two Federal Pickett counters are Infantry Picketts. Any Good Order Federal Infantry not in an EZOC unit may create one Pickett counter, up to the limit of 2 at any one time.

7.41 Pickett Movement - At the beginning of a Friendly Movement segment, a unit may detach one Pickett. The Pickett moves normally (Infantry - as Skirmishers - 4 MPs, Cavalry - 6 MPs), but it may not end a Movement segment stacked with any other unit, or end in any ZOC, either Friendly or Enemy.

Only one Pickett counter may occupy a single hex.

- Picketts may not move adjacent to any Enemy unit.
- A Pickett marker is removed from the map when it enters a Friendly ZOC, or when Friendly ZOCs are closer to all nearby Enemy units than the Pickett marker.
- Picketts are exempt from all Command Control Rules.

A Friendly Pickett unit **may** move adjacent to an Enemy Pickett unit, only, if the hex is not in an EZOC. A Friendly Pickett unit may not enter a hex containing an Enemy Pickett unit, and may not conduct any Combat against it.

7.42 Effects of Picketts - Friendly units may enter a hex occupied by an Enemy Pickett counter by expending an additional + 1 Movement Point.

If the moving unit(s) exerts a Weak ZOC, the Pickett counter is retreated its full MP allowance (in MPs) away from the moving unit(s). It is moved to the nearest Road or Trail and moved along it; or along the path of least MP cost.

If the moving units exerts a Strong ZOC, or includes a Mounted Cavalry unit, roll one die. If the result is 1 - 3, the Pickett is eliminated, and removed from the map. If the result is 4 - 6, the Pickett counter is retreated its full MP allowance (in MPs) away from the moving unit(s). It is moved to the nearest Road or Trail and moved along the Road or Trail; or along the path of least MP cost.

If a Pickett retreats into or across any Marsh, Stream/Marsh, Wooded Swamp, or Enemy ZOC, it is eliminated.

7.43 Picketts alerted the Confederate Command of the Federal movements and landings in 1862 and 1864. If no Confederate Picketts which had a LOS to Landing Federal units are available to move to either Pocotaligo or Coosawhatchie, (where telegraph lines had been located), then Confederate units near those two locations may not move until 1 Game Turn after they are otherwise allowed to be released.

8.0 Breastworks and Fortifications

8.11 Addition - Building Breastworks - A Breastwork counter may only be placed in a Friendly occupied Woods hex, or in a Clear hex adjacent to a Woods hex. No Enemy units may be within 2 hexes of the hex during its construction.

If 3 SPs or less of Infantry, Cavalry, or Artillery spend 6 Turns in an eligible hex without moving or conducting Combat, without being attacked in any way, and without an Enemy unit

within 2 hexes, a '2 - sided' Breastworks counter is placed in the hex at the beginning of the 7th Friendly Player Phase after the beginning of its construction. Ignore 'No Effect' Art. Fire.

A '3 - sided' Breastwork counter may be placed by 3 or less SPs after 8 Turns.

If 4 or more SPs of Infantry, Cavalry, or Artillery spend 4 Turns in the hex without moving or conducting Combat, without being attacked in any way, and without an Enemy unit within 2 hexes, a '2 - sided' Breastworks counter is placed in the hex at the beginning of the 5th Friendly Player Phase after the beginning of its construction. Ignore 'No Effect' Art. Fire.

A '3 - sided' Breastwork counter may be placed by 4 or more SPs after 6 Turns.

- If a unit(s) is ineligible to construct a Breastwork during a Turn, it may return to the construction when it is eligible; it must accumulate the total number of Turns in order to place the Breastwork marker.
- The initial facing of a Breastwork marker may not be changed once it is placed, and it remains in the hex even if it is vacated.
- Each Night Turn is equal to 4 Day Turns.

8.2 Fortifications are built on Breastwork hexsides. Each Fortification hexside requires 12 hours to build.

Addition - 9.3 Leaders Alone in a Hex

During the Friendly Fire segment, if an Enemy Leader is alone in a 'Clear' hex adjacent to an non-routed Friendly unit, roll 1 die. On a roll of 6, roll again. On a roll of 4 - 6, the Enemy Leader becomes a casualty.

Addition - 9.8 Federal Regimental Unit Breakdown

In the Advanced Game, every Federal Infantry Regiment is deployed as its component units. If two or more of a Regiment's component units occupy the same hex, the Regimental unit may substitute for the component units in the hex to reduce stacking on the Map, and to indicate the position of the Regimental Leader. Reduce the Current SP total of the Regimental Unit/Leader counter by the SPs of the Regiment's component units not stacked with it.

9.81 The component units must remain within the Command Range of the Regiment's Brigade Leader or they become Out of Command.

9.82 Component units with SP Losses may combine with other Component units, with SP Losses, of the same regiment. Remove from the Map any Component unit which transfers all of its SP(s) to another Component unit of the same regiment.

13.0 Addition - Dusk/Night - Dusk is the Game Turn between normal light and Night. See the Scenario Rules for the specific Game Turns which are Dusk and Night Turns.

During Dawn and Dusk Turns, all Fire Combat is resolved with a 1 Column Left Shift. Small Arms Fire may be conducted against adjacent hexes only.

All Leaders' Command Ranges are reduced by 1 MP.

Each Night Turn represents 2 Hours (4 Daylight Turns).

All units have double their MP allowance (so MPs are halved).

During Night Turns, all Fire Combat is resolved against adjacent hexes only, and with a 2 Column Left Shift. Fire from adjacent hexes cannot be combined; all Fire Combat resolution may only involve Fire from individual hexes.

13.1 During Night Turns, Federal units which do not have an unbroken line of Road and Trail hexes free of EZOCs (a Line of Communication) leading back to a secure landing, must move toward Road and Trail hexes which do have a Line of Communication.

During Night Turns, all Leaders' Command Ranges are halved, rounded up.

14.0 Addition - Hidden Movement - Optional

At the consent of both Players, certain units may be temporarily removed from the Game Map and their movement recorded. Units are removed from the Map (Hidden) during a Friendly Movement segment, or at the beginning of the Scenario, if eligible. When or if the units Move close to or Attack an Enemy unit(s), the Moving or Attacking unit(s) is immediately returned to the Map. Picketts are units in this case.

14.1 Conditions for Removing Units from the Map for Hidden Movement:

- Any Friendly unit more than 10 hexes from any Enemy unit.
- Any Friendly unit 5 or more hexes from any Enemy unit, and which does not have a LOS (5.1 Line of Sight) to any Enemy unit.
- Any unit which is in a Non-Road, Non-Trail Woods or Wooded Swamp hex, and is separated from all Enemy units by at least 1 Woods or Wooded Swamp hex.

14.2 Conditions for Placing Hidden Units on the Game Map:

- Whenever the owning Players wishes to.
- Whenever the unit Fires.
- Whenever the unit moves into any EZOC or moves adjacent to an Enemy Pickett.
- Whenever the unit has a LOS to an Enemy unit within 10 hexes.

14.3 A Moving unit may remain hidden if: it moves adjacent to an Enemy unit (but not into its ZOC), the Enemy unit has another Friendly unit in its ZOC, and the Moving unit is moving from a Woods or Wooded Swamp hex into another Woods or Wooded Swamp hex.

14.4 A non-moving unit may remain hidden if it occupies a Woods, Wooded Swamp, or Fortifications hex and an Enemy unit ends its Movement in the non-moving unit's ZOC. The non-moving unit must be placed on the Map if the Moving Enemy unit attempts to enter the Friendly occupied hex.

A non-moving Friendly unit may remain hidden if an Enemy unit moves adjacent to it, but not in its ZOC, and had moved from a Woods or Wooded Swamp hex into another Woods or Wooded Swamp hex.

- Picketts are placed on the map when they are in an EZOC.
- Conf. Trains and Federal Naval units are never Hidden.

15.1 RAID ON COOSAWHATCHIE

October 22, 1862 2:00pm to 6:30pm

This scenario uses the southern 1/2 of the game map, only.

Confederate Unit Setup

At Start

Hex # Unit(s)

1233 Coosawhatchie Heavy Artillery (1862)– 1 SP;

At Coosa- 11 SC¹ Co.F – 1 SP ; Beaufort Lgt. Artillery⁴ – 2 SPs.
whatchie

1333 2 x Lafayette Lgt. Artillery¹⁺² – 4 SPs;

5-sided Fortifications (1862) For the facing of the 2

Fortifications, see 'The Pocotaligo Expedition' Page 38 Map 17.

2:00pm - Enter at **2950** – With 6 MPs - Lt.Col. Johnson;

Bee's 3 SC Cavalry^{1,2,3} – 3 SPs;

Creek with 5 MPs - 3 SC Cavalry⁴⁺⁵ – 2 SPs;

with 3 MPs - 1st SC Sharpshooters² – 1 SP

Enter at **1651**– With 3 MPs - 1st SC Sh.Sh.³ – 1 SP

All units expend 1 MP to enter 2950 or 1651 from off-map.

The 3 SC Cavalry⁴ – 1 SP and the 1st SC Sh.Sh.² – 1 SP must move to and remain in hex 2845 unless an enemy unit moves to within 2 hexes of 2845.

The 3 SC Cavalry⁴ – 1 SP must move to and remain within 4 hexes of 3741.

Federal Unit Setup

At Start

Hex # Unit(s)

2538 *USS Planter* (aground), *FlatBoat* # 2,

Col. Barton, 48 NY^{1,2,3,4} – 5 SPs;

1st NY Engineers⁴ – 1 SP;

3rd RI Artillery⁴ – 1 Boat Howitzer

2837 *USS Patroon* - Aground

3037 *USS Vixen* - Aground

3339 *George Washington*

All 4 Gunboats may Fire.

On the 5:30 pm Turn, the *Planter*, only, may move 3 hexes downriver, if all surviving Federal units are on board.

Federal units receive all Road Movement benefits beginning on the Turn of Landing.

The Col. Barton Leader counter (48 NY) is the one Federal Leader in the Scenario, has a Command Range of 3, and is a marker for any stack in the same hex, if needed.

The Col. Barton Leader counter is always In Command.

Reinforcements

Confederate Only

3:00 pm - Confederate Train #1, with the following units on board: 2 x 11 SC²⁺⁴ – 5 SPs ; Terrell Artillery¹ – 2 SPs.

Train #1 enters at hex 1651 (1650); Destination hex - 1235.

Victory Conditions : Federal - Occupy and Damage or Destroy Railroad hexes, and Occupy Coosawhatchie, before Re-embarking on the Planter, with few casualties.

Confederate - Prevent Damage to Railroad hexes.

Coosawhatchie 1862 Victory Point Chart

Federal		Confederate
1st Conf. SP Loss	0	Each Federal SP Loss 2
Other Conf. SP Loss	2	Each Federal Unit Routed 1
Each Conf. Unit Routed	1	Each Fed. Unit Disordered 1/2
Each Conf. Unit Disordered 1/2		
		<i>Planter</i> Damaged 2
Each Railroad hex :		<i>Planter</i> Sunk 5
Occupied the 1st time	1	(1/2 VP each time an
Damaged	1	Enemy unit is Disordered
Destroyed	2	due to Combat results.)
Each Destroyed Bridge	1/2	
Occupy 1234	1	
Occupy 1334	1	VP Ratio Federal/Confederate
Occupy 1233	2	5 - 1 or more
Occupy 1332	2	Complete Federal Success
Occupy 2845	2	
<u>Conf. Train Wrecked</u>	3	3 - 1 to 4 - 1
		Marginal Raid
		1 - 1 to 3 - 1 Draw
		1 - 2 or less
		Confederate Victory

Variants

Confederate

A. The rumor of a possible Federal landing on Seabrook Island is not reported to Lt.Col. Johnson, so the 3 SC Cavalry⁴ – 1 SP is free to move with Lt.Col. Johnson.

B. Lt.Col. Johnson is less cautious: the 3 SC Cavalry⁵ – 1 SP is free to move with Lt.Col. Johnson.

C. Confederate Train #1 - Variable entry - At the beginning of the Confederate Movement segment of the 2:30pm Game Turn, roll 1 die. On a roll of 1 or 2, the Confederate Train #1 arrives that Turn. On a roll of 3 - 6, roll again at the beginning of the Confederate Movement segment of the 3:00pm Game Turn. On a roll of 1 - 4, Confederate Train #1 arrives normally. On a roll of 5 - 6, the Confederate Train #1 arrives on the 3:30pm Game Turn.

D. If a Confederate Artillery unit in 1233 or 1333 has a LOS to, and Fires upon, a Federal unit on the Game Turn before the Confederate Train #1 arrives, then on the next Turn the Confederate Train #1 does not stop to take on board the 1st SC Sharpshooter³.

If Lt.Col. Johnson is in the same Railroad hex as the 1st SC Sharpshooter³, or on a Railroad hex south of 1st SC Sh.Sh.³, when the Confederate Train #1 arrives, then the Confederate Train #1 does not stop to take on board the 1st SC Sharpshooter³.

Otherwise, Train #1 must stop to take the 1st SC Sh.Sh.³ on board.

Federal

A. The *Planter* and its tow-line reach hex 2438, and begin the Scenario on hex 2438. All its Federal units pay 1 MP to enter 2439.

B. At the beginning of the 2:00pm Turn, no Federal Naval unit is Aground. For every MP expended by the *Planter*, subtract 1 MP in that Movement segment from each land unit the *Planter* transports.

15.2 POCOTALIGO October 22, 1862**11:30am to 6pm 14 Turns****Confederate Unit Setup**

At Start

Hex #	Unit(s)
3218	2 x Beaufort Lgt.Artille ¹⁺² – 2 SPs; 14(1) SC Caval ¹ – 1 SP; 1st SC Sharpshooters ¹ – 1 SP
3022	14(1) SC Caval ² – 1 SP - Mounted
2715	Beaufort Lgt.Artille ³ – 2 SPs; 11 SC ³ Co.I – 1 SP
2514	Col. Walker; Charleston Light Dragoons (4 SC Cav.Co. K) – 1 SP - Mounted
2106	Pocotaligo Hvy. Artille 1862 – 1 SP (Front)
1805	2 x Nelson VA Lgt.Artille ¹⁺² – 4 SPs; 3 SC Caval ⁶ Co.B – 1 SP - Mounted

Federal Unit Setup Hexes - 11:30am

At Start

Hex #	Unit(s)
3620	55 Penn ¹ – 1 SP
3421	6 Conn ² – 2 SPs
3520	47 Penn ¹ – 1 SP
3521	Col. Chatfield; 47 Penn ^{2,3,4} – 7 SPs
3522	1st US Art. Batt.M – 2 SPs; 6 Conn ¹⁺³ – 6 SPs
3623	Boat Howitzer ¹ – 1 SP; 55 Penn ^{2,3,4} – 5 SPs
3624	4 NH ^{1,2,3,4} – 10 SPs
3625	Brig.Gen. Terry; Boat Howitzers ²⁺³ – 2 SPs; 3rd RI ¹ – 1 SP; 3rd US Art. Batt.E – 2 SPs; 76 Penn ¹⁺² – 5 SPs
3725	Brig.Gen. Brannan – Overall Commander (always In Command); 7 Conn ^{1,2,3,4,5} – 8 SPs
3726	3 NH ^{1,2,3,4} – 8 SPs; 1st NY Engineers ¹ – 1 SP

If more than the northern 1/2 of the Game Map is used:

4331	47 Penn ⁵ Rf – 2 SPs
4532	76 Penn ³ Rf – 2 SPs
4636	1st NY Engineers ² – 1 SP; 1st Mass. Caval ¹⁺² – 2 SPs - Mounted

15.2.1 Reinforcements**Federal** (If only the northern 1/2 of the Game Map is used.)**12:30pm - 3725** - With 4 MPs - 47 Penn⁵ Rf – 2 SPs**1:00pm - 3725** - With 5 MPs - 1st Mass Cav.¹⁺² – 2 SPs
With 4 MPs - 76 Penn³ – 2 SPs**2:00pm - 3725** - With 3 MPs - 1st NY Engineers² – 1 SP
Federal Ammunition Supply Hex - 3725 (to 4636).**Confederate****2:30pm** - Confederate Train #2 with the following units on board: 2 x 7th SC Battalion¹⁺² – 4 SPs.Train #2 enters at hex **1201**; Destination hex is **1202**.Hex **1202** becomes a Confederate Ammunition Supply Source when it is occupied by the Train #2 counter.**2:30pm** - Roll 1 die - On a roll of **1 - 3**, place the following 2 units on hex **1910**: Kirk's Partisan Rangers - 1 SP (Mntd.)
Rutledge Mounted Rifles - 1 SP (Mntd.)On a roll of **4 - 6**, place the 2 units on hex **1910** during the Confederate **3:00pm** Game Turn**15.2.2 Special Scenario Rules :**

1. Basic Game Special Scenario Rules used:

A. Special Rules for **Turn 1**, only :

No Federal Artillery Fire on Turn 1.

All Federal units are In Command.

B. All reinforcements have full MP allowances and may use the 'Road Bonus'.2. Federal units do not receive any Road Bonus for Movement on a Local or Coach Road hex that has not been occupied (moved into) by a Federal unit in a **previous Game Turn**.3. North of Caston's (3117) the 7 Conn⁵ – 1 SP unit must always move with, and end a Friendly Movement segment, stacked with a Boat Howitzer.The 3rd RI Inf.¹ – 1 SP unit must move with, and end every Friendly Movement segment, stacked with a Boat Howitzer.3. The two 55 Penn³⁺⁴ units (with a '*' Fire modifier) follow a special procedure the first time either or both of the units Fire.

The first time one of the units Fires, roll 1 die after Fire Combat resolution. If the die roll is 1 - 3, that unit may not Fire again for the rest of the Scenario. Place an 'Out of Ammo' marker on the unit.

If the die roll is 4 - 6, the unit may Fire normally, but the other unit (with a '*' Fire modifier) may Fire only once during the Scenario.

If both units Fire for the first time together, after the Fire Combat is resolved, roll 1 die to determine which 1 of the 2 units has the defective weapons (assign one unit as 1 - 3; if the die roll is 4 - 6, then the other unit may not Fire for the remainder of the Scenario). Place an 'Out of Ammo' marker on the unit.

