

GREAT BATTLES OF THE AMERICAN CIVIL WAR

Volume 4

Cedar Mountain

Prelude to Bull Run
August 9, 1862

EXCLUSIVE RULES

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[19.0] INTRODUCTION

Cedar Mountain is a simulation of the battle, on 9 August 1862, between the Union forces of General Nathaniel Banks and the Confederate forces of General Thomas (Stonewall) Jackson. The battle was one of those sharp but indecisive battles unique to the American Civil War. Banks launched his attack even though greatly outnumbered and caught the Valley Army unprepared. The battle that followed was ultimately a Confederate victory, but it can also be seen as an effective Union spoiling attack.

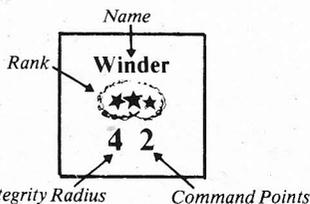
Each Game-Turn represents 30 minutes, each hexagon represents 125 yards from hexside to hexside, and each Strength Point represents 100 men or 1 gun.

[20.0] SAMPLE UNITS AND GAME INVENTORY

CASES:

[20.1] SAMPLE UNITS

DIVISION COMMANDER: Front



FRONT GAME MARKER BACK

Colmn Column

Cornfield Blow-Down

BACK



[20.2] GAME INVENTORY

A complete game of *Cedar Mountain* includes:

- One 22" x 34" game map
- One Standard Rules booklet
- One Exclusive Rules booklet
- One die-cut countersheet (200 counters)

If any of these parts are missing or damaged, send a postcard to SPI describing your problem. Please send your postcard to Customer Service. Note: The process used in manufacturing of the die-cut counters used in SPI games sometimes results in colors from one counter overlapping the color of a neighboring counter, or in the slightly off-center printing of the letters and/or numbers on a counter. SPI cannot replace counters displaying these minor manufacturing inaccuracies. Only counters that are illegible can be replaced by SPI.

We hope you enjoy this SPI game. Should you have any difficulty interpreting the rules, please write to SPI, phrasing your questions so that they can be answered by a simple sentence, word, or number. You must enclose a stamped, self-addressed envelope. We cannot guarantee a proper answer should you choose to phone in your question (the right person is not always available — and since SPI has published hundreds of games, no one individual is capable of answering all questions). Write to:

SPI
Rules Questions Editor for Cedar Mountain
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New York, N.Y. 10010

[21.0] MODIFICATIONS AND ADDITIONS TO THE STANDARD RULES

CASES:

[21.1] LIMITATIONS ON DISMOUNTED CAVALRY

All cavalry units in dismounted formation have a Morale Rating of **2**, representing the fact that cavalry were not trained to fight as infantry.

[21.11] Dismounted cavalry may initiate melee only against enemy dismounted cavalry and artillery (either formation). They may not initiate melee against infantry or mounted cavalry.

[21.12] An unpinned dismounted cavalry unit which is *not* stacked with friendly artillery or infantry and which is meleed by enemy infantry *must retreat* in the Retreat Before Melee Phase. When defending against enemy dismounted cavalry, the Standard Rules apply.

[21.2] ARTILLERY AND SMALL-ARMS AMMUNITION

Both armies were plentifully supplied with ammunition and resupply was readily available. Therefore, there are no supply wagons in the game and the ammunition rules (11.0) are not used.

[21.3] TERRAIN

[21.31] **Trails and Roads:** Leaders and combat units in column, mounted, or limbered formation that move along roads or trails pay the road or trail Movement Point cost rather than the cost of the other terrain in the hex. This is true even when a unit crosses crest or steep crest hexsides, runs, and streams.

[21.32] **Crest:** Crests are formed when two levels of elevation are contained in the same hex. Units which occupy crest hexes are *always* considered to be occupying the higher of the two elevations. When a unit enters a hex of a different elevation, it usually pays additional Movement Point costs. The cost to go uphill is greater than the cost to go downhill. These costs are listed on the Terrain Effects on Movement Chart (see map). Crests also affect combat (see 9.52).

[21.33] **Steep Crest:** A steep crest presents a greater impediment to movement than a crest. Steep crests are indicated by a splash pattern along a crest hexside. The additional Movement Point cost to go up or down a steep crest is paid only when the unit crosses the steep crest hexside.

