STANDARD RULES
for the
GREAT BATTLES OF
THE AMERICAN CIVIL WAR
Game System
including
PEA RIDGE • DRIVE ON WASHINGTON • WILSON'S CREEK
CEDAR MOUNTAIN • JACKSON AT THE CROSSROADS/ THE BATTLE OF CORINTH

Read this First:
The rules of this SPI simulation game are organized in a format known as the Case System. This system of organization divides the rules into Major Sections (each of which deals with an important aspect of play). These Sections are numbered sequentially as well as being named. Each of these Major Sections is introduced by a General Rule, which briefly describes the subject of the Section. Many times this General Rule is followed by a Procedure which describes the basic action the Player will take when using the rules in that Section. Finally, the bulk of each Major Section consists of Cases. These are the specific, detailed rules that actually regulate play. Each of these Cases is also numbered. The numbering follows a logical system based upon the number of the Major Section of which the Cases are a part. A Case with the number 6.5, for example, is the fifth Primary Case of the sixth Major Section of the rules. Many times these Primary Cases are further subdivided into Secondary Cases. A Secondary Case is recognizable by the fact that it has two digits to the right of its decimal point. Each Major Section can have as many as nine Primary Cases and each Primary Case can have as many as nine Secondary Cases. The numbering system is meant as an organizational aid. Using it, Players can always easily tell where a Case is located in the rules. As a further aid, an outline of the Major Sections and Primary Cases is given at the beginning of the rules.

How the Section and Case Numbers Work:
Major Section Number
   Primary Case Number
      Secondary Case Number
[6.53]
The preceding example would be the number of the third Secondary Case of the fifth Primary Case of the sixth Major Section of the Rules.

How to Learn to Play the Game:
Familiarize yourself with all of the components. Read all of the General Rules and Procedures and read the titles of the Primary Cases. Set up the game for play (after reading the pertinent Section) and play a trial game against yourself referring to the rules only when you have a question. This procedure may take you a few hours, but it is the fastest and most entertaining way to learn the rules short of having a friend teach them to you. You should not attempt to learn the rules word-for-word. Memorizing all that detail is a task of which few of us are capable. SPI rules are written to be as complete as possible — they’re not designed to be memorized. The Case numbering system makes it easy to look up rules when you are in doubt. Absorbing the rules in this manner (as you play) is a much better approach to game mastery than attempting to study them as if cramming for a test.
1.0 INTRODUCTION
2.0 GLOSSARY OF TERMS
3.0 GAME EQUIPMENT
  3.1 The Game Map
  3.2 Game Charts and Tables
  3.3 The Playing Pieces
4.0 SEQUENCE OF PLAY
5.0 MOVEMENT
  5.1 Movement Conditions and Prohibitions
  5.2 Movement of Routed Units and Units Not in Command
6.0 FORMATIONS
  6.1 Unit Formations
  6.2 Changing Formation
  6.3 Unit Formation Effects on Fire Combat
7.0 FACING
  7.1 Effects of Facing on Movement
  7.2 Effects of Facing on Fire Combat
  7.3 Effects of Facing on Melee
8.0 STACKING
  8.1 Unit Stacking Restrictions
  8.2 Effects of Stacking on Combat
  8.3 Density and Fire Combat
  8.4 Stacking Order
9.0 FIRE COMBAT
  9.1 Combat Strength
  9.2 Weapon Type and Range
  9.3 Fire Strength Per Hexside
  9.4 Multiple Unit Fire
  9.5 Terrain Effects on Fire Combat
  9.6 Effects of Facing and Formation
  9.7 Line of Sight (Line of Fire)
  9.8 Results of Fire Combat Casualties
10.0 ZONES OF CONTROL
  10.1 Withdrawal Fire
  10.2 Retreat Fire
  10.3 Effect of ZOC on Ammunition Supply
  10.4 Effect of ZOC on Leader Control
  10.5 Extent of Zones of Control
11.0 AMMUNITION SUPPLY
  11.1 Supply Wagons
  11.2 Small-Arms Ammunition Supply
  11.3 Artillery Ammunition
12.0 MELEE COMBAT
  12.1 Definition of Melee Strength
  12.2 Restrictions on Ability to Engage in Melee
  12.3 Effects of Terrain
  12.4 Effect of Leaders on Melee
  12.5 Effects of Morale and Rout on Melee
  12.6 Melee and Fire Combat
  12.7 Stacking in Melee
  12.8 Retreat Before Melee
  12.9 Results of Melee Combat
13.0 MORALE AND ROUT
  13.1 Morale Ratings
  13.2 When Units are Routed
  13.3 Effects of Rout
  13.4 Effects of Stacking on Rout
  13.5 Rally
14.0 RETREATS
  14.1 Restrictions on Retreats
  14.2 Retreating Through Enemy ZOC's
  14.3 Presence of Friendly Units and Retreat
  14.4 The Path of Retreat
15.0 RESTRICTIONS ON ARTILLERY MOVEMENT AND FIRE
  15.1 Artillery Gun Crews
  15.2 Exploding Caissons
16.0 SPECIAL CAVALRY RULES
  16.1 Cavalry Retreat Before Melee
  16.2 Cavalry Charge
  16.3 Special Mounted Cavalry Rules
17.0 LEADERSHIP
  17.1 Brigade Commanders
  17.2 Division Commanders
  17.3 Other Commanders
  17.4 Effect of Presence of Leaders on Melee and Morale
  17.5 Leader Stacking Restrictions
  17.6 Detachment and Attachment of Brigades
  17.7 Leader Casualties
  17.8 Battlefield Promotions
18.0 BRIGADE COMBAT EFFECTIVENESS
[1.0] INTRODUCTION

This set of Standard Rules includes rules common to SPI's series of grand tactical games simulating regimental level Civil War battles.

[2.0] GLOSSARY OF TERMS

Column or In Column: One of two formations possible for infantry units to adopt. Enables units to move more rapidly along roads at some cost in combat ability. See also "Line."

Command Points Rating: Each division commander has a number of Command Points each Game Turn. Command Points are expended to increase the Effectiveness Radius of brigade commanders subordinate to that division commander. One point is expended for each hex added to the Effectiveness Radius of a brigade commander. Thus, a commander with a total of two Command Points could increase the Effectiveness Radius of one brigade commander by two, or two brigade commanders by one.

Current Strength: A unit's Combat Strength (measured in points) may be reduced during play when the unit suffers losses. Such losses decrease the combat ability of the unit; each unit's "current strength" is therefore kept track of using a numbered chi. See also "Initial Strength."

Current Strength Multiplier: A number by which a unit's "current strength" (measured in points) is multiplied to reflect the effects of range (the distance between the firing unit and the target) on fire.

Divisional Integrity Radius: A numerical rating of each division commander which represents the range in hexes over which that division commander may command his subordinate brigade commanders. As long as a brigade commander is within his division commander's radius in the Initial Command Phase, he may move freely in the subsequent Movement Phase.

Effectiveness Radius: A number rating which measures the relative ability of each brigade commander to control his troops. The Effectiveness Radius is given in terms of hexes; the higher the number, the greater the distance over which that brigade commander can effectively control his troops. Note that division commanders have no Effectiveness Radius; see also "Divisional Integrity Radius" and "Command Points Rating."

In Command: A unit is considered to be "in command" relative to a particular leader when it is either within that leader's Effectiveness Radius or in the same hex with that leader. Note that a unit will generally be "in command" of the leader to which that unit is subordinate, but that this is not necessarily true; see also "Subordinate Unit" and "Effectiveness Radius."

Initial Strength: A unit's Combat Strength (measured in points) at the start of the game; this value is printed on the counter representing the unit (see 3.31, Sample Units). See also "Current Strength."

Line: One of two formations possible for infantry units to adopt. Enables units to fight most effectively at some cost in mobility. See also "Column."

Morale Check: A game function performed by a Player whenever something happens which brings into question the relative value of discretion and valor. As a result of a morale check, a unit may rout.

Morale Rating: The numerical rating of each combat unit's ability to sustain the psychological ef-

fects of battle. The numbers range from "1" (best) to "5" (worst). This rating is referred to whenever a player is required to check a unit's morale.

Rally Rating: This is the number of units in a brigade commander's Effectiveness Radius which he can rally in a given Initial Command Phase, plus any additional rally points that might be added by a rally marker placed into adjacent hexes.

[3.0] GAME EQUIPMENT

CASES:

[3.1] THE GAME MAP

The map sheet portrays the area in which the battles were fought. A hexagonal grid pattern is printed on the map sheet, together with the location of the playing pieces and to indicate which are the key points for the game. To the map sheet, see the map booklets.

[3.2] GAME CHARTS AND TABLES

Various visual aids are provided with the game in order to simplify and illustrate certain game functions. Some of these charts and tables are printed directly on the game map. These may be other charts and tables included in the rule booklets.

[3.3] THE PLAYING PIECES

There are three types of counters in the game, combat counters (called "units"), leaders and markers. Combat units include infantry regiments, cavalry regiments, supply wagons, and artillery batteries. These are at least two types of leader counters: brigade commanders and division commanders. There are at least two types of marker counters, including Ammunition Depot, Column, Combat Strength, Engaged, Game Turn, and Casualty Track Markers. There may be other types of counters in a game as detailed in the Exclusive Rules for that game.

[3.31] Sample Units

COMBAT UNIT: Front

<table>
<thead>
<tr>
<th>Brigade Leader</th>
<th>6 NC Lewis</th>
<th>Designation</th>
<th>3</th>
<th>R1</th>
</tr>
</thead>
<tbody>
<tr>
<td>Formation</td>
<td></td>
<td>Morale</td>
<td>31</td>
<td></td>
</tr>
<tr>
<td>Weapon Type</td>
<td></td>
<td>Initial Strength</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

COMBAT UNIT: Back

<table>
<thead>
<tr>
<th>6 NC Lewis</th>
<th>RTD</th>
</tr>
</thead>
<tbody>
<tr>
<td>Routed</td>
<td></td>
</tr>
</tbody>
</table>

LEADER UNIT: Front

<table>
<thead>
<tr>
<th>Division Commander</th>
<th>5 I (5)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rank</td>
<td></td>
</tr>
<tr>
<td>Divisional Integrity Radius</td>
<td>Rally Rating</td>
</tr>
</tbody>
</table>

LEADER UNIT: Back

| Trux Ricketts REPL 3 1 (4) |

SUMMARY OF MARKER TYPES

<table>
<thead>
<tr>
<th>Pin</th>
<th>Pinned</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rout</td>
<td></td>
</tr>
<tr>
<td>Column</td>
<td>Column Formation</td>
</tr>
<tr>
<td>Engaged</td>
<td></td>
</tr>
</tbody>
</table>
[3.32] Combat Strength Markers
When a unit’s Combat Strength is reduced by casualties, a Combat Strength Marker is placed under the unit to represent that unit’s new Combat Strength. Thus, if a ‘4’ Strength Point cavalry unit takes a one point loss, a ‘3’ Strength Point Marker would be placed under the unit. When a battery takes a loss caused by enemy artillery fire, the number of guns is reduced by placing a Strength Marker under the battery in the same manner as an infantry or cavalry unit.

[3.33] Unit Designations
The designation of a unit is the historical name or military designation of that unit or leader. Designations have direct effect on play and also included for historical interest and as an aid to setting up and organizing the game.

[3.34] Weapon Type
A unit’s weapon type refers to the type of armament that unit had in the battle. Weapon types affect the Fire Combat Strength of the unit when it engages in Fire Combat. The letter on the counter is an abbreviation for the weapon type with which that unit is armed. The abbreviations are summarized and the effects of range on that weapon are displayed on the Range Effects Chart (0.25).