4. Hex 2007, at Pocotaligo Bridge, is a Woods hex with 3 Lunettes, one on each of 3 hexsides. A total of 6 Artillery SPs may Fire from the hex westward (4 southward), and 3 Infantry and/or Dsmtd.Cavalry SPs can occupy the lunettes.

6 Infantry and/or Dsmtd.Cavalry SPs can occupy the lunettes if only 3 Artillery units also do. Any other SPs in the hex are considered to be in a 'Woods' hex.

Fire against units in the lunettes in hex 2007 without Artillery participating- 2 Cols. Left, plus any Range modifier.

Fire against units in the lunettes in hex 2007 with Artillery participating- 1 Col. Left, plus any Range modifier.

15.2.3 Victory Conditions:**See 15.3.3**

15.3 POCOTALIGO October 22, 1862**10:30am to 7:30pm 19 Turns**

This Scenario begins as the Federal force finally advances, after Brigadier General Brannan had landed, and ends after dark. This Scenario uses the entire Game Map.

Confederate Unit Setup

At Start

Hex #	Unit(s)
3520	14(1) SC Cavalry ² – 1 SP - Mounted
2916	1st SC Sharpshooters ¹ – 1 SP; 2 x Beaufort Lgt.Arillery ¹⁺² – 2 SPs
2715	Beaufort Lgt.Arillery ³ – 2 SPs
2514	Col. Walker; 14(1) SC Cavalry ¹ – 1 SP - Mounted
2010	11 SC ³ Co.I – 1 SP
2106	Pocotaligo Hvy. Artillery 1862 – 1 SP (Front)
1805	Charleston Light Dragoons (4 SC Cav.Co.K) – 1 SP - Mounted

10:30am: Enter at hex **1002** with 3 MPs -
2 x Nelson VA Lgt.Arillery¹⁺² – 4 SPs;
3 SC Cavalry⁶ Co.B – 1 SP - Mounted

Federal Unit Setup - 10:30am

At Start

Hex #	Unit(s)
3825	55 Penn ¹ – 1 SP
3626	6 Conn ² – 2 SPs
3725	47 Penn ¹ – 1 SP
3726	47 Penn ^{2,3,4} – 7 SPs
3827	1st US Art. Batt.M – 2 SPs; 6 Conn ¹⁺³ – 6 SPs
3828	55 Penn ^{2,3,4} – 5 SPs
3928	Col. Chatfield; 4 NH ^{1,2,3,4} – 10 SPs
4028	Boat Howitzers ¹⁺² – 2 SPs; 3rd RI ¹ – 1 SP; 3rd US Art. Batt.E – 2 SPs; 76 Penn ¹⁺² – 5 SPs
4128	Brig.Gen. Terry; Boat Howitzer ³ – 1 SP; 7 Conn ^{1,2,3,4,5} – 8 SPs
4228	3 NH ^{1,2,3,4} – 8 SPs
4330	1st NY Engineers ¹ – 1 SP
4433	Brig.Gen. Brannan (Overall Commander, Always In Command)
4636	1st NY Engineers ² – 1 SP (Can't Move Before 12 noon)

10:30am: Enter at hex **4636** with 3 MPs – 47 Penn⁵ Rf – 2 SPs

15.3.1 Reinforcements**Federal****11:00am - 4636** - With 3 MPs - 76 Penn³ – 2 SPsWith 0 MPs - 1st Mass Cav.¹⁺² – 2 SPs

Federal Ammunition Supply Hex - 4636

Confederate

2:30pm - Confederate Train #2 with the following units on board: 2 x 7th SC Battalion¹⁺² – 4 SPs.

Train #2 enters at hex **1201**; Destination hex is **1202**.Hex **1202** becomes a Confederate Ammunition Supply Source when it is occupied by the Train #2 counter.

2:30pm - Roll 1 die - On a roll of **1 - 3**, place the following 2 units on hex **1910** : Kirk's Partisan Rangers - 1 SP (Mntd)

Rutledge Mounted Rifles - 1 SP (Mntd)

On a roll of **4 - 6**, place the 2 units on hex **1910** during the Confederate **3:00pm** Game Turn

15.3.3 Special Scenario Rules :

Same as 15.2.2, plus any Special Scenario Rules from the Basic Game Scenario (12.2), by mutual agreement of both Players.

Variants:

1. Confederate Sharpshooters - Several stayed behind after the Confederate withdrawal from the 1st position at Frampton's Creek, and bagged both Col. Chatfield and Lt.Col. Spediel.

Until the Game Turn after hex 2615 is occupied by a Federal unit, any Federal Leader which enters any hex adjacent to, or moves into, hex 2716, for the first time, for each hex, must roll 1 die. On a roll of 6, the Leader is a casualty. Flip the Leader counter over, and again roll 1 die. On a roll of 1 - 5, no further effect. On a roll of 6, the Replacement Leader is also a casualty. Remove the Leader from the Map.

2. Any Regiment (all of its component units, taken as a whole) of the 1st Brigade, which, on average, have expended 2 or more Ammo. Points while south of Frampton's Creek (2615), must roll 1 die at the start of each Friendly Movement segment, after the Regiment has crossed north over Frampton's Creek. On a roll of 4 - 6 – may use all its MPs. On a roll of 1 - 3, roll 1 die again. Divide the result by 2, rounding down. That result is the number of MPs the Regiment's units may expend in the current Movement segment.

If a Regiment of the 1st Brigade will move in a direction back towards Mackay's Point (4636) that Turn, do not roll for the Regiment. It may use all of it's MPs.

15.3.3 Victory Conditions**Victory Points**

Each Enemy: SP Loss 1 VP; Captured Cannon 1 VP,
Uncrewed Cannon 1/2 VP, Leader Casualty 1/2 VP.

Federal VPs (in addition to the 4 cases above):

End Movement in 1202, 1204-8, 1219-20 3 VPs each hex;
Occupy 2007 2 VPs; Pocotaligo Bridge Destroyed 2 VPs;
Each Railroad Hex Damaged 1 VP;
Each Railroad Hex Destroyed 2 VPs.

VP Ratio Federal/Confederate (rounded down)

1-2 or Less - Confederate Victory

2-1 or More - Federal Victory

15.4 Pocotaligo and Coosawhatchie

October 22, 1862 6 am to 9 pm

15.4.1 Confederate Unit Setup

At Start 6:00am

Hex # Unit(s)

4228 14(1) SC Cavalry² – 1 SP

2007 3 x Beaufort Lgt.Artilery^{1,2,3} – 4 SPs;
1st SC Sharpshooters¹ – 1 SP;

2106 Pocotaligo Hvy. Artillery '62 – 1 SP (Front)

Within 1 hex of **2106** - Beaufort Lgt.Artilery⁴ – 2 SPs.

1904 11 SC³ Co.I – 1 SP

1805 2 x Lafayette Lgt.Artilery¹⁺² – 4 SPs

1202 Col. Walker; 14(1) SC Cavalry¹ – 1 SP

1138 11 SC¹ Co.F – 1 SP

1233 Coosawhatchie Heavy Artillery (1862) – 1 SP

1333 5-sided Fortifications (1862) For the facing of the 2
Fortifications, see 'The Pocotaligo Expedition' Page 38 Map 17.
Confederate Pickett counters – 4636, 4018, 3533, 2439

15.4.2 Confederate Reinforcements

In the Historical Scenarios, only the 14(1) SC Cavalry², near Mackay's Point, may move in Game Turns before the 9:00am Turn. Beginning on the 9:00am Turn, all Confederate units may move. (It took some time for messengers to reach Pocotaligo.)

See 7.43 Advanced Rules if all Confederate units and Picketts which had a LOS to the Landing are eliminated.

- All Confederate units expend 1 MP to enter hex 1002, 1651, or 2950 from off-map.

9:30am: Enter at hex **1002** with 3 MPs – Charleston Light Dragoons (4th SC Cav.Co.K) – 1 SP - Mounted

10:30am: Enter at hex **1002** with 3 MPs – 2 x Nelson VA Lgt.Artilery¹⁺² – 4 SPs; 3 SC Cavalry⁶ Co.B – 1 SP - Mounted

2:00pm: Enter at **2950** – With 6 MPs - Lt.Col. Johnson;
3 SC Cavalry^{1,2,3} – 3 SPs;
with 5 MPs - 3 SC Cavalry⁴⁺⁵ – 2 SPs;
with 3 MPs - 1st SC Sharpshooters² – 1 SP
Enter at **1651** – With 3 MPs - 1st SC Sh.Sh.³ – 1 SP

2:30pm - Confederate Train #2 with the following units on board: 2 x 7th SC Battalion¹⁺² – 4 SPs.

Train #2 enters at hex **1201**; Destination hex is **1202**.

Hex **1202** becomes a Confederate Ammunition Supply Source when it is occupied by the Train #2 counter.

2:30pm - Roll 1 die - On a roll of 1 - 3, place the following 2 units on hex **1910** or **2106** : Kirk's Partisan Rangers - 1 SP (Mntd); Rutledge Mounted Rifles - 1 SP (Mntd)

On a roll of 4 - 6, place the 2 units on hex 1910 or 2106 during the Confederate Movement of the **3:00pm** Game Turn

3:00pm - Confederate Train #1, with the following units on board: 2 x 11 SC²⁺⁴ – 5 SPs ; Terrell Artillery¹ – 2 SPs.

Train #1 enters at hex 1651 (1650); Destination hex - 1235 (Coosawhatchie Rail Station). Use 15.1 Variants C. and D.

5:00pm - Conf. Train #3 w/ the following units on board:

Col. Harrison; 32 GA¹⁺² – 4 SPs; 47 GA^{1,2,3,4} – 5 SPs;

Terrell Artillery² – 2 SPs. Train #3 enters at hex 1651 (1650); Destination hex - 1235. Train #3 must stop in a railroad hex which contains a unit or Pickett which fulfills 'Alerting Trains' Advanced Rules 3.65.3. (Historically, the second train from Savannah was stopped around hex 1445. The engine slowly advanced about a mile, but when a shell from a gunboat exploded 100 yards away, the engine backed up. The train reached Coosawhatchie at about 9 pm.)

15.4.3 Federal Unit Setup

At Start 6:00am - Dawn - M, Flood Tide

Hex # Unit(s)

4637 USS Paul Jones - Boat Howitzers¹⁺³; 3 RI (Art.)⁴
BenDeFord - Brig.Gen. Brannan; 47 Penn^{1,2,3,4};
55 Penn^{1,2,3,4}; FlatBoat #1 - 1st US Art. Batt.M

4638 Planter - 48 NY^{1,2,3,4}

4630 Steam Launches - 7 Conn¹; Boat Howitzer³

6:00am - Dawn - 47 PENN (8 SPs) may land at hex 4636.

15.4.4 Federal Order of Appearance

All Federal Naval units enter the Game Map with 2 MPs on hexes 4837 or 4838. Naval units in Deep Water hexes do not roll on the Grounding Table on Oct. 22 1862 Scenarios.

Naval units have 3 MPs after their Turn of entry.

6:30am - Daylight - H, Flood Tide

55 PENN (6 SPs) may land (at hex 4636).

Begin rolling for 1st US Art. Batt.M - Lands on a roll 1 or 2.

For the following Naval unit, roll 1 die. On a roll of 1 - 3, it enters the Map this Turn. On a roll of 4 - 6, it enters the next Game Turn: Boston – Brig.Gen. Terry; 7 Conn^{2,3,4,5};

3 NH³⁺⁴; with FlatBoat #2 – 3rd US Art. Batt.E.

7:00am - HH, Slow Tide

All units in hex 4637 may begin to land.

For each of the following Naval units, roll 1 die. On a roll of 1 - 3, they enter the Map this Turn. On a roll of 4 - 6, they enter the next Game Turn: USS Patroon – 3 NH¹; USS Uncas – 3 NH²; USS George Washington – 1st NY Engineers^{1,2,3,4}; Darlington – 6 Conn¹⁺²; USS Relief with towed schooner America (Guns: +2 -10, +4 -3) – 6 Conn³.

(15.4.4)**7:30am - HH, Slow Tide**

At 4637 - *Steam Launches* - 7 Conn¹; Boat Howitzer³.

For each of the following Naval units, roll 1 die. On a roll of 1 - 5, they enter the Map this Turn. On a roll of 6, they enter the next Game Turn: *USS Vixen* - 3 RI (Art.)¹; *USS Conemaugh* - 4 NH³⁺⁴; *USS Wissahickon* - 4 NH¹⁺²; *Flora* - 76 Penn¹⁺².

8:00am - H, Ebb Tide**8:30am - M, Ebb Tide****9:00am - M, Ebb Tide**

For the following Naval unit, roll 1 die. On a roll of 1 - 5, it enters the Map this Turn. On a roll of 6, it enters the next Game Turn: *USS Waterwitch* - 76 Penn³.

9:30am - M, Ebb Tide

For the following Naval unit, roll 1 die. On a roll of 1 - 3, it enters the Map this Turn. On a roll of 4 - 6, it enters the next Game Turn: *USS Marblehead* (Capacity of 6) - 3 RI (Art.)²⁺³; 47 Penn⁵ Rf.

11:00am - For the following 2 units, roll 1 die.

On a roll of 1 - 3, they are placed on 4636 this Turn. On a roll of 4 - 6, they are placed on 4636 the next Game Turn:

1st Mass Cavalry¹⁺² - 2 SPs - with 0 MPs.

10:00am - M, Ebb Tide**10:30am - M, Ebb Tide****11:00am - M, Ebb Tide****11:30am - M, Ebb Tide****12:00pm - M, Ebb Tide****12:30pm - L, Ebb Tide****3:30pm to 6:30pm - M, Flood Tide****(5:00pm - Dusk ;****5:30pm and later - Night)****7:00pm - M, Flood Tide****7:30pm - H, Flood Tide****8:00pm - HH, Slow Tide****8:30pm - HH, Slow Tide****1:00pm - LL, Ebb Tide****1:30pm - LL, Slow Tide****2:00pm - LL, Slow Tide****2:30pm - LL, Flood Tide****3:00pm - L, Flood Tide****9:00pm - H, Ebb Tide****9:30pm to 1:00am - M, Ebb Tide****1:30am - L, Ebb Tide**

ect.

15.4.5 Special Scenario Rules :**Same as 15.2.2, plus:**

A. All Federal Artillery units may not leave 4636 until that hex is occupied by an Engineer unit or a Brigadier General.

B. 10:00am- Brig.Gen. Brannan; 47 Penn⁵ Rf- 2 SPs may land.

C. 2 SPs (76 Penn) must remain within 6 hexes of 4636 until the beginning of the 11:30am turn, when they are free to move normally.

D. 1st NY Engineers³ must remain at 4636 until the Turn after both SPs of the 1st Mass Cavalry have landed.

E. Conf. Reinforcements may not use '(+)' Charge Modifiers.

F. Five Federal SPs must remain south of Frampton's Creek throughout the Scenario.

Variant: Brig.Gen. Brannan displays vigor and lands at 8 am.

Victory Conditions: Same as 15.3.3

Historical Order of Appearance at Mackay's Point - 4637

4:30am - *Paul Jones*, *Ben De Ford* with *FlatBoat #1*

5am or 5:30am - *Planter* (with various towed craft)

7am or 7:30am - *Boston* with *FlatBoat #2*

7:30am or 8am - *Patroon*, *Uncas*, *Geo. Washington*, *Darlington* tug *Relief* with towed schooner *America*, 2 Steam Launches

8am - *Vixen*, *Conemaugh*, *Wissahickon*, *Flora*

9:30am - *Water Witch*

9:30 or 10am- *Marblehead*

Darlington and *Flora* full steam back to Port Royal Landing

11:00am or 11:30am - *Darlington* and *Flora* return

15.4.6 Hypothetical Two-Day Federal Expedition

For an idea of what might have happened to Brannan's Federals had they not returned that night to their Fleet off Mackay's Point, or whatever other main Landing the Federals might have chosen, continue play on October 23rd, with additional Confederate reinforcements.

Each **Night Turn** is 2 hours, for a total of 6 Night Turns.

Both sides must adhere to Advanced Rule 13.1 - Maintaining a Line of Communication.

At the beginning of each Player Phase of the 2nd Night Turn, all Friendly units which are farther than 3 hexes from any Enemy unit are automatically Rallied.

All units which were engaged for more than 2 or 3 Turns during the day may not move for a minimum of 2 Night Turns; other units may not move on 1 of the Night Turns.

Ammunition Resupply - At the beginning of the 3rd Night Turn, all Units within 10 hexes of a Friendly Ammunition Resupply hex (a Landing or Railroad Station) are fully Resupplied. On the 4th, 5th, and 6th Night Turn, units which are farther than 15 hexes from a Friendly Ammunition Resupply hex each receive 1 Ammo. Point per Turn.

Units that are surrounded or cut off by Enemy units or EZOCs may not be Resupplied.

15.4.61 Additional Confederate Reinforcements

To Pocotaligo from Charleston and Adam's Run - up to 3,000. Only 200 - 250 reached Pocotaligo before dark (7 SC). For some of the remaining 2,750 - more than 40 SPs (assuming that many were sent), substitute every available Confederate unit from the counter sheet that is not already on the Game Map (except Dawson's Bluff Battery). Also, use every eliminated non-Artillery Confederate unit (Cavalry as Dsmtd. Cavalry only). These units arrive at Pocotaligo Station sometime beginning from the 2nd Night Turn to around 9am Oct. 23. Randomize entry by top color strip (ex. Art.), entering 1201 as a group.

Oct. 23 - 8:00am - Train #3 returns from Savannah with Col.C.C. Wilson's 25th GA, and the 30th GA, both Infantry regiments, but without any additional Artillery. These were more or less green regiments. Use the following three units as substitute counters: 1 GA Res. - 3 SPs; 3 GA Res.¹⁺² - 6 SPs. (Total from Savannah - 4 Regiments and 4 guns - 2,000 total. - About 1,900 Infantry - about 30 SPs. Only 18 Infantry SPs on counters used.)

15.5 Pocotaligo and Coosawhatchie

October 22, 1862

Alternative Federal Deployments

1. Historical Federal Fleet Arrival

The Federal Fleet arrives in the same historical order after the confusion and collisions in the Broad River, but the Federal Player may land at any 1 or 2 hexes of his choice, with one main Landing hex, but not two 'equal' Landing hexes.

