

CAROLINA DEATH CRAWL

A Partial Recital Of The Conduct Of These Fiends And Hyenas.

INTRODUCTION

Carolina Death Crawl is a quasi-historical game set during and after Union General Edward Potter's devastating raid on the Tar river valley in July, 1863. The majority of the game takes place after the characters, southerners in Yankee pay, have been abandoned deep behind Confederate lines, forcing them to find their way through the enemy territory and treacherous terrain of their birth back to the North Carolina coast.

PREPARATION

1. Make three piles of cards, one for each sort of action card. There will be thirteen cards in each pile.
2. Each player randomly selects one first name and one last name character card. Each character has a name, rank, question, and obstacle. On the reverse side of each card, the question or obstacle is replaced by a point value. Begin play with the number side face down. Discard the two unused character cards.
3. Agree on a tone for the game – gritty realism, spooky southern gothic, or over-the-top action-adventure.

PROLOGUE

1. Each player randomly selects one of the four guide cards.
2. Someone reads "The Raid" (see back of sheet).
3. Starting with the player who drew the Greenville guide card, each player chooses an action card, describing an action in Greenville that relates to the chosen suit. This action is repeated with the player who drew the Tarboro card, then Rocky Mount, then Rocky Mount Depot.
4. At the end of the Prologue, each player should have four action cards. Begin Act One.

ACT ONE

1. Someone reads "Abandoned" (see back of sheet).
2. Starting with the player who drew the Tarboro guide card, each player sets a scene for their character describing events on the journey back toward New Bern. The scene must include the narrator's character killing a person, destroying something valuable, or disgracing himself. When this occurs, the player draws an action card from the associated pile. If none remain in a particular pile, you must choose a different action to acquire your card. Scenes cannot include the death of a player character.
3. During any scene after the prologue, a player may incorporate information from an action card into the scene. When this occurs, the point value of the action card is added to the current Act's final score for the character. If other players find your use of a card weak, either withdraw the card or ask for help make it more interesting.
4. Place a card you've used face down in front of you. Don't share its point value until the end of the act. Note that you are not obligated to use all your cards.

5. During any scene after the prologue, any player may introduce the answer to his character's question or address his character's obstacle. When this occurs, a player must flip over the relevant card, revealing a point value that is added to the current Act's final score for the character.
6. After each player has had a scene, Act One ends. Each player tallies his score, which is the total of all action cards introduced into scenes plus question or obstacle, if they were introduced. No score can be less than zero.
7. The character with the lowest total dies. In the event of a tie, the highest ranking character (in ascending order: Bugler, Private, Corporal, Sergeant, and Lieutenant) dies.
8. All used action cards are discarded. Question and obstacle are single-use resources. Begin Act Two.

ACT TWO

1. Someone reads "Gone To Ground" (see back of sheet).
2. Three characters remain alive. Starting with the player who drew the Rocky Mount guide card, each player sets a scene for their character describing events on the increasingly perilous journey back toward New Bern. Procedures are identical to Act One.
3. The player of the dead character continues to participate, now taking on the role of adversity. He sets a scene as usual but does not draw an action card. His scene should increase the pressure on the survivors, and any remaining action cards are now played on surviving characters, representing danger and disaster and acting as negative modifiers to their end-of-act totals.
4. At the end of Act Two, a second character dies. Begin Act Three.

ACT THREE

1. Someone reads "The Last Mile" (see back of sheet).
2. Two characters remain alive. Starting with the player who drew the Rocky Mount Depot guide card, each player frames a scene for their character describing events on the impossibly horrific journey back toward New Bern. Procedures are identical to Act One.
3. There are now two players of dead character providing adversity. Procedures for their participation are identical to Act Two.
4. At the end of Act Three, a third character dies, leaving a sole survivor. Begin the Epilogue.