[21.34] **Lakes:** All-lake hexsides (such as 3119/3218) are impassable for purposes of movement. Only combat may be performed across all-lake hexsides.

[21.35] **Runs and Streams:** The North and South Forks of Cedar Run were deeper than the small streams of the area. Thus, the Movement Point costs to cross the two are different. Runs are indicated by the solid lines running along their banks. Players should refer to the Terrain Effects on Combat Chart (see map) when initiating melee against a unit on the other side of a run or stream.

[21.4] CORNFIELDS

The corn in the fields near Cedar Mountain was ripe and the stalks were nearly six feet tall. Consequently, the corn affects Line of Sight.

[21.41] Cornfield hexes have a height of 5 feet above the elevation of the terrain on which the corn grows. A unit occupying a cornfield hex is located on the elevation level of that hex, not the elevation plus five feet.

[21.42] Cornfield hexes block LOS (i.e., no unit may fire through a standing cornfield hex into another hex). A unit which occupies a cornfield hex may always fire out of that hex and may be fired upon by units which have a LOS into that hex (but not through another cornfield hex). **Example:** A unit in 3017 would be able to fire at and

be fired upon by a unit in 2816, but a unit in 2716 could neither see nor be seen by the unit in 3017.

[21.43] A cornfield hex may be "blown down" by small-arms fire at a range of one hex or by artillery fire at a range of three hexes or less. Once the hex has been fired into, a Cornfield Blow-Down marker is placed on the hex and it is considered clear for all purposes for the rest of the game. **Important:** A unit may not fire into an unoccupied cornfield hex merely to blow down the corn; rather, the hex must be occupied by an enemy unit to be fired upon.

[22.0] ARTILLERY OVERSHOOT

GENERAL RULE:

The following rule is used to simulate the sometimes gross inaccuracy of artillery fire at extended ranges. This fire tended to land before, behind and beside the intended target. Thus, when an artillery unit fires at a target at a 9 or greater hex range, there is a chance that the fire will miss the target and land in a hex adjacent to the hex the target occupies.

PROCEDURE:

The following procedure is used to resolve all artillery fire combats executed at a range of 9 hexes or greater:

1. The player announces aloud all the artillery units which are combining fire against units in the same target hex.

2. The player rolls one die for *each* firing unit and consults the Overshoot Table (22.3) to determine whether or not the battery has hit the target hex. The range is figured separately for each firing battery. The Overshoot Table results will indicate whether the fire was accurate or scattered.

3. All batteries which received an "accurate" result on the Overshoot Table have their strengths combined and the combat is resolved normally using the Fire Combat Results Table.

4. Batteries whose fire "scattered" now resolve their attacks. The player rolls one die for each battery and compares the result with the Scatter Diagram printed on the map. A battery whose fire scatters will attack one of the six hexes adjacent to the target hex. If the scatter hex is unoccupied by enemy units, there is no combat; if occupied by enemy or *friendly* units, the player resolves a normal attack against the hex using the Fire Combat Results Table. The strengths of all batteries which scatter into the same hex are combined as usual and are not treated as individual attacks.

Example: Batteries in 3015 and 3318 combine to attack an enemy unit in 2207. The player who owns the batteries rolls one die per battery and compares this result with the range from battery to target on the Overshoot Table. The result for the battery in 3015 is "5," and thus the fire is accurate since the range is between 9 and 15 hexes. The result for the battery in 3318 is "3," and thus the fire has scattered since the range was 16 or more hexes. A second die-roll is made and the result is "4"; the fire from this battery lands in hex 2208, which is unoccupied and thus has no effect.

CASES:

[22.1] INTENDED TARGETS OF ARTILLERY FIRE

A player may *never* attack a vacant hex in the hope that his fire will overshoot into a hex containing enemy units. A target hex for artillery fire *must* contain an enemy unit or else the fire may not be executed.

[22.2] TERRAIN, RANGE AND OVERSHOOT

Should artillery fire scatter into a hex to which the firing unit does not have a clear Line of Sight, the fire is still executed normally. If a battery's fire scatters into a hex outside that unit's maximum range, the fire is still executed normally. The above two fire effects commonly occurred on the battlefield and thus have been included for historical accuracy.