Victory Conditions:

Same as 15.3.3

Confederate Unit Setup -

Same as 15.4.1

In addition:

At Start 4:00am

Hex #	Unit(s)
4328	Pickett
4040	Pickett
3340	Pickett

Confederate Reinforcements

Same as 15.4.2

Federal Unit Setup

At Start 4:00am - Night - M, Flood Tide

Hex #	Unit(s)
-------	---------

Enter at hex 4837 or 4838 – *USS Paul Jones*, *BenDeFord* and *FlatBoat #1* (Naval units may transport either the same unit(s) they did historically, or they may transport any other units, up to the Capacity limit of the Naval unit, and within other Naval Transport Rules. See 3.74 Landing and Embarkation).

4:30am - Night - M, Flood Tide

Enter at hex 4837 or 4838 – *Planter*, on a roll of 1 - 3.

5:00am - Night - M, Flood Tide

Enter at hex 4837 or 4838 – *Planter*, if not already on Map.

5:30am - Night - M, Flood Tide

6:00am - Dawn - M, Flood Tide

6:30am - Daylight - H, Flood Tide – Use Order of Appearance from Scenario 15.4.3

Special Rules

Same as 5.22.2, plus:

A. The '2 Steam Launches' counter may enter the Game Map in a separate series of segments before the Scenario begins. Two different landings by the equivalent of 1 Infantry SP each may occur, and Confederate Pickett counters may be treated as in the Advanced Rules. Do not roll on the Grounding Table for the '2 Steam Launches' if the unit remains in Temporary Deep Water hexes, or the Shallow Water east of hex 4829.

B. If the Pickett and any other Confederate SPs within 12 hexes north of Mackay's Point (4636) are eliminated, and the first Federal Landing is made there, then no Confederate unit may move until the 9:30am Turn. This rule also translates to other Landing hexes. If the Confederate Overall Commander is delayed in receiving word about any Landing, Confederate initial Movement is also delayed. Picketts move as Mntd.Cavalry and receive the Road Bonus. See Advanced Rule 7.43.

2. Planned Federal Fleet Arrival

The Federal Fleet arrives in the planned order, without the confusion in the Broad River. The Federal Player may land in any 1 or 2 hexes of his choice.

Confederate Unit Setup - Same as 15.5.1

Federal Unit Setup

At Start 4:00am - Night - M, Flood Tide

Hex #	Unit(s)
-------	---------

Enter at hex 4837 or 4838 with 3 MPs – *USS Paul Jones*, *BenDeFord* and *FlatBoat #1*, *USS Conemaugh*.

(Naval units may transport either the same unit(s) they did historically, or they may transport any other units, up to the Capacity limit of the Naval unit, and within other Naval Transport Rules. See 3.74 Landing and Embarkation).

Enter at hex 4837 or 4838 with 2 MPs – *USS Wissahickon*, *Boston* and *FlatBoat #2*, *USS Patroon*, *USS Uncas*.

Enter at hex 4837 or 4838 with 1 MP – *Darlington*, *USS Relief* with towed schooner *America*, *USS Marblehead*, *USS Vixen*.

4:30am - Night - M, Flood Tide

Enter at hex 4837 or 4838 with 3 MPs – *Flora*, *USS Waterwitch*, *USS George Washington*, *USS Planter*.

Special Rules: Same as 15.5.1

Victory Conditions: Same as 15.3.3

Planned Federal Order of Arrival at Mackay's Point

(2 Steam Launches - 7 Conn-1 SP, 1 Boat Howitzer 2 Pickett Raids)

Paul Jones - 3 Boat Howitzers (one as 3 RI Art.⁴)

Ben De Ford - Brig.Gen. Brannan; Col.Chatfield, 47 PENN- 8 SPs, 55 PENN- 6 SPs, w/ *FlatBoat #1* - 1st US Art. Batt.M

Conemaugh - 4 NH- 6 SPs

Wissahickon - 4 NH- 4 SPs

Boston - Brig.Gen. Terry, 7 CONN- 7 SPs, 3 NH- 6 SPs w/ *FlatBoat #2* - 3rd US Art. Batt.E

Patroon - 3 NH- 1 SP

Uncas - 3 NH- 1 SP

Darlington - 6 CONN- 5 SPs

Relief and *America* - 6 Conn- 3 SPs

Marblehead - 3 RI (Art)-4 SPs, 47 Penn - 2 SPs

Vixen - 3 RI (Art.)- 1 SP

Flora - 76 PENN- 5 SPs

Water Witch - 76 Penn- 2 SPs

George Washington - 1st NY Engineers- 4 SPs

Planter - Col. Barton, 48 NY- 5 SPs, 3 RI (Art.)- 1 SP

w/ *FlatBoat #1* - 1 NY Eng.- 1 SP, 1 Boat How. - from 4637)

(*Flora* and *Darlington* return with 1st Mass Cavalry - 2 SPs)

15.6 TULIFINY CROSSROADS

December 6, 1864 10:00am to 4:00pm

This scenario begins about 2 hours after the initial Federal Landings on Deveaux's (Gregory's) Neck. It uses the northern 3/4 of the Map area.

15.6.1 Confederate Unit Setup

At Start

Hex # Unit(s)

Released on the **10:00am Turn:**

1332 5 GA¹ – 1 SP
1232 5 GA² – 2 SPs
2431 Pickett

Released on the **11:30am Turn:**

1233 5 GA³ – 2 SPs

For the following units, roll 1 die. On a roll of 1 - 2, they are released this Turn. On a roll of 3 - 6, they are released on the 12:00pm Turn:

1805 Maj.Gen. Jones; 2 x 3rd SC Cavalry²⁺⁶ – 2 SPs
2615 Lafayette Lgt.Arillery³ – 2 SPs

For the following unit, roll 1 die. On a roll of 1 - 2, it is released this Turn. On a roll of 3 - 4, it is released on the 12:00pm Turn. On a roll of 5 - 6, it is released on the 12:30pm Turn:

1812 32 GA² – 2 SPs

Released on the **12:00pm Turn:**

1234 Brig.Gen. Gartrell; 1st GA Reserves – 3 SPs
1437 Beaufort Lgt.Arillery³ – 2 SPs
2615 32 GA¹ – 2 SPs

For the following units, roll 1 die. On a roll of 1 - 2, they are released this Turn. On a roll of 3 - 6, they are released on the 12:30pm Turn: **1219** SC (Citadel) Cadets – 2 SPs;
 SC (Arsenal) Cadets – 3 SPs (No Counter. Use the 11 SC⁴)
 (Both Cadet units must remain in the same hex, or in an adjacent hex.)

Released on the **12:30pm Turn:**

1438 3rd GA Reserves¹ – 3 SPs
1439 3rd GA Reserves² – 3 SPs
1812 1st Battalion SC Reserves – 2 SPs

May not move:

1233 Lunnette
1234 Coosawhatchie Artillery 1864 (back);
 6-sided Fortifications
1334 5-sided Fortifications
1437 (to 1440) Breastworks

• Hexes 1337, 1338, 1437, 1428, 1439, 1536, 1537, and 1538 were 'Clear' hexes in 1864.

15.6.2 Federal Unit Setup

At Start

Hex # Unit(s)

2831 Brig.Gen. Potter (Overall Commander, always In Command); Naval Infantry¹ – 1 SP; 56 NY¹ – 2 SPs
2931 56 NY³ – 3 SPs
2930 127 NY¹ – 3 SPs
3129 56 NY² – 2 SPs; *USS Mingoe*
3027 *USS Daffodil + Petite*
3333 Naval Infantry² – 1 SP; Boat Howitzers²⁺⁴ – 3 SPs
3433 144 NY¹ – 2 SPs; 1st NY Engineer³ – 1 SP; 'New Trail' marker
3532 144 NY² – 2 SPs; US Marines¹⁺² – 3 SPs; Boat Howitzers³⁺⁵ – 3 SPs; 'Improved Landing'

The following 2 units must remain within 1 hex of 3532 on Dec. 6 : *USS Sonoma*, 1st NY Engineer³ – 1 SP.

Federal Reinforcements only

10:00am Land at hex 3129 - 25 Ohio¹ – 2 SPs;
 157 NY² – 2 SPs
 Land at hex 3532 - 144 NY³ – 3 SPs

10:30am Land at hex 3129 - 1 x 25 Ohio² – 2 SPs
 Land at hex 3532 - 127 NY³⁺⁴ – 5 SPs

11:00am Land at hex 3129 - 1 x 25 Ohio³ – 2 SPs
 Land at hex 3532 - 144 NY² – 2 SPs

The 25 Ohio Regiment must remain within 6 hexes of hex 3129 on December 6. The 144 NY Regiment must remain within 6 hexes of 3433 on December 6.

15.6.3 Special Scenario Rules:

1. Confederate units may not Move or Fire until Released, or until a Federal unit Charges or Fires on them.
2. Breastworks Construction - (See Advanced Rules 8.11 Breastworks) - 2-Sided Breastworks must be completed to earn VPs.

15.6.4 Victory Points

Confederate VPs: Each Federal SP Loss 2 VPs; Captured Federal Cannon 1 VP; Uncrewed Federal Cannon 1/2 VP; Federal Leader Casualty 1/2 VP.

Federal VPs: Each Conf. SP Loss 1 VPs; Captured Conf. Cannon 1 VP; Uncrewed Conf. Cannon 1/2 VP; Confederate Leader Casualty 1/2 VP;

Federal unit(s) occupy the Coach Road 1/2 VP each hex;

Mason's Bridge (hex 1727) Destroyed 1 VP; **Breastworks markers** placed in 1529, 1629, 1630 2 VPs each.

Tulifiny Trestle (hexes 1219 to 1222-any one) Destroyed 3

VPs; 1234, 1235, 1324 Occupied by Federal unit(s) 2 VPs

each hex; Each Railroad Hex Damaged 1 VP; Each Railroad Hex Destroyed 2 VPs.

15.7 TULIFINY CROSSROADS

December 6, 1864 8:00am to 4:00pm

This scenario uses the entire Map area.

All Federal Naval units have 4 MPs each Turn.

Begin 8:00am – Fog - LL, Slow Tide

All Federal Naval Units begin in hex 3934

Begin with Federal Movement - Naval Movement only.

(It is not known which ships transported which units, except that at least some of the 127 NY Regiment was transported on the *Charles Houghton* on December 6.)

To the Upper Landing (3129):

USS Daffodil and *Petite* - Tugs - 56 NY¹ – 2 SPs

USS Mingoe - Brig.Gen. Potter; Naval Inf.¹ – 1 SP;

157 NY² – 2 SPs; 56 NY² – 2 SPs

Charles Houghton - 127 NY¹⁺² – 5 SPs; 56 NY³ – 3 SPs;

25 Ohio¹ – 2 SPs

USS Wissahickon - 25 Ohio²⁺³ – 4 SPs

To the Lower Landing (3532):

Sonoma - 1st NY Engineer² – 1 SP; Naval Inf.² – 1 SP;

127 NY³ – 3 SPs

Philadelphia - Brig.Gen. Hatch; 144 NY² – 3 SPs;

US Marines¹⁺² – 3 SPs; Boat Howitzers^{2,3,4,5} – 6 SPs

Mayflower - 144 NY¹⁺³ – 5 SPs; 127 NY⁴ – 2 SPs

'Boat Division'

8:30am – Fog - LL, Flood Tide

9:00am – L, Flood Tide

9:30am to 1:00pm – M, Flood Tide

Landing Hexes

8:30am - Lower Landing - 3532 - See 3.74.23

One Regiment (the 144 NY) must remain within 6 hexes of 3433 on December 6.

1st NY Eng.² - must remain in 3532 until an 'Improved Landing' is built, and then must move to 3433 and place a 'New Trail' marker (at a cost of 1 MP), then must return to 3532 for the remainder of Dec. 6.

9:30am - Upper (Gregory's) Landing - 3129 - See 3.74.24

One Regiment (the 25 Ohio) must remain within 6 hexes of 3129 on December 6.

Confederate Unit Setup: Same as 15.6.1,

Same Release Times, Picketts - 3533, 4636

Special Scenario Rules: Same as 15.6.3

Victory Points - Same as 15.6.4

Variants - 1. The order of Conf. Maj.Gen. Jones is obeyed:

Add to Confederate Unit Setup - 1235 Conf. Train #3;

1236 Col. Edwards; 47 GA^{1,2,3} – 4 SPs; German Lgt.Art.¹ – 2 SPs.

2. Gen. Gartrell uses his entire force to begin with - All Conf. units within 4 hexes of 1236 are released on the 10:00am Turn.

15.8 THE ISOLATION OF SAVANNAH

December 6 - 9, 1864

Alternative Federal Deployment

Generals Foster and Hatch, and Adm. Dahlgren, try again to execute a plan that follows Sherman's orders to "Break the Charleston and Savannah Railroad about Pocotaligo".

This scenario uses the entire Map area.

Federal Unit Setup – At Start

Begin 6:30am – Dawn, Fog - L, Ebb Tide

The Federal Fleet (see 15.7) begins on hex 4838 with 3 MPs.

Each Federal Naval Unit has 4 MPs on all other Game Turns.

The Federal Player may land at any 1 or 2 hexes of his choice; both may be 'main Landings'.

Naval units may transport either the same unit(s) as in Scenario 15.7, or they may transport any other units, up to the Capacity limit of the Naval unit, and within other Naval Transport Rules. See 15.7, 3.74 Landings, and 14.0 Hidden Movement

Federal Ammunition Resupply hex - 3129 and 3433, or any other Landing hexes the Federal Player may have established.

Tides - December 6 1864

7:00am – Daylight, Fog - LL, Ebb Tide

7:30am – Fog - LL, Slow Tide

8:00am – Fog - LL, Slow Tide

8:30am – LL, Flood Tide

9:00am – L, Flood Tide

9:30am to 1:00pm – M, Flood Tide

1:30pm – H, Flood Tide

2:00pm and 2:30pm – HH, Slow Tide

3:00pm – H, Ebb Tide

3:30pm to 7:00pm – M, Ebb Tide

7:30pm – L, Ebb Tide, ect.

5:00pm - Dusk

For December 7, add 1 Hour.

5:30pm - Night.

For December 8, add 2 Hours.

For December 9, add 3 Hours. *For example*, on December 7, the 8:30am Turn was a **M, Flood Tide Turn**.

Fog Turns - The 4:30am to 8:00am Turns of Dec. 6 - 9 :

Night Turn 6 (2 1/2 hours), 6:30am - Dawn, 7:00am - Daylight, 7:30am and 8:00am - all are Fog Turns.

Confederate Unit Setup

At Start – The same as 15.6.1

In Addition:

Hex # Unit(s)

Picketts 3533, 4636, 4018, 4040, 2639

3340 Dawson's Bluff Battery – 2 SPs

2442 Lunette; Bee's Creek Artillery – 2 SPs

3246 Lunette; Beaufort Lgt.Artillery⁴ – 2 SPs

2439 Within 1 Hex: German Lgt.Artillery^{1,2,3} – 4 SPs

2239 Within 1 Hex: Col. Edwards, 47 GA^{1,2,3} – 4 SPs.

Variants: 1. The Confederate units above (except the Picketts, Dawson's Bluff Battery, the Bee's Creek Artillery, and the fixed 1864 Fortifications) may set up in any hex of the Confederate Player's choice between or SW of hexes 1838 and 3246, but must remain in that area until Dusk on December 6 (they were to counterattack any Federal Landing in the Bee's Creek vicinity).

Or use Variants 1. and/or 2. from 15.7. Conf. Command Control

2. More men of the 157 NY are included in the Broad River Campaign, or join their detachment at Deveaux's Neck - add the 157 NY¹.

3. Boyd's Landing is abandoned on December 6 - The *USS Pawnee*, the 55 Mass (use the 50 Penn¹⁺²) - 3 SPs, and the Boat How.¹ are available any time on December 6.

4. Before starting, roll one die. On a roll of 1 - 4, hexes 1324, 1427, and 1527 are Woods hexes. On a roll of 5, 1324 and 1427 are Clear hexes. On a roll of 6, 1324, 1427, and 1527 are all Clear hexes.

Changes to the Game Map in 1864

- In the Coosawhatchie area, Hexes 1337, 1338, 1437, 1428, 1439, 1536, 1537, and 1538 were 'Clear' hexes in 1864.

Hexes 1527, 1427, 1324, and 1223 may have been Clear hexes.

- In the Caston Plantation area, Hexes 3621, 3422, 3322, and 3123 were Clear hexes. Hexes 3620, 3520, 3421, 3321, 3222, and 3122 were Fortification hexes; 3122 was a 3 - Sided Fortification.

- Also in 1864, in the Frampton Creek area, hexes 2714, 2615, and 2515 were Fortification hexes; 2515 was a 3 - Sided Fortification. 2415 and 2314 had Breastwork hexsides.

- In the Pocotaligo area, 2009 and 1909 had Breastworks hexsides. Hexes 1910-1912 and 1813 were Fortification hexes. (1911 to 1813 - 3-Sided Fortifications.)

- In late 1864, the following were Clear hexes: 2102, 2103, 2104, 2204, 2205, and 2206 (cleared for a field of Fire from Fort Pocotaligo).

- In late 1864, Fortifications existed from hex 2201 to 2002, from 2203 to 2005, from 2105 to 2106; from 2007 to 1404, from 1304 to 1103; from 1403 to 1401, and from 1002 to 1001.

See Map #10 p.25 Southwestern SC Dec. 1864 - Jan. 1865.

Other hexes also contained Fortifications and Breastworks.

For example, Hex 1647 may have contained a Lunette.

Reinforcements

Federal Reinforcements

The following units were available and landed on Deveaux's Neck sometime on the afternoon of **December 6:**

32 US¹⁺² - 6 SPs; 3rd NY Lgt. Artillery¹⁺² - 4 SPs;

34 US¹⁺² - 5 SPs; 26 US - 3 SPs; 1st NY Eng.³ - 1 SP.

Starting on the 1:00pm Turn, roll 1 die. On a roll of 1, the units begin to land at the Upper Landing (3129), or any other Federal Landing, on the 1:00pm Turn.

On the 1:30pm Turn the units begin to land on a die roll of 1 - 2, ect. The units begin to land on the 3:30pm Turn if they have not yet begun to.

Once the units have begun to land, one regiment or battery lands each Turn. It is presumed the additional 1st NY Eng.³, or a similar group of Naval personnel, were present at the landing area.