[4.0] SEQUENCE OF PLAY

GENERAL RULE:
The play of the game is organized into “Game-Turns.” Each Game-Turn is divided into two phases: Player-Turn and Reader-Turn, each player moves his units and then resolves combat in sequence. At the conclusion of the final Game-Turn, the Victory Conditions are consulted and a winner is declared.

GAME-TURN SEQUENCE OUTLINE
Each Game-Turn is divided into a First Player-Turn and a Second Player-Turn. The player whose Player-Turn is currently in progress is termed the Phasing Player. The Sequence of Play must be executed in the order presented.

1. First Player-Turn
   A. Initial Command Phase: The Phasing Player may attack and move batteries which are in the Divisional Integrity Radius or a division command. In addition, the Phasing Player checks the Divisional Integrity Radius to determine which brigade commanders are in command. Division commanders may expend Command Points to increase the Effectiveness Radius of subordinate brigade commanders. The Phasing Player then checks the Effectiveness Radius of all his brigade commanders to see whether the units within each brigade commander’s command may move and fire.
   B. Movement Phase: The Phasing Player moves all, some, or none of his units as he desires and may bring reinforcements onto the map, as determined by the Reinforcement Schedule. The non-Phasing Player’s units may not move during this Phase, but they may, however, conduct withdrawal fire as appropriate.
   C. Defensive Fire Phase: The non- Phasing Player may conduct Fire Combat with any of his units that are capable of firing at any of the Phasing Player’s units, within the provisions and restrictions of the Fire Combat and the Line of Sights rules. Neither Player may move his units during this Phase, except as a result of combat.
   D. Offensive Fire Phase: The Phasing Player may conduct Fire Combat (see Phase C).
   E. Retreat Before Melee Phase: The Phasing Player announces his melee attacks for the Melee Phase. The non-Phasing Player then has the option to retreat to units that are in the Zone of Control of Enemy units or two hexes, thus avoiding melee. The retreating units undergo withdrawal fire and the owning Player must roll for possible rout at the end of the retreat, whether a casualty has occurred as a result of withdrawal fire or not. The Phasing Player may advance a unit into the vacated hexes.
   F. Melee Phase: Phasing Infantry and cavalry units which begin this Phase adjacent to Enemy units may now enter the hex occupied by that Enemy unit (s) and engage in melee combat. The melee combat is resolved and casualty results are applied as a result of the melee combat.
   G. Ammunition Resupply Phase: The Phasing Player may resupply eligible units which are out of ammunition.
   H. Rally Phase: Pin Markers are moved from the Phasing Player’s units. The Phasing Player may rally his routed units which are stuck with leaders in the Effectiveness Radius of their brigade commanders. A die is rolled to determine whether or not independent units rally.
   I. Final Command Phase: Friendly leaders that have been killed are replaced and leader promotion is performed if necessary. Uncrewed supply wagons may be recrewed. During the Final Command Phase, game functions that occur only in a given game, as described in the exclusive rules, are performed.

2. Second Player-Turn
   A. Initial Command Phase: The Second Player becomes the Phasing Player and proceeds to follow the Player Sequence. Steps A through J, as described above.
   B. Game-Turn Record Interphase: The Game-Turn Marker should be advanced one space on the Game-Turn Record Track to mark the passage of one Game-Turn. Note: Some game functions as described in the Exclusive Rules, are performed.

[5.0] MOVEMENT

GENERAL RULE:
Each type of unit and leader in the game has a Movement Allowance which is listed on the Terrain Effects on Movement Chart (5.19). The number listed for each unit type is the basic number of hexes a unit could move into in a single Movement Phase. Each Player moves his units during the Movement Phase of his Player-Turn.

PROCEDURE:
Units may be moved one at a time, or in stacks, hex-by-hex, subject to the diagonal movement of directions the moving Player chooses. The Movement Phase ends when the Player announces that he has finished moving his units.

[5.1] MOVEMENT CONDITIONS AND PROHIBITIONS

During its Movement Phase each unit may move as far as its Movement Allowance permits. A unit may never exceed its Movement Allowance even if it may be moved more. A unit is never forced to move during its Movement Phase. Unused Movement Points may never be saved for subsequent Game-Turns or transferred from unit to unit.

A unit may not enter a hex containing an Enemy unit during the Movement Phase. An Enemy occupied hex may be entered only during the Melee Phase (see 2.0).

Fire Combat does not take place during the Movement Phase unless the moving Player’s units trigger withdrawal or retreat fire (see 10.1 and 10.2).

Units may move into and out of Enemy Zones of Control (10.9), although they may be subject to withdrawal fire (10.1) when they do so.

The number of Movement Points a unit must spend to enter a hex depends on the type of terrain in the hex and the formation the unit is in. The Movement Point Cost to enter each terrain type is listed on the Terrain Effects on Movement Chart (5.19). Note: A unit spends Movement Points for the most expensive terrain type when entering a hex with two or more types of terrain (e.g., woods and clear). The type of terrain most beneficial to the defender is used to determine any column shifts in fire combat.

Movement from hex to hex must be consecutive; units may not skip hexes.

A unit may not be moved or retreated off the map. A unit which would be forced to retreat off the map is captured by the Enemy Player.

Retreats conducted during any Phase do not require the expenditure of Movement Points and are not considered movement.

Terrain Effects on Movement Chart (see rule sheet).

[5.2] MOVEMENT OF ROUTED AND OUT OF COMMAND UNITS
Routed and out of command regiments may only move one hex (regardless of terrain costs). These units may not change formation and may not enter an Enemy Zone of Control (ZOC) (see 10.0); if already in an Enemy ZOC, they may only move out of the ZOC and into a hex not adjacent to any Enemy units. An out of command brigade commander may only move one hex (see 17.21), but his subordinate units may move normally within his Effectiveness Radius (i.e., they are still in command).

[5.3] INDEPENDENT REGIMENTS AND BATTERIES
Independent regiments and batteries (marked "indep" on their counters) may move, change formation, fire, rally (see 13.54), initiate melee, and so forth, without needing Friendly leaders. They are, in effect, always in command.

[6.0] FORMATIONS
GENERAL RULE:
All combat units may be either Line or Column; artillery units are either limbered or unlimbered; cavalry units are either mounted or dismounted (the equivalent of infantry in Line formation). Supply wagons, trains, and leaders have no formation. Supply wagons engage in combat as Line infantry. A unit’s formation affects the unit’s ability to move and engage in combat.
PROCEDURE:
To change formation a unit must expend Movement Points. The Movement Point Cost to change formation is listed under the Formation Change Column of the Terrain Effects on Movement Chart (5.19). Infantry and artillery may change formation at any time during a Friendly Movement Phase while cavalry may only mount or dismount at the end of a Friendly Movement Phase.

CASES:

[6.1] UNIT FORMATIONS
[6.11] Infantry units in Column gain increased mobility while sacrificing combat capability. An infantry unit (as well as a limbered artillery unit or a mounted cavalry unit) may move through a road or pike hex occupied by a Friendly unit if and only if the moving unit expends Movement Points to pay for the cost of the other terrain in that hex (i.e., it cannot use the road). Infantry units may use roads, pikes and bridges only when in Column. Infantry in Column may not initiate melee, though they defend normally in melee. Infantry in Column may not engage in fire combat. To designate a unit as being in Column, place a Column Marker on top of it. In instances where there are large lines of infantry in Column, it is necessary to so designate only the lead unit. A unit in Column formation is fired upon automatically goes into Line formation (this occurs after the combat has been resolved).

[6.12] Infantry units in Line formation may move anew range in combat normally. Infantry units are considered in Line at all times, unless otherwise designated (see 6.11). Infantry in Line may not benefit from pikes or roads, nor may they use bridges to cross streams (i.e., the presence of a road, pike, or bridge in a hex is disregarded for the purposes of moving a unit in Line formation).

[6.13] Artillery is either limbered or unlimbered. When an artillery battery is limbered, it is prepared to move; when it is unlimbered, it is prepared to fire. Unlimbered artillery may only fire; it may not move. When artillery is attacked by melee only the crew of the gun is considered (see 12.12). (The same applies to small-arms fire, which affects only the gun crew.) Gun crews are considered to be in Line, for purposes of melee, fire combat, and when routed and moved without gaining (see 6.11 and 15.1).

[6.14] Cavalry units may operate either mounted or dismounted. When mounted, they may engage in melee combat (or may charge), but they may only fire if armed with pistols, Colt repeaters, or carbines. Dismounted cavalry units are considered Line infantry for all purposes (except, of course, they cannot go "into column"), and they fire, engage in melee combat, and move as such. Mounted cavalry suffer a one Column adjustment to the right on the Fire CRT when fired upon (see 7.0). cavalry are printed on both sides, each side representing either mounted or dismounted status. To change from one to the other, simply pay the cost in Movement Points (see 6.22) and turn the unit over. For special rules pertaining to the ability of mounted cavalry to charge or retreat before combat, see 16.0.

[6.2] CHANGING FORMATION
[6.21] A unit that is outside the Effectiveness Radius of its brigade commander and not stacked with a division commander in the Initial Command Phase may not change its formation during the ensuing Friendly Movement Phase although it could move one hex in some cases (see 17.11 and 5.2).

[6.22] Units pay costs in Movement Points to change formation. Infantry and artillery units may change formation at any time during a Friendly Movement Phase (Exceptions: 6.21), as long as they have the requisite number of Movement Points available. Cavalry units may dismount or mount only at the end of a Friendly Movement Phase provided that they have sufficient Movement Points remaining to perform the operation. Thus, a dismounted cavalry unit that does not have enough Movement Points at the end of the Movement Phase may not mount.

[6.23] If artillery either limbers or unlimbers (changes formation) within range and Line of Sight of any Enemy small-arms unit (excluding supply wagons crew; see 1.1) those Enemy small-arms units may fire at the battery before it changes formation. This fire is a form of withdrawal fire. If, as a result of such fire, the gun crew of the battery is pinned or taken as a casualty, the battery may not complete its change of formation. This rule may be used regardless of the stacking order (see 8.4) of the artillery unit in its hex, and only the artillery battery is affected (except pinned results).

[6.24] A unit which changes formation in the ZOC of an Enemy unit triggers withdrawal fire from the Enemy unit (see 10.6).

[6.3] UNIT FORMATION EFFECTS ON FIRE COMBAT
[6.31] A unit's formation itself has no effect on defense against fire. Whether a unit is in Line or Column will affect fire only in that a unit in Line will present a different (less valuable) facing than a unit in Column (see 7.2).

[6.32] Limbered artillery units may not fire.

[6.33] Infantry in Column may never fire nor initiate melee. Mounted cavalry may have its strength doubled when in melee with Infantry (see 16.2).

[6.34] Mounted cavalry units may fire through their one frontal hexside if they are armed with pistols, carbines, or Colt repeaters.

[6.35] Mounted units are always considered enfiladed when fired upon.

[7.0] FACING GENERAL RULE:
All infantry, artillery and cavalry units have a specific facing dependent on their formation. Line infantry, dismounted cavalry and unlimbered artillery have three hexsides which are considered to be "Frontal" hexsides, and three which are "Enfilade" hexsides (see following illustration). The "front" of each unit is the top of each unit counter; the top hexside and the hexsides to either side of that top hexside. The three rear hexsides are the "enfilade" hexsides. Infantry in Column, supply wagons, mounted cavalry, and limbered artillery are always considered enfiladed whenever fired upon regardless of the direction of the fire. Mounted cavalry have one frontal hexside, the hex directly at the top of the unit, which they may fire through if armed with pistols, carbines, or Colt repeaters. All other types of units have no facing and thus are considered to present frontal hexsides at all times.

