STONEWALL'S SWORD:

THE BATTLE OF CEDAR MOUNTAIN

Contents

1.0 Introduction

A RUSTY SWORD by Jeff Berry

Cedar Mountain was a fouled-up battle from the start--as were, to be fair, most Civil War battles. It was a study in bad senior leadership and worse judgment on both sides. But it was also one of heroic leadership at the regimental and company level, also on both sides. The side that "won" (spoiler alert: the Confederates) mainly did so because it had overwhelming force.

The entire battle took place very late on an extremely hot, muggy August day in Virginia. The Confederates stumbled onto a single division of Union troops under Jackson's old adversary from the Valley, Nathaniel Banks, barring the way up the Culpeper Turnpike. As the heat-exhausted Rebels tried to get into some sort of line in the woods across a shallow valley from the Yankees, all Banks had to do was hold them off for an hour or so until he was reinforced by Pope's Army of Virginia.

But Banks, thinking of his political legacy in Massachusetts, as well as the insult he had felt from Jackson months before in the Shenandoah Valley, couldn't wait. Outnumbered two to one, he abandoned his secure defensive position and ordered a piecemeal charge across the wide valley. The Confederates, trying to organize themselves in the woods on their own hook, were taken off guard. Neither Jackson, nor his favorite division commander, Winder, seemed to be interested in taking charge of their deployment at this stage. Winder was busy taking potshots at

the Yankees with his outgunned artillery, and Jackson seemed to be in one of his lethargic stupors. It was probably the heat.

Though outnumbered, Banks' troops nearly pulled it off. As they hit the Southern line, one grey regiment after another broke and ran. This is where Jackson, not wholly attentive to the battle up until this crisis point, snapped out of his fog and tried to pull his sword out to rally his fleeing men. Jackson was the rock star of the Southern press, and the Richmond papers all described this operatic act as the turning point of the battle. In reality, it was the timely arrival of A.P. Hill's division and the quick thinking of some of Jackson's brigade and regimental commanders that stemmed the tide and threw back the disjointed and unsupported Union assault.

The heart of the battle took only about an hour. The Union troops scampered back toward Culpeper, losing a quarter of their 8,000 men. Darkness prevented Jackson from pursuing, and he had lost something like 1,300 men himself. His own troops were exhausted after having marched and fought in 100° heat for most of the day. The next morning, he prudently withdrew from the battlefield as Pope's main force started to show up, allowing the Northern press also to declare victory.

Stonewall's Sword presents an interesting "what if" wargame scenario for Cedar Mountain. So many mistakes were made on both sides in that brief hour. The decision was close for some time. And though Jackson had twice as many troops, Banks had more artillery as well as the promise of strong reinforcements (had he only been patient). It was Banks' audacity, in fact, that nearly won him a dramatic victory and might have cost Jackson dearly in men and reputation. This is what makes *Stonewall's Sword* such a fascinating game.

- *Jeff Berry*

2.0 How to Win

Players gain Victory points by controlling key terrain features and inflicting losses on the enemy. Two scenarios are available, each modeling a different phase of the battle.

3.0 Game Scale and Map

3.1 Game Scale: Each map hex is approximately 140 yards across. Infantry and cavalry units represent regiments, and artillery units represent individual batteries. One Strength Point equals about 50 men or a single cannon. Each Game Turn represents roughly 20 minutes of elapsed time.

3.2 Map Features: Various types of terrain are depicted on the game map. Certain types require further explanation regarding their effects on game play.

a. **Terrain Levels:** Every hex is at one particular Level. A hex's Level is important for Line of Sight purposes (see 12.1a). Hexes are color-shaded to indicate their height, with the darkest green being the lowest elevation up to yellow as the highest. There are **ten** Levels, listed from lowest to highest with example hexes: **1** (#2902); **2** (#1703); **3** (#2811); **4**
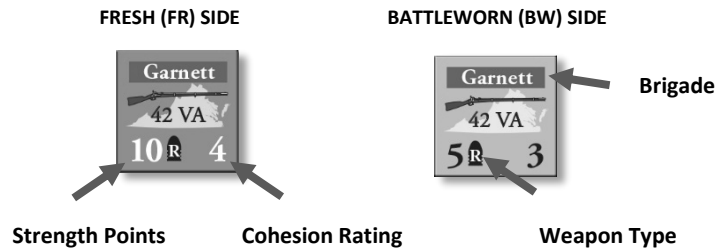
(#1810); **5** (#2416); **6** (#3410); **7** (#1314); **8** (#1412); **9** (#3511); **10** (#3614)

b. **Terrain Features:** A hex is only considered to contain a certain terrain feature if the terrain's graphic occupies or traverses at least half of the hex. For example, hex #1613 is a Clear hex, not a Woods hex. Hex #2109, which is a Clear hex, not a Cornfield hex. Hex #3105 is Clear with a Road going through it.

c. **Water Terrain:** There are three types of **Water** hexes and hexsides in the game: **Dry Stream hexes**, **Flowing Stream hexsides**, and **Pond hexsides**. A **Dry Stream** hex (ex: #2603) is a hex with a blue Stream graphic within it and has no effect on the game (these are included for historical and geographical accuracy only). A **Flowing Stream** hexside has a Stream graphic running along it (ex: #2903/3003). It hinders the movement of units crossing it, but does not affect combat. A **Pond** hexside has a very thick Stream graphic running along it (ex: #3014/3113) and is **impassable**. No units may move or conduct Close Combat across a Pond hexside. Units on opposite sides of a Pond hexside are still considered to be adjacent to each other for all other purposes.

d. **Roads:** There are two types of Road hexes: **Lanes** (ex: 1514) and **Pikes** (ex: 1606). Units traveling from one Lane/Pike hex to an adjacent Lane/Pike hex pay only **1 Movement Point,** regardless of the other terrain in the hex entered or the hexside crossed. There are two **Pikes** in the game - *Culpeper Road* (hex #1300 to hex #2218) and *Mitchell's Station Road* (hex #1606 to hex #3704). Units moving along these Pike hexes may use the **March Column** movement rate (see 13.5a) and thus pay only **½ Movement Point** per hex when under **Maneuver** Orders (see 11.4) or using a *Brigade Reserve Move* Event Chit (see 10.4). Artillery and cavalry units may always use the March Column movement rate when moving along Pikes.

e. **Angled Terrain:** Hexes that contain an **Angled** terrain graphic (ex: #1302) are severely steep and difficult to traverse (in all directions). Units must pay a movement penalty to enter an Angled terrain hex. In addition, Artillery units may not issue Fire Combat from Angled hexes.

f. **Slope Hexsides:** These hexsides represent a discernible **one-Level** change in elevation from one hex to the adjacent hex (ex: #2204/2304). Moving/Attacking from the lower Level hex through a Slope hexside to a higher Level hex is deemed going "Upslope," and vice-versa is going "Downslope". Slope hexsides affect movement and combat when going Upslope. Note that some hexsides change Level elevation but *do not* have a Slope hexside (these are very gentle slopes). These hexsides do not affect movement or combat (aside from Line of Sight).

g. **Steep Slope Hexsides:** These hexsides are similar to Slope hexsides, except that they represent a discernible **two-Level** change in elevation from one hex to the adjacent hex (ex:

#3410/3510). Steep Slope hexsides affect movement going both Upslope and Downslope but affect combat only when going Upslope.

4.0 Unit Counters, Markers and Chits

4.1 Unit Counters represent the fighting troops of each side. The gray-colored units are the Confederate player's forces (also called "Rebels" in this game) and the blue-colored units are the Union player's forces. At the top of each counter is the unit's Brigade affiliation, highlighted in a Brigade-specific color. The Unit's regimental name is shown in the middle of the counter. The unit's Strength Points, Weapon Type, and Cohesion Rating are listed in that order on the bottom of the counter.

Note that there is no Movement Allowance listed on the counter – a unit's Movement Allowance is determined by its Brigade Order selection (see 11.0). The front of the counter shows the unit at full effectiveness and is called its **Fresh** (*FR*) side, while the reverse side shows the unit at reduced effectiveness and is termed its **Battleworn** (*BW*) side. The Battleworn side has a lighter background. Units that are totally ineffective are removed entirely from the map board and placed on the Broken Track (see 15.9).

* Strength Points (SPs) indicate the relative size of the unit. This number is used throughout the game for combat and stacking purposes. The reverse side of the counter (the *BW* side) shows a reduced SP value. An SP value of "**C**" stands for cadre-strength (meaning the unit is down to a core size of about 25 fighting men) and counts as **½ SP**. A unit's SPs can also be modified by Morale Hits (see 15.6), Weapon Range and other factors, but can never go below **0**. In some cases, reference is made to a unit's *printed* SP value, which is the number that is displayed on the face-up side of the counter. Other cases make reference to the *modified* SP value, which is the printed SP value adjusted for any applicable markers that reduce the unit's usable SPs. (Note that the modified SP only considers marker effects, not other effects such as range.)

* Weapon Type specifies the kind of musket or artillery piece with which the unit is primarily armed. This is important in Fire Combat Range determination and sometimes in Close Combats. "Sm" represents an Infantry unit armed with smoothbore muskets or an Artillery battery equipped with Napoleon guns (or an equivalent type of smoothbore piece). "Rf" represents an Infantry unit armed with rifled muskets or an Artillery battery equipped with Parrott and/or 3-inch rifled cannons. "Sr" represents Sharps carbines and is only found on the lone Union cavalry unit.

Important Note: Infantry units armed with smoothbore muskets ("Sm") are treated specially in these rules. Such units do not have a "Long" Fire Combat range and go directly from "Effective" to "Extreme" (see the Range Table). This is due to their exceptionally short reach at this scale. By the same token, smoothbores were deadly at close quarters (especially when loaded with "buck n' ball" shot) and are thus given a bonus in Close Combat.

* **Cohesion Rating (CR)** reflects the unit's training, discipline, experience and morale. The unit's *FR* side shows its full CR, while the *BW* side has a reduced CR. The higher the number, the better the unit will generally perform. The CR is referenced often during combat and is an important element in the unit's ability to fight and survive. A unit's CR can be modified by Morale Hits (see 15.6) and other factors, but can never go below **0**.

A unit's *BW*-side values are formulated as follows: the unit is considered to have taken 50% casualties, reducing its SP value accordingly. However, a unit is required to take a minimum reduction of three SP in order to minimize the anomaly that occurs with smaller units taking fewer casualties when 50% is deducted. If the unit is too small to lose three-SP, it is reduced to an SP of "C" and the remainder of the SP loss is deducted from the unit's CR.

4.2 Gameplay Markers are intentionally kept to a minimum in this game system. The "Skirmish Order" marker is used to show units in that formation (see 18.0). The "Shaken/Disrupted" marker is used to indicate the effects of Morale Hit (MH) results (see 15.6).

4.3 Brigade Activation Status Markers are used as a player aid to help keep track of which Brigades have been activated already on the current turn. Each player should arrange his markers in front of himself so that the "Available" side faces up (the side with the flag). When a Brigade is activated by Division Activation (only), its status marker is flipped over to its "Activated" side (see 10.7).

4.4 Chits are counters that are drawn from an opaque container and specify either a formation of units to be activated or an event to implement. There are four types of chits: **Division Activation** (each showing the name of a Division General and his Command Rating), **CIC** (*Jackson* for the Confederates and *Banks* for the Union), **Event** (displaying an Event on each side) and **Wild** (either the *Fog of War* or *Fortunes of War* chits). See 10.0 for full details on each type of chit. Note that there is a second set of Division Activation and CIC chits with a "red cross" graphic added. These **Casualty** chits are substituted for the regular chits when the corresponding general becomes a casualty due to the **Fog of War Wild Event** chit (see 10.5b – iii).

4.5 Charts and Tables: Included in the game are two sheets with the **Combat Results Table** and **Cohesion Tables (one for each player)**, two **Player Aid** sheets (one for each player) that include various charts and tables on one side and the Unique Events Descriptions on the back, and the **Game Tracks** card, which contains various tracks on it that are needed for gameplay.

4.6 The Draw Cup holds all the chits currently in the game for random draw. The players must supply the cup, which can be any opaque coffee cup, bowl, etc.

4.7 Dice are not included with the game – players must supply their own. Each player should have at least two six-sided dice (d6). One should be colored and the other white.

4.8 Universal Rounding Rule: In all cases where a unit's values are altered (halving of Movement Allowance, SPs for Weapon Ranges, Canister, etc.), any fraction is maintained *until the end of the calculation.* When the calculation is totally complete, any remaining fraction is **dropped** (i.e., rounded down).

5.0 Unit ID & Organization

Every infantry unit (regiment) belongs to a particular **Brigade** and each Brigade belongs to a particular **Division**. The organizational hierarchy is detailed in each scenario and printed on the back of each Division Activation chit. Each unit has the name of its Brigade printed at the top of the counter with a distinctive colored background. Artillery and Cavalry units are **independent** and do not belong to any Brigade or Division.

6.0 Unit Stacking

6.1 Stacking Limits: Stacking refers to the placement of more than one unit counter in the same hex. The maximum number of unit counters that can physically occupy a hex **at the end of a given Phase or Step** is determined by the combined units' total *unmodified* Strength Points. Stacking limits can normally be exceeded during movement (however, see case "c" below) as long as they are met at the end of each unit's movement. **For stacking purposes, use the SPs as printed on the unit counters - do not adjust the SPs for the effects of any markers with the units.**

The maximum number of SPs allowed in a single hex is **8 SPs**. However, Artillery units (optionally), Woods terrain, and Road terrain each affect stacking limits, as follows:

a. **Artillery Units (optional but suggested):** Each SP of artillery counts as .75 of a SP for stacking. So 4 guns may stack for 3 stacking points, 8 for 6 stacking points, and a maximum of 10 Artillery SP per hex (i.e. 10 SP X .75 = 7.5 SP).

b. **Woods Hexes:** An Artillery unit may only occupy a **Woods** hex *if it is also on a **Road** hex*. It may never be in a Woods hex if the hex does not also contain a Road graphic (of either type). The Artillery must also qualify for Road movement (see below) in order to enter such a hex.

c. **Road Hexes:** If any moving unit wishes to use the **Road** or **March Column** movement cost (see 13.5), the 8 SP stacking limit is in effect at *all times.* The moving player must use the Movement Cost of the other terrain in a Road hex if the moving units would cause the stacking level in that hex to

exceed 8 SPs. In this case (only), **Artillery** units pay **3 MPs** to pass through a road blockage in a Woods/Road hex (even though Artillery units are not normally allowed in a Woods terrain hex). Remember that the 8 SP stacking limit must still be respected at the end of movement.

