
Strategy & Tactics, No. 166, January-February 1994
SAVAGE STATION and OLUSTEE

[13.0] Olustee.

[13.1] PLAYER ORDER.

The US (Union) player is the first player in each turn. The game is ten turns long, starting at 1300.

[13.2] SET-UP AND REINFORCEMENTS.

A completely new set of counters appears in *Strategy & Tactics*, No. 170 (September-October 1994). Set aside the original set and use the new counters.

Only CS (Confederate) units begin on the map; and they are deployed as per the Confederate Initial Deployment listing in Rule 13.21. All Union units start off-map and enter according to the Reinforcement Schedule in Rule 13.22.

[13.21] Confederate Initial Deployment.

Unit	Hex
Colquitt's Brigade (Yellow)	
6GA	2012
19GA	2112
23GA	1310
27GA	1307
28GA	2112
6FL	1309
Chatam Arty.	1308
Harrison's Brigade (Green)	
Bonaud Inf.	1511
64GA	3109
1GA	1512
1FL	1415
2FL ¹	1315
Guerard Arty.	1414
Smith's Brigade (Red)	
4GA	3107
2FL	3108
5FL	1921
Florida Arty.	1812

¹ This should actually be 32nd Ga. Infantry.

[13.22] Reinforcements.

[13.221] **Union Reinforcements.** Union units enter the game between Hexes 4102 and 4111, inclusive, on the East Map Edge.

Unit	Entry Turn
Henry's Brigade (<i>Pink</i>)	Turn 1
Hawley's Brigade (<i>Yellow</i>), E,3US	Turn 1
Barton's Brigade (<i>Green</i>), M,1US	Turn 2
Littlefield's Brigade ² (<i>Purple</i>), C,3RI	Turn 3
55MA	Turn 6

[13.221] **Confederate Reinforcements.** Confederate units enter the game on Hex 1011, on the West Map Edge.

Unit	Entry Turn
Train	Turn 5

[13.3] SPECIAL RULES.

[13.31] **Stacking.** No more than *eight strength points* may stack in a hex. Stacking limits apply at the end of the Movement Phase, but are ignored during the Movement Phase.

[13.32] **Confederate 64th Georgia.** The Confederate 64GA Infantry may not move during the first two game turns unless it is attacked.

[13.33] **Confederate Ammunition Supply and Train.** *The Confederates ran out of ammunition during the battle, but were resupplied by a special railroad column which included a 32-pounder mortar.*

[13.331] **Ammunition Exhaustion.** Beginning on Turn 4, the Confederate player rolls a die before beginning his player turn. On a result of 1-4, the Confederates run out of ammunition. When this occurs, no Confederate units may enter Union ZOCs and all Confederate units currently in enemy ZOCs must retreat one hex or suffer elimination. A result of 5-6 has no effect. Once the Confederates do run out of ammunition, all die rolling ceases.

[13.332] **Ammunition Resupply.** On Turn 5, the Confederates receives the railroad train unit as a reinforcement in hex 1011. Once the train unit is received, then each CSA unit that has run out of ammunition and can trace a LOC (measured as described in Rule 13.43) of 4 or fewer hexes in length to any railroad hex is considered immediately resupplied and ignores the restrictions outlined in Rule 13.331. If the LOC is greater than 4 hexes in length, the unit is resupplied 2 full turns after the ammo ran out (e.g. if ammo ran out on Turn 6, units with a 4+ hex path would regain supply at the start of Turn 9).

² Actually Montgomery's Brigade.

[13.333] Train Movement and Combat. The Confederate train unit has unlimited movement, but can only move along the railway line (that is, into railroad hexes) and must obey normal rules for ZOCs (so it must stop when it enters an EZOC, and can only leave the EZOC as a result of combat). For combat, (and victory point purposes), the train unit is treated as an artillery unit with combat value of 1 and range of 3, but it also provides a column shift to the right when involved in a CSA attack. Normal LOS and artillery rules otherwise apply.

[13.34] Map Errata. Hex 1508 is swamp.

[13.35] Counter/Order of Battle Errata. In the new set of counters supplied in *Strategy & Tactics*, No. 170, the Confederate 2FL Infantry (2-6) should actually be the 32GA. The Confederate “Bonaud” Infantry (2-6) is actually the 28GA Artillery (+) (serving as infantry). Littlefield’s Union Brigade is actually commanded by Montgomery.

[13.4] VICTORY.

[13.41] Automatic Victory. The game automatically ends in a Union victory whenever any Union units which can trace a Line of Communications [Rule 13.43] occupy Olustee Station. Conversely, if the Confederate player is able to exit any Confederate infantry units off the eastern map edge via Hex 4104 or 4108 this results in a Confederate victory, as long as the Confederate player can trace a Line of Communications [Rule 13.43] from the exit hex to the railroad hex on the west map edge (Hex 1011).

[13.42] Victory on Points. If neither automatic victory condition is fulfilled by the end of the game, victory is determined by victory points, that is, by comparing eliminated Union Strength Points to eliminated Confederate Strength Points. If either side eliminates at least three more strength points of the opposing force than the number of Strength Points lost by his own force, then that side wins. If the difference is two points, or less, the game is a draw. In making this comparison, Hex 2213 is worth 5 extra victory points to the Union side if occupied by Union units at the end of the game.

[13.43] Line of Communications. Union automatic victory requires a Line of Communications (LOC); that is, a path of contiguous hexes free of prohibited terrain, enemy units, and enemy ZOCs not occupied by friendly units, between Olustee Station and any clear, road, or railroad hex on the eastern map edge. For Confederate automatic victory, a clear LOC must exist between the exit hex and the rail hex in 1011.

[13.5] NOTES.

[13.51] General. This is a consolidation, and, in some cases restatement, of the original rules to the *Olustee* scenario, found in *Strategy & Tactics*, No. 166 (January-February 1994), plus modifications and errata by Christopher Cummins which accompanied new counters published in *Strategy & Tactics*, No. 170 (September-October 1994), at p. 44. The consolidation also borrows from consolidated and clarified errata from January 2012 published on <<<https://boardgamegeek.com>>> and <<<http://www.webgrogards.com>>>.

[13.52] Order of Battle Notes. The Confederate 2FL Infantry should be the 32GA Infantry. The 32nd Georgia was Colonel Harrison’s (the brigade commander’s) own former regiment; and, under the command of Major Washington Holland, helped flank the Union right and capture three pieces of artillery. The 32nd Georgia suffered the highest losses of

any Confederate unit engaged (15 killed, 149 wounded). As for Bonaud's Battalion – this unit seems to have been described both as “Bonaud's Battalion” (Maj. Augustus Bonaud) and the 28th Georgia Artillery. The 28GA Artillery (not to be confused with the also present 28GA Infantry) supplied the bulk of the troops for this unit, along with part of the Florida Camp of Instruction and (maybe) the 2FL Battalion. For more information see <<<http://www.battleofolustee.org>>>. If players wish to alter the counters, this can be serviceably done with Microsoft Paint (regimental designations in Times New Roman 6 point bolded font).

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