PROCEDURE:
Each unit is so oriented that the top of the unit counter is facing toward a specific hexside and is not situated between two adjacent hexsides. All units stacked in the same hex at the end of a Movement Phase maintain the same facing. A unit moving into a hex assumes the facing of the unit(s) already in that hex.
Three infantry regiments worth "3" points each are in a clear hex. Only four of these nine points may fire through any one hexside. Four more points (out of the remaining five) may fire through a different hexside, while the last remaining point may fire through the remaining frontal hexside. If one of these units was artillery, four of the infantry points plus all of the guns could fire through the same hexside (see 9.3).

[7.22] Units may fire through only their frontal hexsides.
[7.23] Units may be fired upon through any hexside. A unit which is fired upon through one (or more) of its rear hexsides is enfiladed (see 7.6, General Rule). A unit which is enfiladed by at least one firing Enemy unit has the total Fire Strength being directed against it adjusted one column to the right (in favor of the firing Player). If a Line of Fire bisects a frontal hexside and an enfilade hexside, the unit is considered to be fired on through its frontal hexside.

[7.3] EFFECTS OF FACING ON MELEE
[7.31] A unit may advance only through one of its frontal hexsides into a hex to melee one or more Enemy units.

[7.32] Other than the provisions of Case 7.31, facing has no effect on melee combat. The facing of any units in melee combat may be rearranged by the owning Player(s) when melee is concluded.

[8.0] STACKING
GENERAL RULE:
Generally, units may move through other, Friendly units freely (with the exception of units in Column, mounted cavalry, and limbered artillery; see 6.11) if enfiladed. There is no restriction on Movement Points to stack or unstack, and stacking restrictions apply only at the end of a Movement or Combat Phase.

CASES:
[8.1] UNIT STACKING RESTRICTIONS
[8.11] The number of units and Combat Strength Points that may occupy any single hex at the same time is dependent on the type of terrain and, for infantry, whether or not the unit is in Column. The Stacking Restrictions Chart (8.18) lists all the limits.

[8.12] For purposes of stacking, the Combat Strength Points of a unit (unadjusted by terrain, etc.) is its number of Stacking Points, with the exception of supply wagons, which are worth four Stacking Points and batteries which are worth one (see 8.13).

[8.13] The number of artillery batteries that may be stacked in a given hex is listed on the Stacking Restrictions chart (8.18). Batteries may be stacked with infantry and other unit types in the same hex; each battery counts for one Stacking Point.

[8.14] Leaders and markers never count against stacking restrictions. Any number of these counters may be in any one hex.

[8.15] A unit may not retreat into or through a Friendly occupied hex. If a retreating unit is forced to enter a Friendly-occupied hex, the other units in that hex are displaced and must then undergo a morale check (see 14.3).

[8.16] An infantry unit in Column formation may never move into a hex containing any other combat unit.

[8.17] Mounted cavalry units may never move into a hex containing any other Friendly unit except other mounted cavalry units and leaders.

[8.18] Stacking Restrictions Chart (see mapsheet)

[8.2] EFFECTS OF STACKING ON COMBAT
[8.21] Only the top-most infantry or cavalry unit in a stack takes losses when the hex is fired on. However, if a combat result calls for losses greater than the number of Strength Points possessed by the top unit, the remainder of losses must be taken from the next infantry or cavalry unit in the stack. Thus, if a "1" Strength Point (SP) unit is stacked on top of a "3" SP unit and the units undergo fire with a casualty result of "2," the top unit is eliminated and the bottom unit loses one Strength Point. Artillery only incur losses if no infantry or cavalry units are present in the hex. Exceptions: See 6.23 and 8.22.

[8.22] If a stack of units is fired upon by artillery at a range of 56.5 feet or greater, the artillery fires separated and the die is rolled once for each unit in the hex, top unit first. Any result to one unit affects only that unit. If a unit is routed as a result of combat, all units in that hex must undergo morale checks, even if they do not suffer any losses. All units in the hex take fire before checking for rout.

[8.23] For purposes of Case 8.22, the density rules in 8.3 apply to each individual unit even though they are being affected individually. Thus, if three units, each with 4 Points, were fired on (as in the above Case), when checking for results the Player would adjust two columns to the right for density, even though the individual units are only worth 4 Points. (The stack coasts of 12 Points). See also 9.42.

[8.3] DENSITY AND FIRE COMBAT
[8.31] The number of Strength Points in a hex may affect the efficiency of Enemy fire. The more "crowded" the hex, the more effective the Enemy fire will be.
[8.32] In determining the column for Fire Strength on the Fire Combat Results Table, the Player must consult the Density Adjustment Chart (8.35). He looks under the column with the correct number of Strength Points in the hex, and makes any Column adjustment as given.
[8.33] For the purposes of density each artillery battery is worth only one Strength Point. Thus, an infantry regiment of "4" plus a battery with six guns would still be worth only 5 Points for purposes of density.
[8.34] For density purposes a supply wagon is worth four Stacking Points. Leaders and markers have no effect on density.
[8.35] Density Adjustment Chart (see charts and tables)

[8.4] STACKING ORDER
[8.41] Units may stack, or change their stacking order, only during a Friendly Movement Phase, with one exception: If the top unit runs out of ammunition (see 11.0), the Player may change the stacking order at the end of the Fire Phase in which depletion occurred. Otherwise, it remains the same.

[8.42] All units stacked in the same hex must maintain the same facing. Units moving into a hex assume the facing of the unit in the hex.

[9.0] FIRE COMBAT
GENERAL RULE:
Combat units may fire their weapons at Enemy units in accordance with the rules on Range of Weapons, Fire Combat and Line of Sight. Fire occurs during the Offensive and Defensive Fire Phases within each Player-Turn. Fire may also be triggered during the Movement Phase (if a unit withdraws or changes formation) and during the Retreat: Before Melee Phase (if a unit retreats). The Fire Combat Results Table has two rows on it, one used for small-arms fire and artillery fire against artillery or supply wagons and the other used when artillery fires on infantry or cavalry. Units are never required to fire.

PROCEDURE:
The firing Player announces which of his units are firing on a given Enemy unit. The Combat Strength of each separate firing unit is modified by the range of that unit from the target unit. The Range Effects Chart details the effect of range on each weapon type. The Combat Strengths of all firing units are added together, after the effects of range have been applied. The Total Fire Combat Strength is then located on the Fire Combat Results Table. The CRT column may be modified to the left or right as a result of the defending unit's facing, formation, and the terrain it occupies. A die is rolled and the result of that combat is indicated at the intersection of the CRT column and the row corresponding to the die roll result. After results are applied, a morale check (see 9.8) may be required.

CASES:
[9.1] COMBAT STRENGTH
Each combat unit has its initial Combat Strength and weapon type printed on the counter. As a unit suffers losses, Combat Strength Markers are placed under the unit to indicate its current Strength (see 3.32). The Combat Strength of a fir-
[9.1] Combat Strength Markers are neutral and may be used by both sides. The Combat Strength represents the unit's current manpower, fire strength, melee capabilities, and stacking points.

[9.12] All infantry units and dismounted cavalry have a Fire Strength and Melee Capability equal to their Combat Strength. This is the Initial Strength, not the Combat Strength given on the counter, although the two can be the same. (See 6.14 and 16.2 for mounted cavalry.)

[9.13] All artillery units have a Fire Strength equal to their Combat Strength value (as modified by their gun crew status); however, melee involving an artillery unit is resolved against its crew. A crew has a Melee Strength of "1" when at full strength and "0" when at reduced strength. (Since melee combat is differential, the "0" can be used mathematically). Artillery crews may never initiate melee; they use their Melee Capability only to defend against melee (see Case 12.25).

[9.14] Artillery fire against infantry or cavalry units is resolved using the Grapeshot row of the CRT. Artillery fire against artillery and supply wagons is resolved using the Small Arms and Counter-Battery row of the CRT (charts and tables).

[9.15] Units armed with small-arms weapon types always resolve fire combat on the Small-Arms and Counter-Battery Fire row of the CRT.

[9.16] Fire Combat Results Table (charts and tables)

**[9.2] WEAPON TYPE AND RANGE**

[9.21] The type of weapon fired by each individual unit is noted on the counter for that unit. Units that have no weapon type may not engage in fire combat. The different weapon types are listed on the Range Effects Chart (9.25).

[9.22] A unit's weapon type delineates how far and how effectively it may fire.

[9.23] Each weapon has a maximum range (in terms of hexes) at which it may fire at an Enemy unit. This range is found on the Range Effects Chart (9.25). No unit may fire at an Enemy unit that is outside the maximum range for that weapon. Calculate by counting the distance, in hexes, from the firing hex to the target hex. The firing unit’s hex is not counted as part of the range figure; the target hex is counted. A unit's Fire Strength can be greatly affected by range.

[9.24] Adjacent opposing units may always engage in fire combat against each other, or they may fire at other, more distant units.

[9.25] Range Effects Chart (charts and tables)

**[9.3] FIRE STRENGTH PER HEXSIDE**

The number of Combat Strength Points that may fire out of (not into) a given hex is limited to the number of frontal hexes available to fire through. Four Strength Points may fire out of a given hex through any one of its frontal hexes.

[9.31] The four Strength Points that may fire through a hexside are "Pre-Ranged Effects Modification Strength Points." Thus, the 4 Points may be doubled, halved, etc., as an effect of range.

[9.32] Artillery is not limited to the number of Strength Points of fire per hexside. Thus, all batteries in a hex may fire out of one hexside (see 7.21).

[9.33] Hexside Fire Zone Diagram

[9.4] **MULTIPLE UNIT FIRE**

[9.41] In fire combat, units firing from different hexes at the same Enemy hex must combine their Fire Strength into one total. Each unit's Fire Strength is computed separately for range, and then all are added together. Infantry Fire Strength and Artillery Fire Strength are never added together; these units always fire separately.

[9.42] When a unit is fired on by both artillery and small-arms, both attacks are resolved before any resulting casualties are applied. (This can be important because the chance of causing a casualty is affected by the density of Combat Strength Points in the hex.) All casualties (if any) from both fires are then applied before receiving a morale check, if necessary (see 13.2). (Thus, a unit does not "escape," for example, artillery fire because small-arms fire causes it to rout and run away.)

[9.43] During a Fire Phase, small-arms fire (infantry, etc.) generally affects only the top infantry or cavalry unit in a stack (see 8.21).

[9.44] No unit may be fired upon more than once in any given Fire Phase by small-arms fire, and no unit may be fired upon more than once in a Combat Phase by artillery. A unit may be fired upon by small-arms fire and artillery in any one Fire Phase, but only once by each (exception: 10.2).

[9.45] No unit may fire its entire Fire Strength more than once in any given Fire Phase (Exception: See 10.2). However, within any given Fire Phase a unit may choose to split its Fire Strength, directing it at any number of target hexes, as long as the total Combat Strength is not exceeded and the rules of facing are observed. Example: An infantry regiment with a strength of 3 may fire with a strength of 1 at three different Enemy hexes or it may fire with a strength of 2 at one hex and 1 at another. Note that the Current Strength is divided, not the Final Fire Strength (which may be the Current Strength augmented by terrain, range, etc.). Example: A battery composed of 6 guns can fire at an Enemy unit that is adjacent and one that is ten hexes distant. Four guns (4B) fire at the nearer target (at an Effective Strength of 4 x 10 = 40) and two guns fire at the other target (at an Effective Strength of 2 x ½ = 1).

