

Jenkins Ferry

April 30, 1864

Jenkins Ferry

The North is trying to build a bridge to escape, and must stop the attack from the CSA, who is trying to close the trap.



swamps

Swamps :

Swamps are Class 3 terrain
 stop at edge on entry,
 stop at edge on exit,
 move at half speed within
 (skirmishers – even roll -
 don't, but do stop on exit).

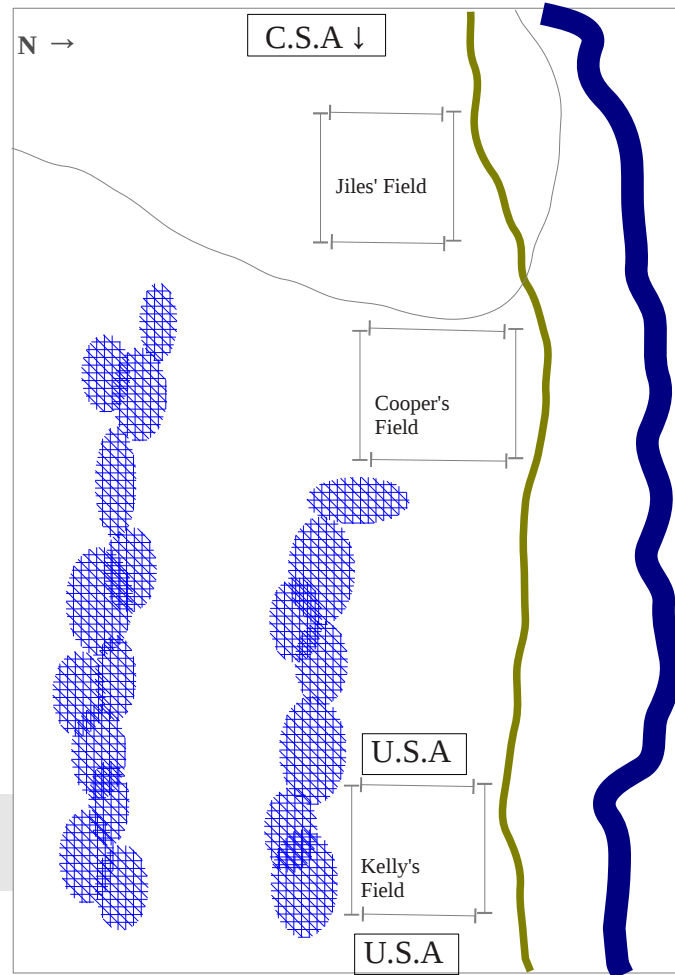
the map is covered with very **light woods**,
 it doesn't change move nor the view.

it rained all the week,
 → remove 1 MOVE card for each side

3 south units must get outside
 through the USA border line,
 in good order.

The game end after the
 10th Move card of the North,
 and after the next South move card.

cards :	South + 1x carabines	South : -1 Move
	South + 1x Grp Move	
	North + 1x Artillery	North : -1 Move



Morale :

Union Forces :

Genéral SALOMON
skilled D

		Jenkins Ferry			
		D8	D10	D12	D12+1
	Regulars Inf :1d20 →	1-4	5-16	17-18	19-20
	Regular Heavy Art (12lbs) →	-	1-4	5-13	14-20

note : some units were grouped in this scenario, to get 4 stands units. Some of them were understrength.

Brigade RICE

skilled D *def / combat*

will deploy around "USA" in front of Kelly's Field, or inside Kelly's Field

- regular, RM D6 /
- regular, RM D6 /
- regular, RM D6 /
- regular, RM D6 /
- regular, RM D6 /

Colonel ENGLEMAN

skilled D

Will deploy right of / or inside Kelly's Field, IN DISORDER, Out Of Command.

- regular, RM D6 /
- regular, RM D6 /
- regular, RM D6 /

..... Artillerie 12lbs, regular D6 /

as above, but in good order and in command

Colonel ADAMS

skilled D

Will enter from the bottom line, beginning in the 3rd "turn" (ie. 3 Move cards)

- regular, RM D6 /
- regular, RM D6 /
- regular, RM D6 /

Morale :

CSA Forces :

General KIRBY SMITH
skilled D

	D8	D10	D12	D12+1
Regulars Inf :1d20 →	1-4	5-16	17-18	19-20
Regular Medium Art →	1-4	5-16	17-18	19-20
Regular Light cavalry →	-	1-7	8-18	19-20

note : some units were grouped in this scenario, to get 4 stands units. Some of them were understrength.

Brigade CHURCHILL

average D *def / combat*

- regular, RM D6 /
- regular, RM D6 /
- regular, RM D6 /
- regular, RM D6 /
- regular, RM D6 /

Deploy : 2 units at the top of the map, 30cm from the edge.

The others will come as soon as the 2nd "turn" (2nd move card), from the west road

Brigade PARSON

average D *def / combat*

- regular, RM D6 /
- regular, RM D6 /
- regular, RM D6 /
- regular, **Sbore** D6 /
- regular, **Sbore** D6 /
- Mixed artillery , regular D6 /
- Artillerie 6lb, regular D6 /

Will deploy in the 4th turn, on the west side (top of the map)

← mixed guns, used as "medium"

← as "medium"

Brigade WALKER (Texas)

skilled D *def / combat*

- regular, RM D6 /
- regular, RM D6 /
- regular, RM D6 /
- regular, **Sbore** D6 /
- regular, **Sbore** D6 /
- .. cavalry. regular, Carbines D6 /

Will deploy in the 6th turn, on the west side (top of the map)