Players should envision a unit using the Road or March Column Movement Rates as being stretched out along the road in long narrow marching columns, thus occupying more space in the hex. Therefore, using the benefit of the roads would leave much less deployment room along those roads.

6.2 Large Units: A unit that has more than 8 SP is considered to have only 8 SP for the purposes of stacking and movement. Its full SP value is still used for combat.

6.3 Forced Overstacking: Should a hex exceed the Stacking Limit at the conclusion of any Phase, the owning player must immediately move one unit at a time, in order from largest to smallest, to an adjacent legal hex until the hex in question is brought within its Stacking Limit. For example, if a stack of reinforcing units are placed on their entry hex and are forced to adopt a Regroup Order (due to the play of a *Command Confusion* Event chit), the player moves one unit at a time to an adjacent hex until the entry hex is within the 8 SP Stacking Limit. Note that a player may not voluntarily create an overstacked situation.

7.0 Sequence of Play

Stonewall's Sword is played in a series of Game Turns, the actual number of turns depending on the scenario selected. Every Game Turn is played in a predetermined sequence of Phases. Each Phase must be completed in its entirety before proceeding to the next Phase. **Players should note that in this game fire comes before movement.** The Sequence of Play is summarized as follows:

1. **COMMAND DECISION PHASE**
2. **ARTILLERY PHASE**
   a. **Union Artillery Step**
   b. **Confederate Artillery Step**
   c. **If any unactivated artillery units remain, return to step2a.**
      Otherwise, go to Phase 3.
3. **CHIT DRAW PHASE**
   a. **Held Event Chit Step**
   b. **Draw Chit Step**
4. **BRIGADE ACTIVATION PHASE**
   a. **Orders Step**
   b. **Fire Combat Step**
   c. **Movement Step**
   d. **Close Combat Step**
   e. **Rally Step**
   f. **If any chits remain in the Draw Cup, return to Phase 3.**
      Otherwise, go to Phase 5.
5. **END TURN PHASE**

If the last Game Turn of the scenario has been completed, the game is over. Consult the Victory Determination rules to see who won.

8.0 Command Decision Phase

During this opening phase of a turn, each player must decide which of his available Event chits will go into the draw cup this Game Turn.

8.1 The Key Chit: Each player first secretly chooses any **one** of his **seven** Event chits and places it into the draw cup.

Obviously, this is an important decision, as this chit is now guaranteed to be in the cup. Therefore, it should represent an Event that the player really wants to occur during the turn. Note, however, that placing the chit into the cup does not ensure that it will be played this turn – the *Fortunes of War* chit may knock it out!

8.2 Excluded Chits: Each player then flips his remaining six Event chits over to their Common Event side ("*Find General Jackson!*" for the Confederate player and "*Send a Courier to General Pope!*" for the Union player) and mixes them up. Then the **opposing player** randomly selects **two** of these chits and places them off to the side out of play – **these chits will not be used this Game Turn!** Players *may not look at these excluded chits* now or during the course of the Game Turn.

8.3 Finishing the Draw Cup Setup: The **eight** remaining non-excluded Event chits are now placed into the draw cup (no looking at them either!) joining each player's Key Chit. Finally, place both players' eligible **Division Activation chits** for any Divisions currently in the game, both **CIC chits**, and both **Wild chits** into the draw cup with the Event chits. Shake up the cup and place it within reach of the drawing player (determined in the Chit Draw Phase (see 10.0)).

9.0 Artillery Phase

Artillery units do not organizationally belong to any Brigade or Division. They are independent units and conduct their activities during the **Artillery Phase**. Artillery units are not subject to the restrictions of any Brigade Orders (see 11.0) and have a Movement Allowance of **5 MPs**. Artillery units may always use the **Road March Column** movement rate along **Pikes** (see 13.5), as long as they observe stacking restrictions (see 6.0).

9.1 Union Artillery Step: The Union player selects one hex containing one or more Union Artillery units and conducts Fire Combat (see 12.0) **or** Movement (see 13.0) with *all* Artillery units in that hex. Each eligible Artillery unit in that chosen hex may either conduct Fire Combat or Movement (not both!) in any order during this step. Resolve all such Fire Combat or Movement normally and to completion. Artillery units stacked in

the same hex that are all opting to issue Fire Combat at the same target hex may add their SPs together into one fire total. Artillery units that either Move or Fire in this step will be finished for this entire phase – players should turn a unit's counter or otherwise mark it to indicate that it has already activated during this step. At the end of this Step, all Artillery units in the activated hex are considered to have activated, regardless of whether they actually moved or fired.

9.2 Confederate Artillery Step: The Confederate player conducts Fire Combat or Movement with all Artillery units in any one designated hex, in the same manner as the Union player.

9.3 Alternating Steps: Players alternate Artillery Steps until all Artillery units have either Fired or Moved (or did nothing). If a player runs out of eligible hexes or does not wish to fire/move his remaining Artillery, he must end his step. If the Union player does not activate any Artillery units in his Artillery Step, and the Confederate player does not activate any Artillery units in the immediately subsequent Confederate Artillery Step, proceed to the Chit Draw Phase.

9.4 Special Artillery Movement and Fire Considerations:

a. Artillery units may only enter or exit a **Woods** hex via a *connected* **Road** hex.

b. Artillery units **may not Engage** (move adjacent to an enemy unit, see 13.6)

c. An Artillery unit moving along a Road in a **Woods** hex that encounters an overstacked hex is charged **3 MPs** for the hex (this represents the delay time incurred waiting for the other units to clear a path along the road).

d. Artillery units located in an **Angled** hex or **Woods** hex (even on a Road) may not issue Fire Combat**.**

e. In most cases, Artillery units may fire through friendly units at farther targets. (This represents firing over them.) This is detailed under **Overhead Fire** in rule 12.1.

f. If an Artillery unit that has not yet activated this phase is forced to conduct **Retreat** movement due to enemy Artillery fire, the retreat is considered to be its activation. It cannot be activated again in the current phase.

9.5 Union Cavalry: The Union Cavalry unit (the *1st Pennsylvania*) activates for movement and combat (Fire Combat or Close Combat) as if it were an Artillery unit during the **Union Artillery Step**. It does not move or initiate combat at any other time. It has a Movement Allowance of 10MP. It first conducts any Fire Combat, then Movement, then any Close Combat in the same manner as an **Infantry** unit. This unit does not receive Brigade Orders, and may conduct any combat it is otherwise qualified for.

It may also use the **Road March** movement rate along Pikes even though it is not technically under Maneuver Orders.

10.0 Chit Draw Phase

The central mechanic that drives the action in *Stonewall's Sword* is the chit-pull system. This will direct the players as to who is allowed to move and fight or conduct certain actions. The chits for **both sides** reside in the same draw cup and are drawn each phase.

10.1 Held Chits: Before a new chit is pulled from the cup, both players may play one or more Event or CIC chits they are currently holding. First the Union player announces whether he will play, followed by the Confederate player. If both wish to play chits, the Confederate player decides who goes first. The player going first plays any eligible chit(s) he wishes, following the prescribed procedure for each such chit. Then if the opposing player announced his intent to play, he may play his eligible chit(s).

10.2 The Designated Chit Puller: Though it doesn't matter which player actually draws a chit from the cup, it is suggested that the Confederate player draw the chit on odd-numbered Game Turns and the Union player draw the chit on even-numbered Game Turns.

10.3 Drawing and Applying a Chit: The designated chit-puller randomly draws one chit from the draw cup. Depending on the type of chit drawn, proceed as follows:

a. **Event Chit:** If an **Event** chit (see 10.4) is drawn, hand it to the owning player (Union for a blue chit; Confederate for a gray chit). He may look at it and may play it immediately (if applicable). Otherwise, he keeps the chit in front of himself (face down so his opponent can't see it) and saves it for later use or plays it on the Player Aid Card as a Common Event (see 10.4.b). The chit-puller then draws a new chit.

b. **Wild Chit:** If either of the two **Wild** chits (see 10.5) is drawn, its effect is immediately enacted, with any necessary die roll being made by the non-chit-pulling player. After resolving any effects of the chit, discard the Wild chit for the turn and draw another chit.

c. **CIC Chit:** If a **CIC** chit (see 10.6) is drawn, the owning player immediately selects any one of his Brigades to activate, or holds the chit for later use. When the chit is played, proceed to Phase 4 (Brigade Activation Phase) and resolve it normally. Then discard the CIC chit for the turn and draw another chit.

d. **Division Activation Chit:** If a **Division Activation** chit (see 10.7) is drawn, the owning player immediately selects an eligible Brigade belonging to the drawn division to perform a **Full Activation** or a **Limited Activation** (as determined by a die roll). Play then proceeds to Phase 4 (Brigade Activation Phase), which is resolved normally. Return the chit to the draw cup if any inactivated Brigade remains in the Division, otherwise discard it for the turn. Then draw another chit.

10.4 Event Chits: Each player has his own set of seven Event chits. Union Event chits are colored blue and Confederate chits gray. Each chit has a **Unique Event** listed on its front side and a **Common Event** on its back side. When an Event chit is drawn, the owning player takes it and makes an immediate choice as to how to use it.

Optional Rule: If the players agree they may keep held Event chits secret. In this case, when a player happens to draw an opposing Event chit and sees it, chalk it up to his scouts obtaining some useful intelligence.

a. Unique Events: Consult the **Unique Event Descriptions** section on the back of each player's Player Aid for a full explanation of each Event and how it is applied to play. Some Events must be played immediately, and others can be played immediately or held. Event chit that are held are placed face down in front of the owning player. A held Event chit can be played at any appropriate time (as per its description) and is discarded afterward. Normal play then resumes.

Players should study the **Unique Event Descriptions** section before play, as the timely use of these chits can provide each player with singular opportunities to affect the game to his advantage.

b. Common Events: The back side of every Event chit has a Common Event – "*Find General Jackson!*" for the Confederate Event chits and "*Send a Courier to General Pope!*" for the Union Event chits. These Common Events are only in play when using the Optional Rules **Stonewall's Bad Day** (see 20.1) and **General Pope's Reinforcements** (see 20.2). If these rules are not in play, the Common Events are ignored and have no effect. A Common Event can only be played *at the moment the Event Chit is drawn*. A held Event chit cannot be played for its Common Event. A chit played for its Common Event is placed on the Game Tracks Card in the appropriate box next to the relevant track. It is out of play until the End Turn Phase.

10.5 Wild Chits: There are two **Wild** chits that represent unusual events that can occur in warfare and can affect both players equally.

a. The Fortunes of War: This chit means that the **next chit pulled will be negated**. When the *Fortunes of War* chit is pulled, discard it immediately. Then draw the next chit normally. If the chit is an **Event**, **CIC** or the **Fog of War** chit, it is **immediately discarded** with no effect. If it is a **Division Activation** Chit, the owning player must select an eligible Brigade from that Division and **mark it as "Activated"**, **without allowing it to actually do anything.** The Brigade may not even do a Limited Activation! The owning player then discards the Division Activation Chit or places it back into the cup normally (see 10.7).

The *Fortunes of War* chit could represent anything from misunderstood orders to an injured courier to an unrealized opportunity to … well, just about anything!

b. The Fog of War: When the *Fog of War* chit is drawn, the non-chit-pulling player rolls one die and consults the Fog of War Table on his player aid. Results are applied as follows:

- **Uncontrolled [side] Advance:** The *opposing player* to the affected side selects any one enemy Infantry or Cavalry unit that is not currently adjacent to an opposing unit. He may then move this enemy unit one hex closer to the nearest opposing unit (i.e., one of his own units). If there is more than one "nearest" opposing unit, the opposing player chooses any one of them. In addition, if the selected unit enters or leaves a **Woods** or **Cornfield** hex, it is given an immediate **Morale Hit** (see 15.6), unless it is already Disrupted, in which case there is no additional effect. Normal movement and stacking rules must be followed.

- **Uncontrolled [side] Withdrawal:** The *opposing player* to the affected side selects any one enemy unit. He may then move this enemy unit one hex farther away from the nearest opposing unit (i.e., one of his own units), without moving it adjacent to any opposing unit. In addition, if the selected unit enters or leaves a **Woods** or **Cornfield** hex, it is given an immediate **Morale Hit** (see 15.6), unless it is already a Disrupted unit, in which case there is no additional effect. Normal movement, Disengagement Fire, and stacking rules must be followed.

- **Possible [side] General Casualty:** The owning player of the possibly affected General makes one more die roll and consults the General Casualty Table for his side, located on his player aid.

    o If the Division Activation or the CIC chit for the rolled General is not yet in play, the result is converted to "Near miss! No Casualty".

    o If the Division Activation or CIC chit for the rolled General is currently in play, that General has been killed, wounded or otherwise incapacitated. Remove the affected chit from the game and replace it with its corresponding **Casualty** version (the one with the "red cross" on it). If the affected Division Activation or CIC chit is still in the cup, place the Casualty version of the chit next to the cup, and when the relevant chit is drawn, immediately replace it with the Casualty chit (before any Command Rating roll, etc.). The Casualty chit is used for the remainder of the game as the Division Activation or CIC chit. **Special Note:** The *Jackson* CIC chit is always considered to be "in the game" (even if on the **Game Turn Track** or the **Where is General Jackson? Track**).

Therefore, simply replace his CIC chit in its current location if he becomes a Casualty.

- o If the rolled Division Activation or CIC chit is already a Casualty chit, **the original (normal) chit is returned to play** (he has recovered, an able replacement has taken command, etc.). Replace the Casualty version of the chit with the corresponding regular chit. This switch back and forth can take place any number of times in a game.

After all effects are resolved, the *Fog of War* chit is discarded and the next chit is drawn.

The *Fog of War* chit allows for the occurrence of those rather unusual or unexplained troop movements and attacks that have often happened throughout military history. Instances of misidentified friendly and enemy formations and seemingly suicidal charges are also represented with this chit. In addition, officers of both sides were at great risk and this chit reflects the high casualty rate amongst Civil War generals.

10.6 CIC Chit: Each player receives one **CIC** chit – the Confederate player has *Jackson* and the Union player has *Banks*. (These chits are identified with each general's portrait). When a CIC chit is drawn, the owning player may select any one of his Brigades in the game to activate – **even if it has already been activated this turn** – or hold the chit for later use (at the start of the Chit Draw Phase). He may then perform a **Full Activation** (see 10.7) and conduct a **normal Brigade Activation Phase** with that Brigade. When finished, the Brigade Activation Status marker is **not** flipped to its "Activated" side (unless it was already "Activated" before this CIC activation, in which case it remains on its "Activated" side). The CIC chit is then discarded and a new chit is drawn.

