SW2 A lost occasion: Irish Bend/Nerson's Woods

14th April 1863 Louisiana

US Army tried to bottle up the CS Army in the Louisiana Bayou country by disembarking a force commanded by the cautious General Grover. The resistance at Irish Bend (or Nersons's Woods) by the CS forces under General Mouton let the Confederate forces to slip away from the trap.

S1.1 SET UP

Use the attached map.

S1.11 Historical Set Up

Us Army:

Gen Grover
1st Brigade (Dwight): 1LO-22MA-6NY-91NY-131NY-1US:
2nd Brigade (Kimball):12MA-24CN-41MS-52MS-2US:
3rd Brigade (Birge): 13CN-25CN-26MA-159NY-2MA.

CS Army:

General Mouton
General Taylor
2LO-Clack-4TX-StMary
General Sibley
18LO-24LO-28LO-YellowJacket-7TX-13TX-Valverde-Faries-Wagons
Colonel Green
5TX-Semmes

S1.12 How to start. Unit setup:

The US Army units are deployed on the map as per indications printed (regiment or Brigade number). The CS Army set up in Nerson's Woods all the Taylors's Brigade units. The others units are entering as per reinforcement rule.

The game Initiative from the 1st turn will be US Army. The US Army player will be the first to act putting his turn-flag in the appropriate map box. He/she will be the first Active player, while his/her opponent will be the Inactive player.

The flag in the box will record who is the Active/Inactive player during the Turn Sequence.

S1.2 Special Rules

S1.21 Steamer CSS Diana

The steamer CSS Diana was a side-wheel steamer of 239 tons captured from the Union Navy on 28th March 1863 in Grand Lake Louisiana, with a 32pdr rifle on the fore deck and two iron 12pdr boat howitzer. It fires like Artillery and can be hit by Artillery only. It can move in water hexes only.

S1.22 US-CS Fire Range

US Army and CS Army units (Infantry and Cavalry) fire like Italians and have a combat range of only 3 hexes.
Artillery has a combat range of only 6 hexes. CSS Diana fires like Artillery. US Artillery has a +1 DRM in case of Fire and Opportunity Fire.

S1.22 General Grover

General Grover was generally too cautious. At the beginning of every US turn, the US player rolls a d6 and the result of the roll is the number of units which can be activated during that turn; these units can Move, Fire and perform Opportunity Fire as per rules and are marked with an ACTIVE marker; all other units cannot do anything and in case of Melèe, they suffer a -1 DRM. Officers do not count in the number of activated units. General Grover enters in his deploying hex in the turn 07.00 and cannot move.

S1.23 Reinforcements

CS reinforcements enter at turn 7.00 (28LO and CSS Diana, from hexes marked with X). At turn 08.00 General Mouton arrives and General Taylor is retired (substitute the unit). At turn 9.00 the first units of the retreating CS Army (Sibley Brigade (S)) are moving through Franklin, entering from the hex marked with an X (This hex counts 1 in the Movement). Some of these units can be used to help the defence if needed. The Green Brigade (G) appears in the 12.00 turn; from

this moment Mouton can attempt to disengage its troops and move towards the exit hex, marked with an E.

Scenario Specific Terrains

Trail: costs 1 MP for the US Army and CS Army units, except for US Artillery units, which cost is ½ MP;

Clear terrain: costs 1 MP;

Swamp: impassable for US units; costs 2 PM for CS units;

Cane Field: costs 2 PM; -1 DRM to fire into and to fire from this terrain;

Woods: costs 2 PM; blocks LOS; -1 DRM to fire into and to fire from this terrain;

Bayou Teche (water): impassable for all units except for CSS Diana, at the cost of 1 PM;

If the CS Army player manages to get 12 of his 17 units safely through the Exit hex before the end of 14.00 turn, wins a Decisive Victory.

If the CS player gets 11 units, wins a Moderate Victory; if 10 units, wins a Minor Victory; if less than 10 units, the US player wins a Decisive Victory.

Fire Combat Table	
DRM (d6) for Opp Fire, Movement, Combat: -1	
Rolls to hit	
Range	US/CS
1	3-4-5-**6**
2	4-5-6
3	5-6

Artillery Combat Table	DRM US Artillery: +1
DRM (d6) for Movement: -1	DRM (d6) for Opp. Fire: -2
Rolls to hit	
Range	US/CS
1	4-5-**6**
2-3	5-6
4-5-6	6