EPILOGUE

The player of the surviving character has a short epilogue scene in which their character arrives in New Bern, alive but changed forever.

continued

MONOLOGUES

⌘ PROLOGUE: THE RAID ⌘

Depending on who you ask we're either the First North Carolina Cavalry or them Home Guard thieves. We're traitorous rascals turned against our own, southern boys in blue coats. Card sharps, reprobates, drunkards, deserters from the rebel cause and maybe this one as well, criminals and worse. We know every swampy bend in these parts, we each have a fine mount and we d-n well know how to ride them. All that's Federal about the Old North State these days is our gem of a coast, with us and a mess of Yankees choking off southern commerce. But not a hundred miles inland there's a rail road like a pumping artery feeding Robert Lee guns, imperial staple cotton uniforms, bacon, all manner of things that make an army go. And smack on that road is quaint little Rocky Mount, where I spent many an hour picking pockets at the Pitt county fair in my callow days. The town possesses a splendid bridge across the Tar river that we are going to burn to flinders. We'll sever the Wilmington and Weldon and we'll raise the d-v-l generally. Those are General Potter's orders and it is his raid. Personally I aim to get some of that bacon.

⌘ ACT ONE: ABANDONED ⌘

So that's it, then. We're on our own hook now. There's no help for us – not from Company L, not from our people variously, sure as h—I not from Nethercutt's Southern Rangers, no not by a jug-full. We have been abandoned, and the curse of Cain is upon us. What we came to do has been done to a turn and there is some solace in that – we are yet soldiers. What cruel irony then that our own forces will shoot us as deserters if we show our faces just as quickly as the rebels will hang us from any convenient tree. We must rely on one another now. It is a lonely feeling and frankly cold comfort, but I believe we have a slender reed of hope. It lies to the east. We know the country, her roads and byways. We may even know parties not altogether unsympathetic to our cause. Were we to return to New Bern in good time and under our own power, no one could accuse us of anything but misfortune. So east we go, together, heads held high, with one hundred miles of rebels stirred like hornets between us and our salvation. May God clear us a path.

⌘ ACT TWO: GONE TO GROUND ⌘

And here we are, a trio of top-rail possums. Between us and New Bern lie a scant thirty miles as the crow flies, but this is a rough place, Down East. This is the pocosin and off the plank roads it is a snake-infested h--l. We'll see a hungry black bear before we see another soul. Men have sunk in these peat bogs without time to whimper and never been seen again. Off the roads it is shank's mare country and a horse is worse than useless. The people who make these swamps their homes are not kind. They are contrary and don't carry themselves as gentlemen. Time is short and we've already seen the elephant. We need to get to New Bern before we're logged as deserters and French leave takers. To do that we are left with an unenviable choice – through the thicket and every horror of a fecund and inclement nature, or along the plank roads through mobs out for vengeance, Nethercutt's Rangers, and our own Federals keen to put us down like diseased animals.

⌘ ACT THREE: THE LAST MILE ⌘

We've been through the mill, you and me. I'm tired but we're almost there. If you listen you can hear the Neuse – it can't be far now. You, my best possum and fast friend, have well proven yourself no parlor soldier. We'll make it yet. The two we've left behind, well, they were not North Carolina's finest but they were our brothers, and if you want me to opine on the matter, I'd say they would want us to march into New Bern like a pair of hard cases and grab the first fancy girls we could find. Get drunk as imbeciles in their memory and f—k like rabbits. Shall we insult the last wishes of our gallant fallen? No, we shall not. Another mile then. We are close. I can smell the river. Brother, we have only to put one foot in front of the other. God has cleared our path. What could possibly stop us now?

CREDITS

This game was designed by Jason Morningstar, who holds the copyright. Thanks to Shane Jackson, Frederik Jensen, Clinton R. Nixon and Remi Treuer.

For more Carolina Death Crawl resources, kindly visit our Website at: <http://www.bulypulpitgames.com>

POTTER'S RAID

On The Tar River Valley, July 1863; Various Accounts &C

THE RAID IN SUMMARY

"We marched 300 miles, captured 100 prisoner and 300 mules and horses, destroyed the railroad bridge across the Tar river at Rocky Mount, between Weldon and Goldsboro, captured a train of cars having on board 2,000 rounds of artillery ammunition and 50,000 rounds of small ammunition, \$100,000 worth of Quartermaster's stores, two railroad depots at Tarboro and Rocky Mount, captured and destroyed a train of 16 baggage wagons, and raised the d—l generally. We were cut off several times on our return, which made us march 100 miles out of our way." —Third New York Cavalry *Record*, July 24, 1863.