[9.46] In splitting units' Fire Strengths, the Combat Strength may not be so divided as to make the Final Fire Strength against any one hex less than 1. Example: A battery of six guns could not fire at six individual targets sixteen hexes distant, because the Final Fire Strength would (theoretically) be halved for each of those targets. The battery would have to split its fire among only three of the regiments to produce the necessary one-Point-minimum-per-target. This restriction applies only when splitting Fire Strength; a unit may always fire its whole Strength — no matter how much it is reduced — at a single target.

**[9.5] TERRAIN EFFECTS ON FIRE COMBAT**

The various terrain features on the map have an effect on the ability of units to withstand fire. A defending unit may derive the benefit of terrain as long as at least one of the firing units is firing through or into that terrain.

[9.51] In fire combat, terrain benefits may adjust the total Fire Strength Column to the left. Effects of terrain are cumulative, but the final net adjustment on the CRT may never be more than two columns in any direction. Thus, you may adjust three to the left and one to the right for a cumulative change of two to the left, but you could not adjust three to the left, as a final result. The CRT column is never adjusted to the left of the last column, and a unit(s) firing with more than 51 Strength Points fires in the "51 + " column.

[9.52] A unit adjacent to a crest hexside which is fired on through that crest hexside, derives a defensive benefit from the crest if the firing unit occupies a lower elevation. The Total Fire Strength Column on the Fire CRT is adjusted one column to the left. This benefit is derived if any of the firing units fire through the crest hexside.
[9.53] Units in woods hexes that are fired upon derive a defensive benefit. The Total Fire Strength Column is adjusted one to the left.

[9.54] Ronds and pikes have no effect on combat in any way. For any terrain effects, refer to the other terrain in the hex.

[9.55] Other terrain effects on fire (if any) are detailed in the Exclusive Rules.

[9.56] Terrain Effects on Combat Chart (see mapsheet)

[9.6] EFFECTS OF FACING AND FORMATION

[9.61] Units may fire only through their frontal hexside(s); however, they may be fired on through any hexside(s). Units fired upon through their rear (enfilade) hexside(s) have the total Fire Strength Column adjusted one to the right (see 7.2).

[9.62] Infantry units in Column and limbered artillery may never fire in any Phase. Mounted cavalry may only fire if armed with pistols, carbines or Colt repeaters and then only through their one frontal hexside (see 7.0).

[9.7] LINE OF SIGHT (LINE OF FIRE)

The ability of a unit to fire from the hex it is in to some other hex depends on the terrain between those hexes along the Line of Sight (LOS). An LOS can either be clear or blocked; ‘having a clear LOS’ is defined as the ability to see the target. An LOS is represented by a straight line drawn from the center of the firing unit’s hex to the center of the target hex. The LOS may only be blocked (depending on elevation) if it passes through a blocking hex or through a blocking hexside which is not common with or adjacent to either the firing unit’s or the target’s hex. Note: A clear LOS always exists out of a blocking hex containing a firing unit, and into a blocking hex containing a target unit, but generally not (depending on elevation) through a blocking hex. Thus, units may always fire into an adjacent hex. If the LOS is blocked, fire is not possible.

[9.71] Types of blocking terrain are listed on the Terrain Effects on Combat Chart (9.56). In addition, units, Friendly or otherwise, are considered blocking terrain. Whether blocking terrain actually blocks LOS is dependent upon the elevation of both the firing and defending units.

[9.72] For purposes of determining LOS, Ground Level is considered to be zero feet high. Trees are considered to be 20 feet high, infantry, artillery and dismounted cavalry five feet high, and mounted cavalry and supply wagons ten feet high. Other heights (if any) are specifically indicated on the map.

[9.73] The Line of Sight Algorithm and the Line of Sight Gauge

Players may determine the Line of Sight in two ways: they may use the basic algorithm (mathematical expression of the Line of Sight) or they may use the Line of Sight Gauge, which is a graphic representation of the algorithm. Usually, Players will find themselves using the algorithm only to check the occasional “close call” on the gauge.

1. The Basic Algorithm Procedure

A clear Line of Sight exists only if:

\[
\text{Height} \text{ of } \text{position} \text{ of } \text{unit} \text{ is greater than or equal to } \text{Height} \text{ of } \text{target} \text{ minus } \text{Height} \text{ of } \text{position} \text{ of } \text{unit}
\]

\[
\text{Distance} \text{ of } \text{hexes} \text{ from } \text{to } \text{position} \text{ of } \text{unit} \text{ is greater than or equal to } \text{Distance} \text{ of } \text{hexes} \text{ from } \text{to } \text{position} \text{ of } \text{unit}
\]

\[
\text{Height} \text{ of } \text{position} \text{ of } \text{unit} \text{ is equal to } \text{Height} \text{ of } \text{position} \text{ of } \text{unit}
\]

\[
\text{Distance} \text{ of } \text{hexes} \text{ from } \text{to } \text{position} \text{ of } \text{unit} \text{ is greater than or equal to } \text{Distance} \text{ of } \text{hexes} \text{ from } \text{to } \text{position} \text{ of } \text{unit}
\]

\[
\text{Height} \text{ of } \text{position} \text{ of } \text{unit} \text{ is equal to } \text{Height} \text{ of } \text{position} \text{ of } \text{unit}
\]

\[
\text{Distance} \text{ of } \text{hexes} \text{ from } \text{to } \text{position} \text{ of } \text{unit} \text{ is greater than or equal to } \text{Distance} \text{ of } \text{hexes} \text{ from } \text{to } \text{position} \text{ of } \text{unit}
\]

\[
\text{Height} \text{ of } \text{position} \text{ of } \text{unit} \text{ is equal to } \text{Height} \text{ of } \text{position} \text{ of } \text{unit}
\]

\[
\text{Distance} \text{ of } \text{hexes} \text{ from } \text{to } \text{position} \text{ of } \text{unit} \text{ is greater than or equal to } \text{Distance} \text{ of } \text{hexes} \text{ from } \text{to } \text{position} \text{ of } \text{unit}
\]

\[
\text{Height} \text{ of } \text{position} \text{ of } \text{unit} \text{ is equal to } \text{Height} \text{ of } \text{position} \text{ of } \text{unit}
\]

\[
\text{Distance} \text{ of } \text{hexes} \text{ from } \text{to } \text{position} \text{ of } \text{unit} \text{ is greater than or equal to } \text{Distance} \text{ of } \text{hexes} \text{ from } \text{to } \text{position} \text{ of } \text{unit}
\]

\[
\text{Height} \text{ of } \text{position} \text{ of } \text{unit} \text{ is equal to } \text{Height} \text{ of } \text{position} \text{ of } \text{unit}
\]

\[
\text{Distance} \text{ of } \text{hexes} \text{ from } \text{to } \text{position} \text{ of } \text{unit} \text{ is greater than or equal to } \text{Distance} \text{ of } \text{hexes} \text{ from } \text{to } \text{position} \text{ of } \text{unit}
\]

\[
\text{Height} \text{ of } \text{position} \text{ of } \text{unit} \text{ is equal to } \text{Height} \text{ of } \text{position} \text{ of } \text{unit}
\]

\[
\text{Distance} \text{ of } \text{hexes} \text{ from } \text{to } \text{position} \text{ of } \text{unit} \text{ is greater than or equal to } \text{Distance} \text{ of } \text{hexes} \text{ from } \text{to } \text{position} \text{ of } \text{unit}
\]

\[
\text{Height} \text{ of } \text{position} \text{ of } \text{unit} \text{ is equal to } \text{Height} \text{ of } \text{position} \text{ of } \text{unit}
\]

\[
\text{Distance} \text{ of } \text{hexes} \text{ from } \text{to } \text{position} \text{ of } \text{unit} \text{ is greater than or equal to } \text{Distance} \text{ of } \text{hexes} \text{ from } \text{to } \text{position} \text{ of } \text{unit}
\]

\[
\text{Height} \text{ of } \text{position} \text{ of } \text{unit} \text{ is equal to } \text{Height} \text{ of } \text{position} \text{ of } \text{unit}
\]

\[
\text{Distance} \text{ of } \text{hexes} \text{ from } \text{to } \text{position} \text{ of } \text{unit} \text{ is greater than or equal to } \text{Distance} \text{ of } \text{hexes} \text{ from } \text{to } \text{position} \text{ of } \text{unit}
\]
GREAT BATTLES OF THE AMERICAN CIVIL WAR
Volume 4
Cedar Mountain
Prelude to Bull Run
August 9, 1862
EXCLUSIVE RULES

Copyright © 1981, Simulations Publications, Inc., New York, NY 10010

[19.0] INTRODUCTION

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

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

[20.0] SAMPLE UNITS AND GAME INVENTORY

CAScES:

[20.1] SAMPLE UNITS

DIVISION COMMANDER: Front

Name

Rank

Winder

42

Division Integrity Radius

Command Points

FRONT

GAME MARKER

Columns

Cornfield Blow-Down

BACK

[20.2] GAME INVENTORY

A complete game of Cedar Mountain includes:

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

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

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

SPI

Rules Questions Editor for Cedar Mountain
257 Park Avenue South
New York, N.Y. 10010

[21.0] MODIFICATIONS AND ADDITIONS TO THE STANDARD RULES

CASES:

[21.1] LIMITATIONS ON DISMOUNTED CAVALRY

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

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

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

[21.2] ARTILLERY AND SMALL-ARMS AMMUNITION

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

[21.3] TERRAIN

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

[21.32] Crests: Crests are formed when two levels of elevation are contained in the same hex. Units which occupy crest hexes are always considered to be occupying the higher of the two elevations. When a unit enters a hex of a different elevation, it usually pays additional Movement Point costs. The cost to go uphill is greater than the cost to go downhill. These costs are listed on the Terrain Effects on Movement Chart (see map). Crests also affect combat (see 9.32).

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

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

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

[21.4] CORNFIELDS

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

[21.41] Cornfield hexes have a height of 3 feet above the elevation of the terrain on which the corn grows. A unit occupying a cornfield hex is located on the elevation level of that hex, not the elevation plus five feet.

[21.42] Cornfield hexes block LOS (i.e., no unit may fire through a standing cornfield hex into another hex). A unit which occupies a cornfield hex may always fire out of that hex and may be fired upon by units which have a LOS into that hex (but not through another cornfield hex). Example: A unit in 3017 would be able to fire at and
be fired upon by a unit in 2176, but a unit in 2166 could neither see nor be seen by the unit in 2176.

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

[22.0] ARTILLERY OVERSHEOT

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

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

1. The player announces aloud all the artillery units which are firing against units in the same target hex.
2. The player rolls once for each firing unit and consults the Overshoot Table (22.3) to determine whether or not the battery has hit the target hex. The range is figured separately for each firing battery. The Overshoot Table results will indicate whether the fire was accurate or scattered.
3. All batteries which received an "accurate" result on the Overshoot Table have their strengths combined and the combat is resolved normally using the Fire Combat Results Table.
4. Batteries whose fire "scattered" now resolve their attacks. The player rolls once for each battery and compares the result with the Scatter Diagram printed on the map. A battery whose fire scattered will attack one of the six hexes adjacent to the target hex. If the scatter hex is unoccupied by enemy units, there is no combat; if occupied by enemy or friendly units, the player resolves a normal attack against the hex using the Fire Combat Results Table. The strengths of all batteries which scatter into the same hex are combined as usual and are not treated as individual attacks.

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

[24.0] BRIGADE COMBAT EFFECTIVENESS LOSS:

[24.1] EFFECT ON INFANTRY AND CAVALRY

[24.11] A 1 is added to the die-roll for all morale checks made for infantry and cavalry units of a brigade that has lost BCE. A 2 is added to the die-roll for all morale checks made for all units of a brigade that has lost BCE.