If the **Casualty** version of the CIC chit is drawn, the owning player rolls one die and compares it to the **Command Rating** shown on the chit. If the die roll is equal to or less than the Command Rating, he may use it as a normal CIC chit. If the die roll is greater than the Command Rating, he must discard the chit for the turn with no effect. (Unlike a Division Activation chit (see below), there is no **Limited Activation**).

Note that this means that a Brigade can be activated twice in a Game Turn – once by being selected with a Division Activation (see below), and once with a CIC activation.

10.7 Division Activation Chit: Every Division in the game has a corresponding **Division Activation Chit**. When this chit is drawn, the owning player immediately rolls one die (before selecting a Brigade) and compares it to the **Command Rating** shown on the chit.

- If the die roll is **less than or equal to** the Command Rating, one eligible Brigade may perform a *Full Activation*. The player selects any one Brigade belonging to the drawn Division that has not yet been activated this Game Turn (use the Brigade Activation Status markers as

an indicator). The player announces the now activated Brigade, flips its Brigade Activation Status marker over to its "Activated" side and proceeds to the **Brigade Activation Phase**.

- If the roll is **greater than** the Command Rating, the player selects an eligible Brigade and flips its Brigade Activation Status marker as above, but that Brigade may only conduct a *Limited Activation*. This means that units in the Brigade that are *adjacent to an enemy unit* (Engaged - see 13.6) may issue Fire Combat normally during the Fire Combat Step, but no other units of the Brigade may perform any actions during this activation.

After the selected Brigade is finished moving and/or fighting, if there are still Brigades belonging to the drawn Division that have not yet been activated, place the Division Activation Chit back into the cup. If there are no unactivated Brigades remaining in the Division, discard the Division Activation Chit. In either case, draw the next chit.

10.8 Discarding Chits: When a chit needs to be discarded, simply find a spot on the table near the Draw Cup to place discarded chits. These chits are no longer involved in the current Game Turn. At the end of the Game Turn, during the End Turn Phase, these chits will be gathered up and used again next turn.

Example: It is Game Turn 4, so the Union player is the chit puller. He reaches into the Draw Cup and pulls out the *Jackson's Rusty Sword* Event chit. This is a Confederate event, so the Rebel player takes the chit, decides that he can't use the Unique Event, and decides to flip it to its Common Event side (*Find General Jackson!*). He then places it next to the **"Where is Jackson?" Track**. The Union player draws the next chit, and it's the *Fortunes of War* chit. He discards it, noting that the next chit drawn is to be discarded as well. He draws the *Augur* **Division Activation Chit**. He must then activate one of Augur's brigades without actually taking any action. He selects Greene's Brigade, flipping its Brigade Activation Status marker over to its "Activated" side (without actually activating any of Greene's units, due to the *Fortunes of War* chit). He then places the *Augur* **Division Activation Chit** back into the cup. He then draws the next chit and gets *Union Fatigue*. The Confederate player decides to keep that chit as a Unique Event in front of him, waiting for an opportunity to play it. The next chit drawn is the *Banks* **CIC Chit**. The Union player selects Crawford's Brigade to activate (even though it's already been activated earlier this turn) and gives it **Attack** Orders. The Rebel player then plays the *Union Fatigue* chit that he was holding, thus reducing Crawford's units' Movement Allowances from **4 MPs** to **2 MPs**. He then rolls a die and gets a **1**, which means that the Union player must pick one of Crawford's units and flip it to its *BW* side. Next, the Union player fires, moves and conducts any Close Combats with the units of Crawford's Brigade.

11.0 Brigade Orders

When a Brigade is selected to be activated, either by Division Activation Chit or CIC Chit, it must proceed through each Step of

the Brigade Activation Phase. The first such step is the **Orders Step**.

11.1 Types of Brigade Orders: There are four possible **Orders** that a player can assign an activated Brigade during the **Orders Step**, each with its own gameplay parameters simulating the order's strengths and weaknesses. The four Orders are **Attack**, **Defend**, **Maneuver** and **Regroup**. When activating a Brigade, the player simply announces the Order he is assigning to it.

11.2 Attack: This is the most aggressive Order and allows the Brigade's units to assault the enemy. The Movement Allowance for each unit is **4 MPs**. The Brigade's units may **Engage** enemy units (see 13.6) and conduct any kind of combat they wish. However, the units may not conduct a **Rally**.

11.3 Defend: This Order tells the Brigade to hold its general position and reorganize but be ready to fight as well. The Movement Allowance for each unit is **2 MPs**. The Brigade's units may **Engage** enemy units, but may only conduct **Fire Combat** (no **Close Combat** can be initiated). Units under this Order may conduct a **Rally** (but with less efficiency than when under a **Regroup** Order – see 11.5).

11.4 Maneuver: This Order is used to move units around the map as quickly as possible. The Movement Allowance for each unit is **6 MPs.** The Brigade's units cannot **Engage** the enemy nor conduct any kind of combat. In addition, these units *may not* **Rally**. This is the only Order under which units may use the **March Column** movement rate (see 13.5a).

11.5 Regroup: This Order is useful when a Brigade is in bad shape and allows units to **Rally** with greater effect. However, units under this Order may not move, and may not conduct any kind of combat.

12.0 Fire Combat

The second step of the Brigade Activation Phase is the Fire Combat Step. All of the active Brigade's units (only) may now issue Fire Combat, if allowed by their selected Order, or when conducting a Limited Activation. Fire Combat is announced and resolved to conclusion for each eligible unit or group (see 12.1.c) in any order desired by the owning player. Note that Artillery and Cavalry units **do not** fire in this step.

12.1 Firing Eligibility: Fire Combat is voluntary and can only be issued by active units during the **Fire Combat Step** when under **Attack** or **Defend** Orders or under a **Limited Activation**. Units issue fire by unit or by eligible group of units, and each fire is resolved completely before moving to the next one. Each unit can only fire once in the phase, and can only fire at one enemy target hex, but an enemy hex can be targeted multiple times by different units. Firing units may only target enemy units to which they have a **Line of Sight** and that are within **Range** of their weapons.

a. **Line of Sight (LOS):** When a unit issues Fire Combat at a target two or more hexes away, it must be able to "see" the target unit. To determine LOS, draw an imaginary line from

the center of the firing unit's hex to the center of the target unit's hex (a piece of string or fishing wire is useful here). The LOS can be **Blocked** (preventing fire entirely) or **Obscured** (reducing the effectiveness of fire) by any intervening **Woods**, **Cornfield**, or unit-occupied hexes that the LOS touches. Note that the terrain covering the majority of a hex is considered to span the entire hex – thus, an LOS traced through any part of a hex is affected by the majority terrain in that hex. The LOS trace does not have to contact the actual terrain image. Units' LOS is not affected by their own hex when firing out of Woods and Cornfield hexes. LOS cases, organized by elevation changes traversed, are:

Firing unit and Target unit are on the same level:
i. Any intervening hex that is higher than both units will **Block** the fire.
ii. If all intervening hexes are lower than both units, any intervening **Woods** terrain or **unit** (friendly or enemy) causes an **Obscured** LOS.
iii. If any intervening hex is at the same level as both units, the LOS is **Blocked** if there is any **Woods** or **Cornfield** terrain or any **unit** (friendly or enemy) in the hex.

Firing unit is at a lower level than Target unit:
i. Any intervening hex that is higher than both units will **Block** the fire.
ii. If all intervening hexes are lower than both units, any intervening **Woods** terrain or **unit** (friendly or enemy) causes an **Obscured** LOS.
iii. If any intervening hex is at the same level as the Firing unit, or higher than the Firing unit and lower than the Target unit, any intervening **Woods** terrain or **unit** (friendly or enemy) causes an **Obscured** LOS.
iv. If any intervening hex is at the same level as the Target unit, the LOS is **Blocked**.

Firing unit is at a higher level than Target unit:
i. Any intervening hex that is higher than both units will **Block** the fire.
ii. If all intervening hexes are lower than both units, any intervening **Woods** terrain or **unit** (friendly or enemy) causes an **Obscured** LOS.
iii. If any intervening hex is at the same level as the Firing unit, the LOS is **Blocked.**
iv. If any intervening hex is at the same level as the Target unit, or lower than the Firing unit and higher than the Target unit, any intervening **Woods** terrain or **unit** (friendly or enemy) causes an **Obscured** LOS.

An LOS is always **Obscured** if the Target unit is located in a **Woods** or **Cornfield** hex. If an LOS passes **exactly along a hexside**, the LOS is affected by the most restrictive of the two hexes.

Blocked fire is prohibited. **Obscured** fire is allowed, but suffers a detrimental column shift. Fire that is both **Blocked** and **Obscured** is considered to be **Blocked**.

Overhead Fire: Any unit may fire over **enemy** units at farther targets. However, only **Artillery** units may fire over friendly units,

and only when not using Canister Fire. Artillery units may not fire over Friendly or Enemy units when using Canister Fire. An Artillery unit may voluntarily forfeit the Canister Range bonus in order to fire over intervening units at Canister ranges. Infantry units may never fire over friendly units under any circumstances.

> LOS Example: A Union Artillery unit is in hex 1611 (Level 7) and targets a Rebel battery in hex 2214 (Level 6). This is a clear LOS. If there were any units – of either side – in any of the hexes directly in between (1711, 1812, 1912, 2013 or 2113), the LOS would be Obscured. Likewise, the Rebel Artillery unit could see the Union battery, even if there is a unit in hex 2113, because the Rebel battery is firing from a lower Level to a higher Level. In that case it would be an Obscured LOS as well. However, if the Union unit was in hex 1711 instead, then a unit in 2113 would block the LOS to 2214 (and vice-versa) as the intervening hex containing the blocking unit is now on the same level as the both the firer and the target.

b. **Weapon Ranges:** Every unit has a **Weapon Type** listed, and each Weapon Type has assigned Ranges (see the **Weapon Ranges Table**). Range is measured from the firing unit to the target unit in hexes, not including the firer's hex. A unit's Range is divided into three categories: **Effective, Long**, and **Extreme**. Artillery units have an additional Range category called **Canister**.

   i. **Effective Range** is the normal engagement range. It has no effect on fire.

   ii. **Long Range** is a range at which a weapon can physically fire in combat conditions, but at reduced effectiveness. A unit firing at more than Effective Range, up to its listed Long Range, has its SPs halved.

   iii. **Extreme Range** is the effective outer limit for a weapon type. A unit firing at greater than Long Range, up to its listed Extreme Range, has its SPs quartered. For example, a unit with 9 SP would fire with only 2 SP at Extreme Range, while a unit with fewer than 4 SP could not fire at all.

   iv. **Canister Range** is used only by Artillery units, and *increases* their SP strength by 50%. (For example, an Artillery unit with 4 SP firing at Canister Range would fire with 6 SP.) A unit may elect not to use the Canister bonus at this range in order to conduct Overhead Fire.

   v. **Mixed Type Rebel Artillery Unit:** One Confederate Artillery unit has an "Mx" Weapon Type. This unit fires using the "Rifled Artillery" ranges, but when issuing fire at **Long** and **Extreme** ranges, it suffers a one-column shift left penalty.

c. **Multiple Firing Units:** Firing is normally resolved by individual units. However, firing **Infantry** units stacked in the same hex, or stacked in two adjacent hexes, may add their SPs together into a single Fire Combat total. In order for the units in two adjacent hexes to be eligible to fire together, they must all be

from the same Brigade. **Artillery** units stacked in a single hex may add their SPs together into a single Fire Combat total, but Artillery units in adjacent hexes may not add their SPs together. When combining units' SPs, any Weapon Range considerations are applied normally and individually affect each unit's SP contribution to the total. Add all fractional SPs together and then use the Universal Rounding Rule (see 4.8). When Infantry units in adjacent hexes combine fire, the most restrictive LOS condition that applies to either hex is applied to the combined fire. If Artillery and Infantry units are stacked together and issue Defensive Fire at the same attacker, add their eligible SPs together (and modify the two units separately as well).

> For example, a stack consisting of a 4 SP "Sm"-armed Infantry unit, a 3 SP "Rf"-armed Artillery unit, and a 2 SP "Rf"-armed Infantry unit issues Defensive Fire (see 14.2a) at an attacking enemy unit during the Close Combat Step. The two Infantry units would each contribute their normal SPs (they are both at "Effective" Range) for a total of 6 SPs. The 3 SP Artillery unit is at "Canister" Range and adds another 4 SPs, giving a total of 10 SPs for this Fire Combat.

d. **Artillery in Difficult Terrain:** An Artillery unit located in an **Angled** or **Woods** terrain hex may not issue Fire Combat.

12.2 Target Eligibility and the Lead Unit: When conducting Fire Combat, Players must determine which unit in the targeted hex is the **Lead Unit**. The Lead Unit uses its CR in resolving any Cohesion Test resulting from the fire, and most of the time is the only affected unit.

- If there is only **one unit** in the targeted hex, it is the **Lead Unit**.

- If there are **multiple units** in the targeted hex, the **Lead Unit** is the one with the largest *printed* SP value in the hex (ignore any markers modifying the SP value for this purpose). If multiple units in the hex are tied for the largest printed SP value, the owning player selects any one of those units to be the Lead Unit.

The Lead Unit's modified CR value is used in resolving the Fire Combat against the hex. When taking a Cohesion Test, normally only the Lead Unit is affected by any **Depletion Test** or **Skedaddle Test** result. However, see the **Panic Result** for important exceptions (see 15.0).

12.3 Fire Combat Procedure: The owning player of the firing unit(s) declares an eligible enemy target hex. The player finds the column on the **Combat Results Table** (CRT) that includes the total number of SPs firing at the target hex (dropping any fractions).

a. **CRT Column Shifts:** The player then consults the list of possible **Fire Combat Column Shifts** that would apply to this combat. Shifts can move to the left or to the right of the initial column. Combine all applicable column shifts first, then apply the net shift to get the final SP column to use. Fire with column shifts beyond the left of column "**C**" is resolved on

column **C**. Fire with column shifts beyond the right of column "**23+**" are resolved on column "**23+**." The column shifts are as follows:

Obscured LOS: Target in Woods: Shift two columns to the left if the targeted hex is a Woods hex.

Obscured LOS: Target in Cornfield: Shift one column to the left if the targeted hex is a Cornfield hex.

Obscured LOS: Firing Over Woods: Shift one column to the left if the LOS passes through one or more intervening Woods hexes.