"We returned safely to camp in triumph, having with a loss of not to exceed 20 men killed, wounded and missing; made an incursion into a hostile country and within the military lines of the enemy 250 miles in 6 days; destroyed millions of property, broke and destroyed important railroad communication of the enemy, captured hundreds of horses, mules, wagons &c. Seized not less than \$200,000 North Carolina money with a "right smart heap" of gold and silver and a few greenbacks, brought off 150 Contrabands, and better than all, taught the Rebs a Sam Patch lesson that "some things can be done as well as others." — "Woodbury", Third New York Cavalry, July 24, 1863.

CONTRABANDS

"Wherever the expedition passed the contrabands joined them. Some of them on "Massa's mules," some on "Massa's horses," others in "Massa's wagons and carts," others still on foot. Everywhere the Federal troops passed they were hailed by these persecuted people as their deliverers, and hundreds of them followed the expedition into the city. Here they will soon join the negro organizations, and a terrible retribution to be meted out by them is in store for their masters." — J.H.H., *Utica Morning Herald*, July 23, 1863.

"The order to apply the torch to Tarboro bridge, so as to prevent the advance of the enemy from the opposite side upon our rear, was executed a little too soon. A large number of contrabands had just got over; many were still on the bridge and many were yet on the other side all eager to join our column and flee from their masters in Dixie to their worshipers among the Yankees. Some of our own men were also on the other side but with a few exceptions they contrived to make their escape. When the burning bridge fell it carried into the stream below or consumed in the vain effort to extricate themselves five and six hundred poor frantic Negroes." — Henry Thomas King

HORSE SOLDIERING

"And now, let me say ... we think we know a little about Cavalry War! O, how exhilarating to the spirits and how romantic the thought to be almost constantly in the saddle for 48 hours at a time, without sleep, to ride all day under a burning sun the heat at 90 or 100 degrees and by the aid of foraging and jayhawking make three days rations answer for six, and be shot at in the bargain! And this is our experience during this march and gives me entirely new ideas of the amount of fatigue and hardship the human system is capable of enduring without sinking under it." — "Woodbury", Third New York Cavalry, July 24, 1863.

"The sun was shining hot; but we still got a good, thorough sprinkling, which wet to the hide. We marched only eighteen miles that afternoon, most of the way nothing but swamp. We encamped for the night, in the woods and thick bushes, and it was so dark that all the fiends of the Southern Confederacy could not have found us, even if they had tried.. Here numerous fires were built, and each man made his own coffee, and ate his own hard case with a relish, too. We laid down on the ground with nothing but a poncho, and got a few hours of sleep which was sweet to be remembered." — Anonymous, *Batavia Republican Advocate*, July 29, 1863.

THE GLORIOUS FIRST NC

" I found, out of sixty three recruits, only twenty present; the others had gone to their homes or elsewhere as they chose. The captain was in a state of intoxication, threatening to shoot some of the remaining men, and conducting himself in a most disgraceful manner by taking one man's horse and making other people pay him the money to pay for them, and this, too, from people who are well disposed toward our Government.... He has no control over his men and [by] the manner in which he conducts himself he is doing much injury to the U. S. Government. Some of the men that have gone have taken their arms or guns with them; the ammunition has all been smuggled out and sold to citizens for liquor; what remaining arms there were I took on board for safe-keeping.... His men say they will serve under him no longer. They are now left in charge of a man they call lieutenant, with no clothing, no rations; are dependent on the county for subsistence." — Lt. Thomas Woodward

ABANDONED

"Dunham and Eager were last seen at Rocky Run, and the presumption is that overcome by fatigue and the want of sleep, they had laid down to rest and were thus left behind and consequently taken prisoners." — "Woodbury", Third New York Cavalry, July 24, 1863.

"Three Yankee stragglers, exhausted, drunk, and indifferent to their fate, were captured by citizens near Otter Creek." — Raleigh *Daily Progress*, August 20 1863.

GREENVILLE

"We left the beautiful village of Greenville and its citizens about 3 o'clock p. m. to meditate on the vicissitudes of war and the penalties of treason." — *Third New York Cavalry Record*, July 24, 1863.

"At Greenville the Federals spent several hours raiding bar-rooms. Many got drunk, attempted to destroy the river bridge and had a good time." — Henry Thomas King

"Greenville is a very nice looking and pleasantly situated little village — its chief productions are some very pretty ladies, who were much admired by us all. Ladies are somewhat of a rarity down here; but secession was stamped on every feature of the birds, especially when we demanded the keys to the smokehouses and took out the many nice hams, honey &c, and the numerous stores which were opened and the contents destroyed as we liked. All this led them to feel delightful towards the Yankees." — Anonymous, *Batavia Republican Advocate*, July 29, 1863.