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

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

[25.0] LEADERSHIP AND LEADER LOSS:

[25.1] STONEWALL JACKSON

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

[25.2] NATHANIEL BANKS

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

[25.3] LEADER REPLACEMENT

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

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

[25.32] Union division commander Williams is replaced first by Crawford and then by Gordon. Augur is replaced by Geary, Prince, and Green in that order.
CEDAR MOUNTAIN EXCLUSIVE RULES, PAGE 3

[25.33] Confederate division commanderWindar is replaced by Brann, Roderick, and then Ronald. Hill is replaced by Branch, Pender, Archer, and then Thomas. Ewell is replaced by Trimble and then Forro.

[25.34] A brigade commander who begins the game subordinate to a division commander may be promoted, but an attached commander may not be promoted to command a division to which he does not belong. This limitation is critical for detached brigades that are far from their division when the commander is required to take command of the division.

[26.0] HOW TO START

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

CASES:

[26.1] FIRST TURN SEQUENCE OF PLAY

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

[26.2] UNION SETUP

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

[26.3] UNION OPTIONAL DEPLOYMENT

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

[26.4] CONFEDERATE DEPLOYMENT

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

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

[26.42] Once a unit has entered the map, it may move and attack just like any other unit already present. Once a unit has entered the map it may never leave. If its only path of retreat during rout or retreat is off map, it is considered captured by the enemy player.

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

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

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

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

[27.0] HOW TO WIN

GENERAL RULE:
Victory is determined by the accumulation of Victory Points. Victory Points are awarded for inflicting casualties, capturing enemy combat units and leaders, and for controlling certain hexes at the end of each Game-Turn. At the end of the game, both players total their Victory Points. The smaller total is subtracted from the larger and the result is compared to the schedule given in 27.1.1 to determine the level of victory.

CASES:

[27.1] LEVELS OF VICTORY

Draw
(In effect, the Union has won a moral victory) 0 to 5 VP's
Marginal Victory
6 to 10 VP's
Tactical Victory
11 to 18 VP's
Strategic Victory
19 or more VP's

[27.2] VICTORY POINTS

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

Enemy Infantry Strength Point/gun:
Eliminated 1 VP each
Captured 2 VP's each

Enemy cavalry Strength Point:
Captured 2 VP's each
Captured 3 VP's each

Enemy brigade commander:
Wounded 1 VP each
Killed 2 VP's each
Captured 3 VP's each

Enemy division commander:
Wounded 3 VP's each
Killed 5 VP's each
Captured 8 VP's each

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

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

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

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

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

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

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

[27.23] Either player may exit his units off the map through hex 010. To do so, a unit must occupy 010 and expend one Movement Point to leave the map. It is not eliminated, but it may never return to play once removed. Units may only be exited during the friendly Movement Phase (they are still eliminated if forced to retreat off the map). Important: The Confederate player (only) receives one Victory Point for each combat unit or battery exited off the map. The Union player never receives VP's for exiting units.

CEDAR MOUNTAIN DESIGN CREDITS

Game Design:
David Bush, Jim Simon, Anthony Williams
Physical Systems and Graphics:
Redmond A. Simonsen
Development and Additional Design:
Eric Smith, Joseph Reisler
Original Game System Design:
Richard Berg
Playtesters:
Andi Elker, Philip Marchel, Randy Schaefer, Gurry Klug, Doug Barton
Production:
Carolyn Feller, Ted Koller, Manfred F. Miltuhm, Michael Moore, Robert Ryan, Ken Stetc
UNION OB ROSTER
INFANTRY and CAVALRY BRIGADES

<table>
<thead>
<tr>
<th>Designation</th>
<th>Area of Deployment</th>
<th>Brigade Combat Effectiveness Limit</th>
</tr>
</thead>
<tbody>
<tr>
<td>Banks</td>
<td>with any Union unit</td>
<td></td>
</tr>
<tr>
<td>Williams</td>
<td>with any brigade unit</td>
<td></td>
</tr>
<tr>
<td>Gordon</td>
<td>5</td>
<td>13 of 19</td>
</tr>
<tr>
<td>Repl</td>
<td></td>
<td>32 VP's</td>
</tr>
<tr>
<td>Crawford</td>
<td>4</td>
<td>13 of 18</td>
</tr>
<tr>
<td>Repl</td>
<td></td>
<td>17 VP's</td>
</tr>
<tr>
<td>Augur</td>
<td>with any brigade unit</td>
<td></td>
</tr>
<tr>
<td>Geary</td>
<td>3</td>
<td>7 of 11</td>
</tr>
<tr>
<td>Repl</td>
<td></td>
<td>10 VP's</td>
</tr>
<tr>
<td>Prince</td>
<td>2</td>
<td>8 of 14</td>
</tr>
<tr>
<td>Repl</td>
<td></td>
<td>9 VP's</td>
</tr>
<tr>
<td>Greene</td>
<td>1</td>
<td>3 of 6</td>
</tr>
<tr>
<td>Repl</td>
<td></td>
<td>5 VP's</td>
</tr>
<tr>
<td>Bayard</td>
<td>6</td>
<td>3 of 7</td>
</tr>
<tr>
<td>Repl</td>
<td></td>
<td>10 VP's</td>
</tr>
<tr>
<td>Independent Cavalry</td>
<td>1</td>
<td>Strength</td>
</tr>
</tbody>
</table>

ARTILLERY

<table>
<thead>
<tr>
<th>Designation</th>
<th>Area of Deployment</th>
<th>Strength</th>
</tr>
</thead>
<tbody>
<tr>
<td>6 Me</td>
<td>1</td>
<td>TBC</td>
</tr>
<tr>
<td>4 Me</td>
<td>2</td>
<td>TBC</td>
</tr>
<tr>
<td>F, 4 US</td>
<td>3</td>
<td>NCU</td>
</tr>
<tr>
<td>E, Pa</td>
<td>4</td>
<td>PA</td>
</tr>
<tr>
<td>L, 2 NY</td>
<td>5</td>
<td>TBC</td>
</tr>
<tr>
<td>M, 1 NY</td>
<td>6</td>
<td>PA</td>
</tr>
</tbody>
</table>

CONFEDERATE OB ROSTER
INFANTRY BRIGADES

<table>
<thead>
<tr>
<th>Designation</th>
<th>Game-Turn/ Hex of Entry</th>
<th>Brigade Combat Effectiveness Limit</th>
</tr>
</thead>
<tbody>
<tr>
<td>Jackson</td>
<td>2/2934</td>
<td></td>
</tr>
<tr>
<td>Winder</td>
<td>2/2934</td>
<td>6 of 10</td>
</tr>
<tr>
<td>Ronald</td>
<td>5/2934</td>
<td>16 VP's</td>
</tr>
<tr>
<td>Repl</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Garnett</td>
<td>2/2934</td>
<td>4 of 7</td>
</tr>
<tr>
<td>Repl</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Taliaferro</td>
<td>2/2934</td>
<td>14 VP's</td>
</tr>
<tr>
<td>Repl</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Ewell</td>
<td>1/4032</td>
<td>10 of 20</td>
</tr>
<tr>
<td>Trumble</td>
<td>1/4032</td>
<td>16 VP's</td>
</tr>
<tr>
<td>Repl</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Forno</td>
<td>1/4032</td>
<td>15 of 30</td>
</tr>
<tr>
<td>Repl</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Hill</td>
<td>9/2934</td>
<td>24 VP's</td>
</tr>
<tr>
<td>Branch</td>
<td>9/2934</td>
<td>10 of 20</td>
</tr>
<tr>
<td>Repl</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Archer</td>
<td>10/2934</td>
<td>22 VP's</td>
</tr>
<tr>
<td>Repl</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Thomas*</td>
<td>7/2934</td>
<td>30 VP's</td>
</tr>
<tr>
<td>Repl</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Pender</td>
<td>10/2934</td>
<td>16 VP's</td>
</tr>
<tr>
<td>Repl</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

* Thomas enters detached

INDEPENDENT UNITS

<table>
<thead>
<tr>
<th>Designation</th>
<th>Game-Turn/ Hex of Entry</th>
<th>Brigade Combat Effectiveness Limit</th>
</tr>
</thead>
<tbody>
<tr>
<td>Early</td>
<td>1/2934</td>
<td>8 of 16</td>
</tr>
<tr>
<td>Repl</td>
<td></td>
<td></td>
</tr>
<tr>
<td>White's</td>
<td>1/4032</td>
<td>30 VP's</td>
</tr>
<tr>
<td>Commanders</td>
<td>1/4032</td>
<td></td>
</tr>
</tbody>
</table>

HOW TO USE THE OB ROSTER

The OB Roster (Order of Battle Roster) is used to record the losses suffered by each army, with the date and place of entry for Confederate units, and the historical hexes for Union units. Each time an infantry or cavalry unit suffers casualties, a number of boxes, equal to the number of Strength Points lost, are marked off the BCE section of the unit's brigade record. When the number of boxes reaches the BCE limit, the brigade has lost effectiveness (see 24.8) and the enemy player is awarded the number of Victory Points for the defeated brigade. Independent regiments and artillery units have losses recorded on their strength record, not a BCE section.

The symbols used to mark boxes are:
- # = Strength Point/Gun eliminated, and leader killed.
- X = Strength Point/Gun/leader captured.
- Z = Leader wounded.

Retain one copy of the OB Roster without marks on it, since duplicate copies will be needed to play the game more than once. SPI grants permission to reproduce the OB Roster for personal use. Additional copies are not available from SPI.
[10.16] A unit may withdraw from an Enemy ZOC through any hexside it wishes, as long as it does not enter an Enemy-occupied hex. However, if withdrawing unit presents its enfilade hex- sides to the firing unit, the unit firing withdrawal fire then gets the benefit of enfilade fire (see 7.11). Note: A unit withdrawing will almost invariably present its enfilade to an enemy unit.

[10.17] Withdrawal fire inks place in the Movement Phase and the Retreat Before Melee Phase, not during any Fire Phase. (A unit that is in the ZOC of an Enemy unit during a Fire Phase and is forced to retreat out of the ZOC during that Fire Phase does not suffer withdrawal fire). Withdrawal fire is not considered part of any Fire Phase, and units that are withdrawing fire may fire regularly during any Fire Phase in that Player-Turn. Withdrawal fire is, in effect, a free shot. Note: Remember to check for ammunition depletion.

[10.18] Leaders that withdraw from an Enemy ZOC do not trigger withdrawal fire.

[10.19] When a unit triggers withdrawal fire, it may be fired on once by every eligible Enemy unit. There is no limit to the number of Enemy units which may fire at a withdrawing unit (provided each Enemy unit is eligible). A single Enemy unit may perform withdrawal fire as many times as there are Friendly units which trigger such fire.

[10.2] RETREAT FIRE
A unit that is forced to retreat into the ZOC of an Enemy unit, other than the unit which caused the retreat, may undergo retreat fire. The procedure for retreat fire is the same as for withdrawal fire (10.1) with two exceptions: units entering the ZOC (trigger the fire, as opposed to units leaving the ZOC as in withdrawal fire), and retreat fire may occur during the Combat Phase. Each time a unit retreats into the hex of a different Enemy unit, the possibility of retreat fire is triggered; therefore, a retreating unit may be fired on by several Enemy units as it retreats. Retreating units that suffer casualties from retreat fire do not roll for additional rout. Enemy units firing on retreating units may only fire once at a given unit during any retreat. Units firing retreat fire must check for ammunition depletion. Retreat fire, like withdrawal fire, is considered a free shot.

[10.3] EFFECT OF ZOC ON AMMUNITION SUPPLY
Units attempting to trace a Line of Supply to their supply wagons (11.22) may not trace this line through an Enemy ZOC unless the hex is occupied by a Friendly unit.