Obscured LOS: Firing Over Any Units: Shift one column to the left if the LOS passes over any intervening units (friendly or enemy).

Firer in Skirmish Order: Shift one column to the left if the firing unit is in Skirmish Order (see 18.0).

Target in Skirmish Order: Shift two columns to the left if the target unit is in Skirmish Order (see 18.0).

Half or more of Firing Artillery SPs are "Mx" Weapon Type at Long/Extreme Ranges: Shift one column to the left if half or more of the firing SPs are from "Mixed" weapon type Artillery issuing fire at **Long** or **Extreme** Ranges.

Half or more of Firing Artillery SPs are "Sm" Weapon Type at Canister Range: Shift one column right if half or more of the firing SPs are from "Smoothbore" weapon type Artillery issuing fire at **Canister** Range, unless it is forfeiting its Canister bonus.

Converging Fire: Shift two columns to the right if the firing unit(s) qualify for Converging Fire (see 12.4).

Target is Cavalry: Shift two columns to the right if the target unit is a Cavalry unit.

b. **Resolving Fire Combat:** When the final adjusted SP column is determined, the active player rolls two dice. Read the colored die first and the white die second to form a two-digit number that will range from **11** to **66**. For example, a roll of colored die **2** and white die **4** is read as "**24**." The player then looks down the SP column to find the row containing the rolled number and checks the result contained in that box. If the result is only a dash (-), the fire has had no effect and this Fire Combat resolution is over. If the result includes at least one colored box, the Lead Unit in the targeted hex may take a Cohesion Test (see below).

c. **Cohesion Test Determination**: Check the modified Cohesion Rating of the **Lead Unit** (see 12.2) in the targeted hex. If the number range of a colored box in the combat result includes the Lead Unit's modified CR, that unit is subject to a **Fire Combat Cohesion Test**. The color of the corresponding box dictates which Cohesion Test is required – red is **Severe**, yellow is **Tough** and green is **Routine**. If the Lead Unit's CR is not included in a colored box, the result is treated as a dash (-) result and thus no effect.

Fire Combat Example: A Rebel unit from Ronald's Brigade – the *5th Virginia* (10-5) – is located in a Clear terrain hex three hexes from the Union *5th Connecticut* (9-5), which occupies a Cornfield hex. It is the Fire Step of Ronald's Brigade Activation Phase and the Brigade is under **Attack** Orders. The Virginia unit decides to issue Fire Combat at the Union unit. The unit would normally fire with **10 SPs**, but the SP value is reduced to 25% due to the fire being issued at "Extreme" range (the unit is armed with an "Rf" weapon). This gives a net total of **2 SPs** and puts the combat on the "**2**" column of the Combat Resolution Table. This is shifted one column to the left for an **Obscured LOS** (firing into a Cornfield hex). That means the fire is actually resolved on the "**1**" column. The Confederate player rolls two dice and gets a **6** on the colored die and a **5** on the white die. He reads down the "**1**" column to the range of results that includes "**65**" (this would be the "**65-66**" line) to get the result of the fire. This gives a result of | **-** | **0-1** | **2-4**. The targeted hex has a Lead Unit with a CR of **5** and thus the fire has no effect. If the *5th Connecticut* was **Shaken**, its CR would be modified to **4**, and it would have to take a **Routine** Fire Combat Cohesion Test.

d. If a Cohesion Test is required, consult the **Cohesion Test** procedures (see 15.0).

12.4 Converging Fire: If a hex is targeted by Fire Combat (for any reason) through more than one hexside during the same Phase, Step, or Event, and at least two of those traversed hexsides have at least one hexside between them, it is subject to **Converging Fire**. To use Converging Fire on a hex, the firing player must announce all included fire attacks against it prior to resolving any of them. The *targeted* player then selects any one hexside traversed by fire in the targeted hex as the "primary" hexside. All firing units whose LOS passes through that hexside, through one of its vertices, or through an adjacent hexside **do not** receive the *Converging Fire* column shift. Resolve this fire normally. All other firing enemy units involved in the Converging Fire receive a two-column shift to the right. If all units in the targeted hex are retreated or placed on the Broken Track before all fire against it is resolved, any remaining firing units may fire at different targets. However, as long as any units remain in the originally targeted hex, all units announced to be participating in the Converging Fire must still target that hex.

See the Converging Fire example diagram on the CRT sheet. The Confederate player has declared the hexside facing Union unit #1 as the Primary hexside. Therefore, Union units #1 and #2 may add their SPs together and fire as one total, but without the Converging Fire column shift. When Union unit #3 issues fire (provided that the Confederate unit is still in its hex after resolving the first shot), it will benefit from the two-column right shift for Converging Fire.

Picture this as the targeted enemy unit choosing its alignment in the hex. The unit determines which threat to face and thus gives up its flank to the other shooters.

13.0 Movement

Movement is conducted during the **Artillery Phase** (by Artillery and Cavalry units only) and the **Movement Step** (by activated Infantry units only). In addition, certain Event chits also allow limited movement.

13.1 Movement Procedure: All Artillery and Cavalry units can move during the **Artillery Phase**. Only currently activated **Infantry** units under **Attack**, **Defend** or **Maneuver** Orders can move during the **Movement Step**. Units granted movement by an Event do so when that Event chit is played. Units are moved one at a time (or one stack at a time, see 13.4), each completing its move before another unit or stack moves, and cannot end their move in an over-stacked situation (see 6.0). Units move from hex to adjacent hex and expend **Movement Points (MPs)** as they enter a hex. Each unit has a **Movement Allowance**, representing the number of MPs that it can expend during each movement. Most hexes cost 1 MP to enter, but hexes containing certain terrain features may cost more or, in the case of units in **March Column**, less.

13.2 Movement Allowance: The distance an Infantry unit can move in a given step is predicated on the **Order** that was issued for the Brigade during the preceding Orders Step. Units under **Maneuver** orders get **6 MPs**, units under **Attack** Orders get **4 MPs**, and units under **Defend** Orders get **2 MPs**. Units under a **Regroup** Order cannot move and thus have **0 MPs**. Artillery units always receive **5 MPs** and Cavalry units always receive **10 MPs**. Some Event chits can change a unit's normal Movement Allowance before it conducts any movement.

13.3 Terrain Movement Costs: Each hex has a dominant terrain feature and costs one or more MPs to enter. These costs differ for each type of unit. Refer to the **Terrain Effects Chart** for these terrain costs. Where multiple Terrain types affect a unit entering a hex, their costs are cumulative. If a unit does not have sufficient MPs remaining to enter a hex, it must halt its movement in its current hex. However, a unit may *always* move at least one hex during its movement, regardless of terrain costs, unless under a **Regroup** Order or if the move would violate stacking rules. Units may never move onto the top of Cedar Mountain, where there are no hex numbers.

13.4 Stack Movement: A stack of units may be moved as one entity or each individual unit can be moved separately, at the owning player's discretion. Care should be taken to follow the Stacking Limits of each new hex entered when moving a stack of units.

13.5 Roads: Units moving along either type of **Road** hex may move at a faster rate than cross country. A unit moving from any one **Road** hex to a *connected* **Road** hex (i.e., the road graphic itself crosses the hexside between them) pays only **1 MP** for each hex entered, regardless of the other terrain in the hex or on the hexside.

a. **March Column Rate:** A unit that is under **Maneuver** Orders or is moving due to a *Reserve Brigade Move* Event chit (only), or that is an Artillery or Cavalry unit, pays only **½ MP** per hex entered when moving along *Culpeper Road* and/or *Mitchell's Station Road connected* **Pike** hexes, regardless of the other terrain in the hex or on the hexside crossed to enter it.

b. **Road Stacking Limit:** The stacking limit when a unit is using the Road or March Column movement rate is only **8 SPs** *at all times* – meaning that units *cannot even pass through a hex* containing other units at the Road or March Column rate if it would cause the total SPs in the hex to exceed 8 SPs. The moving unit or stack must pay the Movement Cost of the *other terrain* in a hex and on the hexside crossed if the stacking limit is exceeded in that hex. However, single units of greater than 8 SPs *may* use the Road and March Column rates (but not when passing through hexes containing any other units).

c. **Artillery in Woods:** Artillery units must move along a connected **Road**-type hex (**Lane** or **Pike**) in order to enter or leave a **Woods** terrain hex.

Movement Example: The *3rd MD* is in hex 2206 and its Brigade is under Maneuver Orders. The Union player played a *Quick March!* Event Chit when the Brigade activated. This gives the unit a **9** Movement Allowance (6 MPs for the Orders + 3 MPs for the Event). The unit can move as follows: 2206->2207 (2 MPs - Cornfield); 2207->2208 (2 MPs – Cornfield); 2208->2209 (3 MPs – Cornfield + Up Slope); 2209->2109 (1 MP); 2109->2110 (1 MP). Note that because the unit is under a Maneuver Order and therefore cannot Engage, if a Confederate unit were in hex 2211, the 3rd MD could not have moved into 2110.

Another Movement Example: The *5th VA* is in hex 1618 and under Maneuver Orders (6 MPs). It could move as follows: 1618->1517 (2 MPs – Woods); 1517 ->1516 (4 MPs - Woods + Up Steep Slope).

One More Movement Example: The *111th PA* (6 SPs) is in hex 1709 and the *3rd MD* (6 SPs) is adjacent to it in hex 1610. If the *111th PA* wanted to move into 1610, it could not use the Road Movement rate (1 MP) because entering the hex would exceed the 8 SP stacking limit. The *111th PA* would have to pay 2 MPs for that hex (Woods), but could then move to the next hex down the road (1510) for only 1 MP (despite the Steep Slope and Woods). Note also that the *111th PA* could not have moved into 1610 and stopped with the Marylanders, as that would exceed the 8 SP stacking limit at the end of the Movement Step.

13.6 Engagement: A unit becomes **Engaged** when it moves adjacent to an enemy unit during movement. **Exception:** Artillery becomes engaged when it is within two hexes of an enemy unit. **Artillery** units may not move to become engaged during their movement. Artillery units can become engaged during retreats or by enemy units movement. Some **Brigade Orders** do not allow Engagement (see 11.0). Units operating under a **Limited Activation** must be Engaged in order to issue Fire Combat.

Note that Engagement is **not** the same as Close Combat! Just because a unit may Engage an enemy unit (move next to it) does not necessarily mean it can also conduct a Close Combat.

13.7 Disengagement Fire: If a unit or stack of units conducts movement (voluntary or not) out of a hex that is adjacent to one or more enemy units, it must first endure **Disengagement Fire** (exceptions: Advance After Close Combat – see 15.8, Cavalry Withdrawal – see 14.2b, and Skirmish Screens – see 18.2). This movement must be announced. The enemy player may then issue Fire Combat from all adjacent enemy units before the unit moves. This fire is conducted normally (including being able to combine SPs of eligible firing units), except that units halve their SPs to resolve the fire. Apply all Fire Combat results normally, but the moving unit is automatically the Lead Unit – non-moving units in the same hex cannot be affected other than due to a Panic Result (see 15.1b). If the moving unit suffers any Retreat result from this fire, its intended movement is cancelled and it must conduct only the Retreat move. There is no limit to the number of times a unit can be subject to Disengagement Fire nor how many times a unit can issue such fire.

A unit conducting a **Retreat** move (see 15.4) does not qualify for Disengagement Fire in the initial hex of the retreat. In other words, enemy units adjacent to the Retreating unit when it starts its Retreat move may not issue Disengagement Fire. However, if the Retreating unit retreats more than one hex, it is subject to normal Disengagement Fire in each hex it exits after the first.

Note that this means that the retreating unit does not normally suffer Disengagement Fire from the units that caused the retreat in the first place. It will suffer fire from enemy units that it must retreat past as it runs away – essentially "running the gauntlet" if it is in a poor position.

13.8 Reinforcements Arrival: When a scenario calls for the arrival of reinforcements at a certain hex, place **all** arriving units into that hex – even overstacked if necessary – only upon the units being activated with a Full Activation. A Limited Activation will simply "burn" the brigade's activation and the units will not enter the game at that time. Reinforcement units move normally from their initial location upon entry, and if overstacked, must observe Stacking Limits at the end of that first move. Should the reinforcing units be technically frozen into an overstacked situation (such as by being forced to operate under a Regroup Order), the player must still move one unit at a time, starting with the largest SP unit, to an adjacent legal hex until the initial hex meets the Stacking Limit. If the assigned hex is occupied by or adjacent to any enemy unit(s), the reinforcements are delayed until the next turn. If the originally assigned arrival hex is still occupied by or adjacent to any enemy unit(s) when the reinforcements are next activated, they instead enter at the closest eligible hex to the originally assigned arrival hex that is not occupied by or adjacent to any enemy unit(s). If multiple hexes qualify, the owning player may choose among them.

13.9 Off-Map Withdrawals: A unit may move off the game map by paying **1 MP** to move from any map edge hex (regardless of the terrain in the hex) off the map. The unit is removed from the map and is considered to be permanently out of the game. It may not return at any time, **but it does not count as an eliminated unit for Victory Point purposes (see 19.0)**.

14.0 Close Combat

Close Combat represents in-close fighting such as short-range firefights, mental intimidation, and, in rare instances, actual bayonet and hand-to-hand melee combat. Close Combat occurs during the **Close Combat Step** and is resolved in the same manner as **Fire Combat**, with the following exceptions:

- Cohesion Tests are resolved on the **Close Combat Cohesion Test Table** instead of the Fire Combat Cohesion Test Table.

- A **Close Combat Cohesion Test** is always required, regardless of the result achieved on the Combat Results Table. If a "No Effect" result is achieved on the CRT, this is termed a **Close Fight** result (not actually "no effect") and still requires a reference to the Close Combat Cohesion Test Table under the "**Close Fight**" column (and these results may affect the attacker as well as the defender).

14.1 Close Combat Eligibility and Declaration: Only the following units are eligible to conduct Close Combat: active **Infantry** units under an **Attack** Order, a **Cavalry** unit during the Artillery Step, or any **Infantry** or **Cavalry** unit operating under an **Event Chit** that allows Close Combat. **Artillery** units may never initiate Close Combat. At the start of the **Close Combat Step**, the active player must announce every Close Combat he plans on making in the current Step, and must designate all attacking units and which hexes they are attacking. Multiple attacking units that are adjacent to the same enemy hex may all attack that hex if they wish. An attacking unit is not obligated to attack any or all adjacent occupied hexes. However, once an attacking unit is announced, it is committed to attacking the designated hex in the current Step.