December 7 - On the 12:30pm Turn, roll 1 die.

On a roll of 1 - 2, the following units begin to land this Turn.

On a roll of 3 - 4, they begin to land on the 1:00pm Turn.

On a roll of 5 - 6, they begin to land on the 1:30pm Turn:

to Lower Landing (3532), or any other Federal Landing -

54 Mass^{1,2,3} - 6 SPs; Col. Silliman; Brig.Gen. Hatch (on the Transport *Mayflower*, which grounded in the Tulifiny; the landing was effected by the 'Boat Division' acting as a ferry);

to Upper Landing (3129) - 3rd RI Hvy. Art. Batt. A¹⁺² - 3 SPs.

(Also on December 7, a Federal force landed at Mackay's Point. It may have been the 25 Ohio and/or the 33 US. On December 19, the 54 Mass and the 26 US joined the 33 US on Graham's Neck.)

The following Federal unit landed on Deveaux's Neck sometime on **December 8:** 102 US^{1,2,3} - 5 SPs.

Two 30 pd Parrotts were landed and placed in a battery near the Lower Landing, around hex 3035 (no counters). A few companies of the 127 NY were also stationed there.

December 9: 5 pm - Landed on Deveaux's Neck: 54 NY, 33 US - 500 total (8 SPs - No counters). Also on December 9, the 21 US - 5-6 SPs - arrived in the upper Broad River, from Morris Island near Charleston. No counters.

Dec. 10 - If play continues beyond December 9, add

2 x 3 RI(Art.)²⁺³ - 4 SPs to the available Federal forces in reserve, behind the front. Sometime during Dec. 10, the 75th and 107th Ohio regiments (about 250, or 4 SPs, total) arrived from Florida and landed on Deveaux's Neck. No Counters.

Confederate Reinforcements

Dec. 6 - 3:30pm (estimate) - Enter at 1650, en route to the Bee's Creek area - SC Reserves from Grahamville -

2nd Regt.SC Militia- 2 SPs; and other units - No Counters

Substitute the 1st Bn.SC Sharpshooters^{1,2,3} - 3 SPs (these 3 SPs must remain at Bee's Creek for the remainder of the Scenario, unless the area is occupied by Federal units).

Dec. 6 - 5:00pm (estimate) - Augusta Battalion - 2 SPs - To Coosawhatchie by rail from Savannah No Counter Use the 7 SC Bn¹.

Dec. 6 - Night Turn 1 - Enter hex 2001- To Pocotaligo Station - Conf. Train #2, 1st SC(Art.)- 1 SP; 7th NC Reserves - 2 SPs.

Dec. 7 - 7 am - Enter at 4807 with 6 MPs and 'MNTD' marker- 2 x 1st SC Cav Regt.- 2 SPs No Counters. Substitute with:

Rutledge Mntd. Rifles - 1 SP; 14(1)Bn SC Cav.¹ - 1 SP.

Dec. 7 - 3pm (estimate) - Enter at 1650 - a Cavalry "detachment" was sent from Grahamville to Coosawhatchie.

No Counters. Substitute with: Kirk's Partisan Rangers- 1 SP;

4 SC Cav.Co.K - 1 SP These 2 SPs must remain south of the Coosawhatchie River during the Scenario.

Dec. 7 - Night Augusta Battalion - 2 SPs (7 SC Bn¹ cntr) moves to 1235, moved by Train to Savannah. Lose 1 VP if not removed. The 1st SC(Art.)- 1 SP moves north to the Pocotaligo area.

Dec. 9 Night Turn 1 - 500 SC Militia (6 or 7 SPs of lower quality units) from Grahamville to Coosawhatchie -1235.

Dec. 9 Night Turn 2 – 550 of Gen. Young's command - 8 or 9 SPs from Grahamville to Coosawhatchie - hex 1235.

These 1050 men were placed on the Confederate left, near Tulifiny Bridge, on Dec. 10.

250 Mounted men - 5 Cavalry SPs - of Gen. Young's command may have arrived near Coosawhatchie on the night of Dec. 9.

Dec. 10 - 2 Confederate 20 pd Parrotts were positioned in the Battery on the Confederate left, adding to the German Artillery.

If play continues beyond Dec. 9, a costly stalemate will probably develop. However, senior commanders on both sides noted a decided lack of fighting spirit in their respective troops. The rain and cold weather of Dec. 8, and Dec. 10 onward contributed to this. With the shortage of counters to accurately simulate operations in the region after Dec. 9, unless one side had a large advantage, play should end at dark on Dec. 9.

Special Scenario Rules

A. On the day in which a Landing becomes Federally controlled, one Federal regiment must remain within 6 hexes of the Landing.

B. If Deveaux's Neck is occupied by Federal forces:

1. Two Federal guns and one regiment must remain within 1 hex of 2231 at all times, and one regiment must be placed between hexes 2129 and 2627 at all times.

2. Confederate forces may use the 'Bridging Prepared' counter to lay a Bridge at hex 2227 and 2327. At least 2 Infantry SPs may move the 'Bridging Prepared' counter 3 MPs per Turn.

The 'Bridging Prepared' counter may be created in any Friendly occupied Woods hex not in an EZOC.

A Federal Engineer unit may also create and use the 'Bridging Prepared' counter.

A Federal Engineer unit may build Improvised Landings and a New Causeway, as well as place 'New Trail' markers.

C. **On Dec. 6, only**, Confederate units may not Move or Fire until Released, or until a Federal unit Charges or Fires on them. See Variants 1. and/or 2. from 15.7. Conf. Command Control

D. **Fog** – Night Turn 6, 6:30 am to 8 am - No ZOCs into Woods hexes, add +1 to all Charge Combat die rolls.

On the 1st Turn of an Attack during a Fog Turn - no Artillery Fire is allowed by either side, even against adjacent hexes. Also on the 1st Turn of an Attack during a Fog Turn, only Friendly Defending units which are Fired upon or are adjacent to Enemy units may move. Other Friendly units may change Facing, but not Move. On the 2nd Turn of an Attack in Fog, all Friendly Defending units may Move normally, except those units which are more than 3 hexes from Enemy units.

E. Fire Lane Completion

The entire 25 Ohio regiment (6 SPs, consider it as a single unit) must **begin and end** two complete Friendly Movement segments in each full Woods hex in order to simulate the clearing of a 30+ yard-wide avenue for Artillery Fire through the thick woods between the Coach Road and the Railroad. At the end of the 2nd full Movement segment spent in a Woods hex by the 25 Ohio, place a 'Fire Lane' marker.

The 25 Ohio (all 6 SPs) must **end** one Friendly Movement segment in Hex 1529, and in any Railroad hex, in order to place the 'Fire Lane' marker on the hexes. One 'Fire Lane' marker is placed at one end of the Fire Lane and one at the other end.

If a unit of the 25 Ohio suffers any Disruption or Loss from adjacent Enemy small arms Fire, or if its hex is the Target of a Charge, the Movement segment spent on construction of the Fire Lane that Turn is lost. If a unit of the 25 Ohio Retreats or Routs out of the hex, one Good Order Federal unit may temporarily substitute for it.

When hex 1629 or 1630 is adjacent to one end of an unbroken line of Fire Lane hexes that include a Railroad hex with a 'Fire Lane' marker, the Fire Lane is completed.

Victory Points

Confederate VPs: Each Federal SP Loss 1 VP; Captured Federal Cannon 1 VP; Uncrewed Federal Cannon 1/2 VP; Federal Leader Casualty 1/2 VP.

Federal VPs: Each Conf. SP Loss 1 VP; Captured Conf. Cannon 1 VP; Uncrewed Conf. Cannon 1/2 VP; Confederate Leader Casualty 1/2 VP; Fire Lane Completed 5 VPs.

Tulifiny Trestle (hexes 1219 to 1222- any one) Destroyed 5 VPs; 1234, 1235, 1324 Occupied by Federal unit(s) 2 VPs each hex; Each Railroad Hex Damaged 1 VP; Each Railroad Hex Destroyed 2 VPs.

Notes on the Game Map

3801 - Fort Pemberton 2325 and 3707 are Partial Woods hexes. 2007 - Fortifications at Pocotaligo Bridge - In 1862, these were mainly trenches, with a "blockhouse" at the eastern end of the bridge. There were positions for only 3 or 4 artillery pieces; Capt. Elliott worked 1 or 2 of his guns out in the open. There were also some buildings and large trees at the eastern end of the bridge.

By late 1864, there were several lines of trenches and large earthworks that stretched from Pocotaligo Bridge all the way back to the railroad station. See Map #10 p.25 SW SC Dec.1864 - Jan.1865.

1864 'Frampton's Line' - From 2009 to 1813, with earthworks centered in 1912. Some remain today in hex 1813.

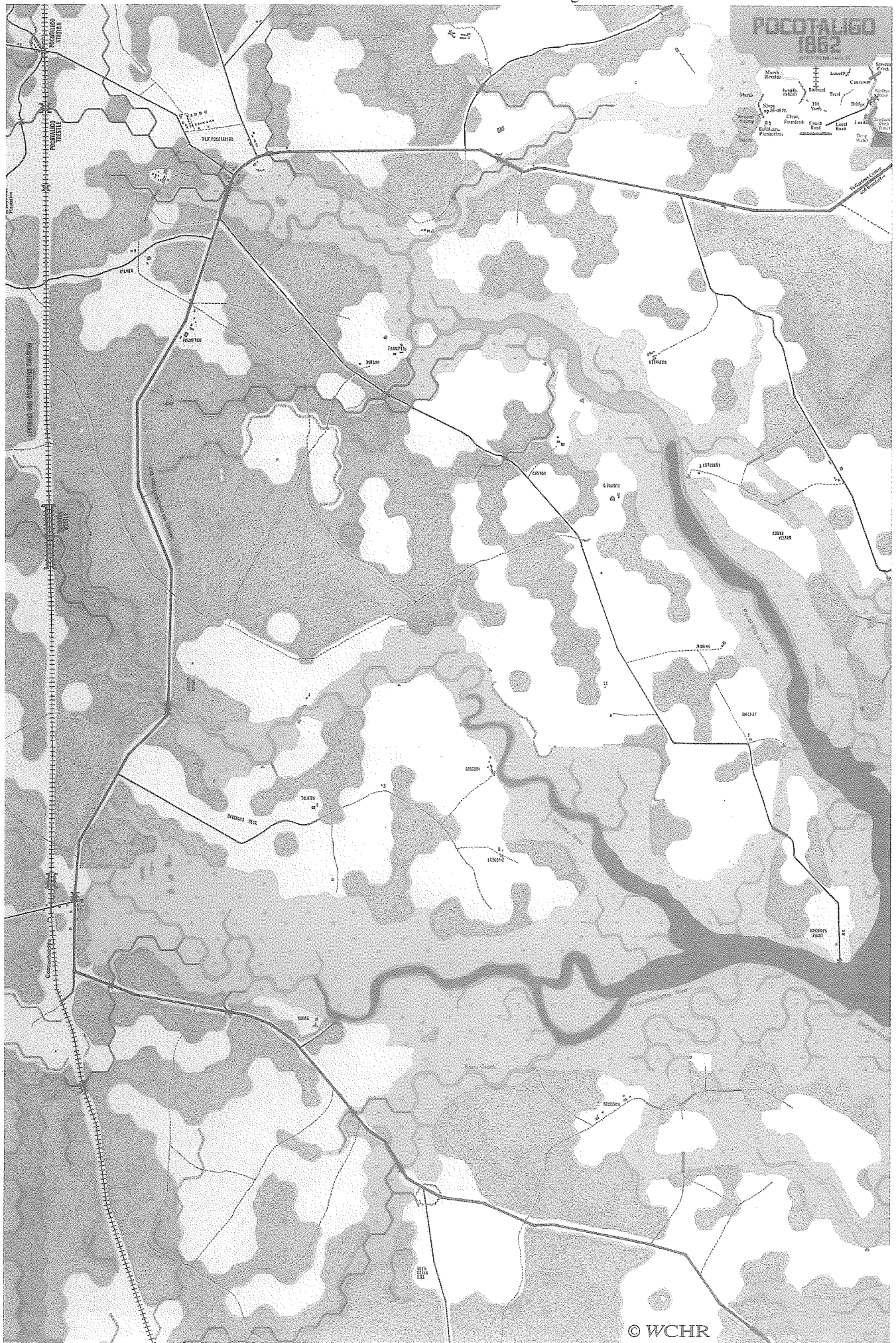
1864 Frampton's Creek - A strong line of earthworks from 2714 to 2415. 'Mackay's Point Line' - earthworks from 3620 to 3122.

2907 - the Trail did not enter Marsh. While abstracted to a hex grid of 350 yards, the Game Map is generally, as intended, quite close to the actual layout of the terrain types. A lot of effort was made in trying to figure out what hexes were Clear or Wooded. Hexes 1324, 1427, and 1527 were probably, but maybe not, Wooded in 1864. One area of the map that was difficult to figure out was the area around 2924. This area may have been abandoned rice fields. The Tulifiny River at 3026 was farther east and closer to the landing at 3125.

3132 - Spelling from an 1860's map, probably incorrect.

The actual layout of plantation buildings within a single hex is conjecture in most cases. The original maps of areas such as Old Pocotaligo - hex 1805, at 1707, and at Pocotaligo Station probably included representations for tents, huts, ect., as does the Game Map.

The Railroad from 1234 southward had (and has) an even curve. Hex 4314 was a Woods hex. 4814 to 4715 - Full Wooded Marsh. The small clear areas in hexes 1316, 1918, 2941, 2942 - non-historic terrain features. © WCHR 3627 - Jenkin's Plantation



1.0 Basic Game - Sequence of Play

A. FEDERAL PLAYER PHASE

1. Federal Rally Segment
2. Federal Movement and Reinforcement Segment
3. Federal Charge Combat and
Confederate Retreat Before Charge Segment
4. Federal Fire Segment

B. CONFEDERATE PLAYER PHASE

1. Confederate Rally Segment
2. Confederate Movement and
Reinforcement Segment
3. Confederate Charge and
Federal Retreat Before Charge Segment
4. Confederate Fire Segment
5. Begin Next Game Turn

3.2 Basic Game Movement Point Allowances

for each unit in a Friendly Movement segment in the Basic Game :

All Infantry - 4 MPs **Confederate Mounted Cavalry - 6 MPs**

All Leaders - 6 MPs **Federal Mounted Cavalry - 5 MPs**

Dismounted Confederate Cavalry - 4 MPs

Dismounted Federal Cavalry - 3 MPs

Artillery - Varies by unit, from 2 to 5 MPs

Trains - See 3.6 Confederate Train Movement

Naval Units - May not move in Basic Game Scenarios.

2.1 Stacking Limits for the Basic Game :

Hex Type	SP Limit	
Clear Hex	24	
Woods/Coach Road	20	6 Art. SPs maximum, only 4 may Fire
Woods, Woods/Trail	16	4 Art. SPs maximum
Wooded Swamp	12	No Artillery or Mounted Cavalry units allowed.
Woods/Local Road	4	Artillery SPs, only 2 may Fire.

5.74 2nd Disorder Table

Die Roll	Result
1 - 2	Lose 1 SP
3 - 4	Routs- Retreat 1 hex
5 - 6	Retreat 1 hex

For Artillery units : (3 - 4 Routs- Retreat 1 hex) = roll one die:

1 - 3 Lose 1 SP, place Uncrewed Cannon marker.

4 - 6 Retreat 1 hex

3.26 Stacking Restrictions on Units Moving on Roads -

Trails - 8 SPs may move as a stack into an unoccupied Trail hex.

Local Roads - 10 SPs may move as a stack into an unoccupied Local Road hex.

Coach Road - 16 SPs may move as a stack into an unoccupied Coach Road hex.

'Crossing Marsh and Stream/Marsh' Table

Die roll Modifiers:

- a) Stacked with Leader -1
- b) Charging +2 **and/or** Any 1 Regiment Charging across an intact or Repaired Causeway or Bridge +1
- c) Moving into an Enemy ZOC (if not Charging) +1

Adjusted Die Roll

1 - 3 **4 - 6**

No Effect **Disordered and End Movement**

Advanced Rules - Double-Sided Marsh or

Stream/Marsh hexside: + 1 Die Roll Modifier

5.2 Unit Fire Modifiers and Ranged Fire -

Fire Modifier - A '+' or '-' at the left of the Strength Point # on the unit counter.

Infantry and Cavalry

Units with No Fire modifier :

Fire at range of **1 hex** - Current SP total

Fire at a range of **2 hexes** - Current SP total, and 1 Column shift **Left**.

Units with a '+' Fire modifier : Fire at range of **1 hex** - Current SP total, and 1 Column shift **Right** if Firing alone or if only one other Firing unit has a '-' Fire modifier. See 5.21

Fire at a range of **2 hexes** - Current SP total, no Column shift for range if Firing alone or at least 1/2 of all Firing units have a '+' Fire modifier.

Units with a '-' Fire Modifier : Fire at a range of **1 hex** - Current SP total, and 1 Column shift **Left** if Firing alone or at least 1/2 of all Firing units have a '-' Fire modifier. Fire at a range of **2 hexes** - 1/2 Current SP total, and 1 Column shift **Left**.

• A small arms Fire Combat at a range of **2 hexes** must have a minimum of 1 SP (at least 2 SPs with a '-' Fire Modifier(s)), before column shifts are applied, in order to be resolved.

5.31 Range Effects on Artillery Fire - The Range of each Artillery unit is printed in the left corner of the counter, slightly above the SP #. This is the maximum number of hexes in distance that Artillery unit may Fire (count the Target hex but not the Firing hex).

1) When Firing at a Target hex which is **adjacent** to the Firing Artillery unit, double the Artillery unit's (x2) SPs for Fire Combat resolution.

2) When Firing at a Target hex at the maximum range for the Artillery unit, halve the Artillery unit's (x1/2) SPs for that Fire Combat.

3) All Federal Artillery units that Fire **Ranged Fire (2 or more hexes)** without a **LOS** receive a **1 Column shift Left**.

4) Federal Naval Artillery Fire only- Artillery SPs with **No '+' Fire Modifier** - When Firing at a Target hex which is in the **final 1/3** of the range of the Naval gun (rounded down), shift the final Fire total **1 Column Left** on the Fire Combat Results Table. See 5.9 Naval Units and Fire Combat.