[10.4] EFFECT OF ZOC ON LEADER CONTROL
Units attempting to trace a leadership radius from a leader to a unit (or another leader) may not trace this line through a hex in an Enemy ZOC unless the hex is occupied by a Friendly unit.

[10.5] EXTENT OF ZONES OF CONTROL
ZOC's do not extend through impassable hex-sides. The presence of a Friendly unit negates an Enemy ZOC for purposes of supply and leadership lines. However, the presence of a Friendly unit does not negate an Enemy ZOC for purposes of withdrawal or retreat fire.

[11.0] AMMUNITION SUPPLY GENERAL RULE:
All units capable of fire combat are subject to ammunition depletion. Ammunition ammunition depletion is represented by the number of rounds fired as compared to the total rounds available. When no more rounds are available, artillery may not fire. Small-arms units suffer ammunition depletion as a result on the Fire CRT. These units may be resupplied by being within supply range of a supply wagon. Units that are out of ammunition (ammo depleted) have no ZOC's except for purposes of negating supply and leader effectiveness lines.

CASES:

[11.1] SUPPLY WAGONS
Supply wagons are considered combat units although they are restricted in their capabilities. A supply wagon has two possible statuses; crewed and uncrewed. The front of the counter shows the wagon and its crew. The crew has its weapon type, morale, and Combat Strength indicated in the same manner as an infantry unit. If the crew is killed or routed away from the wagon, the Wagon Counter is turned over to indicate its new status, and a Wagon Crew Counter is placed on the map if a route is called for. An uncrowded supply wagon may not be used to resupply units, nor may it move (rules follow for crewed supply wagons).

[11.11] A supply wagon crew may never voluntarily abandon its wagon. A Crew Counter is only placed on the map if a route is called for. Supply wagons suffer casualties only from small-arms fire, though they may be pinned or routed due to artillery fire. Supply wagons are affected only by artillery fire.

Small-Arms Fire Results:
PIN: The wagon is pinned, and may not resupply units or move.

ROUT: The crew routs. A Wagon Crew Marker is used and the crew routs three hexes. The Wagon Counter is turned over to show that it is crewless. "1", "2", etc.: The crew is eliminated and the wagon is turned over to show that it is crewless.

Artillery Fire Results:
Pin and Rout results affect the crew in the same manner as small arms.

[11.13] Supply wagons are always independent units.

[11.14] Supply wagons have a stacking value of four points.

[11.15] Supply wagon crews may not initiate melee but may defend against melee. Supply crews may not engage in offensive fire (see 12.14).

[11.16] Supply crews do not have a ZOC and are incapable of retreat and withdrawal fire. They may only fire in the Friendly Defensive Fire Phase.

[11.17] Crewed supply wagons may retreat before melee. In other forms of retreat the crew retreats but the wagon doesn't.

[11.18] A wagon may be revolved if its crew has been eliminated by moving an indirect maneuver onto the wagon and removing one Strength Point from that unit during the Friendly Final Command Phase. The morale and weapon type of the new crew should be noted on the OB Roster. Only one Strength Point may ever be assigned to a wagon and, once assigned, may not be withdrawn from that wagon and used to augment the strength of another unit.

[11.19] Supply wagons may be captured and recovered by the Enemy Player. Captured wagons may be used to resupply Friendly units on the Game-Turn after they've been recovered. Only a cavalry or an infantry unit may capture a supply wagon. Should a wagon be captured it then becomes a Friend and the crew is also removed from play regardless of its location on the game map. The crew does not count for Victory Point purposes.

[11.2] SMALL-ARMS AMMUNITION SUPPLY
Infantry, dismounted cavalry, and all other non-artillery units (small-arms units) are subject to post-combat ammunition depletion each time they fire. Ammunition depletion never affects the ability of a unit to move. The unit may move immediately after firing. Each time a small-arms unit fires and a "1" or "2" is rolled on the Fire Combat Results Table, there is a possibility of the unit running out of ammunition. The Player rolls again for each unit that fired in that combat result; if the number rolled is "1" or "2", that unit is considered "ammo depleted." An Ammunition Depletion Marker is placed on top of the unit to indicate its status.

[11.22] A unit out of ammunition may move and engage in melee normally. It may not fire under any circumstances until it is resupplied, and has a ZOC for supply and leadership paths only.

[11.23] To be resupplied, a unit must able to trace a supply path to a Friendly supply wagon in its Friendly Resupply Phase. This supply path is traced from the unit to the wagon and not vice-versa. A player traces the path which may only be the length of the terrain movement costs of an imaginary infantry unit in column formation for one Movement Phase. Note that the unit does not move; rather, this is simply the method of tracing the maximum length of the supply path. The supply path may not pass through a hex in an enemy ZOC (unless occupied by a Friendly unit) or through an Enemy occupied hex.

[11.24] Any number of units may be resupplied during a Friendly Resupply Phase, as long as the requirements of 11.23 are satisfied and the supply wagon has the necessary ammunition. The number of units a given supply wagon may resupply is the number of boxes for small-arms ammo on the OB Roster for that wagon (see 11.1).

[11.25] Neither the wagon nor the unit being resupplied may have moved in that Player-Turn.

[11.3] ARTILLERY AMMUNITION
Each Player is limited in the total number of times he may fire each of his artillery batteries. Each time a battery fires, regardless of the number of guns it has, it uses one round of ammunition. The number of rounds available to each battery is the number of ammunition boxes on the Player's Order of Battle Roster for that battery. When the battery fires or otherwise loses a round of ammunition, one box is marked off on the battery's ammunition supply to indicate the battery's correct ammo supply.

[11.31] Each time an artillery battery fires, it expends one round of ammunition. When a battery splits its fire, it expends only one round of ammunition.

[11.32] When a battery runs out of ammunition (i.e., all its ammo boxes have been marked off) it may not fire. Such batteries may receive additional rounds of ammunition as per 11.23 if a friendly supply wagon is available to resupply the battery.

[11.33] Players may transfer rounds of ammunition between friendly artillery battalions of the same weapon type. Both batteries involved must spend one entire Game-Turn, without firing, in the same or adjacent hexes. In the Resupply Phase of that Game-Turn the owning Player may redistribute the rounds of ammunition between the two batteries.
If an artillery battery is captured or eliminated in combat, its ammunition supply is likewise eliminated. No use may be made of captured Enemy guns or ammo. Exception: Sec 11.19.

[11.34] Ammunition Loss Table (see charts and tables)

[12.0] MELEE COMBAT

GENERAL RULE:
Melee combat represents hand-to-hand fighting that takes place when Friendly units attempt to dislodge Enemy units from a given position. Melee occurs in the Melee Phase when a Phasing Player moves a unit (or units) into an Enemy occupied hex. The ensuing combat is mandatory, and the result is obtained from the Melee Combat Results Table. As a result of melee, units may be captured, suffer casualties, be forced to retreat and possibly be routed, or remain engaged in the melee. Melee may occur only in the Melee Combat Phase; it may never occur during any other Phase.

PROCEDURE:
In order for a unit to melee with an Enemy unit, it must begin the Friendly Melee Phase adjacent to that Enemy unit. Then, in the Melee Phase, it moves into the hex with the Enemy unit. The Melee Strength of the units are compared, and the resulting combat differential is then used in reference to the Melee CRT. The Melee CRT is a "Differential" CRT. The combat ratio is expressed as a difference between the total Strength Points of the attacker (the Phasing Player) and the total Strength Points of the defender. The defender’s points (adjusted for leaders and morale) are always subtracted from the attacker's regardless of who has more points. Thus, a defender with "8" points attacked by a unit with a total strength of "10" would produce a differential of minus three (−3). Differentials lower than −4 or higher than +7 use the −4 or +7 columns, respectively. Note that a unit may adjust a total of 3 Points: one for terrain, one for a leader, and one for morale.

CASES:
[12.1] DEFINITION OF MELEE STRENGTH

[12.12] Artillery batteries melee with the strength of their crew. The Melee Strength of a full-strength gun crew is "1."

[12.16] Supply wagon crews melee with a strength of one and may not initiate melee (12.96). There is no half-crew status for wagon crews.

[12.2] RESTRICTIONS ON ABILITY TO ENGAGE IN MELEE

[12.21] To engage in melee, a unit must begin the Friendly Melee Phase adjacent to the Enemy unit that is the object of the melee. Furthermore, it must be able to move into the defending unit's hex through one of the attacking unit's frontal hexes.

[12.22] Units may never fire at one unit in a Friendly Fire Phase and then melee with a different unit in the ensuing Melee Phase. A unit can only melee with a unit at which it fired. If it did not fire in the preceding Offensive Fire Phase, it may melee with any unit within the above restrictions.

[12.23] Melee is not mandatory; simply because a unit is adjacent to an Enemy unit does not require it to engage in melee.

[12.24] Infantry in Column may never initiate melee, although they may be melee'd by Enemy units. If a unit in Column is melee'd, such a unit goes into Line as soon as melee is resolved.

[12.25] Gun and wagon crews may not initiate melee. Exception: If a crew is melee'd and an "engaged" result is rolled, the crew may melee in its ensuing Friendly Melee Phase.

[12.26] Units that split fire (see Case 9.4) between two or more hexes may melee units in only one of those hexes. Units may not split their Melee Strength between them.

[12.3] EFFECTS OF TERRAIN

[12.31] The "effective strength" of a unit may be reduced by crossing certain hexes during the Melee Phase (see 9.56). The unit's Current Strength is only reduced temporarily and its strength marker is not changed.

[12.32] If units are engaged (i.e., "ENG:" see 12.94) in melee, the only terrain effects which may be applied to that melee would be against additional units joining it.

[12.33] A unit may melee into a hex only if it could move into that hex normally.

[12.4] EFFECT OF LEADERS ON MELEE

Leaders have an effect on melee. If a stack of units, attacking or defending, contains a leader or leaders, that stack may add one Point to its total strength. Example: An Infantry regiment worth 5 is stacked with a leader and melee units with an Enemy regiment worth 2, which is also stacked with a leader. The Final Combat Differential is +3; the 3 unit add 1 for the leader, for a total of 6, but the defending stack also has a leader (2 + 1 = 3). Only one leader per side may be used in the melee regardless of the number of leaders in the hex.

[12.5] EFFECTS OF MORALE AND ROUT ON MELEE

[12.51] If a routed unit defends against melee, that unit defends at one-half its Current Strength rounded down. Example: A regiment with a morale rating of 8 would add 4 to its strength, because the lowest-rated CSA unit (4) is two better than the highest-rated Union unit (6). The Confederate Player adds one to his Melee Strength for that melee.

[12.6] MELEE AND FIRE COMBAT

[12.71] The maximum number of units and/or Strength Points that a Player may have conduct a melee in a single hex is listed in the Stacking Restrictions Chart (8.18).

[12.72] If the defending Player has more units (or Strength Points) than are allowed for melee, the Strength Points over the maximum do not participate in the melee; however, they are affected by such combat in all respects. The attacker may not enter a hex to melee with more Strength Points than are allowed by the Stacking Restrictions Chart (8.18).

[12.73] Stacking limits in melee apply to each side separately. Thus, both Players may each have up to the maximum strength limit for that hex.

[12.74] If infantry or dismounted cavalry is stacked with a gun crew in melee, losses are taken from the infantry/cavalry stack before the gun crew, regardless of the stacking order of the units. Otherwise, losses are distributed at the option of the owning Player.

[12.75] Friendly units occupying different hexes may enter the same hex to melee Enemy units there.

[12.76] Units may not move through a hex where units are engaged in melee.