[22.3] OVERSHOOT TABLE (see map)

[23.0] RETREAT AND ROUT MOVEMENT

COMMENTARY:

The following rules are used to force players into reconsidering those wide flanking actions gamers are so fond of. These wild excursions were *rarely* made in the actual war and the following retreat limits are meant to recreate the real importance of "friendly lines."

GENERAL RULE:

Units which are forced to retreat (from melee, due to rout, etc.) may never use the retreat as an "advance." Thus, when a unit retreats it must always retreat towards its own lines (which are given in map directions) and may not use the retreat as a means of placing the unit in a more offensively advantageous position than the hex the unit occupied before the retreat.

CASES:

[23.1] CONFEDERATE RETREATS

When a Confederate unit retreats, it must *always* retreat into a hex which is northwest, west or southwest of the hex it occupies. A Confederate unit may *never* retreat into a hex northeast, east or southeast of the hex it occupies. If the only hex free of enemy units lies in this direction, the unit is captured rather than retreated. A unit may retreat through Union ZOC's, and indeed must, if this is the only path open to it. (**Exceptions:** see 12.82 and 12.92).

[23.2] UNION RETREATS

A Union unit must always retreat into a hex that is northeast, east, or southeast of the hex it occupies and may never retreat into a westerly direction. If forced to retreat to the west, northwest or southwest, the Union unit is captured. A unit may retreat through a Confederate ZOC and must do so if that is the only path open to it.

[24.0] BRIGADE COMBAT EFFECTIVENESS LOSS

CASES:

[24.1] EFFECT ON INFANTRY AND CAVALRY

[24.11] A 1 is added to the die-roll for *all* Morale Checks made for infantry and cavalry units of a brigade that has lost BCE.

[24.12] No unit in a brigade that has lost BCE may initiate melee. A unit defends normally when meleed by enemy units, and if it becomes engaged during melee, it may melee normally.

[24.13] Whenever a non-artillery unit in a brigade that has lost BCE engages in fire combat, the Fire Strength column is shifted one column to the left. This shift applies even if the unit is firing in combination with non-BCE loss units.

[24.14] Units of a brigade which has reached BCE may not *voluntarily* enter an enemy ZOC. If such a unit finds itself adjacent to an enemy unit at the start of its Movement Phase, it is not required to leave. In addition, a unit may not retreat through an enemy ZOC at all, and if forced to, is captured instead.

[24.15] A routed unit whose brigade has reached BCE may only be rallied by a die-roll. The owning player rolls a die and if the result is equal to or less than the unit's Morale Rating, it rallies (remember 24.11). To be rallied, the unit must be in the Effectiveness Radius of its brigade commander and that commander must spend a Rally Point (see 17.13) to attempt to rally that unit. A unit which is stacked with a brigade or division commander has a 1 subtracted from its rally die-roll (the brigade commander need not expend a Rally Point). A unit which is stacked with a friendly army commander (either General Banks or Jackson) rallies automatically regardless of BCE loss.

[24.2] EFFECTS ON DETACHMENT

A brigade that has reached its BCE limit may not be detached from its division. If a detached brigade has not been attached to another division and it reaches its BCE limit, then it is "out of command." The brigade's leader may only move one hex per Game-Turn until the brigade is reattached to some friendly division.

[25.0] LEADERSHIP AND LEADER LOSS

CASES:

[25.1] STONEWALL JACKSON

General Jackson has three Command Points (as indicated on his counter) which may be used each Game-Turn to increase the Divisional Integrity Radius of *any* Confederate division commander. The division commander must begin the Confederate Initial Command Phase within three hexes of Jackson (exclusive). Jackson's three points may be split among his division commanders so long as each commander is within the three hex limit. In all other ways General Jackson acts as a regular leader (i.e., he affects friendly melee strengths, may rally routed units with which he is stacked, and so forth).

[25.2] NATHANIEL BANKS

General Banks has one Command Point which may be used each Game-Turn to increase the Divisional Integrity Radius of one Union divisional commander by one. Banks also acts as a regular leader for other game purposes.