POCOTALIGO 1862 & 1864 Basic Game Tables

List of All Basic Game Fire Combat Modifiers

Fire Modifier Column Shift

Small arms Firing at

at Range of 2 hexes : 1 Col. Left

Inf. Fire Modifiers :

' + ' 1 Col. Right

' - ' 1 Col. Left 1/2 SPs at 2 hex range

Art. Fire Modifier :

' + ' 1 Col. Right within 1st 2/3 of range,
only (5 hexes max.)

Target hex is :

Woods 1 Col. Left

Wooded Swamp 1 Col. Left Shifts Left Benefit

Woods belt (2515) 1 Col. Left ^A The Defender

Breastworks 1 Col. Left ^B

Fortifications 2 Col.s Left ^C Lunette- only 2 Inf. SPs or
1 Inf. SP and 1 or 2 Art.SP
may benefit.

Target unit or stack is :

Artillery unit(s) only-

Fired on by Infantry 1 Col. Left ^D

Federal Naval Unit 1 Col. Left

Mounted Cavalry, only 1 Col. Right

More than 8 SPs in Shifts Right Benefit
Target hex 1 Col. Right The Firing Units

Fired on through its

Flank or Rear hexside 1 Col. Right

Routed (all are Rear hexsides) 1 Col. Right
(1/2 or more units in the stack.)

^A- Only 2 Infantry or Dismtd. Cavalry SPs may benefit from the Woods belt in any 1 Game turn. There is only 1 Woods belt (hex 2515).

^B- Column shift for Breastworks not awarded if Firing units include Artillery with a LOS. See 5.22 LOS.

^C- Only 1 Column shift Left for Fortifications if Firing units include Artillery with a LOS. Only 2 Inf. SPs or 1 Inf. SP and 1 or 2 Art. SPs may benefit from a Lunette. 'Inf.' includes Dismtd. Cavalry.

^D- A Target hex containing only Artillery unit(s), which is Fired on by Infantry or Cavalry SPs **only**, but not by an Artillery SP(s), receives a 1 Column Shift Left in that Fire Combat.

A density of 9 or more SPs in a Target hex increases the chances the defending units will suffer casualties under Fire.

3.64 Railroad Destruction Table

Die Roll/Total MPs	10 - 20	21 - 36	37 - 50	51 - 80	81 +
1					d
2					d
3				d	d
4			d	d	D
5		d	d	D	D
6	d	d	D	D	D

d - Damaged D - Destroyed

Record the # of MPs used in the first attempt on the hex.

Add that # to any 2nd attempt on the same hex in a later Game Turn.

Add the accumulated # in any 3rd attempt, ect.

In addition, add 10 to the accumulated total for each 'd' result from a previous Turn.

4.43 Exit Enemy Zone Of Control (EZOC) Table

Adjusted Die Roll -	0 - 4	5 - 7
For each Good Order moving unit	No Effect	Unit Disordered (after it leaves hex in EZOC)

Die Roll Modifiers

Withdrawing unit is:

In an EZOC from more than 1 adjacent hex + 1

Moving into an Enemy ZOC + 2

Artillery moving out of or into Non-Road Woods hex + 1

Infantry: Crossing Unbridged Marsh hexside + 1

Crossing Unbridged Stream/Marsh hexside - Automatic Disorder

Dismounted Cavalry - 1 Moving along a Road - 1

Mounted Cavalry - 2 Moving stacked with a Leader - 1

Withdrawing from Breastworks - 1

Withdrawing from Fortifications - 2

Adjacent Enemy Units :

Are all across unbridged Stream/Marsh hexsides from

Friendly unit - - 2

Are all Disordered - 1 Include Mounted Cavalry + 1

Retreating Before a Charge (additional modifiers) -

All such units - + 1 ' - ' Charge Modifier - + 1

' + ' Charge Modifier - - 1

Charge Combat Ratio if all Defending units remained:

4 - 1 or greater - + 2, or 3 - 1 - + 1

Each Good Order Infantry or Dismounted Cavalry unit Retreating with an Uncrewed Cannon : + 1

• Any Artillery unit Disordered by Exiting an EZOC during a **Friendly Movement** segment is only Disordered and does not lose SPs or place an Uncrewed Cannon marker.

• An Artillery unit Disordered by Exiting an EZOC during a **Retreat Before Charge** must roll to determine if the Disruption includes an Uncrewed Cannon result. See 5.75.

Roll for each hex in an EZOC the unit exits.

• Roll on the '2nd Disorder Table' for any Disordered unit that is Disordered again from Exiting an EZOC during **Retreat Before Charge**. Roll for each hex in an EZOC the unit exits.

See 5.74 2nd Disorder

10.3 Rally Table

Distance in Hexes To Nearest Enemy Unit

Die Roll/	1 (ADJ.)	2	3	4 - 5	6 or more
0	RALLY	RALLY	RALLY	RALLY	RALLY
1	-	RALLY	RALLY	RALLY	RALLY
2	-	-	RALLY	RALLY	RALLY
3	-	-	-	RALLY	RALLY
4	-	-	-	-	RALLY
5	-	-	-	-	-
6	-	-	-	-	-

10.4 Rally Die Roll Modifiers

• Subtract 1 from the die roll of all Confederate Rally attempts.

• Subtract 1 from the die roll of Rally attempts when either:
any Friendly Leader is stacked with the unit, **or**
the unit is stacked with a Good Order unit of the same Regiment.

• Add 1 to the Rally die roll of any Routed unit.

• Subtract 1 from the Rally die roll of units in hexes with Fortifications (not Lunettes).

An unmodified Rally die roll of '6' always results in an unsuccessful Rally attempt.

Basic Game Charge Combat Results Table

	1 - 3	1 - 2	1 - 1.5	1 - 1	1.5 - 1	2 - 1	3 - 1	4 - 1	5 - 1	6 - 1
-1	3L D R -	2L D R -	2L D R -	L D R -	L D R -	L D R -	L 1/2D R -	L 1/2D R -	L 1/2D R 1/2D	L 1/2D R D
0	2L D R -	L D R -	L D R -	L D R -	L 1/2D R -	L 1/2D R -	D R 1/2D	D R 1/2D	D R D	- * D
1	L D R -	L D R D	L D R D	L 1/2D R 1/2 D	D R 1/2D	1/2D R 1/2D	L 1/2D R D	1/2D * D	- * D	- D R
2	L D R D	L 1/2D R -	L 1/2D R -	D R -	L 1/2D R -	L 1/2D R D	1/2D * D	- D R	- L 1/2D R	- L 1/2D R
3	L D R -	L 1/2D R -	D R -	L 1/2D R -	D * D	1/2D * D	- D R	- L 1/2D R	- L 1/2D R	- L 1/2D R
4	L 1/2D R -	L R -	L 1/2D R -	D * D	D D R	- D R	- L 1/2D R	- L 1/2D R	1/2D L D R	1/2D L D R
5	L R -	D * 1/2D	1/2D * 1/2D	- D R	- D R	- L 1/2D R	- L 1/2D R	1/2D L D R	- L D R	- L D R
6	D * 1/2D	1/2D D R	D L 1/2D R	1/2D L 1/2D R	1/2D L 1/2D R	1/2D L D R	1/2D L D R	- L D R	- 2L D R	- 2L D R
7	1/2D L 1/2D R	- L 1/2D R	- L 1/2D R	- L 1/2D R	- L D R	- L D R	- L D R	- 2L D R	- 3L D R	- 3L D R
8	- L 1/2D R	- L 1/2D R	- L D R	- L D R	- L D R	- 2L D R	- 2L D R	- 2L D R	- 3L D R	- 3L D R

See the **Basic Rules - Page 14** for a Complete List of Charge Combat Die Roll Modifiers.

Top Result(s) – Applied to Charging Unit(s)
Bottom Result(s) – Applied to Defending Unit(s)

Advanced Game Charge Combat Results Table

	1 - 3	1 - 2	1 - 1.5	1 - 1	1.5 - 1	2 - 1	3 - 1	4 - 1	5 - 1	6 - 1
-1	2L2DR -	L3DR -	L3DR -	L2DR -	L2DR -	L2DR -	LDR -	LDR -	LDR D	LDR 2D
0	L3DR -	L2DR -	L2DR -	L2DR -	LDR -	LDR -	2DR D	2DR D	2DR 2D	- * 2D
1	L2DR -	L2DR 2D	L2DR 2D	LDR D	2DR D	DR D	LDR 2D	D * 2D	- * 2D	- 2DR
2	L2DR 2D	LDR -	LDR -	2DR -	LDR -	LDR 2D	D * 2D	- 2DR	- LDR	- LDR
3	LDR -	LDR -	2DR -	LDR -	2D * 2D	D * 2D	- 2DR	- LDR	- LDR	- LDR
4	LDR -	LR -	LDR -	2D * 2D	2D 2DR	- 2DR	- LDR	- LDR	2D L2DR	2D L2DR
5	LR -	2D * D	D * D	- 2DR	- 2DR	- LDR	- LDR	2D L2DR	- L2DR	- L2DR
6	2D * D	D 2DR	2D LDR	D LDR	D LDR	2D L2DR	2D L2DR	- L2DR	- L3DR	- L3DR
7	D LDR	- LDR	- LDR	- LDR	- L2DR	- L2DR	- L2DR	- L3DR	- 2L3DR	- 2L3DR
8	- LDR	- LDR	- L2DR	- L2DR	- L2DR	- L3DR	- L3DR	- 2L2DR	- 2L3DR	- 2L3DR

Basic Game Fire Combat Table

1/2 D - One-half of all units in the Target Hex are Disordered. (Fire from adjacent hexes - round up.)
D - All units in the hex are Disordered. (Federal Regimental units - see 5.72)
L or **2L** - Lose one or two Strength Points.

5.41 A maximum of 8 SPs, plus any Artillery SPs, may Fire through any one hexside.

See 5.2 Unit Fire Modifiers and Ranged Fire Page 9

Die Roll	Less than 1	1	2-3	4-5	6-8	9-11	12-15	16+
1	-	-	-	-	-	1/2 D	1/2 D	D
2	-	-	-	-	1/2 D	1/2 D	D	L 1/2 D
3	-	-	-	1/2 D	1/2 D	D	L 1/2 D	L D
4	-	-	1/2 D	1/2 D	D	L 1/2 D	L D	L D
5	-	1/2 D	1/2 D	D	L 1/2 D	L D	L D	2L D
6	1/2 D	1/2 D	D	L 1/2 D	L D	L D	2L D	2L D

List of All Basic Game

Fire Combat Modifiers

Fire Modifier Column Shift

Small arms Firing at at Range of 2 hexes : 1 Col. Left

Inf. Fire Modifiers :

'+' 1 Col. Right
'-' 1 Col. Left
(' - ' - 1/2 SPs at 2 hex range)

Art. Fire Modifier :

'+' 1 Col. Right
(within 1st 2/3 of range)

Target hex is :

Woods 1 Col. Left
Wooded Swamp 1 Col. Left
Woods belt (2515) 1 Col. Left (2 SPs)
Breastworks 1 Col. Left
(If No Firing Artillery)
Fortifications 2 Col.s Left
Lunette- only 2 Inf. SPs or 1 Inf. SP and
1 or 2 Artillery SPs may benefit.

Target unit or stack is :

Artillery unit(s) only-
Fired on by Infantry 1 Col. Left
Federal Naval Unit 1 Col. Left
Mounted Cavalry, only 1 Col. Right
More than 8 SPs in
Target hex 1 Col. Right
Fired on through its
Flank or Rear hexside 1 Col. Right
Routed 1 Col. Right
Shifts Right Benefit the Firing Units

Advanced Game Fire Combat Results Table

D - 1 unit Disordered
2 D - 2 units Disordered
3 D - 3 units Disordered
L - 1 Strength Point Eliminated
2L - 2 Strength Points Eliminated

The top unit in a stack always receives the 1st Combat Result (from left); other results are randomly distributed in the stack.

Each unit in a stack must receive 1 result before any unit receives 2 results of the same type, either D or L.

Die Roll	Less than 1	1	2-3	4-5	6-8	9-11	12-15	16+
1	-	-	-	-	-	D	D	2 D
2	-	-	-	-	D	2 D	2 D	3 D
3	-	-	-	D	2 D	3 D	3 D	L D
4	-	-	D	2 D	3 D	L D	L 2 D	L 2 D
5	-	D	2 D	3 D	L D	L 2 D	L 3 D	2L D
6	D	2 D	3 D	L D	L 2 D	L 3 D	2L D	2L 2 D

Additional Advanced Game Fire Combat Die Roll Modifiers:

Artillery Limited Fire during Defensive Fire Withdrawal - 2 Cols. Left (+ 1 Die Roll Modifier on the Exit EZOC Table)

Limited Fire in Retreat Before Charge - x1/2 SPs (+ 1 Die Roll Modifier on the Exit EZOC Table)

Skirmisher Fire - 1 Col. Left; Fire Against Skirmishers - 1 Col. Left

Fire Against Individual Targeted Units in a Stack (except to Charging units and the Top unit of a Stack) - 1 Col. Left

'Nap.' and '12 pd How.' (but not Boat Howitzers) Firing at Adjacent hexes - 1 Col. Right (in addition to SP Doubling)

Artillery Desultory Fire (against non-adjacent hexes) - 2 Cols. Left

Dawn and Dusk Turns - 1 Col. Left; Night Turns - 2 Cols. Left.

Advanced Game Charge Combat Results Table

Attacker Result
Defender Result

	1 - 3	1 - 2	1 - 1.5	1 - 1	1.5 - 1	2 - 1	3 - 1	4 - 1	5 - 1	6 - 1
-1	2L2DR —	L3DR —	L3DR —	L2DR —	L2DR —	L2DR —	LDR —	LDR —	LDR D	LDR 2D
0	L3DR —	L2DR —	L2DR —	L2DR —	LDR —	LDR —	2DR D	2DR D	2DR 2D	— * 2D
1	L2DR —	L2DR 2D	L2DR 2D	LDR D	2DR D	DR D	LDR 2D	D * 2D	— * 2D	— 2DR
2	L2DR 2D	LDR —	LDR —	2DR —	LDR —	LDR 2D	D * 2D	— 2DR	— LDR	— LDR
3	LDR —	LDR —	2DR —	LDR —	2D * 2D	D * 2D	— 2DR	— LDR	— LDR	— LDR
4	LDR —	LR —	LDR —	2D * 2D	2D 2DR	— 2DR	— LDR	— LDR	2D L2DR	2D L2DR
5	LR —	2D * D	D * D	— 2DR	— 2DR	— LDR	— LDR	2D L2DR	— L2DR	— L2DR
6	2D * D	D 2DR	2D LDR	D LDR	D LDR	2D L2DR	2D L2DR	— L2DR	— L3DR	— L3DR
7	D LDR	— LDR	— LDR	— LDR	— L2DR	— L2DR	— L2DR	— L3DR	— 2L3DR	— 2L3DR
8	— LDR	— LDR	— L2DR	— L2DR	— L2DR	— L3DR	— L3DR	— 2L2DR	— 2L3DR	— 2L3DR

See the **Basic Rules - Page 14** for a Complete List of All Charge Combat Die Roll Modifiers. Charge against Skirmishers - + 1 to Die Roll.

Basic Game Charge Combat Results Table

Attacker Result
Defender Result

	1 - 3	1 - 2	1 - 1.5	1 - 1	1.5 - 1	2 - 1	3 - 1	4 - 1	5 - 1	6 - 1
-1	3L D R -	2L D R -	2L D R -	L D R -	L D R -	L D R -	L 1/2D R -	L 1/2D R -	L 1/2D R 1/2D	L 1/2D R D
0	2L D R -	L D R -	L D R -	L D R -	L 1/2D R -	L 1/2D R -	D R 1/2D	D R 1/2D	D R D	- * D
1	L D R -	L D R D	L D R D	L 1/2D R 1/2 D	D R 1/2D	1/2D R 1/2D	L 1/2D R D	1/2D * D	- * D	- D R
2	L D R D	L 1/2D R -	L 1/2D R -	D R -	L 1/2D R -	L 1/2D R D	1/2D * D	- D R	- L 1/2D R	- L 1/2D R
3	L D R -	L 1/2D R -	D R -	L 1/2D R -	D * D	1/2D * D	- D R	- L 1/2D R	- L 1/2D R	- L 1/2D R
4	L 1/2D R -	L R -	L 1/2D R -	D * D	D D R	- D R	- L 1/2D R	- L 1/2D R	1/2D L D R	1/2D L D R
5	L R -	D * 1/2D	1/2D * 1/2D	- D R	- D R	- L 1/2D R	- L 1/2D R	1/2D L D R	- L D R	- L D R
6	D * 1/2D	1/2D D R	D L 1/2D R	1/2D L 1/2D R	1/2D L 1/2D R	1/2D L D R	1/2D L D R	- L D R	- 2L D R	- 2L D R
7	1/2D L 1/2D R	- L 1/2D R	- L 1/2D R	- L 1/2D R	- L D R	- L D R	- L D R	- 2L D R	- 3L D R	- 3L D R
8	- L 1/2D R	- L 1/2D R	- L D R	- L D R	- L D R	- 2L D R	- 2L D R	- 2L D R	- 3L D R	- 3L D R

See the **Basic Rules - Page 14** for a Complete List of Charge Combat Die Roll Modifiers.

D - All units Disordered.

Federal Ammunition Chart – Basic Game

Pocotaligo

October 22, 1862

Infantry

47 PENN	10	□ □ □ □
(47 Penn ⁵ Rf. 2)	2)	□ □ □ □
6 CONN	8	□ □ □ □
4 NH	10	□ □ □ □
55 PENN	6	□ □ □ □

76 PENN	7	□ □ □ □
(76 Penn ³ Rf. 2)	2)	□ □ □ □
7 CONN	8	□ □ □ □
3 NH	8	□ □ □ □

3 RI(Art) ¹	1	□ □ □ □
3 RI(Art) ²	2	□ □ □ □
3 RI(Art) ³	2	□ □ □ □

1st US Eng. ¹	1	□ □ □ □
1st US Eng. ²	1	□ □ □ □
1st US Eng. ³	1	□ □ □ □

Cavalry

1st Mass Cav ¹	1	□ □ □ □
1st Mass Cav ²	1	□ □ □ □

May 29, 1862

50 Penn ¹	1	□ □ □ □
50 Penn ²	2	□ □ □ □
50 Penn ³	2	□ □ □ □
50 Penn ⁴	1	□ □ □ □

Artillery

1st U.S. Art.,		
Batt.M Henry	2	□ □ □ □ □
3rd U.S. Art.,		
Batt.E Gittings	2	□ □ □ □ □
Boat Howitzer ¹	1	□ □ □ □
Boat Howitzer ²	1	□ □ □ □
Boat Howitzer ³	1	□ □ □ □

Supply Hexes–
4432 and 4636

Coosawhatchie

Oct. 22, 1862

Infantry

48 NY ¹	1	□ □ □ □
48 NY ²	2	□ □ □ □
48 NY ³	1	□ □ □ □
48 NY ⁴	1	□ □ □ □

1st US Eng. ²	1	□ □ □ □
3 RI (Art) ⁴ Co.G	1	□ □ □ □

Resupply- While

On Board a US

Naval Vessel, only.