14.2 Close Combat Procedure: Each announced Close Combat is resolved individually and in its entirety before moving on to the next Close Combat. The order of Close Combats is up to the active player, who does not have to declare the order of Close Combats at the start of the Step. A Close Combat is resolved in the following order:

a. **Defensive Fire:** Enemy units in the targeted hex may issue **Defensive Fire**. In addition, other enemy units adjacent to any currently attacking unit(s), and who are not themselves the target of a different declared Close Combat during this Step, may also issue Defensive Fire, but with **only 50% of their SPs** (this is termed **Supporting Defensive Fire**). All such Defensive Fire is issued normally and in any order chosen by the defending player. If any **Retreat** result is achieved, or if an attacking unit is placed on the **Broken Track**, the retreated or broken unit(s) cannot take part any further in the Close Combat. Should there be more than one defending unit in the attacked hex, each defending unit may issue Defensive Fire at the same attacking hex, or each can fire at a different attacking hex (if there are more than one).

For example, two Union Infantry units in separate hexes attack a Rebel stack of one Infantry unit and one Artillery unit in Close

Combat. During Defensive Fire, the Confederate player can choose to have both units fire at one of the attacking Union units (with the second attacking unit not receiving any Defensive Fire), or have the Infantry unit fire at one Union unit and the Artillery unit fire at the other Union unit.

b. **Cavalry Withdrawal:** In lieu of issuing Defensive Fire, a Cavalry unit may instead immediately withdraw one hex away from the attacking enemy unit. The hex withdrawn to must be a hex the Cavalry could legally enter. The enemy unit may then Advance After Close Combat (see 15.9). There is no limit to the number of times a Cavalry unit can withdraw from various enemy attacks in a given turn. The Cavalry unit **does not suffer Disengagement Fire** when withdrawing. Cavalry may decide at any time to issue Defensive Fire instead of withdrawing.

c. **Initial Close Combat CRT Column:** Any announced attacking units that did not Retreat and that were not Broken by Defensive Fire must continue to conduct the Close Combat (regardless of the Defensive Fire results on any other attacking units)**.** The attacking player finds the column on the Combat Results Table (CRT) that includes the total number of SPs of the attacking units. All attacking units in the same hex must add their SPs together into one total.

If there is more than one attacking hex committed against the same defending hex, the attacking player must designate one of the attacking hexes as the **Assaulting Hex**. The other attacking hexes are called **Flanking Hexes**. Only units in the Assaulting Hex are used to determine the SP total on the CRT, as well as to determine eligibility for all column-shift modifiers except the Odds modifier. For purposes of the Odds column shift modifier only, count *all* the attacking SPs taking part in this Close Combat (i.e., from the Assaulting Hex plus all the Flanking Hexes), and use that SP total to calculate any eligible Odds column shift (only). Then resolve the Close Combat normally using only the Assaulting Hex units. Flanking Hex units **may** still participate in an eligible Advance After Close Combat (see 15.9).

d. **CRT Column Shifts:** The attacking player then consults the list of possible **Close Combat Column Shifts** that would apply to this combat. Shifts can move to the left or to the right of the initial column. Combine all applicable column shifts first, then apply the net shift to get the final SP column to use. Close Combat with column shifts beyond the left of column "**C**" is resolved on column "C." Close Combat with column shifts beyond the right of column "**23+**" are resolved on column "23+." The column shifts are as follows:

Total Attacking SPs are Triple the Defending SPs (3:1 Odds): The attacking player counts all the modified attacking SPs (Assaulting Hex + all Flanking Hexes) and compares that total to the total modified defending SPs. Shift three columns to the right if the total number of attacking SPs is at least triple the total number of defending SPs located in the defending hex.

Total Attacking SPs are Double the Defending SPs (2:1 Odds): As above, but shift two columns to the right if the number of attacking SPs are at least double the number of defending SPs.

Total Attacking SPs are 50% more than the Defending SPs (3:2 Odds): As above, but shift one column to the right if the number of attacking SPs is at least 50% greater than the number of defending SPs. For example, the attacker has 8 SPs and the defender has 5 SPs.

Defending SPs are 50% more than the Total Attacking SPs (2:3 Odds): The attacking player counts all the modified attacking SPs (Assaulting Hex + all Flanking Hexes) and compares the total to the total modified defending SPs. Shift one column to the left if the total number of defending SPs is at least 50% greater than the total number of attacking SPs. For example, the defender has 7 SPs and the attacker has 4SPs.

Defending SPs are Double the Total Attacking SPs (1:2 Odds): As above, but shift two columns to the left if the number of defending SPs is at least double the number of attacking SPs.

Defending SPs are at least Triple the Total Attacking SPs (1:3 Odds): As above, but shift three columns to the left if the number of defending SPs are at least triple the number of attacking SPs.

Only <u>one</u> of the above six Odds column shifts can apply in a given combat. Other column shifts are cumulative.

Example: A Union unit of 10 SPs attacks a Rebel hex containing two units totaling 4 SPs. The attacking Union unit will get a two-column shift to the right because the total number of SPs in the attacking hex is two times (but not three times) greater than the total number of SPs in the defending hex.

Half or more Defending SPs are Artillery: Shift four columns to the right if at least half of the defending SPs are made up of Artillery units.

The best Attacking unit's CR is higher than the Lead Unit's CR: Shift one column to the right if any attacking unit (regardless of its SP value, and only considering units in the Assaulting Hex if a multi-hex attack) has a higher Cohesion Rating than the defending Lead Unit.

The Defending Lead Unit's CR is higher than the best Attacking unit's CR: Shift one column to the left if the defending Lead Unit has a higher Cohesion Rating than every attacking unit (in the Assaulting hex only if a multi-hex attack).

Defending unit is on Higher-elevation side of a Slope hexside than Attacker: Shift two columns to the left if the defender is on a higher Level hex than the attacking hex (only the Assaulting Hex in a multi-hex attack), and a Slope hexside is between them.

Defending unit is on Higher-elevation side of a Steep Slope hexside than Attacker: Shift three columns to the left if the defender is on a higher Level hex than the attacking hex (only the

Assaulting Hex in a multi-hex attack) and a Steep Slope hexside is between them.

Half or more of Attacking SPs are Smoothbore-musket armed: Shift one column to the right if at least half of the attacking units' SPs (only in the Assaulting Hex in a multi-hex attack) are made up of "Sm" weapon type Infantry units.

Half or more of Defending SPs are Smoothbore-musket armed: Shift one column to the left if at least half of the defending units' SPs are made up of "Sm" weapon type Infantry units.

Confederate "Rebel Yell!" attack: Shift two columns to the right if Confederate Infantry units are attacking using the "Rebel Yell" Event chit.

e. **Resolving Close Combat Attacks:** The method used to resolve Close Combat Attacks is identical to the method for resolving Fire Combat (see 12.3b).

f. **Cohesion Test Determination**: Close Combats use the same procedure as Fire Combat for determining which Cohesion Test is required, but use the **Close Combat Cohesion Test** portion of the table. However, it is very important to note that *all* Close Combat results (even a "-" result) require reference to the Close Combat Cohesion Test Table!

Close Combat Example: Union units *109th PA* (3-3 on its *BW* side) and *111th PA* (3-3 on its *BW* side) are stacked together, under Attack Orders and adjacent to a Rebel unit stack consisting of the *45th GA* (3-4) and *49th GA* (4-4). The Union stack is situated on Level 4 Clear terrain, while the Rebels are on Level 5 Clear terrain with a Slope hexside between the two stacks. The Union player decides to declare a Close Combat attack. The Rebel units issue Defensive Fire and get a "No Result." The Union units then attack with 6 SPs, starting the combat on the "6-7" column. This combat is then shifted two columns to the left due to the Slope hexside, and another column to the left because 50% or more (actually, 100% in this case) of the Rebel units are "Sm"-armed Infantry units. That's three column shifts left, which puts the final Close Combat CRT column at "**3**".

Note that the "flow" of the Close Combat sequencing is that an attacking unit(s) will have to move adjacent to an enemy unit during the Movement Step, declare its assault, and then suffer through Defensive Fire. If the unit survives that fire, its tenaciousness puts the onus on the defender to now stand his ground or possibly be intimidated out of his position. So the Close Combat Cohesion Test Table is slightly weighted in favor of the attacker, though both sides can suffer Depletion and Morale Hits. Therefore, Close Combat will normally produce a more dynamic effect than Fire Combat.

15.0 Cohesion Tests

During the course of Fire Combat and Close Combat, some results will require affected units to take a **Cohesion Test**. This involves a roll of both dice on the Cohesion Test Table corresponding to the combat type. The owner of the unit(s) taking the test rolls both dice, then cross references the colored die with the **Depletion Result** column and the white die with the **Skedaddle Result** column*.*

15.1 Fire Combat Cohesion Test Procedure: The player owning the unit(s) subject to a Fire Combat Cohesion Test refers to the **Fire Combat Cohesion Test Table** and finds the section that corresponds with the Cohesion Test type achieved on the CRT - *Routine*, *Tough* or *Severe*. The **Depletion Test** is resolved and completely applied first. Then the **Skedaddle Test** is resolved.

a. **Depletion Test:** The first Cohesion Test is the **Depletion Test**. Find the row that matches the colored die roll in the section that corresponds with the type of Cohesion Test required. The result of the Depletion Cohesion Test is applied only to the targeted Lead Unit. If multiple results are listed, all are applied together.

No Effect (-): The test is passed and there is no effect on the Lead Unit.

Deplete (D): The Lead Unit, if on its *FR* side, is flipped over to its *BW* side. If it is already on its *BW* side, it must take an immediate **Break Test** (see 15.7).

Deplete Two Units (D2): The Lead Unit plus the next largest **printed** SP unit in the target hex each suffer a **Deplete** result as above. If only one unit is in the target hex, treat this as a "D" result.

Deplete All Units (D all): Every unit in the target hex suffers a **Deplete** result as above.

b. **Skedaddle Test:** The second Cohesion Test is the **Skedaddle Test**. Find the row that matches the white die roll in the section that corresponds with the type of Cohesion Test required. The result of the Skedaddle Test is normally applied only to the targeted Lead Unit, unless the result includes a **Panic (P)**. Sometimes, multiple results can be listed, in which case all are applied together.

No Effect (-): The test is passed and the Lead Unit is unaffected.

Morale Hit (MH): The Lead Unit is given a **Morale Hit** (see 15.6). A result of **2MH** indicates that two Morale Hits are incurred by the Lead Unit.

Break Test (BT): The Lead Unit must take a **Break Test** (see 15.7).

Retreat (R#): The Lead Unit **Retreats** (see 15.4) the number of hexes indicated.

Panic Result (P): This result means that, in addition to the normal result to the Lead Unit, one other unit (if available) will **Panic**. The *firing player* selects one enemy unit (not the Lead Unit) in the targeted hex, or in an adjacent hex, that has a *modified* **CR** of **3** or less. This selected **Panicked** unit then suffers the same **Skedaddle Test** result (only) as the Lead Unit*.* No Panic occurs if there are no eligible units with a low enough CR.

For example, a 4 SP Lead Unit is stacked with a Shaken 3 SP unit that has a CR of 4. The Lead Unit is fired upon and receives an **MH R2 (P)** result. The Lead Unit gets a "Shaken" marker and retreats two hexes. The other unit in the stack (with a modified CR of 3 due to its Shaken state) has its "Shaken" marker flipped over to "Disrupted" and also retreats two hexes.

15.2 Close Combat Cohesion Test Procedure: The players refer to the **Close Combat Cohesion Test Table** and find the section that corresponds with the type of Cohesion Test result achieved on the CRT - *Close Fight, Routine*, *Tough* or *Severe*. The **Depletion Test** is resolved and completely applied **first**. Then the **Skedaddle Test** is resolved.

a. **Depletion Test:** The first Cohesion Test is the **Depletion Test**. Find the row that matches the colored die roll in the section that corresponds with the type of Cohesion Test required. The result of the Depletion Cohesion Test is normally applied only to the targeted Lead Unit, unless otherwise indicated by the result.

No Effect (-): The test is passed and there is no effect on the Lead Unit.

Attacker Deplete (AD): The *attacking* unit with the largest *printed* SP value (from the Assaulting Hex if multiple attackers, and owning player's choice if more than one such unit) is affected. A unit on its *FR* side is flipped to its *BW* side. A unit already on its *BW* side takes an immediate **Break Test** (see 15.7).

Deplete (D): The defending Lead Unit, if on its *FR* side, is flipped over to its *BW* side. If it is already on its *BW* side, it must take an immediate **Break Test** (see 15.7).

Deplete Two Units (D2): The defending Lead Unit plus the next largest *printed* SP unit in the target hex each suffer a **Deplete** result as above. If only one unit is in the target hex, treat this as a "D" result.

Deplete All Units (D all): All units in the target hex each suffer a **Deplete** result as above.

Both Deplete (BD): the defending Lead Unit suffers a **Deplete** result *and* the *attacking* unit with the largest *printed* SP value (from the Assaulting Hex if multiple attackers, and owning player's choice if more than one such unit) suffers an **Attacker Deplete** result. *Exception:* If the units in the Assaulting Hex (only) have a total modified SP value that is at least triple the total modified SP value of the units in the defending hex, apply only the "**D**" result. If the units in the defending hex have a total modified SP value that is at least triple the total modified SP value of the units in the Assaulting hex (only), apply only the "**AD**" result.

c. **Skedaddle Test:** The second Cohesion Test is the **Skedaddle Test**. Find the row that matches the white die roll in the section that corresponds with the type of Cohesion Test required. The result of the Skedaddle Test in a Close Combat is applied differently than in a Fire Combat. The entire result is applied to the defending Lead Unit, while any Retreat

result (only) is applied to *all* defending units in the hex. Note that a **Panic Result** will still affect a second unit. If multiple results are listed, all are applied together.

No Effect (-): The test is passed and the Lead Unit is unaffected.

Attacker Morale Hit (AMH): The *attacking* unit with the largest *printed* SP value (from the Assaulting Hex if multiple attackers, and owning player's choice if more than one such unit) receives a **Morale Hit** (see 15.6).

Attacker Retreats (AR#): The *attacking* unit with the largest *printed* SP value (from the Assaulting Hex if multiple attackers, and owning player's choice if more than one such unit) **Retreats** (see 15.4) the number of hexes indicated.

Morale Hit (MH): The Lead Unit is given a **Morale Hit** (see 15.6). A result of **2MH** indicates that two Morale Hits are incurred by the Lead Unit.

Break Test (BT): The Lead Unit must take a **Break Test** (see 15.7).