[25.3] LEADER REPLACEMENT

Whenever a leader becomes a casualty, he must be replaced by another leader of his command, as per 17.8 of the Standard Rules. When replacing a leader, the first replacement should be selected as indicated in the following secondary cases; if that leader is already a casualty, the second replacement is selected, and so forth. Thus, a division commander may only be replaced by an anonymous brigade commander replacement if *all* the leaders on the list of replacements for that division are casualties.

[25.31] General Banks and General Jackson are not replaced if they become casualties or are captured. It is assumed that the highest ranking division commander of their command has taken over. This is not reflected in game terms.

[25.32] Union division commander **Williams** is replaced first by Crawford and then by Gordon. **Augur** is replaced by Geary, Prince, and Green in that order.

[25.33] Confederate division commander **Winder** is replaced first by Taliaferro and then Ronald. **Hill** is replaced by Branch, Pender, Archer, and then Thomas. **Ewell** is replaced by Trimble and then Forno.

[25.34] A brigade commander who begins the game subordinate to a division commander may be promoted, but an *attached* commander may never be promoted to command a division to which he does not belong (i.e., a brigade commander may only be promoted to command of his own division). This limitation is critical for detached brigades that are far from their division when the commander is required to take command of the division.

[26.0] HOW TO START

GENERAL RULE:

The Union army begins play deployed on the map in the Union Deployment Areas printed on the map. The Confederate Army enters play starting on Game-Turn One as reinforcements from off-map.

CASES:

[26.1] FIRST TURN SEQUENCE OF PLAY

The Union player is always the first player in the Sequence of Play. On Game-Turn One, however, the Union Player-Turn is omitted. Thus, the Confederate player moves first in the game.

[26.2] UNION SET-UP

The Union OB Roster has printed on it the historical Deployment Areas for each of the Union brigades and artillery units. The player sets up all the units of a brigade on hexes within its Deployment Area in any formation he wishes. Each Union Deployment Area is indicated on the map and consists of the central, numbered hex and the six adjacent, surrounding hexes. The units may be set up in a stack within the limits of the stacking restrictions for that hex type (see the Stacking Restriction Chart on the map) in any hexes in the area. Brigade leaders are set up with their brigades, division commanders may be set up with any brigade of its command, and General Banks may be set up along with any unit in the Union Army.

[26.3] UNION OPTIONAL DEPLOYMENT

If both players agree, the following rule may be used to alter the historical Union set up. The Union player is free to set up his units in any Deployment Area he chooses. One brigade (only), plus one battery, is deployed per Area. The 1st Me Cavalry is set up in area 1 and Bayard's brigade in Area 6. All units are still subject to 26.2, as well as the Sequence of Play in 26.1.

[26.4] CONFEDERATE DEPLOYMENT

The Confederate player begins with no units on the map at the start of the game. His units enter play as reinforcements on hexes and Game-Turns specified for each unit on the Confederate OB Roster. These units arrive in a column stretching down a road or trail (one behind the other) during the Confederate Movement Phase. The players should visualize the reinforcements as a string of units entering the map from a chain of road/trail hexes off-map, so that the first unit spends (for example) one Movement Point; the second, two Movement Points; the third three, and so forth.

[26.41] Reinforcements may enter at any point during the Confederate Movement Phase. The order of arrival is also determined by the Confederate player.

[26.42] Once a unit has entered the map, it may move and attack just like any other unit already

present. Once a unit has entered the map it may never leave. If its only path of retreat during rout or retreat is off map, it is considered captured by the enemy player.

[26.43] Units which enter this map as reinforcements are not subject to the limitations of leadership until the Game-Turn after which they enter the map.

[26.44] If an entry hex is occupied by a Union unit, the units scheduled to enter there are delayed a Game-Turn and then entered in either that hex, if clear, or the closest unblocked hex. Should two hexes be equidistant, the Confederate player has his choice of hexes.

[26.45] If there are more reinforcing units scheduled to arrive than can physically be entered onto the map during a Game-Turn, the remaining off-map units are simply brought into play on the following Game-Turns.

[26.46] Reinforcements always enter in column (infantry), mounted (cavalry) and limbered (artillery) formation.

[27.0] HOW TO WIN

GENERAL RULE:

Victory is determined by the accumulation of Victory Points. Victory Points are awarded for inflicting casualties on enemy combat units and leaders, and for controlling certain hexes at the end of each Game-Turn. At the end of the game, both players total their Victory Points. The smaller total is subtracted from the larger and the result is compared to the schedule given in 27.1 to determine the level of victory.