79 NY Co.	1	□ □ □ □
8 Mich. Co.	1	□ □ □ □
1st Conn Lgt.	2	□ □ □ □ □
4 Mass Cav.	1	□ □ □ □

Tulifiny Crossroads

December 6 - 9, 1864

Infantry

<u>144 NY</u>	7	□ □ □ □
144 NY ¹	2	□ □ □ □
144 NY ²	2	□ □ □ □
144 NY ³	3	□ □ □ □
<u>'Naval Brig.'</u>	5	□ □ □ □
Naval Inf. ¹	1	□ □ □ □
Naval Inf. ²	1	□ □ □ □
US Marines ¹	2	□ □ □ □
US Marines ²	1	□ □ □ □

<u>127 NY</u>	10	□ □ □ □
127 NY ¹	3	□ □ □ □
127 NY ²	2	□ □ □ □
127 NY ³	3	□ □ □ □
127 NY ⁴	2	□ □ □ □
<u>56 NY</u>	7	□ □ □ □
56 NY ¹	2	□ □ □ □
56 NY ²	2	□ □ □ □
56 NY ³	3	□ □ □ □
<u>25 OHIO</u>	6	□ □ □ □
25 Ohio ¹	2	□ □ □ □
25 Ohio ²	2	□ □ □ □
25 Ohio ³	2	□ □ □ □

157 NY ¹	1	□ □ □ □
157 NY ²	2	□ □ □ □
32 US ¹	3	□ □ □ □
32 US ²	3	□ □ □ □

Artillery

Boat Howitzer ²	1	□ □ □ □
Boat Howitzer ³	1	□ □ □ □
Boat Howitzers ⁴	2	□ □ □ □
Boat Howitzers ⁵	2	□ □ □ □

3 NY Lgt. ¹	2	□ □ □ □ □
3 NY Lgt. ²	2	□ □ □ □ □

3 RI Hvy, Batt.A ¹	2	□ □ □ □ □
3 RI Hvy, Batt.A ²	1	□ □ □ □ □

Cavalry

4 Mass Cav	1	□ □ □ □
------------	---	---------

Infantry

34 US ¹	3	□ □ □ □
34 US ²	2	□ □ □ □
26 US	3	□ □ □ □

102 US ¹	2	□ □ □ □
102 US ²	2	□ □ □ □
102 US ³	1	□ □ □ □

54 Mass ¹	3	□ □ □ □
54 Mass ²	2	□ □ □ □
54 Mass ³	2	□ □ □ □

Supply Hexes–

Must be guarded by 2 Regiments
or equivalent:

Dec. 6 – 3129 and 3433 See 12.3
Dec. 7 - 9 – 2431

Pocotaligo October 22, 1862

Infantry

1st Brigade:

47 PENN 10

47 Penn ¹	1	□□□□
47 Penn ²	2	□□□□
47 Penn ³	3	□□□□
47 Penn ⁴	2	□□□□
47 Penn ⁵ Rf.	2	□□□□

6 CONN 8

6 Conn ¹	3	□□□□
6 Conn ²	2	□□□□
6 Conn ³	3	□□□□

4 NH 10

4 NH ¹	2	□□□□
4 NH ²	2	□□□□
4 NH ³	3	□□□□
4 NH ⁴	3	□□□□

55 PENN 6

55 Penn ¹	+ 1	□□□□
55 Penn ²	+ 1	□□□□
55 Penn ³	* 2	□□□□
55 Penn ⁴	* 2	□□□□

3 RI(Art) ¹	1	□□□□
3 RI(Art) ²	2	□□□□
3 RI(Art) ³	2	□□□□

Federal Ammunition Chart – Advanced Game

2nd Brigade:

76 PENN 7

76 Penn ¹	3	□□□□
76 Penn ²	2	□□□□
76 Penn ³ Rf.	2	□□□□

7 CONN 8

7 Conn ¹	1	□□□□
7 Conn ²	+ 2	□□□□
7 Conn ³	2	□□□□
7 Conn ⁴	2	□□□□
7 Conn ⁵	- 1	□□□□

3 NH 8

3 NH ¹	1	□□□□
3 NH ²	1	□□□□
3 NH ³	3	□□□□
3 NH ⁴	3	□□□□

1st US Eng. ¹	- 1	□□□□
1st US Eng. ²	- 1	□□□□
1st US Eng. ³	- 1	□□□□

Cavalry

1st Mass Cav ¹	1	□□□□
1st Mass Cav ²	1	□□□□

Supply Hexes—
4432 and 4636

Artillery

1st U.S. Art., Batt.M Henry	2	□□□□□
3rd U.S. Art., Batt.E Gittings	2	□□□□□

Boat Howitzer ¹	1	□□□□
Boat Howitzer ²	1	□□□□
Boat Howitzer ³	1	□□□□

Federal Naval Units

Oct. 21 - 23, 1862 :

USS Paul Jones	1-12, 2 -9, 3 -6, 2 -4	□□□□□
Ben De Ford	2 -3	□□□□□
USS Planter	2 -9, 2 -4	□□□□□
Boston	2 -4	□□□□□
USS Uncas	1 -9, 2 -4	□□□□□
USS Waterwitch	1 -10, 1 -5, 2 -4	□□□□□
Geo. Washington	2 -10, 2 -4	□□□□□
Darlington	2 -3	□□□□□
USS Relief & Yacht America	(2 -10, 4 -3)	□□□□□

USS Vixen

2 - 9	□ □ □ □ □
USS Conemaugh	
1 -12, 1 - 6, 7 - 4	□ □ □ □ □
USS Wissahickon	
1 - 9, 1 - 6, 2 - 4	□ □ □ □ □
Flora	
2 - 4	□ □ □ □ □
USS Patroon	
1 - 9, 4 - 4	□ □ □ □ □
USS Marblehead	
1 - 9, 1 - 6, 2 - 4	□ □ □ □ □

Dec. 6 - 9, 1864 :

USS Mingoe	2 -12, 4 -6, 2 -4	□□□□□
USS Daffodil & Petite -Tugs	2 -9, 2 -4	□□□□□
USS Sonoma	1 -12, 5 -6, 2 -4	□□□□□
USS Philadelphia	2 -5	□□□□□
Mayflower	1 -12, 3 -6	□□□□□
Ch. Houghton	2 -9, 4 -4	□□□□□
USS Pawnee	1 -12, 1 -9, 10 -6	□□□□□

(Use the Basic Game Ammunition Chart for Coosawhatchie and Tulifiny Crossroads Scenarios).

Confederate Ammunition Chart

Pocotaligo October 22, 1862

Infantry SPs
1st Bn SC Sh.Sh.¹ 1 □□□□
11 SC³ Co.I 1 □□□□

7 SC Bn¹ 2 □□□□
7 SC Bn² 2 □□□□

Cavalry
14(1)Bn SC Cav¹ 1 □□□□
14(1)Bn SC Cav² -1 □□□□

3 SC Cav⁶ Co.B 1 □□□□
Chlstn.Lgt.Drgns. 1 □□□□

Kirk's P. Rangers 1 □□□□
Rutledge Mntd.R. +1 □□□□

Artillery
Beaufort Lgt.¹ 1 □□□□□
Beaufort Lgt.² 1 □□□□□
Beaufort Lgt.³ 2 □□□□□

Nelson (VA) Lgt.¹ 2 □□□□□
Nelson (VA) Lgt.² 2 □□□□□
Pocotaligo
Heavy 1862 +1 □□□□□

Supply Hex - 1202

Coosawhatchie October 22, 1862

Infantry SPs
1st Bn SC Sh.Sh.² 1 □□□□
1st Bn SC Sh.Sh.³ 1 □□□□

11 SC¹ Co.F 1 □□□□
11 SC² 2 □□□□
11 SC⁴ 3 □□□□

(32 GA¹⁺²
& 47 GA^{1,2,3})
□□□□
□□□□
□□□□
□□□□

Cavalry
3 SC Cav¹ -1 □□□□
3 SC Cav² Co.E -1 □□□□
3 SC Cav³ Co.H -1 □□□□
3 SC Cav⁴ Co.D -1 □□□□

Artillery
Beaufort Lgt.⁴ 2 □□□□□
Lafayette Lgt.¹ 2 □□□□□
Lafayette Lgt.² 2 □□□□□

Coosawhatchie
Hvy. Art. 1862 +1 □□□□□
Terrell Art.¹ 2 □□□□□
(Terrell Art.²) 2 □□□□□

Supply Hex - 1233

Tulifiny Crossroads December 6 - 9, 1864

Infantry SPs
5 GA¹ 1 □□□□
5 GA² 2 □□□□
5 GA³ 2 □□□□

1 GA Res. 3 □□□□
3 GA Res.¹ 3 □□□□
3 GA Res.² 3 □□□□

SC Cit. Cadets 2 □□□□
SC Arn. Cadets 3 □□□□
32 GA¹ 2 □□□□
32 GA² 2 □□□□

47 GA¹ 1 □□□□
47 GA² 2 □□□□
47 GA³ 1 □□□□
(47 GA⁴) 1 □□□□

1st SC(Art)Co.F 1 □□□□
1st Bn SC Res. 2 □□□□
2 Regt SC Mil. -2 □□□□

7 NC Reserves 2 □□□□
Augusta Bn. 2 □□□□

Supply Hexes - 1202,
1227, and 1234.

Artillery SPs
Coosawhatchie
Art. 1864 2 □□□□□

Beaufort Lgt.³ 2 □□□□□
German Lgt.¹ 2 □□□□□
German Lgt.² 1 □□□□□

Tulifiny Crossroads
Advanced Game
German Lgt.³ 1 □□□□□
Dawson's Bluff
Battery 2 □□□□□
Bee's Creek Art.-2 □□□□□

Lafayette Lgt.² 2 □□□□□
Lafayette Lgt.³ 2 □□□□□
Beaufort Lgt.⁴ 2 □□□□□
Pocotaligo Hvy. 2 □□□□□

Cavalry
3 SC² Co.E 1 □□□□
3 SC⁶ Co.B 1 □□□□

As 1st SC Cav.:
(12/7) Rutledge
Mntd. Rifles 1 □□□□
14(1)Bn SC Cav.¹ 1 □□□□

May 29, 1862 Raid on Pocatoligo - 9:30am to 8 pm - 22 Turns (at most) The main action probably took place about 1 mile or so north of hex 4001, off the northern map edge. However, the day's fighting may well have occurred farther south, possibly at hex 2106 or 3106.

This Scenario assumes the engagement took place on the northern area of the Game Map. Uses the northern 1/4 of the Game Map, only.

Confederate Unit Setup - 2106 - All Mounted - Col. Walker; Rutledge Mntd.Rifles – 1 SP; 14(1) Bn. SC Cav.¹⁺² – 2 SPs; 3 SC Cav.⁶ Co.B –1 SP (with a ‘-’ Fire modifier); 4 Confederate Picketts - 3801, 4608, 4212, 2201.

Federal Appearance - 9:30am Enter at either 3801 (no fortifications) or 4807 (not both) at a cost of 1 MP, w/ full MP allowances – 4 Mass Cav. - 1 SP; 50 Penn^{1,2,3,4} - 6 SPs; 79 NY - 1 SP; 8 Michigan - 1 SP.

Federal Reinforcements - 12:30pm - 1st Conn Lgt.Artilletry – 2 SPs.

Confederate Reinforcements - 3:30pm - Appears at 1202 with 0 MPs – Beaufort Lgt.Artilletry¹⁺³ – 3 SPs; 11 SC¹⁺³ Cos. F and I – 2 SPs. (By 9 pm, the 17 SC Inf.- 400 - 7 SPs – had arrived by rail at 1202. Soon thereafter, the GA Legion - 5 - 6 SPs, and 2 cannon, arrived at Pocatoligo.)

Victory Points – Each Enemy: SP Loss 1 VP, Captured Cannon 1 VP, Uncrewed Cannon 1/2 VP. **Federal VPs** (in addition to the 3 cases above): Pocatoligo Bridge Destroyed 1 VP; Each Railroad Hex Damaged 1 VP; Each Railroad Hex Destroyed 2 VPs.

Variants - 1) On the 9:30am Turn, roll 1 die. On a roll of 1 or 2, the 1st Conn Lgt. Artillery – 2 SPs enters with the other Federal units.

On a roll of 3 or 4, the 1st Conn Lgt.Artilletry enters one Turn later.
On a roll of 5 - 6, the 1st Conn Lgt.Artilletry enters on the 10:30am Turn.
2) The Federal force enters the Game Map at 8:30am or 9 am.

Special Scenario Rules - A. The OR mentioned no Breastworks or Earthworks, so ignore the Fortifications in hex 3801 and the Lunette in hex 3106. However, the Confederates made good use of “a ditch” and “a narrow strip of woods”. Whenever a Confederate unit or stack is Fired on or Charged upon **from across a Stream or Stream/Marsh hexside**, they receive a 1 Column Left shift from Fire Combat, or an additional – 1 Die Roll Modifier when the Target of a Charge.
B. The Marsh hexes between 4402 and 3008 may only be crossed at 3207.

C. The Confederate Player may end the Scenario at the end of any Game Turn after the 3 pm Turn. See ‘The Pocatoligo Expedition October 1862’ Page 63 - 14th Battalion SC Cavalry for historical background.

Advanced Rules - Exiting EZOC

3.91 Units acting as Skirmishers (3 SPs or less) always Exit an EZOC with a – 1 Die Roll Modifier on the Exit EZOC Table.

4.44 ‘**Strong**’ EZOCs : + 1 MP to enter, + 1 MP to exit, and + 1 Die Roll Modifier on the Exit EZOC Table.

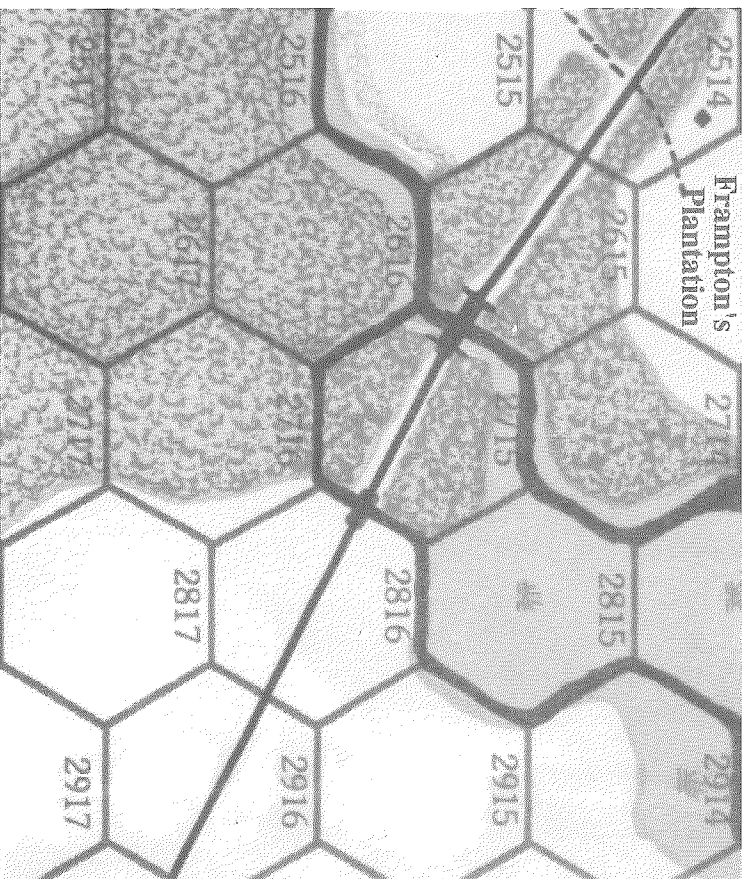
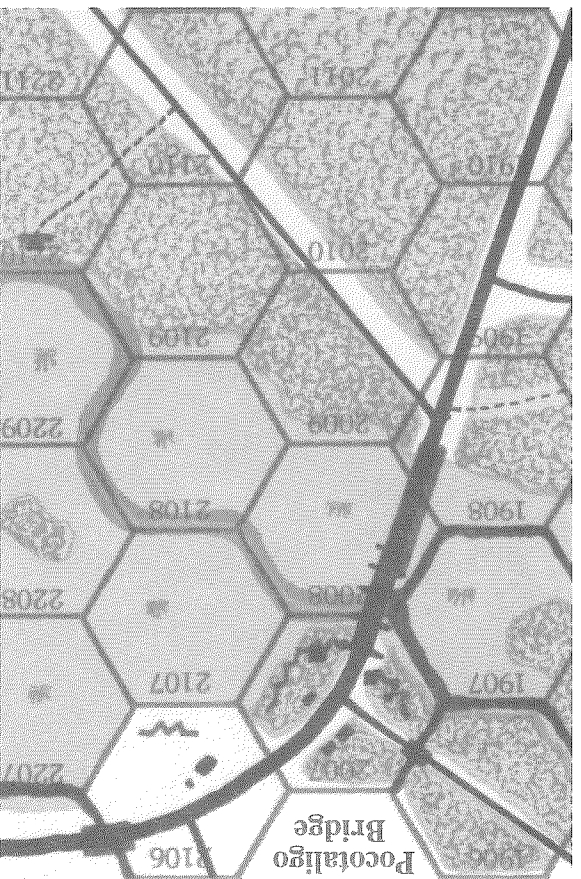
‘**Weak**’ EZOCs : + 0 MP to enter, + 1 MP to exit.