Retreat (R#): The Lead Unit **Retreats** (see 15.4) the number of hexes indicated.

Panic Result (P): This result means that, in addition to the normal result, one other unit (if available) will **Panic**. The *attacking player* selects one enemy unit (not the Lead Unit) in the targeted hex, or in an adjacent hex, that has a *modified* **CR** of 3 or less. This selected **Panicked** unit then suffers the same **Skedaddle Test** result (only) as the Lead Unit (if the result included a Retreat, the Panicked unit only suffers the Retreat once). No Panic occurs if there are no eligible units with a low enough CR.

Depletion Cohesion measures the physical loss of effective manpower or fighting ability due to those killed in action, wounded, or missing in action, as well as officer casualties.

Skedaddle Cohesion is the unit's psychological reaction to an enemy threat. It determines if the unit conducts retrograde movement in order to get away from the enemy threat and find a safer position. It also determines if the unit suffers any morale degradation.

In both cases, a traumatic and critical loss of cohesion can cause the unit to break, removing it from the game for the time being as an effective fighting force.

Example: A stack of three defending units of **4 SPs**, **3 SPs** and **1 SP** and all with a printed CR of **3** and no markers are attacked in Close Combat. The CRT roll achieves a "**Tough**" Cohesion Test result. Adjacent to the stack of three defenders is a single friendly Shaken unit with **6 SPs** and a CR of **4**. The attacking player rolls a **colored 5** and a **white 5**, which are a **D2** Depletion Test result and a **2MH R2 (P)** Skedaddle Test result, respectively.

The **Depletion Test** result is applied first, and the **D2** causes the defending Lead Unit (the **4 SP** unit) and the next-largest SP unit (the **3 SP** unit) to be flipped to their *BW* sides. The Lead Unit is now

1 SP with a CR of **2** and the other affected unit is now a **C SP** unit with a CR of **2**.

The **Skedaddle Test** is then applied, and the Lead Unit is given a "Disrupted" marker and Retreats two hexes. The other two defenders, the **C SP** and **1 SP** units, must Retreat two hexes.

The attacking player then applies the **Panic Result**, to either the **1 SP** unit (CR 2)**, C SP** unit (CR 2), or the adjacent **6 SP** unit (CR 3), as all three qualify. If he chooses the **1 SP** unit, it is given a "Disrupted" marker for the "**2 MH**" portion of the result (it does not retreat any further than the two hexes it already retreated). If he chooses the adjacent **6 SP** unit, that unit is given a "Disrupted" marker and retreated two hexes.

15.4 Retreat Movement: If the Cohesion test result dictates a **Retreat**, the affected unit must be immediately retreated. Retreat movement is counted in total hexes – not MPs! *The terrain MP cost of hexes retreated through is ignored.* The unit must retreat the entire distance mandated by the test result. Retreats are conducted by the owning player, one unit at a time if a stack is affected, and follow this order of priority:

- The retreating unit must meet these requirements:

  - It must finish its retreat the number of hexes away from its original location specified by the retreat result. This means that a unit might actually retreat more hexes than specified to avoid other retreat restrictions, as long as it ends up that far away from its original hex.

  - It may not enter a hex with an enemy unit.

  - It may not enter an impassable hex or cross an impassable hexside. This includes artillery retreating into a woods hex unless it is following a connected Road.

If the retreating unit cannot retreat without meeting all these requirements, it is placed in **Broken Box 3** on the **Broken Track**.

- If the first set of retreat requirements can be met the following restrictions must be met, **if possible**. They are listed in order of precedence. (1) The retreat path must follow hexes not adjacent to the enemy unit(s) that caused the retreat. (2) The retreating unit must avoid moving adjacent to other enemy unit(s) that did not cause the retreat.

The unit must also, where possible within the above requirements, decrease its distance from its side of the map with each hex retreated. The Union player must try to retreat towards the **East** map edge (all hexes ending in "xx00") and the Confederate player towards the **West** map edge (hexes ending in either "xx17" or "xx18"). If a retreating unit reaches the map edge and has not yet completed its retreat, place it in **Broken Box 1** on the **Broken Track**. Note that if a retreating unit moves from a hex

adjacent to one or more enemy units (other than the initial hex of retreat), those enemy units may issue eligible **Disengagement Fire** (see 13.7). Any Depletion, Break Test and/or Retreat result received is applied normally at that point in the retreat, with a Retreat result being added to the total current Retreat distance. Also be aware that a retreating unit can suffer multiple Disengagement Fires.

The retreating unit may not end its retreat in a hex so as to cause the hex to be over stacked. If the only hex available to retreat into that meets all of the higher priorities is a hex that would now be over stacked the retreating unit retreats additional hexes until it reaches a hex it can legally stack in.

Note that the retreat example and diagram is now wrong and should be disregarded.

15.5 Unit Support: Units that have friendly units from the same brigade in the immediate vicinity can derive morale and physical support from those units, boosting their own ability to withstand enemy fire or assault. This is modeled by modifying an unsupported unit's **CR**. Unit Support is judged and applied in every instance that a unit is required to refer to its **modified CR**.

a. **Unit Support Qualification**: The definition of **Support** depends on the type of unit involved, as follows:

  i. **Any Unit in Woods:** *Any unit* located in a **Woods** hex *never* receives Unit Support, nor does it provide Unit Support to any other Unit**.** This supersedes all other Support qualifications.

  ii. **Infantry:** An **Infantry** unit is considered to be **Supported** if there is at least one *non-Shaken* and *non-Disrupted* **Infantry** unit from the same Brigade stacked with it or in an adjacent hex*.*

  iii. **Artillery**: An **Artillery** unit is considered to be **Supported** only when stacked with or adjacent to any *non-Shaken* and *non-Disrupted* **Infantry** unit (from any Brigade).

  iv. **Cavalry:** A Cavalry unit is always considered to be **Supported**, regardless of its relative position compared to other units. Note, however, that Cavalry units never provide Support to other units.

Broken Track: Units in the "Available" box on the Broken Track **that are** attempting to Rebuild are automatically **Supported**. Note: The Unit Support exception for Woods is very important to remember in this game, but can be easily overlooked.

b. **Unit Support Effect:** If a targeted/Close Combating unit does not have qualifying Unit Support, it is deemed to be **Unsupported** and its **CR** is decreased by one **(-1)** whenever its modified **CR** needs to be calculated.

15.6 Morale Hits: If the Cohesion Test result indicates a **Morale Hit** (**M**), the testing unit applies this result as follows:

- **Unit does not already have a Morale Hit marker:** The unit receives a "Shaken" marker and its **SP** and **CR** values are each reduced by one **(-1)**. If the unit receives two Morale Hits, the marker is placed on its "Disrupted" side and the unit's **SP** and **CR** values are each reduced by two **(-2)**.

- **Unit already has a "Shaken" marker:** The unit's current marker is flipped over to its "Disrupted" side and the unit's **SP** and **CR** values are each reduced by two **(-2)**. If the unit receives two Morale Hits, it is made Disrupted and then must take a Break Test (see below).

- **Unit already has a "Disrupted" marker:** The unit keeps its "Disrupted" marker and must take an immediate **Break Test** (see 15.7). If the unit receives two Morale Hits, it must take two separate Break Tests.

15.7 Break Test: Certain Cohesion Test Table results call for units in extreme distress to make a **Break Test**. There are three such conditions:

- A unit receiving a "**Break Test (BT)**" result.

- A unit on its *BW* side receiving a "**Deplete (D)**" result.

- A unit with a "Disrupted" marker receiving a "**Morale Hit (M)**" result.

A Break Test is resolved immediately upon a unit receiving it. Note that a unit could be required to take more than one Break Test from the same result (for example, a Disrupted unit that receives two Morale Hits). When resolving a Break Test, the owning player rolls one die and compares it to the testing unit's modified **CR**. Find the row on the **Break Test Table** that corresponds to the die roll and apply the indicated result as follows:

- **Die Roll equals or is less than CR:** The testing unit is given a "Shaken" marker. If it is already Shaken, flip the marker to its "Disrupted" side. If the unit is already Disrupted, there is no effect.

- **Die Roll 1 more than CR:** If the affected unit is not an **Artillery** unit, remove any Morale Hit markers and then place the unit, on its *BW* side, into **Broken Box 1** on the **Broken Track**. If the affected unit is an **Artillery** unit, it is permanently eliminated from the game.

- **Die Roll 2 more than CR:** If the affected unit is not an **Artillery** unit, remove any Morale Hit markers and then place the unit, on its *BW* side, into **Broken Box 2** on the **Broken Track**. If the affected unit is an **Artillery** unit, it is permanently eliminated from the game.

- **Die Roll 3+ more than CR:** If the affected unit is not an **Artillery** unit, remove any Morale Hit markers and then place the unit, on its *BW* side, into **Broken Box 3** on the **Broken Track**. If the affected unit is an **Artillery** unit, it is permanently eliminated from the game.

Example: If a testing Infantry unit has a CR of **3**, apply various rolls as follows:

1 or **2** = Morale Hit; **3** = Broken Box 1; **4** = Broken Box 2; **5** or **6** = Broken Box 3.

15.8 Advance After Close Combat: When a hex is vacated by all enemy unit(s) (whether by Breaking or Retreating) after taking a Cohesion Test caused by a Close Combat (only), the surviving friendly unit(s) that were committed to attack the hex (including **Flanking Hex** units) or that were attacked from the hex may advance to occupy the now-empty hex, up to the stacking limit. Note that this advance is allowed to both attacking and defending units**.** Advancing units are not subject to Disengagement Fire (see 13.7) when they make the advancing move.

If the defeated enemy retreated two or more hexes or was **Broken** (for any reason), the victorious units may advance two hexes. The first hex advanced must be the hex previously occupied by the retreating unit(s). The second hex can be any legal hex adjacent to that hex. Again, no Disengagement Fire is allowed against advancing units.

15.9 The Broken Track: Infantry and Cavalry units in *Stonewall's Sword* do not get permanently eliminated from the game. Units in the Civil War were not "wiped out" to the last man. Instead, they would mentally and/or physically break and dissolve into ineffective mobs. In the game, these units are deemed to be "ineffective" and thus have no role on the battlefield. They are placed on the **Broken Track** into one of several boxes, each of which corresponds to a unit's level of distress.

Artillery units are never placed on the Broken Track. Instead, they are permanently eliminated from play.

It is assumed that an artillery battery that totally breaks its cohesion will lose too much of its equipment, horses, and/ or trained artillerists to be able to function again in the same day (if ever).

a. **The Broken Boxes:** Each Broken Box is labeled with a number or "Available". Broken Box "3" represents the greatest degree of disorganization and demoralization. The "Available" Box represents the least disorganized Broken state. Units are placed in a numbered box according to the Cohesion Test result achieved. Units on the Broken Track are always placed on their *BW* side, and never carry any markers. Remove any markers from a unit that is placed on the Broken Track.

b. **Broken Track Adjustments:** During the **End Turn Phase**, all units in a given Box are moved down the track to the next lower-numbered Box or to the "Available" Box (from the "1" Box). Units in the "Available" Box must remain in that Box for the remainder of the game unless **Rebuilt** (see 16.2b) back onto the map. To prevent confusion, move units in the "1" Box first, then the "2" Box, then the "3" Box.

c. **Rally Eligibility:** Units located in the "Available" Box are eligible to use a **Rebuild** action (see 16.2b). Rebuilt units are immediately removed from the "Available" Broken Box and placed on the map in an eligible location on their *BW* side. Note that units can remain on the Broken Track indefinitely.

Let's revisit the previous Close Combat Example at the end of 14.0. The two Union units decide that they need to conduct the Close Combat anyway, despite the low total, as a spoiling attack for another assault elsewhere.

They attack on the "**3**" column of the CRT. The Union player rolls his dice and gets a colored **5** and a white **2** for "**52**". Looking down the "**3**" column, we see that a roll of 52 corresponds to the "**51–53**" row and a result of | - | **0** | **1-3** |. The Rebel Lead Unit is the *49th GA,* which has a CR of **4** (its printed CR of 4 is used because it has Unit Support from the *45th GA*, which is also from Thomas' Brigade*).* In this case, the Unit Support helped the *49th GA* avoid a **Routine** Cohesion Test! Instead, the result is " – ", which during a Close Combat is a **Close Fight** result. The Union player rolls his two dice again, this time rolling a **5** on the colored die and a **3** on the white die, and references the "**Close Fight**" section of the Close Combat Cohesion Test Table.

The **Depletion Test** result is "**BD*,**" therefore both sides need to Deplete a unit. The Union player will Deplete the *111th PA* (both Union units are the same SP value, so it's the owning player's choice), and since it is already on its BW side, the unit must take a Break Test. The Union player rolls one die against the unit's printed CR of **3** and rolls a **2**, which means the unit remains on its *BW* side and is given a "Shaken" marker. The Confederate player has to flip the *49th GA* to its *BW* side.

The **Skedaddle Test** result is "**AMH**", which means one of the two attacking Union units must take a Morale Hit. Again, both are of the same size (printed SPs, not modified SPs), and the Union player places a "Shaken" marker on the *109th PA* so that the *111th PA* doesn't suffer another Morale Hit and become Disrupted.

The Close Combat thus ends with a pair of Shaken Union attackers and one Depleted Rebel unit. Not bad, considering the poor attack situation!

16.0 Rally

In order to get Battle Worn, Shaken, and Disrupted units back into the fight, players must attempt to Rally those units. This activity may only be attempted during the active Brigade's **Rally Step**, and only for units under certain orders and in certain conditions.

16.1 Rally Eligibility: In order to attempt a Rally, a unit must meet all of the following qualifications:

- If an Infantry unit, it must belong to the currently Active Brigade.

- If an **Artillery** or **Cavalry** unit, it must be stacked with or adjacent to any unit belonging to the currently Active Brigade. An **Artillery** or **Cavalry** unit may attempt to Rally

multiple times in a single turn if it meets this requirement with multiple Brigades.

- The Active Brigade must be under **Regroup** or **Defend** Orders, or acting under an Event Chit that allows Rally.

- It must be at least three hexes away from any enemy unit (counting the Rallying unit's hex but not counting the enemy unit's hex), or in the **"Available"** Box on the Broken Track.

- It must be on its *BW* side, and/or have a "Shaken" or "Disrupted" marker.

16.2 Rally Procedure: Once eligible units have been identified, the player may perform **Recovery** and/ or **Rebuilding**, depending on the current Brigade Order. An eligible unit may conduct either Recovery or Rebuilding in a single Rally Step – not both.