CASES:

[27.1] LEVELS OF VICTORY

Draw (in effect, the Union has won a moral victory)	0 to 5 VP's
Marginal Victory	6 to 10 VP's
Tactical Victory (historically, the Confederates won a tactical victory)	11 to 18 VP's
Strategic Victory (the Battle of Cedar Mountain has major effects upon the Eastern Theater and on the upcoming campaign of Second Bull Run)	19 or more VP's

[27.2] VICTORY POINTS

[27.21] A player receives Victory Points for the elimination or capture of enemy Strength Points, guns, and leaders, and for enemy brigades which have reached their BCE limit.

Enemy infantry Strength Point/gun:	
Eliminated	1 VP each
Captured	2 VP's each
Enemy cavalry Strength Point:	
Eliminated	2 VP's each
Captured	3 VP's each
Enemy brigade commander:	
Wounded	1 VP each
Killed	2 VP's each
Captured	3 VP's each
Enemy division commander:	
Wounded	3 VP's each
Killed	5 VP's each
Captured	8 VP's each

If Jackson is a casualty or captured, the Union player receives:

Wounded	5 VP's
Killed	10 VP's
Captured	15 VP's

If Banks is a casualty or captured, the Confederate player receives:

Wounded	3 VP's
Killed	5 VP's
Captured	8 VP's

Note: A player receives no VP's for the elimination of enemy battery crews. If a brigade commander has been promoted, he is considered a division commander for Victory Point purposes.

The number of Victory Points awarded for an enemy brigade reaching its BCE limit is listed on the OB Roster next to that brigade.

[27.22] Either or both players may receive Victory Points for the occupation or control of certain Victory Point hexes (see map). Each of the hexes is worth 2 Victory points *per Game-Turn* for the controlling player. The Points are awarded at the end of the Confederate Player-Turn and are recorded on the Union OB Roster each Game-Turn. **Important:** All Victory Point hexes begin uncontrolled by either player; thus, it is physically impossible for either player to control any of the hexes at the conclusion of Game-Turn One. Control of a Victory Point hex is defined as having been the last player to have actually occupied the hex with a combat unit.

[27.23] Either player may exit his units off the map through hex 0101. To do so, a unit must occupy 0101 and expend one Movement Point to leave the map. It is not eliminated, but it may never return to play once removed. Units may only be exited during the friendly Movement Phase (they are still eliminated if forced to retreat off the map). **Important:** The Confederate player (only) receives one Victory Point for each combat unit or battery exited off the map. The Union player never receives VP's for exiting units.

CEDAR MOUNTAIN DESIGN CREDITS

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UNION OB ROSTER

INFANTRY and CAVALRY BRIGADES

Designation	Area of Deployment	Brigade Combat Effectiveness Limit
Banks <input type="checkbox"/>	with any Union unit	
Williams <input type="checkbox"/>	with any brigade unit	
Gordon <input type="checkbox"/>	5	13 of 19 □□□□□□□□□□□□□□ = 12 VP's
Repl <input type="checkbox"/>		□□□□□□
Crawford <input type="checkbox"/>	4	13 of 18 □□□□□□□□□□□□□□ = 17 VP's
Repl <input type="checkbox"/>		□□□□□□
Augur <input type="checkbox"/>	with any brigade unit	
Geary <input type="checkbox"/>	3	7 of 11 □□□□□□□ = 10 VP's
Repl <input type="checkbox"/>		□□□□
Prince <input type="checkbox"/>	2	8 of 14 □□□□□□□□ = 9 VP's
Repl <input type="checkbox"/>		□□□□□□
Greene <input type="checkbox"/>	1	3 of 6 □□□ = 5 VP's
Repl <input type="checkbox"/>		□□□
Bayard <input type="checkbox"/>	6	3 of 7 □□□ = 10 VP's
Repl <input type="checkbox"/>		□□□□
Independent Cavalry		<i>Strength</i>
1 Me	1	□□□□□

ARTILLERY

Designation	Area of Deployment	Strength
6 Me	1	TB□□□□□□
4 Me	2	TA□□□□□□
F, 4 US	3	N□□□□□□
E, Pa	4	PA□□□□□□
L, 2 NY	5	TB□□□□□□
M, 1 NY	6	PA□□□□□□

VICTORY POINT HEX POSSESSION TRACK

GAME-TURN	Victory Point Hex			
	2319	1921	1323	3415
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				

Key: U = Union controlled;
C = Confederate controlled;
(-) = Uncontrolled (see 27.22).