6.11 Charge Markers - 1 Movement Point, not 2.

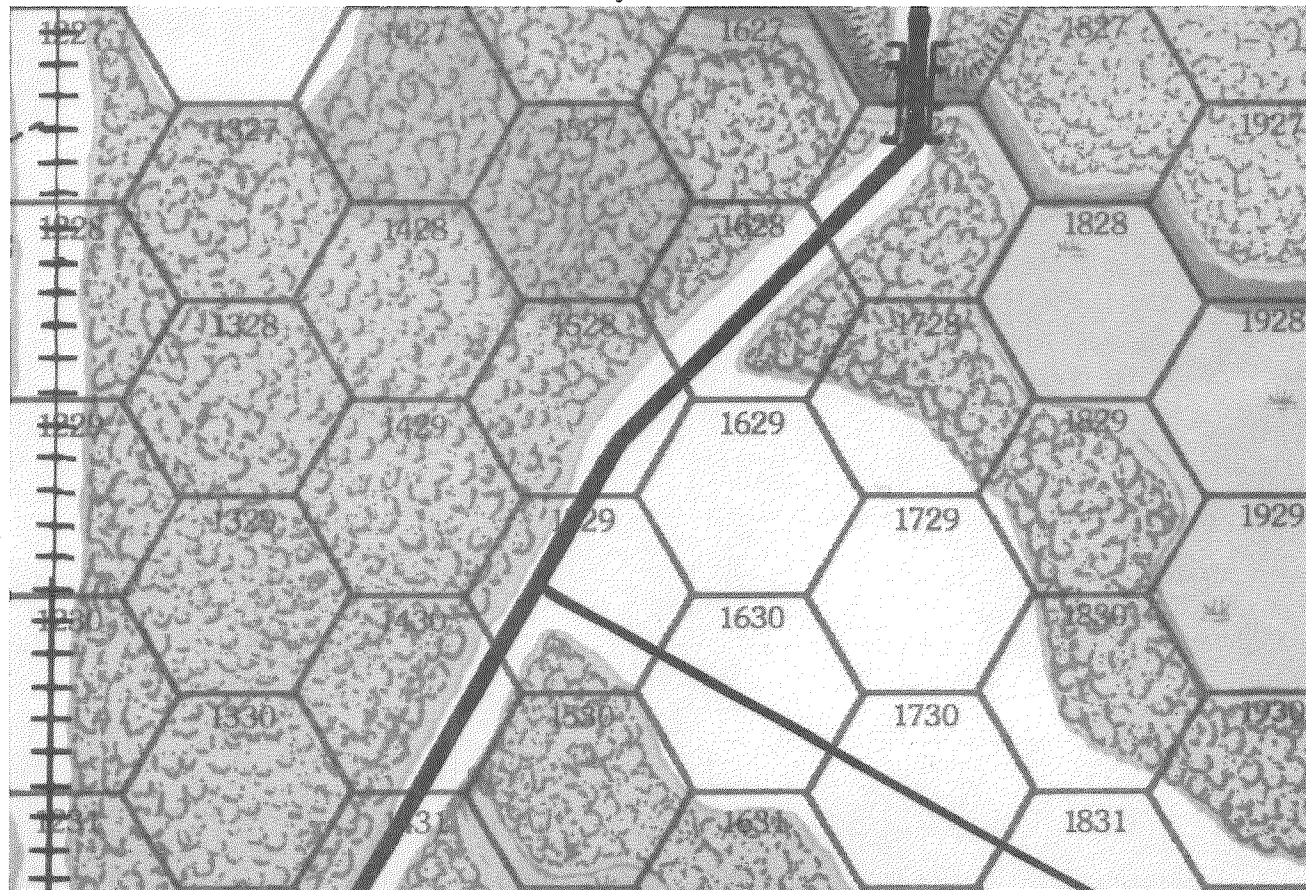
1.2 Limited Fire in Artillery Withdrawal - 2 Columns Left on Fire Table, + 1 Die Roll Modifier on ‘Exit EZOC Table’.

6.41 Limited Fire in Retreat Before Charge - x1/2 SPs may Fire, + 1 Die Roll Modifier on ‘Exit EZOC Table’.

3.51 Crossing Double-Sided Marsh and Stream/Marsh Hexsides Add + 1 to the ‘Crossing Marsh and Stream/Marsh Table’ Die Roll.



Tulifiny Crossroads



Basic Game Fire Combat Table

1/2 D - 1/2 of all units in the stack are Disordered.
(Fed. Regimental unit - roll 1 die - 4 - 6 - Disordered.)
D - All units in the stack are Disordered.

L - 1 SP Eliminated.

The top unit of a stack always receives the 1st Combat Result.

5.41 A maximum of 8 SPs (plus any Artillery SPs) may Fire through any one hexside.
See 5.2 Unit Fire Modifiers and Ranged Fire - Page 9.

Die Roll	Less than 1	1	2-3	4-5	6-8	9-11	12-15	16+
1	—	—	—	—	—	1/2 D	1/2 D	D
2	—	—	—	—	1/2 D	1/2 D	D	L 1/2 D
3	—	—	—	1/2 D	1/2 D	D	L 1/2 D	L D
4	—	—	1/2 D	1/2 D	D	L 1/2 D	L D	L D
5	—	1/2 D	1/2 D	D	L 1/2 D	L D	L D	2L D
6	1/2 D	1/2 D	D	L 1/2 D	L D	L D	2L D	2L D

List of All Basic Game

Fire Combat Modifiers

Fire Modifier Column Shift

**Small arms Firing at
at Range of 2 hexes :** 1 Col. Left

Inf. Fire Modifiers :

‘ + ’ 1 Col. Right

‘ - ’ 1 Col. Left

(‘ - ’ - 1/2 SPs at 2 hex range)

Art. Fire Modifier :

‘ + ’ 1 Col. Right
(within 1st 2/3 of range)

Target hex is :

Woods 1 Col. Left
Wooded Swamp 1 Col. Left
Woods belt (2515) 1 Col. Left (2 SPs)

Breastworks 1 Col. Left
(If No Firing Artillery)

Fortifications 2 Col.s Left
Lunette- only 2 Inf. SPs or 1 Inf. SP and
1 or 2 Artillery SPs may benefit.

Target unit or stack is :

Artillery unit(s) only-
Fired on by Infantry 1 Col. Left
On Federal Naval Unit 1 Col. Left
Mounted Cavalry, only 1 Col. Right
More than 8 SPs in
Target hex 1 Col. Right
Fired on through its
Flank or Rear hexside 1 Col. Right
Routed 1 Col. Right
Shifts Right Benefit the Firing Units

Advanced Game Fire Combat Results Table

D – 1 unit Disordered
2 D – 2 units Disordered
3 D – 3 units Disordered
L – 1 Strength Point
 Eliminated
2L – 2 Strength Points
 Eliminated

The top unit in a stack always receives the 1st Combat Result (from left); other results are randomly distributed in the stack.

Each unit in a stack must receive 1 result before any unit receives 2 results of the same type, either D or L.

Die Roll	Less than 1	1	2-3	4-5	6-8	9-11	12-15	16+
1	–	–	–	–	–	D	D	2 D
2	–	–	–	–	D	2 D	2 D	3 D
3	–	–	–	D	2 D	3 D	3 D	L D
4	–	–	D	2 D	3 D	L D	L 2 D	L 2 D
5	–	D	2 D	3 D	L D	L 2 D	L 3 D	2L D
6	D	2 D	3 D	L D	L 2 D	L 3 D	2L D	2L 2 D

Additional Advanced Game Fire Combat Die Roll Modifiers:

Artillery Limited Fire during Defensive Fire Withdrawal - 2 Cols. Left (+ 1 Die Roll Modifier on the Exit EZOC Table)

Limited Fire in Retreat Before Charge - x1/2 SPs (+ 1 Die Roll Modifier on the Exit EZOC Table)

Skirmisher Fire - 1 Col. Left; Fire Against Skirmishers - 1 Col. Left

Fire Against Individual Targeted Units in a Stack (except to Charging units and the Top unit of a Stack) - 1 Col. Left

‘Nap.’ and ‘12 pd How.’ (but not Boat Howitzers) Firing at Adjacent hexes - 1 Col. Right (in addition to SP Doubling)

Artillery Desultory Fire (against non-adjacent hexes) - 2 Cols. Left

Dawn and Dusk Turns - 1 Col. Left; Night Turns - 2 Cols. Left.

Front

POCOTALIGO EXPEDITION Oct 21-23 1862

Federal

POCOTALIGO

1862 and 1864

Confederate

Front

Big Ben Artillery 9 Ecological Expedition	Colt Chaffed 6 1st Brigade Proo. Exp.	1st U.S. Art. Bn. Artillery 7 2-4	47 PENN 10	47 Penn 1	47 Penn 2	47 Penn 3	47 Penn 4	1st Mass Cav 1 Capl. Reinforced Rt -1	
Big Ben Artillery 6 1st Brigade Proo. Exp.	6 Conn 1	6 Conn 2 Coe. D.H.	6 Conn 3	4 NH 10	4 NH 1	4 NH 2	4 NH 3	4 NH 4	1st Mass Cav 2 Model Rt -1
Col. B. White 55 PENN	55 Penn 1 Isid. H. Fox, Co. A	55 Penn 2 Cap. Steiner, Co. B	55 Penn 3 Coe. D.H.	55 Penn 4 Coe. A+	9	9	7	7	
Big Ben Artillery 6 1st Brigade Proo. Exp.	+1	+1	*2	*2	8	8	9	9	
1st U.S. Eng. 1 Local F. Hall	-1	-1	7	3	2	2	CHARGE	CHARGE	
Col. J. Hawley 7 Conn 1	7 Conn 1	7 Conn 2 Coe. A+B	7 Conn 3	7 Conn 4	7 Conn 5 Capl. Tompkins, Co. K	CHARGE	CHARGE	CHARGE	
3 NH J. N.H.	3 NH 1	3 NH 2	3 NH 3	3 NH 4	Bridge Damaged Int. Only	Bridge Damaged Int. Only	Bridge Damaged Int. Only	Bridge Damaged Int. Only	
Col. J. Jackson 3 NH J. N.H.	3 NH 1	3 NH 2	3 NH 3	3 NH 4	Bridge Damaged Int. Only	Bridge Damaged Int. Only	Bridge Damaged Int. Only	Bridge Damaged Int. Only	
Col. H. Benton 48 NY 5	48 NY 1	48 NY 2	48 NY 3	48 NY 4	1st NY Eng. 4 Capl. Egan, Co. G	3 RI (Art.) 4	Railroad Damaged Int. Only	Railroad Damaged Int. Only	
28mm Launches of US Warship	2-3 C.2	2-3 C.15	-1 R	2-4 C.6	2-4 C.14	1-1	1-9 C.1	1-10 C.2	
G. Washington US Army Transport +2-10 C.4	2-3 C.5	2-3 C.3	+2-9 C.1	+1-12 C.6	USC Westcott US Army Transport 2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
Ben De Ford US Army Transport	2-3 C.5	2-3 C.3	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
Flat-boat #1 Towed	-1 R	USC Viven	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
USC Westcott US Army Transport	2-3 C.5	2-3 C.3	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
Ben De Ford US Army Transport	2-3 C.5	2-3 C.3	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
Flat-boat #2 Towed	-1 R	USC Viven	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
USC Westcott US Army Transport	2-3 C.5	2-3 C.3	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
Ben De Ford US Army Transport	2-3 C.5	2-3 C.3	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
Flat-boat #2 Towed	-1 R	USC Viven	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
USC Westcott US Army Transport	2-3 C.5	2-3 C.3	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
Ben De Ford US Army Transport	2-3 C.5	2-3 C.3	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
Flat-boat #2 Towed	-1 R	USC Viven	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
USC Westcott US Army Transport	2-3 C.5	2-3 C.3	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
Ben De Ford US Army Transport	2-3 C.5	2-3 C.3	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
Flat-boat #2 Towed	-1 R	USC Viven	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
USC Westcott US Army Transport	2-3 C.5	2-3 C.3	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
Ben De Ford US Army Transport	2-3 C.5	2-3 C.3	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
Flat-boat #2 Towed	-1 R	USC Viven	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
USC Westcott US Army Transport	2-3 C.5	2-3 C.3	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
Ben De Ford US Army Transport	2-3 C.5	2-3 C.3	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
Flat-boat #2 Towed	-1 R	USC Viven	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
USC Westcott US Army Transport	2-3 C.5	2-3 C.3	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
Ben De Ford US Army Transport	2-3 C.5	2-3 C.3	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
Flat-boat #2 Towed	-1 R	USC Viven	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
USC Westcott US Army Transport	2-3 C.5	2-3 C.3	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
Ben De Ford US Army Transport	2-3 C.5	2-3 C.3	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
Flat-boat #2 Towed	-1 R	USC Viven	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
USC Westcott US Army Transport	2-3 C.5	2-3 C.3	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
Ben De Ford US Army Transport	2-3 C.5	2-3 C.3	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
Flat-boat #2 Towed	-1 R	USC Viven	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
USC Westcott US Army Transport	2-3 C.5	2-3 C.3	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
Ben De Ford US Army Transport	2-3 C.5	2-3 C.3	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
Flat-boat #2 Towed	-1 R	USC Viven	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
USC Westcott US Army Transport	2-3 C.5	2-3 C.3	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
Ben De Ford US Army Transport	2-3 C.5	2-3 C.3	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
Flat-boat #2 Towed	-1 R	USC Viven	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
USC Westcott US Army Transport	2-3 C.5	2-3 C.3	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
Ben De Ford US Army Transport	2-3 C.5	2-3 C.3	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
Flat-boat #2 Towed	-1 R	USC Viven	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
USC Westcott US Army Transport	2-3 C.5	2-3 C.3	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
Ben De Ford US Army Transport	2-3 C.5	2-3 C.3	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
Flat-boat #2 Towed	-1 R	USC Viven	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
USC Westcott US Army Transport	2-3 C.5	2-3 C.3	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
Ben De Ford US Army Transport	2-3 C.5	2-3 C.3	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
Flat-boat #2 Towed	-1 R	USC Viven	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
USC Westcott US Army Transport	2-3 C.5	2-3 C.3	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
Ben De Ford US Army Transport	2-3 C.5	2-3 C.3	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
Flat-boat #2 Towed	-1 R	USC Viven	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
USC Westcott US Army Transport	2-3 C.5	2-3 C.3	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
Ben De Ford US Army Transport	2-3 C.5	2-3 C.3	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
Flat-boat #2 Towed	-1 R	USC Viven	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
USC Westcott US Army Transport	2-3 C.5	2-3 C.3	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
Ben De Ford US Army Transport	2-3 C.5	2-3 C.3	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
Flat-boat #2 Towed	-1 R	USC Viven	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
USC Westcott US Army Transport	2-3 C.5	2-3 C.3	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
Ben De Ford US Army Transport	2-3 C.5	2-3 C.3	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
Flat-boat #2 Towed	-1 R	USC Viven	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
USC Westcott US Army Transport	2-3 C.5	2-3 C.3	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
Ben De Ford US Army Transport	2-3 C.5	2-3 C.3	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
Flat-boat #2 Towed	-1 R	USC Viven	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
USC Westcott US Army Transport	2-3 C.5	2-3 C.3	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
Ben De Ford US Army Transport	2-3 C.5	2-3 C.3	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
Flat-boat #2 Towed	-1 R	USC Viven	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
USC Westcott US Army Transport	2-3 C.5	2-3 C.3	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
Ben De Ford US Army Transport	2-3 C.5	2-3 C.3	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
Flat-boat #2 Towed	-1 R	USC Viven	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
USC Westcott US Army Transport	2-3 C.5	2-3 C.3	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
Ben De Ford US Army Transport	2-3 C.5	2-3 C.3	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
Flat-boat #2 Towed	-1 R	USC Viven	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
USC Westcott US Army Transport	2-3 C.5	2-3 C.3	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
Ben De Ford US Army Transport	2-3 C.5	2-3 C.3	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
Flat-boat #2 Towed	-1 R	USC Viven	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
USC Westcott US Army Transport	2-3 C.5	2-3 C.3	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
Ben De Ford US Army Transport	2-3 C.5	2-3 C.3	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
Flat-boat #2 Towed	-1 R	USC Viven	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
USC Westcott US Army Transport	2-3 C.5	2-3 C.3	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
Ben De Ford US Army Transport	2-3 C.5	2-3 C.3	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
Flat-boat #2 Towed	-1 R	USC Viven	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
USC Westcott US Army Transport	2-3 C.5	2-3 C.3	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
Ben De Ford US Army Transport	2-3 C.5	2-3 C.3	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
Flat-boat #2 Towed	-1 R	USC Viven	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
USC Westcott US Army Transport	2-3 C.5	2-3 C.3	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
Ben De Ford US Army Transport	2-3 C.5	2-3 C.3	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
Flat-boat #2 Towed	-1 R	USC Viven	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
USC Westcott US Army Transport	2-3 C.5	2-3 C.3	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
Ben De Ford US Army Transport	2-3 C.5	2-3 C.3	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
Flat-boat #2 Towed	-1 R	USC Viven	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon	USC Mantel +1-9 C.1	SHIP DAMAGED T. H. H.	
USC Westcott US Army Transport	2-3 C.5	2-3 C.3	+2-9 C.1	+1-12 C.6	2-4 C.5	USC Panon			