- **Recovery:** This procedure allows the removal of one or more **Morale Hits** from a unit. The number of Hits removed depends on the Brigade Order, as follows: **Defend Order:** Each eligible unit may remove **one Morale Hit. This means** a unit can discard its "Shaken" marker or flip its "Disrupted" marker over to its **"Shaken" side**.

- **Regroup Order:** Ea*c*h eligible **unit may remove all of its Morale Hits**. Simply remove the "Shaken"or "Disrupted" marker.

- **Any Other Order:** Units may not recover.

a. **Rebuilding:** This result allows an eligible *BW* unit on the map to flip back to its *FR* side, or allows a unit in the **"Available"** Box to be placed back on the map on its *BW* side. In order to attempt to Rebuild a unit, the owning player rolls one die and compares the die roll to the unit's *modified* **CR** (remember that a Rebuilding unit in the "Available" box is automatically considered to have **Unit Support**). If the roll is less than or equal to the **CR**, the Rebuild attempt is successful and the unit flips to its *FR* side. If **greater than the CR,** the Rebuild attempt is unsuccessful and the unit remains in its current condition. Rebuilding is dependent on the Brigade Order, as follows:

- **Regroup Order:** Each eligible unit may make one Rebuild attempt (as described above). If a unit on the map is successful, it is flipped over to its *FR* side. If this causes the unit's hex to exceed the stacking limit, that unit must immediately displace to an adjacent hex that is further away from the nearest enemy unit and that will not exceed the stacking limit. Repeat this displacement, if necessary, until the unit occupies a hex that does not exceed stacking limits.

- **Any Other Order:** Units may not **Rebuild**.

If a successful unit is re-entering the map from the "Available" Box, it is placed on its *BW* side on any hex that is at least three hexes from any enemy unit. It must also be within three hexes of any other unit from the Active Brigade. If there is no other unit from the Active Brigade on the map, then it must be within three hexes of another unit from the Active Brigade's Division. If this is not possible, then it can be placed within three hexes of any friendly unit. If no such hex exists on the map, then the unit may not attempt to Rebuild until an eligible hex is available.

> Example: Thomas' Brigade of Hill's Division has been taking heavy casualties and the Confederate player decides it's time to get those units rested and refit. The Disrupted *14th GA* is on its *BW* side and also adjacent to an enemy unit. The fresh but Shaken *35th GA* is immediately behind the *14th GA*. The *49th GA* is in the "Available" Box on the Broken Track and the *45th GA* is in "Broken Box 2".
>
> If the Rebel player wants to do some rallying but also keep fighting, he could give **Defend** Orders to the Brigade. This will allow him to conduct Fire Combat, withdraw the *14th GA* back two hexes (2 MPs), and move the *35th GA* up one hex to relieve them. During the Rally Step, since the *14th GA* is now three hexes from any enemy unit, he can perform a Recovery action on it and flip the "Disrupted" marker to its "Shaken" side.
>
> If he had chosen a **Regroup** Order, none of his units could have moved, and he would only have been able to Rebuild the *49th GA* on the Broken Track, as both the *14th GA* and *35th GA* are too close to the enemy. If he had nonetheless chosen this option and rolled a "**1**" on the die compared to the unit's CR of **3**, this would allow the *49th GA* to be returned to the map on its *BW* side, at least three hexes from any enemy unit and within three hexes of either the *14th GA* or *35th GA*. Note that the *45th GA* is not eligible to be Rebuilt yet, as it is in "Broken Box 2".

REBUILD OPTION: In order to more accurately reflect the fact that once a unit broke in combat it rarely returned in good order, we recommend that you not allow a unit to ever Rebuild to its *FR* side once it has been placed on the Broken Track. Unfortunately, it is not possible within the physical constraints of the game package to provide markers to keep track of such units. However, if players wish to do some additional bookkeeping, they may opt to not allow units that have returned from the Broken Track to ever to be Rebuilt to their *Fresh* sides – they must remain on their *Battleworn* sides.

17.0 End Turn Phase Procedures

When no chits remain in the draw cup, players proceed to the **End Turn Phase** to conduct various housekeeping procedures, check on special situations, and update the game's progress.

17.1 Final Held Chit Play: Both players may play one or more of any eligible Event or CIC chits they are still holding at this time. First the Union player announces whether he will play, followed by the Confederate player. If both wish to play chits, the Confederate player decides who goes first. The player going first

plays any eligible chit(s) he wishes, following the prescribed procedure for each such chit. Then, if the opposing player announced his intent to play, he may play his eligible chit(s).

17.2 Union Hex VP Award: The Union player counts the number of Hex Control VPs he earns for the current turn and adds them to his cumulative VP total (see 19.2).

17.3 Reset Brigade Activation Status Markers: Any Brigade Activation Status markers on their "Activated" side are flipped back over to their "Available" (flagged) side. In addition, any Brigades that will be entering play next Game Turn have their Brigade Activation Status markers added to the existing group of markers.

17.4 Update Broken Track: Move all units on the Broken Track to the next lower-numbered box, except units located in the "Available" Box, which remain there.

17.5 Update Jackson, Ricketts and Hill's Arrival Status: If using any of the three optional rules for the random arrival of General Stonewall Jackson (see 20.1) and the possible arrival of Ricketts' Division (see 20.2) and Hill's Rearguard (see 20.3), those procedures are now conducted. The Confederate player first conducts the Jackson procedure and updates the **Where is Jackson? Track** accordingly. If the *Jackson* **CIC Chit** enters the game at this time, it is immediately placed in the draw cup. Then the Union player conducts the procedure for Ricketts' arrival. If Ricketts successfully arrives, his Division Activation chit is added to the draw cup and his first Brigade Activation Status marker is added to that group of markers. If Ricketts' Division Activation chit has entered the game during this or any previous turn, the Confederate player rolls to see if **Hill's Rearguard Brigade** arrives (see 20.3).

17.6 Prepare for Next Turn: Both players gather all seven of their Event chits together to get ready for next turn's Command Decision Phase (including any assigned as Common Events to the **Where is Jackson?** and **Where is Ricketts?** Tracks). Finally, move the Game Turn marker to the next space of the Game Turn Track. If this is the last turn of the scenario, count the number of Victory Points for each side (see 19.0) and determine the game's winner.

18.0 Skirmish Order

Certain units begin some scenarios in Skirmish Order (**SO**), meaning that they are deployed in an open, spread-out formation. This formation conveys certain benefits and penalties. These units are designated by placing a "Skirmish Order" marker on top of the unit counter. Units may not enter SO during the game; they are assigned that status only at the beginning of a scenario. However, units may leave SO during the game.

18.1 Skirmish Order Movement: Units in SO move normally but pay only **1 MP** for each hex entered, *regardless of the hex's actual MP cost*. SO units may not use the **March Column** movement rate, regardless of their Order or movement path, nor may they Engage (see 13.6) an enemy unit. In order to leave Skirmish Order, an SO unit pays **2 MP** at the start of its Movement Step and permanently

removes the SO marker. It may then move as any other unit. **18.2 Skirmish Screen Effects:** An enemy unit that moves adjacent to an SO unit must pay one extra MP (this simulates the effects of harassing fire). After this move, the SO unit must immediately withdraw one hex away from the moving enemy unit into a legal hex that is not adjacent to any enemy unit. If it cannot withdraw one hex and meet those conditions, then it must continue to withdraw until it reaches a legal hex that is not adjacent to any enemy unit. If no such hex is available, the unit is placed in the Broken 1 box. This procedure is conducted with each individual adjacent movement by an enemy unit, even if the SO unit is stacked with other non-SO units, and even due to enemy Advance After Combat or Retreat movement. (In these later two cases, however, obviously no MP penalty is applied to the moving enemy.) Skirmish Order units withdrawing in this way do not suffer Disengagement Fire from any enemy unit.

18.3 Skirmish Order Fire Combat Effects: SO units may issue normal Fire Combat and be the targets of enemy Fire Combat. However, note the special column shifts that are applied in both instances.

18.4 Skirmish Order Close Combat: Units in SO never engage in Close Combat. They may not conduct a Close Combat attack and must always move away from an advancing enemy unit.

Skirmish Order Example: The *8th US* unit is in Skirmish Order and located in a Cornfield hex. The *33rd NC* unit, as the first move of its Movement Step under Attack Orders, moves into a Clear hex adjacent to the *8th US*. That hex costs the *33rd* **two Movement Points** – one for the Clear hex and an extra one for the Skirmish Screen of the *8th*. The US unit must then move one hex away from the North Carolinians, in this case further into the cornfield. The *33rd* only has two Movement Points left (4 MPs for the Attack Order, less two for the hex just entered). It cannot then move into the Cornfield hex previously occupied by the US unit, because such a move would cost 3 MPs – two for the Cornfield hex and another additional MP for moving adjacent to the skirmishing *8th US* unit again.

19.0 Victory Determination

There are two scenarios provided in *Stonewall's Sword*, and each uses this same basic procedure for determining victory and defeat. Both players earn a number of Victory Points (VPs) based on certain accomplishments.

19.1 Confederate Victory Point Schedule: The Confederate player will earn **1 VP** for every Union **SP** (using the *FR* side of each unit) located *anywhere* on the **Broken Track** at the end of the game, and **1 VP** for each **SP** of eliminated Union **Artillery** units.

In addition, the Confederates earn VPs for controlling the following hexes at the end of the game. "Control" is defined as owning the last **Infantry** unit to physically occupy the hex in question during the game (remaining in the hex, or even on the map, is not necessary). The **Confederate Hex Control VPs** are as follows:

Hudson's Mill (hex #3101) = **5 VP**
Robert Hudson House (hex #2404) = **10 VP**
The Wheatfield Crossroads (hex #1311) = **5 VP**
The Culpeper Road Gap (hex #1709) = **5 VP**
The Cornfield Bluff (hex #2107) = **5 VP**
The Pike Intersection (hex #1606) = **10 VP**

The Confederate player *automatically wins the game* at the instant he is able to move any *FR* Confederate **Infantry** unit into hex #1300 (Cedar Run Church). In this case, VP are ignored.

19.2 Union Victory Point Schedule: The Union player earns **1 VP** for every Confederate **SP** (using the *FR* side of each unit) located *anywhere* on the **Broken Track** at the end of the game, and **1 VP** for each **SP** of eliminated Confederate **Artillery** units.

In addition, the Union earns VPs for control (as defined above) of the following hexes *during the course of the game*. These awards are earned *each turn the hex is Union controlled*. The **Union Hex Control VPs** are as follows:

The Crossroads (hex 1514) = **2 VP** per turn controlled
Brushy Field Spur (hex 1315) = **2 VP** per turn controlled
The Gate (hex 1914) = **4 VP** per turn controlled
Newman's Cabin (hex 2114) = **4 VP** per turn controlled
The White Barn (hex 2513) = **4 VP** per turn controlled
The Cedars (hex 2612) = **3 VP** per turn controlled
The Crittenden House (hex 2913) = **6 VP** per turn controlled
Dr. Slaughter's House (hex 3608) = **9 VP** per turn controlled

Confederate Rear Area: Any West map edge hex (ending in "xx17" or "xx18") from hex 1717 to hex 3717 (inclusive) earns the Union player **1 VP** *per turn* that it is occupied by a Union **Infantry** unit at the **End Turn Phase**.

The Union player keeps track of his VPs earned over the course of the game using the **Union VP Track** and the two "Union VP" markers. He counts up the Hex Control and Rear Area VPs earned each turn and adds them to the cumulative total, using the "x10" marker for the tens digit and the "x1" marker for the ones digit of the new total. For example, if the "x10" marker is in the "2" box and the "x1" marker is in the "1" box, this indicates a total of 21 VPs. If the total VPs exceed **99**, use a spare marker to indicate the hundreds digit.

A note about the **Hex Control VPs:** Control of many of these hexes is merely symbolic, and not in and of itself militarily advantageous. But for gameplay purposes, they do provide a convenient and obvious position on the map for players to fight over. They generally represent key points within the enemy position that, if taken, will threaten the viability of the army's line of battle.

19.3 Victory Determination: During the **End Turn Phase** of the last turn of each scenario, both players calculate their total Victory Points earned. Subtract the Confederate VP total from the Union VP total to determine the differential. Then compare that differential to the **Victory Levels** below to determine who wins and to what degree:

Confederate Major Victory: -21 or less

Confederate Moderate Victory: -11 to -20

Confederate Minor Victory: -1 to -10

Draw: 0

Union Minor Victory: +1 to +10

Union Moderate Victory: +11 to +20

Union Major Victory: +21 or more

20.0 Optional Rules

These three Optional Rules are available in the second scenario to add some historical flavor and "what if" possibilities to the game. It is recommended that if they are used, all three be used together.

20.1 Stonewall's Bad Day: General Thomas "Stonewall" Jackson was a talented general by any measure, though whether he was as brilliant as some histories give him credit for is certainly debatable. A couple of his many quirky traits were taking impromptu naps and occasional "disconnects" from the reality going on around him. Jeff Berry makes the point that this may very well be a symptom of a sort of schizophrenia, but we'll probably never know for sure. What we do know for sure is that Jackson was unengaged for a good part of the Battle of Cedar Mountain, doing little more than giving general directions to subordinates and sighting individual artillery batteries. This in fact gave Union General Banks and his army an opportunity to deal the Rebels a serious blow in a situation in which they should have been overwhelmed. Jackson's inattentiveness is reflected in this optional rule by denying the Confederate player the *Jackson* CIC chit until it enters the game via the **Where is General Jackson? Track**. The *Jackson* CIC Chit is placed on the first space of the track ("Jackson Unaware") at the start of the game.

a. **Common Events:** During the course of play, the Confederate player may opt to use any Event chit, when it's drawn, for its **Common Event** side, which says "*Find General Jackson!*" This decision must be made immediately – the player may not decide later that an Event chit held for its unique Event be diverted to the **Where is General Jackson? Track**. Event chits used for their Common Event are placed adjacent to the track in the designated area. There is no limit to the number of Common Event chits that can be placed here.

b. **Where is General Jackson? Resolution:** During the **End Turn Phase** (see 17.4), the Confederate player rolls two dice and adds them together. He then subtracts from this total the number of Common Event chits assigned to the **Where is General Jackson? Track**. If the net result is less than the current Game Turn number, the *Jackson* CIC Chit is moved up to the next box on the track. If the net total is equal to or greater than the Game Turn number, there is no effect. Regardless of the result, all the Event chits assigned to the Track are removed and placed back in the pool of Event chits for use in the next turn.

c. **Jackson Arrives:** At the moment the *Jackson* CIC Chit reaches the last box on the **Where is General Jackson? Track**, it is placed into the Draw Cup and enters play normally during the next Game Turn.