HOW TO USE THE OB ROSTER

The OB Roster (Order of Battle Roster) is used to record the losses suffered by each army, to determine the time and place of entry for Confederate units, and the historical Set-up Areas for Union units. Each time an infantry or cavalry unit suffers casualties, a number of boxes, equal to the number of Strength Points lost, are marked off the BCE section of that unit's brigade record. When the number of boxes reaches the BCE limit, the brigade has lost effectiveness (see 24.0) and the enemy player is awarded the number of Victory Points for that brigade listed next to its BCE limit. Independent regiments and artillery units have losses recorded on their strength record, not a BCE section. Leader losses are marked off in the box next to the leader's name.

The symbols used to mark boxes are:

- = Strength Point/Gun eliminated, and leader killed.
- ☒ = Strength Point/Gun/leader captured.
- ☑ = Leader wounded.

Retain one copy of the OB Roster without marks on it, since duplicate copies will be needed to play the game more than once. SPI grants permission to reproduce the OB Roster for personal use. Additional copies are not available from SPI.

CONFEDERATE OB ROSTER

INFANTRY BRIGADES

Designation	Game-Turn/Hex of Entry	Brigade Combat Effectiveness Limit
Jackson <input type="checkbox"/>	2/2934	
Winder <input type="checkbox"/>	2/2934	
Ronald <input type="checkbox"/>	5/2934	6 of 10 □□□□□□ = 16 VP's
Repl <input type="checkbox"/>		□□□□
Garnett <input type="checkbox"/>	2/2934	4 of 7 □□□□ = 10 VP's
Repl <input type="checkbox"/>		□□□
Taliaferro <input type="checkbox"/>	2/2934	7 of 13 □□□□□□□ = 14 VP's
Repl <input type="checkbox"/>		□□□□□□
Ewell <input type="checkbox"/>	1/4032	
Trimble <input type="checkbox"/>	1/4032	10 of 20 □□□□□□□□□□ = 16 VP's
Repl <input type="checkbox"/>		□□□□□□□□
Forno <input type="checkbox"/>	1/4032	15 of 30 □□□□□□□□□□□□□□ = 24 VP's
Repl <input type="checkbox"/>		□□□□□□□□□□□□
Hill <input type="checkbox"/>	9/2934	
Branch <input type="checkbox"/>	9/2934	10 of 20 □□□□□□□□□□ = 20 VP's
Repl <input type="checkbox"/>		□□□□□□□□
Archer <input type="checkbox"/>	10/2934	10 of 20 □□□□□□□□□□ = 22 VP's
Repl <input type="checkbox"/>		□□□□□□□□
Thomas* <input type="checkbox"/>	7/2934	14 of 20 □□□□□□□□□□□□□□ = 30 VP's
Repl <input type="checkbox"/>		□□□□□□
Pender <input type="checkbox"/>	10/2934	10 of 20 □□□□□□□□□□ = 16 VP's
Repl <input type="checkbox"/>		□□□□□□□□

* Thomas enters detached

INDEPENDENT UNITS

Designation	Game-Turn/Hex of Entry	Brigade Combat Effectiveness Limit
Early <input type="checkbox"/>	1/2934	8 of 16 □□□□□□□□ = 30 VP's
Repl <input type="checkbox"/>		□□□□□□□□
White's		<i>Strength</i>
Comanches	1/4032	□

ARTILLERY

Designation	Game-Turn/Hex of Entry	Strength
1 Md	1/2934	N□□□□
4 Md	1/2934	TA□□□□
Bedford	1/2934	N□□□□
Alleghany	2/2934	N□□□□
Rockbridge	2/2934	PA□□□□
Hampden	2/2934	TB□□□□
La Guard	2/4032	N□□□□
Courtney	2/4032	TB□□□□
Purcell	4/2934	PA□□
Middlesex	4/2934	PA□□