[12.8] RETREAT BEFORE MELEE

During the Retreat Before Melee Phase, the attacking Player (i.e., the Player whose Melee Phase immediately follows the Current Retreat Before Melee Phase) must announce which defending units he intends to melee. The defending Player must either immediately exercise his option to retreat before melee (if it is available to him), or declare that he will accept the melee.

[12.81] The non-Phasing (retreating) Player may move any units subject to melee one or two hexes away from the hex they are in.

[12.82] Retreating units may not enter an Enemy ZOC.

[12.83] Units that retreat before melee are subject to withdrawal fire. The owning Player must conduct a morale check for retreating units (before melee), regardless of whether or not they are fired upon by withdrawal fire. Exception: see 12.94.

[12.84] Mounted cavalry units (see Case 15.1) may retreat before melee without drawing withdrawal fire. They are simply moved one of two hexes. A morale check is not required.

[12.85] Phasing units may be advanced into a hex vacated by a unit retreating before melee by any units that were going to melee the retreating units. The advancing units are still bound by the Stacking Restrictions Table (8.18). A unit so advancing may not initiate melee in that Game-Turn.

[12.86] Unlimbered artillery may not retreat before melee.

[12.87] A pinned or routed unit may not be retreated before melee.

[12.88] A unit which a Player attempts to retreat before melee which is "pinned" by withdrawal fire may not be retreated. Thus, it is forced to stand and accept a melee attack.

[12.89] A unit may retreat before melee regardless of whether or not it is in command.

[12.9] RESULTS OF MELEE COMBAT

As a result of melee, units/Strength Points of both sides may be captured, suffer casualties, be forced to retreat, or remain engaged. Exception: See 9.39. A "K" result on the melee CRT means that one Strength Point from the side affected has been eliminated. A "K" result on an artillery unit results in a loss to the battery's gun crew. If the crew has previously taken one loss, a "K" result eliminates the battery.
[12.93] A result of “R” plus a number (e.g., R2) means that the affected unit(s) must retreat the given number of hexes. At the end of the retreat, the owning Player conducts a morale check. The path of retreat is generally away from Enemy lines and toward one's own lines (see 14.0). Unlimbered artillery units may not retreat, and any such retreat result on the Melee CRT means that all guns, plus the gun crew in that hex have been captured. Units may not retreat into hexes containing impassable terrain, Enemy units or Enemy ZOC's. Units which cannot retreat legally are captured.

[12.93] A result of “C” plus a number indicates the number of Combat Strength Points that have been captured. The affected unit is reduced by that number of Strength Points as if it were a normal casualty, except for the loss is recorded on the OB Roster as a capture, not a kill. Captured Strength Points/guns are more costly, in Victory Points, to lose. Prisoners cannot escape nor guns be recaptured. Any “C” results against an unlimbered artillery unit results in all guns and men being captured.

[13.94] A result of “Eng” means that all units in that hex are engaged; i.e., the fighting is still raging. These units may not move into either fire nor fire nor may they be fired upon by other unengaged units. Engaged units have no ZOC's. Leaders that are “engaged” may not rally other units; nor do they have Effectiveness Radii. Other units may not move through a hex containing engaged units, although units may be moved into the hex. A counter indicating that the melee units are engaged is placed on the units. In the ensuing Player- Turn, the former defending Player has the following options:

1. He may fight another melee in his Melee Phase with the same units, recompensing the differential, or,
2. He may, within stacking restrictions, bring in more units and fight another melee in 1 or 2,
3. He may choose to retreat his engaged units two hexes, checking their morale at the end of the retreat. Units retreated from a melee do not suffer withdrawal fire from the enemy unit(s) with which they were engaged. Note that this is different from retreat before melee. There is no advance by the unit(s) left in the hex. A Player may choose to retreat one or more units. Unlimbered artillery may not be retreated. Option 3 may not be combined with options 1 or 2.

[12.95] A result of “RPls” indicates that the Phasing Player must retreat 2 hexes, then roll for leader loss on the Leader Casualty Table (17.76), if a leader is present, and then perform a morale check for the affected unit(s). The non-Phasing Player does not retreat although he rolls for leader loss and performs a morale check for his affected unit(s).

[13.96] If a pinned unit, supply wagon, or any artillery unit is involved in melee and the result is engaged, that unit may then melee in its Friendly Melee Phase, as per 12.94. This is an exception to the rule that certain units may not initiate melee.

[13.97] If, in a melee combat, the result is such that both sides are totally eliminated (either through a “K” or “C”), the ignore that result and consider the units engaged.

[12.98] Melee Combat Results Table (see charts and tables)

[13.0] MORALE AND ROUT GENERAL RULE:
Each combat unit possesses a morale rating. A unit’s Morale Rating is used for two purposes: adjusting melee strengths and determining whether or not a unit will rout. A morale check must be made for a unit each time it suffers a casualty (e.g., 11+), “K” or “C” result on the Fire Combat Results Table, and whenever it retreats before melee or receives an “R” result in melee. Routied units are forced to retreat and they remain routed until rallied. Routied units are restricted in what they can do.

CASES:

[13.1] MORALE RATINGS

[13.11] Each combat unit has a Morale Rating, consisting of a number from “2” to “11” (worst); see the sample units (3.31).

[13.12] Some units may have a printed Morale Rating of “++”. These units are considered “green” (see 13.14).

[13.13] Numbered Morale Ratings are permanent; they never change.

[13.14] Green units (those units with a “++” Morale Rating) have an unknown Morale Rating. It remains unknown until such a unit has its first taste of combat (known as “Seeing the Elephant”). When a green unit “Sees the Elephant” for the first time (i.e., something happens that requires the owning Player to conduct a morale check or the unit is involved in melee combat), the Player rolls a die and refers to the Seeing the Elephant Table (13.15). He then rolls two dice to determine the Morale Rating of the green unit. The Morale Rating is now the permanent rating for that unit; it should be recorded on the OB Roster.

[13.15] Seeing the Elephant Table (see charts and tables)

[13.2] WHEN UNITS ARE ROUTED

[13.21] When there is a possibility that a rout will occur, the Player with the affected unit checks the Morale Rating of the unit (remember 13.14) and rolls a die. If the number rolled is greater than the unit’s Morale Rating, that unit has routed. A Rout Marker is placed on a unit that is routed and removed when it is rallied.

[13.22] All casualties are taken prior to determining rout.

[13.23] If a unit is stacked with a leader, subtract one from any morale check die-roll.

[13.24] If a unit has suffered greater than 50% losses (from its initial strength) add one to the die-roll.

[13.25] Unlimbered guns never rout. However, their crews may rout, thus abandoning the guns (see 15.16).

[13.26] Any time a unit’s morale is checked as a result of Enemy fire, and that unit has been engulfed by the Enemy fire, add one to that morale check die roll result.

[13.3] EFFECTS OF ROUT

[13.31] Units that are routed must retreat three hexes (not an expenditure of Movement Points), in addition to any other retreats that may have been mandated in that Combat Phase. Units unable to retreat those three hexes for any reason (terrain or Enemy units) are captured.

[13.32] Routied units may not engage in any kind of Fire Combat. They may not initiate melee and if forced to melee they melee at half-strength (rounded down). Routied units have a Movement Allowance of one hex per turn, regardless of terrain cost. Routied units may not retreat before melee, and they have no Zone of Control.

[13.33] A unit that is routed and suffers additional casualties while in a state of rout will rout again. Routied units suffering a second rout result (e.g., from a P/R result on the Fire CRT) must retreat an additional three hexes, remaining routed. Routied units that become pinned are both pinned and routed; but a pinned unit that routs is no longer pinned — it is routed.

[13.34] Leaders are never routed. They are not affected in any way by a rout result. (However, see 13.43.)

[13.4] EFFECTS OF STACKING ON ROUT

[13.41] If there is more than one unit in a hex for which a morale check is necessary, each unit is checked separately.

[13.42] If only the top unit is affected by the combat (as in fire), that unit’s morale is checked first. If there is no rout, the morale of the units beneath it is not checked. If the top unit routs, the morale of all units under it must be checked. Furthermore, if the top unit is eliminated entirely, the morale of the unit beneath it must be checked as if it were the top unit.

[13.43] All units in a hex receive the benefit of any leader in a hex. Leaders in a stack may choose to retreat with a routed unit or remain with the unit beneath it (and take their chances there).

[13.44] If a stack suffers casualties from artillery firing from a range of three hexes or greater, the morale of all units in the hex is checked.

[13.5] RALLY

[13.51] Routied units remain routed until they are rallied in a Friendly Rally Phase.

[13.52] Non-independent units (except batteries) are rallied under the following circumstances:

1. They are stacked with any Friendly leader; or
2. They are within the Effectiveness Radius of the brigade commander for that unit and that brigade commander expends a Rally Point (see 17.13) to rally that unit.

[13.53] The Effectiveness Radius may not be traced through Enemy combat units, Enemy ZOC's (although the presence of a Friendly unit in that hex negates the effect of such a ZOC) or impassable terrain.

[13.54] Routied artillery gun crews, supply wagon crews, and independent units may rally without leaders. If such a unit has been routed, the Player rolls one die during the Rally Phase. If the die roll result is higher than the unit’s Morale Rating, the unit remains routed. Otherwise, the unit rallies. Thus, an independent unit with a Morale Rating of “4” would be rallied on a roll of “4” or less. Leaders may rally these unit types only by being stacked with them in the Rally Phase.

[14.0] RETREATS

GENERAL RULE:
Units may be forced to retreat as a result of rout or as a direct result from the Melee CRT. The number of hexes retreated depends on the cause that applies. Players must observe certain restrictions when retreat units.

CASES:

[14.1] RESTRICTIONS ON RETREATS

A unit may not be retreated through an Enemy unit or an impassable hexside. If unable to retreat because it is completely surrounded by Enemy units, impassable terrain and/or the edge of the map, it is captured.
[14.2] RETREATING THROUGH ENEMY ZOC'S
Units may be retreated through or into hexes in Enemy ZOC's. However, they may thereby be subject to retreat fire (10.2). Exceptions: See 12.82 and 12.92.

[14.3] PRESENCE OF FRIENDLY UNITS AND RETREAT
A unit may not be retreated through a hex containing a Friendly unit if there is another path open to it (unless that path includes a hex(es) in an Enemy ZOC). If the unit must be retreated onto or through a Friendly unit, that Friendly unit may be retreated one hex and the owning Player must conduct a morale check. (If the unit retreated onto is already routed, it "rots" again and must be retreated an additional three hexes). The retreat must be onto a vacant hex if possible; if not, the third unit in turn is retreated one hex and the owning Player must conduct a morale check for that unit. In this manner, a "chain reaction" of retreats and routs is theoretically possible. Artillery crews retreat away from their unlimbered batteries when forced to retreat. The battery remains in the hex unless captured by the Enemy. If a stack is displaced, a morale check is performed on the top unit. If the pre-rout, the other units need not make morale checks.

[14.4] THE PATH OF RETREAT
All retreats are conducted by the owning Player. In determining the path of retreat, Players should always try to follow the terrain of least resistance, (i.e., the "cheapest" in terms of Movement Points), away from Enemy and toward their own lines. The retreating unit must always end its retreat in the same hex. If it is not, the unit may not enter the hex. In anomalous situations see common sense; however, the retreating Player has the final say. Players should note here that there is usually no need for a retreat by a Friendly unit into an Enemy-vacated hex, unless such retreat is a retreat before melee (as 12.8). The specifics of retreat paths are described in the Exclusive Rules.