20.2 General Pope's Reinforcements: Off to the northeast of the battle that was raging around Cedar Mountain, the remainder of General Pope's Army of Virginia was stationed just south of Culpeper, Virginia. General Banks was led to believe that Pope would reinforce him once he was engaged with Jackson's force, and this belief gave him the intestinal fortitude to launch the attack that he did in the late afternoon. General Ricketts' division of Pope's army was the closest at hand, and Banks fully anticipated their imminent arrival. The possibility of the arrival of Ricketts' division on the field of battle is simulated using the **Where is General Ricketts? Track**. The *Ricketts* Division Activation Chit is placed on the first space of the track ("Ricketts Unaware") at the start of the game.

a. **Common Events:** During the course of play, the Union player may opt to use any Event chit, when it's drawn, for its **Common Event** side, which says "*Send a Courier to General Pope!*" This decision must be made immediately – the player **may not** decide later that an Event chit held for its unique Event be diverted to the **Where is General Ricketts? Track**. Event chits used for their Common Event are placed adjacent to the track in the designated area. There is no limit to the number of Common Event chits that can be placed here.

b. **Where is General Ricketts? Resolution:** During the **End Turn Phase** (see 17.4), the Union player rolls two dice and adds them together. He then subtracts from this total the number of Common Event chits assigned to the **Where is General Ricketts? Track**. If the net result is less than the current Game Turn number, the *Ricketts* Division Activation Chit is moved up to the next box on the track. If the net total is equal to or greater than the Game Turn number, there is no effect. Regardless of the result, all the Event chits assigned to the Track are removed and placed back in the pool of Event chits for use in the next turn.

c. **Ricketts Arrives:** At the moment the *Ricketts* Division Activation Chit reaches the last box on the **Where is General Ricketts? Track**, the Union player places the chit into the Draw Cup and then selects any one of Ricketts' four Brigades to bring into the game next turn. The player takes the selected Brigade's Activation Status marker and places it with his other active Brigade Activation Status markers on its "Available" side. This procedure is repeated in the **End Turn Phase** of each of the next three game turns until Ricketts' entire Division is in the game. These Brigades enter the game from the eastmap edge hex on the Culpeper Road (hex #1300). Optionally, the Union player may delay entry of any of these Brigades by one turn and enter it instead on the road at hex #2400.

20.3 Hill's Rearguard: Two Brigades of A.P. Hill's Division – Field and Stafford – made up the tail end of Hill's column and were the rearguard of Jackson's army. These units were far from the field and did not historically arrive until the evening, missing much of the day's fighting. However, this rule assumes that if Ricketts' Division arrives in the game, an urgent call will go out to the closest of these brigades (Field) to speed up its march and get to the battlefield as quickly as possible.

a. **Eligibility to Arrive:** During the **End Turn Phase** (see 17.4) of the turn on which the first of Ricketts' Brigades arrives in the game (i.e., the turn after the turn on which the *Ricketts* Division Activation marker is placed in the Draw Cup), the Confederate player rolls one die. On a roll of **5** or **6**, Field's Brigade may enter the game at the start of the following turn. The player takes the *Field's* Brigade Activation Status marker and places it on the Game Turn Track in the next space as a reminder. This roll is made during the **End Turn Phase** of *each turn* until Fields arrives.

b. **Arrival Procedure:** The Brigade arrives on the west map edge hex of Culpeper Road (hex #2218) on the following turn. Optionally, the Confederate Player may delay entry of this Brigade by one turn and enter it instead on the road at hex #2618, or delay it by two turns and enter it on the road at hex #3418.

21.0 Designer's Notes

The inspiration for *Stonewall's Sword* came to me after reading a fantastic online article about the Battle of Cedar Mountain on Jeff Berry's wonderful *Obscure Battles* website. I knew almost nothing about the battle before reading the piece, and it was so entertaining and informative that I felt compelled to design a game on this rather unusual engagement. Designing games on odd and difficult topics is something I yearn to do and the strange circumstances and events that occurred at Cedar Mountain looked to present a worthy challenge.

Fred Manzo and I had already been developing a playable regimental-scale ACW system based on the system designed for *Duel of Eagles*. Once interest in doing Cedar Mountain was sparked, we both determined that this game would be a great vehicle to test this new system, which we have since christened the **Blind Swords** chit-pull system.

The **Blind Swords** system is designed to create an environment where players primarily deal with command-and-control issues, the "fog of war," and, yes: the "chaos of war." The key is to introduce these factors in a player-friendly manner so that each gamer can focus on his/her decision-making challenges, rather on rules absorption and implementation. By using draw chits to offer the player various opportunities and challenges, we allow for many of the exigencies of the battlefield in a straight-forward manner. Our concept is that chaos is the norm on most battlefields – order is the exception. Managing that chaos in a historical context is the goal of the **Blind Swords** system. Additionally, this system is meant to present a tactical feel, but without the rules overhead that normally accompanies systems at this scale. So the

players will be maneuvering regiments and batteries on the map, but without the need to micromanage them. Instead, the players are making division- and brigade-level decisions and must count on the regimental colonels and battery commanders to properly handle their units. Forethought and planning will be key factors, but paramount will be the players' ability to immediately adapt to changes on the battlefield. The "Gods of War" are fickle and unpredictable beings!

So though the game is not difficult to play in the traditional sense of "rules density," there are a number of new and unique concepts and mechanics. Note that firing your units comes before movement, that there are no Zones of Control, that Brigade Orders are intentionally narrowly defined, and that Event chits allow for out-of-sequence interventions by both players. This leads to a rhythm of interplay, akin to the two players skillfully boxing each other rather than simply taking turns hitting each other over the head with chairs like professional wrestlers. Players are constantly looking for openings and opportunities, weaknesses to exploit and chins to protect. As such, gameplay anxiety will hopefully come from making tough decisions and not from a forgotten modifier or a misinterpreted rule. I hope you enjoy playing *Stonewall's Sword* as much as we did putting it together. Good gaming!

Suggested Reading

Obscure Battles website by Jeff Berry (http://obscurebattles.blogspot.com/)

Stonewall Jackson at Cedar Mountain by Robert Krick

Battle Tactics of the Civil War by Paddy Griffith

CREDITS

22.0 Scenarios

There are two scenarios in *Stonewall's Sword*. The first scenario is shorter and can be used as a tutorial. The second represents the historical battle as it got started with the artillery bombardment just before 4:00pm.

The scenario setups list each unit with the number of the map hex where it begins play and, if it is a reinforcement, the turn on which it enters play.

22.1 Valley Vengeance Scenario

This scenario covers just the Union attack that started at about 6:00pm. It is the shorter of the two scenarios and should be used to learn the system. Place the "Game Turn" marker in the **Turn 7**

(5:40) space of the Game Turn Track. All Division Activation chits, except for *Ricketts,* start the game available.

Union Army Setup

Williams' Division - Crawford's Brigade
10th ME – 1606,   3rd WI (A) – 1311,   46th PA – 1411,   28th NY – 1510, 5th CT – 1610

Williams' Division - Gordon's Brigade
2nd MA – 1406,   3rd WI (B) & Z. D'Afrique – 1305,   27th IN - 1206

Auger's Division – Geary's Brigade
5th OH – 1808,   29th OH – 1807,   66th OH – 1907,   7th OH – 1906

Auger's Division – Prince's Brigade
111th PA – 2008,   3rd MD – 2107,   109th PA – 2207,   102nd NY – 2306,
8th US – 2209 in Skirmish Order,   12th US – 2009 in Skirmish Order

Auger's Division – Greene's Brigade
78th NY & 1st DC - 2404

Artillery
Knap – 1607,   McGilvery – 1705,   Best – 1806,   Reynolds – 1905, Cothran – 2005,   Robinson – 2205,   Roemer – 2304

Cavalry
1st PA - 1401

Confederate Army Setup

Winder's Division – Garnett's Brigade
1st VA – 1614,   42nd VA – 1713,   48th VA – 1813,   21st VA – 1814

Winder's Division – Ronald's Brigade
4th VA & 2nd VA – 1417,   5th VA – 1517,   27th VA – 1617,   33rd VA - 1717

Winder's Division – Taliaferro's Brigade
47th AL – 2014,   48th AL – 2214,   23rd VA & 37th VA – 2114, 10th VA – 1815

Ewell's Division – Early's Brigade
13th VA – 2313,   31st VA – 2414,   52nd VA & 58th VA – 2513, 25th VA – 2413, 12th GA – 2613

Hill's Division – Thomas' Brigade
14th GA – 2215,   35th GA – 2315,   45th GA & 49th GA – 2216

Artillery
Carpenter, Caskie & Poague – 1914,   Hardy & Pegram – 2312, Brown & Dement (B) – 2612

Reinforcements (all enter at hex 2218)
Turn 7 (5:40) – **Branch's** Brigade
Turn 8 (6:00) – **Archer's** Brigade
Turn 9 (6:20) – *Jackson* CIC chit and **Pender's** Brigade

Special Scenario Rules

1) The scenario starts with Game Turn **7** and ends at the conclusion of Game Turn **11**.
2) **Union Preliminary Bombardment**: Before the game starts, the Union player first rolls one die for each of **Garnett's Brigade**, **Taliaferro's Brigade**, and **Early's Brigade**, then one more die for all the Confederate **Artillery** units as a group. Apply the results of each roll to the corresponding Brigade or Artillery group as follows:
   - **1:** No effect.
   - **2-5:** The Union player flips one unit of that Brigade or group to its *BW* side.
   - **6:** The Union player flips two units from that Brigade or group to their *BW* sides.
3) **Rebel Preliminary Bombardment**: After the Union Preliminary Bombardment is resolved, the Confederate player rolls one die for all the **Union Artillery** units as a group and applies the result as follows:
   1-2: The Confederate player flips one Union Artillery unit to its *BW* side.
   3-4: The Confederate player flips two Union Artillery units to their *BW* sides.
   5-6: The Confederate player flips three Union Artillery units to their *BW* sides.
4) During the Chit Draw Phase of Turn **7**, the Union player may choose any one Division Activation chit from the cup as the automatic first chit of the turn. In addition, no die roll is made against the Command Rating – it is assumed that a successful roll is made and the selected Brigade achieves a **Full Activation**. The rest of the turn proceeds normally.
5) Units of both sides may not move into any hex south of the **2900** hex row (place the Game Tracks card along hex row 3000 as a reminder).
6) Do not use any of the Optional Rules (see 20.0) for this scenario.

22.2 Slaughter Mountain Scenario
This scenario simulates the battle of Cedar Mountain proper from the point where the two sides began their prolonged artillery duel. Place the "Game Turn" marker in the **Turn 1** (3:40) space of the Game Turn Track. If using the **Stonewall's Bad Day** optional rule, place the *Jackson* CIC chit in the "Start" space of the **Where Is Jackson? Track**. If using the **General Pope's Reinforcements** optional rule, place the *Ricketts* Division Activation chit in the "Start" space of the **Where Is Ricketts? Track**. All Division Activation chits except for *Ricketts* and *Hill* start the game available.

Union Army Setup
Williams' Division - Crawford's Brigade
10th ME – 1502,   3rd WI (A) – 1104,   46th PA – 1204,   28th NY – 1303, 5th CT – 1403

Williams' Division - Gordon's Brigade

2nd MA – 1201,   3rd WI (B) & Z. D'Afrique – 1101,   27th IN - 1002

Auger's Division – Geary's Brigade

5th OH – 1700,   29th OH – 1600,   66th OH – 1900,   7th OH – 1801

Auger's Division – Prince's Brigade

111th PA – 2001,   3rd MD – 2100,   109th PA – 2201,   102nd NY – 2300, 8th US – 2209 in Skirmish Order,   12th US – 2009 in Skirmish Order

Auger's Division – Greene's Brigade

78th NY & 1st DC - 2402

Artillery

Knap – 1607,   McGilvery – 1705,   Best – 1806,   Reynolds – 1905, Cothran – 2005,   Robinson – 2205,   Roemer – 2304

Cavalry

1st PA - 1401

Confederate Army Setup

Winder's Division – Garnett's Brigade

1st VA & 21st VA – 1916,   42nd VA – 1917,   48th VA – 1816

Winder's Division – Taliaferro's Brigade

37th VA – 2116,   47th AL – 2117,   48th AL – 2216, 10th VA & 23rd VA – 2217

Ewell's Division – Early's Brigade

13th VA – 2313,   31st VA – 2414,   52nd VA & 58th VA – 2513, 12th GA – 2613,   25th VA - 2413

Ewell's Division – Trimble's Brigade

15th AL – 3307,   21st NC – 3510,   21st GA - 3610

Ewell's Division – Forno's Brigade

5th LA – 3411,   6th LA – 3412,   7th LA – 3413,   8th LA – 3414, 14th LA - 3415

Artillery

Carpenter, Caskie & Poague – 1914,   Hardy & Pegram – 2218, Brown & Dement (B) – 2612,   d'Aquin & Dement (A) – 2913, Latimer – 3409,   Terry – 3508

Reinforcements (all enter at hex 2218)

Turn 4 (4:40) – **Ronald's** Brigade

Turn 5 (5:00) – **Thomas'** Brigade + *Hill* Division Activation chit

Turn 7 (5:40) – **Branch's** Brigade

Turn 8 (6:00) – **Archer's** Brigade

Turn 9 (6:20) – *Jackson* CIC chit (unless using **Stonewall's Bad Day** optional rule) and **Pender's** Brigade

Special Scenario Rules

1) The scenario starts with Game Turn **1** and ends at the conclusion of Game Turn **14**.

2) The Confederate Brigades **Forno** and **Trimble** may not be activated, Full or limited activation, until the *Jackson* CIC chit enters the game, or until they are "released," whichever happens first. Event chits may not be played on these brigades by either player until they are eligible to be activated. The brigades are released when a Union unit enters any hex in the "29xx" hexrow during play. Beginning with the next Phase after release, these Brigades are eligible to be activated normally. If the *Ewell* Division Activation chit has already been played on the current turn, place it back into the cup *immediately* and proceed normally. The *Latimer* and *Terry* Artillery units may issue Fire Combat normally from the start of the game, but may not move until Jackson enters the game or Forno and Trimble are released.

Historically, Trimble's and Forno's Brigades maintained their positions on Cedar Mountain for most of the battle. Allowing the Confederate player to unleash them at his pleasure would totally unbalance the game. Thus, this condition freezes these units in place until Jackson himself is able to command them or until they are directly threatened.