COOSAWHATCHIE				POCOTALIGO				DEC. 1864				TULLIFINNY CROSSROADS				DEC. 1864				DEC. 1864				MAY 29, 1862			
1st Bn SC 3	Shanty Snipers Capt J. Osborn	1st Bn SC 2	Shanty Snipers Capt H. Blisset	11 SC 4	Capt J. H. Harrison (Capt H. Blisset)	11 SC 3	Lt. W. Campbell (Capt H. Blisset)	11 SC 2	Willoughby Swamp Oaks Capt J. Leeding	11 SC 1	Capt. B. F. Wyman Co. F	11 SC 1	Capt. B. F. Wyman Co. F	3 SC Cava 6	Murderers of the Canalside Capt. H. Hayward	3 SC Cava 5	Callison Mine Mine Capt. M. H. Hancock	3 SC Cava 4	Barnett Dragons Capt. J. Langston	3 SC Cava 3	Asbury Dragoons Capt. G. H. Hayward	3 SC Cava 2	Savannah River Gals Capt. J. Peeples	3 SC Cava 1	Beaumont Dist. Tro Capt. H. Howard	Lt. H. Johnson	
1-1	1-1	1-1	1-1	1-1	1-1	1-1	1-1	1-1	1-1	1-1	1-1	1-1	1-1	1-1	1-1	1-1	1-1	1-1	1-1	1-1	1-1	1-1	1-1	1-1	1-1	1-1	
Cont. Train #1 From Savannah C 8	Cont. Train #1 From Savannah C 8	11 SC 4	11 SC 3	11 SC 2	11 SC 1	11 SC 2	11 SC 1	11 SC 2	11 SC 1	11 SC 2	11 SC 1	11 SC 2	11 SC 1	11 SC 2	11 SC 1	11 SC 2	11 SC 1	11 SC 2	11 SC 1	11 SC 2	11 SC 1	11 SC 2	11 SC 1	11 SC 2	11 SC 1	11 SC 2	
2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	
7 SC Bn 2	Capt. J. H. Harrison Capt. J. H. Harrison	7 SC Bn 1	Capt. J. H. Harrison Capt. J. H. Harrison	7 SC Bn 2	Capt. J. H. Harrison Capt. J. H. Harrison	7 SC Bn 1	Capt. J. H. Harrison Capt. J. H. Harrison	7 SC Bn 2	Capt. J. H. Harrison Capt. J. H. Harrison	7 SC Bn 1	Capt. J. H. Harrison Capt. J. H. Harrison	7 SC Bn 2	Capt. J. H. Harrison Capt. J. H. Harrison	7 SC Bn 1	Capt. J. H. Harrison Capt. J. H. Harrison	7 SC Bn 2	Capt. J. H. Harrison Capt. J. H. Harrison	7 SC Bn 1	Capt. J. H. Harrison Capt. J. H. Harrison	7 SC Bn 2	Capt. J. H. Harrison Capt. J. H. Harrison	7 SC Bn 1	Capt. J. H. Harrison Capt. J. H. Harrison	7 SC Bn 2	Capt. J. H. Harrison Capt. J. H. Harrison	7 SC Bn 1	Capt. J. H. Harrison Capt. J. H. Harrison
2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	
1st SC (Art)	Capt. J. H. Harrison Capt. J. H. Harrison	1st SC (Art)	Capt. J. H. Harrison Capt. J. H. Harrison	1st SC (Art)	Capt. J. H. Harrison Capt. J. H. Harrison	1st SC (Art)	Capt. J. H. Harrison Capt. J. H. Harrison	1st SC (Art)	Capt. J. H. Harrison Capt. J. H. Harrison	1st SC (Art)	Capt. J. H. Harrison Capt. J. H. Harrison	1st SC (Art)	Capt. J. H. Harrison Capt. J. H. Harrison	1st SC (Art)	Capt. J. H. Harrison Capt. J. H. Harrison	1st SC (Art)	Capt. J. H. Harrison Capt. J. H. Harrison	1st SC (Art)	Capt. J. H. Harrison Capt. J. H. Harrison	1st SC (Art)	Capt. J. H. Harrison Capt. J. H. Harrison	1st SC (Art)	Capt. J. H. Harrison Capt. J. H. Harrison	1st SC (Art)	Capt. J. H. Harrison Capt. J. H. Harrison	1st SC (Art)	Capt. J. H. Harrison Capt. J. H. Harrison
1+	1+	1+	1+	1+	1+	1+	1+	1+	1+	1+	1+	1+	1+	1+	1+	1+	1+	1+	1+	1+	1+	1+	1+	1+	1+	1+	
5 GA 3	Capt. J. H. Harrison Capt. J. H. Harrison	5 GA 2	Capt. J. H. Harrison Capt. J. H. Harrison	5 GA 1	Capt. J. H. Harrison Capt. J. H. Harrison	5 GA 2	Capt. J. H. Harrison Capt. J. H. Harrison	5 GA 1	Capt. J. H. Harrison Capt. J. H. Harrison	5 GA 2	Capt. J. H. Harrison Capt. J. H. Harrison	5 GA 1	Capt. J. H. Harrison Capt. J. H. Harrison	5 GA 2	Capt. J. H. Harrison Capt. J. H. Harrison	5 GA 1	Capt. J. H. Harrison Capt. J. H. Harrison	5 GA 2	Capt. J. H. Harrison Capt. J. H. Harrison	5 GA 1	Capt. J. H. Harrison Capt. J. H. Harrison	5 GA 2	Capt. J. H. Harrison Capt. J. H. Harrison	5 GA 1	Capt. J. H. Harrison Capt. J. H. Harrison	5 GA 2	Capt. J. H. Harrison Capt. J. H. Harrison
2 (+)	2 (+)	2 (+)	2 (+)	2 (+)	2 (+)	2 (+)	2 (+)	2 (+)	2 (+)	2 (+)	2 (+)	2 (+)	2 (+)	2 (+)	2 (+)	2 (+)	2 (+)	2 (+)	2 (+)	2 (+)	2 (+)	2 (+)	2 (+)	2 (+)	2 (+)	2 (+)	2 (+)
2 Regt. SC Minie	Capt. J. H. Harrison Capt. J. H. Harrison	2 Regt. SC Minie	Capt. J. H. Harrison Capt. J. H. Harrison	2 Regt. SC Minie	Capt. J. H. Harrison Capt. J. H. Harrison	2 Regt. SC Minie	Capt. J. H. Harrison Capt. J. H. Harrison	2 Regt. SC Minie	Capt. J. H. Harrison Capt. J. H. Harrison	2 Regt. SC Minie	Capt. J. H. Harrison Capt. J. H. Harrison	2 Regt. SC Minie	Capt. J. H. Harrison Capt. J. H. Harrison	2 Regt. SC Minie	Capt. J. H. Harrison Capt. J. H. Harrison	2 Regt. SC Minie	Capt. J. H. Harrison Capt. J. H. Harrison	2 Regt. SC Minie	Capt. J. H. Harrison Capt. J. H. Harrison	2 Regt. SC Minie	Capt. J. H. Harrison Capt. J. H. Harrison	2 Regt. SC Minie	Capt. J. H. Harrison Capt. J. H. Harrison	2 Regt. SC Minie	Capt. J. H. Harrison Capt. J. H. Harrison	2 Regt. SC Minie	Capt. J. H. Harrison Capt. J. H. Harrison
3-	3-	3-	3-	3-	3-	3-	3-	3-	3-	3-	3-	3-	3-	3-	3-	3-	3-	3-	3-	3-	3-	3-	3-	3-	3-	3-	3-
1st SC (Art)	Capt. J. H. Harrison Capt. J. H. Harrison	1st SC (Art)	Capt. J. H. Harrison Capt. J. H. Harrison	1st SC (Art)	Capt. J. H. Harrison Capt. J. H. Harrison	1st SC (Art)	Capt. J. H. Harrison Capt. J. H. Harrison	1st SC (Art)	Capt. J. H. Harrison Capt. J. H. Harrison	1st SC (Art)	Capt. J. H. Harrison Capt. J. H. Harrison	1st SC (Art)	Capt. J. H. Harrison Capt. J. H. Harrison	1st SC (Art)	Capt. J. H. Harrison Capt. J. H. Harrison	1st SC (Art)	Capt. J. H. Harrison Capt. J. H. Harrison	1st SC (Art)	Capt. J. H. Harrison Capt. J. H. Harrison	1st SC (Art)	Capt. J. H. Harrison Capt. J. H. Harrison	1st SC (Art)	Capt. J. H. Harrison Capt. J. H. Harrison	1st SC (Art)	Capt. J. H. Harrison Capt. J. H. Harrison	1st SC (Art)	Capt. J. H. Harrison Capt. J. H. Harrison
1+	1+	1+	1+	1+	1+	1+	1+	1+	1+	1+	1+	1+	1+	1+	1+	1+	1+	1+	1+	1+	1+	1+	1+	1+	1+	1+	1+
5 GA 3	Capt. J. H. Harrison Capt. J. H. Harrison	5 GA 2	Capt. J. H. Harrison Capt. J. H. Harrison	5 GA 1	Capt. J. H. Harrison Capt. J. H. Harrison	5 GA 2	Capt. J. H. Harrison Capt. J. H. Harrison	5 GA 1	Capt. J. H. Harrison Capt. J. H. Harrison	5 GA 2	Capt. J. H. Harrison Capt. J. H. Harrison	5 GA 1	Capt. J. H. Harrison Capt. J. H. Harrison	5 GA 2	Capt. J. H. Harrison Capt. J. H. Harrison	5 GA 1	Capt. J. H. Harrison Capt. J. H. Harrison	5 GA 2	Capt. J. H. Harrison Capt. J. H. Harrison	5 GA 1	Capt. J. H. Harrison Capt. J. H. Harrison	5 GA 2	Capt. J. H. Harrison Capt. J. H. Harrison	5 GA 1	Capt. J. H. Harrison Capt. J. H. Harrison	5 GA 2	Capt. J. H. Harrison Capt. J. H. Harrison
2 (+)	2 (+)	2 (+)	2 (+)	2 (+)	2 (+)	2 (+)	2 (+)	2 (+)	2 (+)	2 (+)	2 (+)	2 (+)	2 (+)	2 (+)	2 (+)	2 (+)	2 (+)	2 (+)	2 (+)	2 (+)	2 (+)	2 (+)	2 (+)	2 (+)	2 (+)	2 (+)	2 (+)
2 Regt. SC Minie	Capt. J. H. Harrison Capt. J. H. Harrison	2 Regt. SC Minie	Capt. J. H. Harrison Capt. J. H. Harrison	2 Regt. SC Minie	Capt. J. H. Harrison Capt. J. H. Harrison	2 Regt. SC Minie	Capt. J. H. Harrison Capt. J. H. Harrison	2 Regt. SC Minie	Capt. J. H. Harrison Capt. J. H. Harrison	2 Regt. SC Minie	Capt. J. H. Harrison Capt. J. H. Harrison	2 Regt. SC Minie	Capt. J. H. Harrison Capt. J. H. Harrison	2 Regt. SC Minie	Capt. J. H. Harrison Capt. J. H. Harrison	2 Regt. SC Minie	Capt. J. H. Harrison Capt. J. H. Harrison	2 Regt. SC Minie	Capt. J. H. Harrison Capt. J. H. Harrison	2 Regt. SC Minie	Capt. J. H. Harrison Capt. J. H. Harrison	2 Regt. SC Minie	Capt. J. H. Harrison Capt. J. H. Harrison	2 Regt. SC Minie	Capt. J. H. Harrison Capt. J. H. Harrison	2 Regt. SC Minie	Capt. J. H. Harrison Capt. J. H. Harrison
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1st SC (Art)	Capt. J. H. Harrison Capt. J. H. Harrison	1st SC (Art)	Capt. J. H. Harrison Capt. J. H. Harrison	1st SC (Art)	Capt. J. H. Harrison Capt. J. H. Harrison	1st SC (Art)	Capt. J. H. Harrison Capt. J. H. Harrison	1st SC (Art)	Capt. J. H. Harrison Capt. J. H. Harrison	1st SC (Art)	Capt. J. H. Harrison Capt. J. H. Harrison	1st SC (Art)	Capt. J. H. Harrison Capt. J. H. Harrison	1st SC (Art)	Capt. J. H. Harrison Capt. J. H. Harrison	1st SC (Art)	Capt. J. H. Harrison Capt. J. H. Harrison	1st SC (Art)	Capt. J. H. Harrison Capt. J. H. Harrison	1st SC (Art)	Capt. J. H. Harrison Capt. J. H. Harrison	1st SC (Art)	Capt. J. H. Harrison Capt. J. H. Harrison	1st SC (Art)	Capt. J. H. Harrison Capt. J. H. Harrison	1st SC (Art)	Capt. J. H. Harrison Capt. J. H. Harrison
1+	1+	1+	1+	1+	1+	1+	1+	1+	1+	1+	1+	1+	1+	1+	1+	1+	1+	1+	1+	1+	1+	1+	1+	1+	1+	1+	1+
5 GA 3	Capt. J. H. Harrison Capt. J. H. Harrison	5 GA 2	Capt. J. H. Harrison Capt. J. H. Harrison	5 GA 1	Capt. J. H. Harrison Capt. J. H. Harrison	5 GA 2	Capt. J. H. Harrison Capt. J. H. Harrison	5 GA 1	Capt. J. H. Harrison Capt. J. H. Harrison	5 GA 2	Capt. J. H. Harrison Capt. J. H. Harrison	5 GA 1	Capt. J. H. Harrison Capt. J. H. Harrison	5 GA 2	Capt. J. H. Harrison Capt. J. H. Harrison	5 GA 1	Capt. J. H. Harrison Capt. J. H. Harrison	5 GA 2	Capt. J. H. Harrison Capt. J. H. Harrison	5 GA 1	Capt. J. H. Harrison Capt. J. H. Harrison	5 GA 2	Capt. J. H. Harrison Capt. J. H. Harrison	5 GA 1	Capt. J. H. Harrison Capt. J. H. Harrison	5 GA 2	Capt. J. H. Harrison Capt. J. H. Harrison
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2 Regt. SC Minie	Capt. J. H. Harrison Capt. J. H. Harrison	2 Regt. SC Minie	Capt. J. H. Harrison Capt. J. H. Harrison	2 Regt. SC Minie	Capt. J. H. Harrison Capt. J. H. Harrison	2 Regt. SC Minie	Capt. J. H. Harrison Capt. J. H. Harrison	2 Regt. SC Minie	Capt. J. H. Harrison Capt. J. H. Harrison	2 Regt. SC Minie	Capt. J. H. Harrison Capt. J. H. Harrison	2 Regt. SC Minie	Capt. J. H. Harrison Capt. J. H. Harrison	2 Regt. SC Minie	Capt. J. H. Harrison Capt. J. H. Harrison	2 Regt. SC Minie	Capt. J. H. Harrison Capt. J. H. Harrison	2 Regt. SC Minie	Capt. J. H. Harrison Capt. J. H. Harrison	2 Regt. SC Minie	C						

[illegible]

1st Mass Cav ¹ Capt. Belmont Disordered +1-2	47 Penn ⁵ Disordered	47 Penn ⁴ Disordered	47 Penn ³ Disordered	47 Penn ² Disordered	47 Penn ¹ Lt Col. Albrecht Disordered -10-	1st US, Buell Disordered 7 1-3	Lt Col. Speedel 5th Regt. 5	Brig Gen. Art. Taylor +8
1st Mass Cav ² Disordered +1-2	4 NH ⁴ Disordered 2	4 NH ³ Disordered 2	4 NH ² Disordered 1	4 NH ¹ Disordered -10-	6 Conn ³ Disordered 2	6 Conn ² Disordered 1	6 Conn ¹ Disordered 2	Regt. Leader 6 Conn Disordered -8-
5	5	5	7	7	55 Penn ⁴ Disordered 1	55 Penn ³ Disordered 1	55 Penn ² Disordered 1	55 Penn ¹ Disordered 1
4	4	4	9	9	55 Penn ⁴ Disordered 1	55 Penn ³ Disordered 1	55 Penn ² Disordered 1	55 Penn ¹ Disordered 1
3	3	3	1	1	55 Penn ⁴ Disordered 1	55 Penn ³ Disordered 1	55 Penn ² Disordered 1	55 Penn ¹ Disordered 1
2	2	2	1	1	55 Penn ⁴ Disordered 1	55 Penn ³ Disordered 1	55 Penn ² Disordered 1	55 Penn ¹ Disordered 1
IMPROVED Landing	Improved Landing	Improved Landing	New Causeway	76 Penn ³ Disordered 1	76 Penn ² Disordered 2	76 Penn ¹ Disordered -7-	1st US Eng ³ Disordered -1-	1st US Eng ² Disordered -1-
Confederate Cavalry Mind 6MP +	Unproved Confederate Cannon	Unproved Confederate Cannon	76 Penn ³ Disordered 1	76 Penn ² Disordered 2	76 Penn ¹ Disordered -7-	1st US Eng ³ Disordered -1-	1st US Eng ² Disordered -1-	1st US Eng ¹ Disordered -1-
Bridging Prepared	Bridge Destroyed	Bridge Destroyed	Bridge Destroyed	3 NH ⁴ Disordered 2	3 NH ³ Disordered 2	3 NH ² Disordered -1-	3 NH ¹ Disordered -1-	Regt. Leader 3 NH Disordered -8-
3 RIVARD ¹ Disordered 1	3 RIVARD ² Disordered 1	3 RIVARD ³ Disordered 1	3 RIVARD ⁴ Disordered 1	3 RIVARD ⁵ Disordered 1	3 RIVARD ⁶ Disordered 1	3 RIVARD ⁷ Disordered 1	3 RIVARD ⁸ Disordered 1	3 RIVARD ⁹ Disordered 1
1st NY Eng ⁴ Disordered -1-	48 NY ⁴ Disordered -1-	48 NY ³ Disordered -1-	48 NY ² Disordered 1	48 NY ¹ Disordered -1-	48 NY ⁶ Disordered 1	48 NY ⁵ Disordered 1	48 NY ⁴ Disordered 1	48 NY ³ Disordered 1
3 NH ⁴ Disordered 2	3 NH ³ Disordered 2	3 NH ² Disordered -1-	3 NH ¹ Disordered -1-	3 NH ⁶ Disordered 1	3 NH ⁵ Disordered 1	3 NH ⁴ Disordered 1	3 NH ³ Disordered 1	3 NH ² Disordered 1
76 Penn ³ Disordered 1	76 Penn ² Disordered 2	76 Penn ¹ Disordered -7-	1st US Eng ³ Disordered -1-	1st US Eng ² Disordered -1-	1st US Eng ¹ Disordered -1-	1st US Eng ⁶ Disordered 1	1st US Eng ⁵ Disordered 1	1st US Eng ⁴ Disordered 1
76 Penn ³ Disordered 1	76 Penn ² Disordered 2	76 Penn ¹ Disordered -7-	1st US Eng ³ Disordered -1-	1st US Eng ² Disordered -1-	1st US Eng ¹ Disordered -1-	1st US Eng ⁶ Disordered 1	1st US Eng ⁵ Disordered 1	1st US Eng ⁴ Disordered 1
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POCOTALIGO 1862

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