"The enemy . . . gutted the place, taking \$2,800 from Dr. Blow, and \$5,500 in bank notes from Alfred Forbes — destroyed the Commissary and Quartermaster stores, took the earrings and breastpins off the persons of ladies and the watches off of the gentlemen." — *Wilmington Journal*, July 30 1863

TARBORO

"Tarboro looks the most like our northern cities of any place I have seen since I have been in the Sunny South. We captured and destroyed, at Tarboro, a train of ten wagons loaded with baled hay. The remainder of the expedition had destroyed two steamers and a flat-bottomed iron-clad gunboat which were in process of building. In addition, they destroyed an arsenal, a new fort by Gen. Haupt's plan, about two miles of railroad track, and burned a large amount of cotton and government stores." — C.N.D. Mead, Company I, 3rd New York Cavalry

"The work of demolition in Tarboro was accomplished without much resistance, so sudden was our arrival and so alert our movements. Major Cole's command did good work. A few inhabitants fired upon our men from windows, but that work stopped soon after a few summary examples were made." — Frank Moore

"Ex-Gov. Clark's residence, on the suburbs of the town, was shamefully abused. Mrs. Clark and her niece, Miss Bettie Toole, were compelled to leave their house and take refuge in the kitchen. They ransacked the house from top to bottom, breaking open trunks, chests, and drawers." — *Raleigh State Journal*, August 15, 1863

ROCKY MOUNT

"The work of retribution commenced. Telegraph wires were cut, the railroad bridge, a factory three stories high employing 200 females, an armory containing shells, guns, powder &c, a flouring mill containing large amounts of grain flour and hard bread, a large depot station and storehouses, well filled with Rebel property; all was burned and destroyed and soon became smoldering heaps of ruin. In the cars was sixty thousand pounds of bacon, besides other army provision and a large amount of shells, powder cartridges &c, the explosion of which at short intervals as the fire reached them was grand and terrific, carrying despair and destruction to buildings in the vicinity, also burning a train of 12 or 14 army wagons well filled with various tool of war. 'King Cotton' too was here immolated on the burning altar of the Union, and 500 bales brought here for export were sacrificed by fire." — "Woodbury", *Third New York Cavalry*, July 24, 1863.

"Nothing seems to escape them. Some of the raiders entered private dwellings, broke open bureaus and drawers, stole clothing, petty trinkets and jewelry, in one case known to our informant taking forcibly from a lady's finger her wedding and other rings. Mr. William E. Pope's home was ransacked by soldiers who took \$20,000 in cash and bonds, his bed-clothing, his own and family's personal clothing, including children's clothing, and even their toothbrushes." — *Charlotte Western Democrat*, July 28, 1863

ROCKY MOUNT DEPOT

"The Federals immediately proceeded to burn the depot, destroy the water tanks, and commit acts of Vandalism. In this vicinity they also burned 5,000 bales of cotton, belonging mostly to private individuals, and which had accumulated at Rocky Mount, and a squad repaired to the large cotton factory near by, where they applied the torch, and the building, with its valuable machinery, was quickly reduced to ashes. This is really a serious loss to all that portion of the State, as well as the south side of Virginia. A military force sufficiently large to prevent a repetition of the destruction effected on Monday is now at hand on the road, but unfortunately they are just in time to be too late." — *Petersburg Express*, July 24, 1863

"At 8:30 a. m. of the 20th, the advance captured a train of cars in motion. The capture of the train is due more particularly to the coolness and bravery of private White, Co. A, Third N. Y. C., who sprang from his horse, and jumping upon the train in motion eight miles per hour, placed his revolver at the head of engineer, reversed engine, and brought back the train." — "Cavalry", *Rochester Union and Advertiser*, July 27, 1863.

"They run the engine off the track, and burnt the cars. While the car which was loaded with ammunition was on fire, an explosion took place which blew one Yankee, who was plundering around inside, a-whizzing outside, but though badly burned, he was not killed, and was doing well when I saw him last; and when some of his comrades expressed sympathy with his mishap, said that was 'narthing.'" — Private Andrew J. McIntyre, 18th North Carolina, CSA, *Wilmington Journal*, July 30, 1863