[15.0] RESTRICTIONS ON ARTILLERY MOVEMENT AND FIRE

GENERAL RULE:
Artillery units may either move or fire in any one Player-Turn. They may not do both. Once an artillery unit has fired, it may not move, and once an artillery unit has moved, it may not fire. However, if an artillery unit does not move during a fire, it may not fire. However, if an artillery unit does not move but changes formation (from limbered to unlimbered), it may fire.

[15.1] ARTILLERY GUN CREWS
Each artillery unit includes a battery crew. These are men who actually service and fire the cannon. Artillery crews do not count for stacking and are considered frontline infantry for all purposes (see 6.13).

[15.11] Gun crews suffer casualties only as a result of melee or small-arms fire. Combat results achieved by artillery fire affect the guns only, leaving the gun crew intact.

[15.12] Each gun crew can sustain a maximum of two step-losses. When a battery’s gun crew takes a 1 Strength Point loss, the gun crew is turned over to the 1½ crew side. When the gun crew loses a second Strength Point, the crew is eliminated and the battery is removed from play and considered eliminated (not captured) for Victory Point purposes.

[15.13] When a gun crew is at one-half strength, the current fire strength of the battery is halved (round fractions up). A battery with a ½ crew may limber, move, and unlimber normally.

[15.14] The Melee Strength of a battery is "1" with a full crew and "0" with a ½ crew (see 12.12).

[15.15] Gun crews may not be transferred from unit to unit or replaced in any way.

[15.16] When an unlimbered artillery crew is routed, the crew routes but the guns remain in the original hex. When limbered, the entire battery is moved in route movement.

[15.2] EXPLODING CAISSONS
Any time that an artillery battery is hit by artillery fire and suffers a loss of "1", "2", etc., there is a chance that some ammunition is lost, too. (The shells hit the caissons, blowing up the ammo.) In such a case, the Player suffering the loss rolls a second die; if he rolls a "1", then a caisson has been hit. The Player now rolls one die again; the resultant number is the number of Ammunition Points lost.

[16.0] SPECIAL CAVALRY RULES

CASES:
[16.1] CAVALRY RETREAT BEFORE MELEE
Unlimbered mounted cavalry units in danger of being melee attacked solely by infantry or dismounted cavalry may refuse melee and retreat one or two hexes. Unlike normal Retreat Before Melee (see 12.8) a morale check is not necessary and there is no withdrawal fire. However, if the cavalry unit is retired into a hex in an Enemy ZOC, it must undergo possible retreat fire. Dismounted cavalry units retreat before melee as if they were infantry.

[16.2] CAVALRY CHARGE
Mounted cavalry units may engage Enemy units in type of melee called Cavalry Charge. A charge may be conducted only through the cavalry unit's one front hex.

[16.21] Mounted cavalry may charge any unit, including other mounted cavalry.

[16.22] The unit(s) being charged may not be in a certain type of terrain hex or behind certain terrain hexes. The terrain types which cavalry may not charge into, through or across are listed in the Terrain Effect on Combat Chart (9.57).

[16.23] To mount a charge, the cavalry units must begin the Friendly Movement Phase no more than four hexes from the target hex. A cavalry unit more than four hexes from a target hex may not charge that target hex during that Player-Turn, although it may melee normally.

[16.24] In order to conduct a charge, the owning Player moves a mounted cavalry unit that is situated in accord with Case 16.23 adjacent to the target hex. If it is still adjacent at the beginning of the Melee Phase, it may then charge, participating in the Melee Combat at twice its Combat Strength. Thus, a mounted cavalry unit that would normally melee at 2—its given Combat Strength—would charge with a Melee Strength of 4.

[16.25] Cavalry units conducting a charge are automatically routed after the completion of the Melee Combat resulting from the charge. They may be rallied in the normal manner.

[16.26] Units being charged (except mounted cavalry) may not retreat before melee. Mounted cavalry units may retreat before melee in the face of an enemy charge, in which case the charging units are not routed.

[16.27] Charging cavalry that incur an "engaged" result are still automatically routed after completion of the melee.

[16.3] SPECIAL MOUNTED CAVALRY RULES

[16.31] A mounted cavalry unit has a ZOC (for the purposes of Enemy supply and Leader Radius paths) that comprises all six surrounding hexes.


[16.33] When one mounted cavalry unit charges another mounted cavalry unit, they both melee with their Current Strengths. Neither attacker nor defender doubles its strength.

[16.34] Mounted cavalry units may only fire through their one frontal hexside and only then if armed with pistols, Colt repeaters, or carbines.

[16.35] Mounted cavalry units are always enflamed when fired upon, regardless of their facing.

[17.0] LEADERSHIP

GENERAL RULE:
For combat units and brigade commanders to function at their full potential, they must be under the command of their immediately superior leader. Leadership affects the ability of these units to move, engage in melee combat, and engage in offensive fire. Leaders also affect morale checks and rally.

PROCEDURE:
In the Initial Command Phase, the Phasing Player examines his brigade commanders to determine which are in the Division Integrity Radius of their division commander, which are independent, and which will be attached or detached from that division for the ensuing Game-Turn. The Phasing Player then examines his combat units to determine which are in command (within the Effectiveness Radius of their brigade commander, stacked with a leader, or independent). Brigade commanders that are not independent and not detached and are out of Divisional Integrity Radius of their division commander may only move one hex. Combat units which are out of the Effectiveness Radius of their brigade commander and not independent or stacked with a leader may move one hex (only), may not fire in the Friendly Offensive Fire Phase and may not initiate melee in the Friendly Melee Phase.

CASES:
[17.1] BRIGADE COMMANDERS
Brigade commanders are brigade leaders, controlling all regiments assigned to a brigade. All regiments within a brigade, and each regimental command unit has the name of its brigade commander printed on the counter. Brigade commander counters have three Rating Numbers. The first is the brigade commander's Effectiveness Radius, the second is his Rally Rating, and the third is his Divisional Integrity Radius should that leader be
required to become a divisional leader as a result of promotion (see 17.8). Brigade commanders may only affect subordinate units and units of any command that are stacked with that leader.

17.11 The Effectiveness Radius is the maximum number of hexes a command may be from its brigade commander during the Initial Command Phase in order to have full movement and combat capability. A unit that is not within that Radius may be moved only one hex during that Game-Turn’s Movement Phase. Furthermore, such a unit may not fire during the Offensive Fire Phase and may not initiate melee (unless already engaged in one) or change formation. However, such units may still fire defensive, withdrawal, and retreat fire and still enter a ZOC.

17.12 The Effectiveness Radius of a brigade commander may be decreased by the number of hexes a division commander may have his Effectiveness Radius increased by that commander, if the commander possesses the necessary Command Points (see 17.2).

17.13 Brigade commanders’ Rally Ratings are used to rally routed units during the Friendly Final Command Phase. For each Point in his Rally Rating a brigade commander may rally one regiment or command that is within that brigade commander’s Effectiveness Radius. Any units stacked with a brigade commander, including any not in his command, are automatically rallied at no cost in Rally Points.

17.14 If all the subordinate units of a brigade commander have been eliminated, that brigade commander may still command any units with which he is stacked.

17.2 DIVISION COMMANDERS
Division commanders are leaders responsible for the management and combat of their divisions and their brigades. Division commander counters have two Rating Numbers. The first is that commander’s Divisional Integrity Radius and the second is his Command Points Rating.

17.21 The Divisional Integrity Radius is the maximum number of hexes a subordinate brigade commander may be from his division commander and still be able to move. A brigade commander which is outside that Radius and not detached or independent may move one hex (only) during the Friendly Movement Phase, regardless of terrain.

17.22 A division commander may expend his Command Points to increase the Effectiveness Radius of subordinate brigade commanders. During the Initial Command Phase the commander may split his Command Points to augment those subordinate brigade commanders which are within the Divisional Integrity Radius of that commander. One Command Point is expended for each hex added to the brigade commander’s Radius. A division commander may split his Points among several brigade commanders so long as all the brigade commanders are within the Divisional Integrity Radius of that commander. A brigade commander may have his Effectiveness Radius increased by only one commander at a time.

17.23 Division commanders may command combat units which are stacked with that commander during the Friendly Initial Command Phase. These units may be from any brigade and function normally for that entire Player-Turn.

17.3 OTHER COMMANDERS
There may be other commanders in a game and the effects of these commanders are detailed in the Exclusive Rules for that game.

17.4 EFFECT OF PRESENCE OF LEADERS ON MELEE AND MORALE
Any unit stacked with at least one leader during a melee has one point added to its Melee Strength. Players subtract one from the die roll on morale checks for any unit stacked with a leader.

17.5 LEADER STACKING RESTRICTIONS
17.51 There is no limit to the number of leaders that may be in a given hex. However, only one leader can affect a unit in that hex regardless of how many leaders are in that hex.

17.52 Leaders must always end a Movement Phase stacked with a combat unit, with one exception: If the leader is five or more hexes distant from the nearest Enemy unit at the completion of all movement, it may remain in the hex alone.

17.53 If a leader is stacked with a combat unit(s) that is eliminated by Fire Combat — and the leader does not suffer a casualty — the leader is immediately placed on the nearest combat unit in his command. If, as a result of fire or melee, a leader is alone in a hex that is surrounded by Enemy units, Enemy ZOC’s and/or impassable terrain, that leader is captured.

17.54 A leader is automatically captured if he is the only unit in a hex that is occupied by an Enemy combat unit.

17.6 DETACHMENT AND ATTACHMENT OF BRIGADES
Brigades subordinate to one divisional commander may be reasigned to another division commander. A division may only detach one of its original brigades at any one time and may only have one brigade from another division attached to it at any one time. Thus, a division which began the game with three brigades may be composed of as few as 2 brigades (3-1) or as many as 4 (3+1).

17.61 Brigade detachments occur in the Initial Command Phase. To detach a brigade the Player verbally announces which brigade is detached for the coming Game-Turn for each division capable of detaching a brigade.

17.62 To be detached, the brigade commander of the detaching brigade must be within the Divisional Integrity Radius of his division commander during the Initial Command Phase of the Friendly Player-Turn. Once detached that brigade commander and the units subordinate to him may move independently or may be attached to another division.

17.63 A given division may only have one of its original brigades detached at any one time and may only have one “non-original” brigade attached to it at any one time. If a brigade commander is out of the Divisional Integrity Radius of his division commander during the Initial Command Phase, that brigade commander is out of command, not detached.

17.64 A brigade may be attached to a division other than the one it was assigned to at the start of the game if that brigade commander is within the Divisional Integrity Radius of the division commander during the Initial Command Phase. The owning Player states that the brigade is being attached. Only one brigade may ever be attached to a division although during the course of the game the brigade which is attached may be changed.

17.65 Attaching and detaching brigades is a voluntary action. A division’s brigades are never detached simply because that division commander has been killed or a regiment commander is out of divisional integrity.

17.66 Independent brigades (“Isolated” on the brigade commander’s counter) may be attached to a division, but an independent brigade commander functions normally without needing a division commander.

17.67 A brigade which has reached its Brigade Combat Effectiveness Limit may not be detached from its division, although it may be attached to a division if it is currently detached.

17.68 All units in a detached brigade are still subordinate to that brigade commander (not independent).

17.7 LEADER CASUALTIES
17.71 Leaders may be killed, wounded or captured as a result of being involved in combat.

17.72 Whenever a leader is stacked with a unit that suffers a combat casualty, the (owning) Player rolls two dice and refers to the Leader Casualty Table (17.76), following the instructions therein. Each leader in a hex is rolled for separately. Leader loss is checked before morale checks are conducted for the units in the hex.

17.73 If a leader becomes a casualty, he is immediately removed from the game and the status of that leader, either killed, wounded or captured, is noted on the OB Register for Victory Point purposes. If a leader is the only Friendly counter in a hex after a melee (or there are other leaders), it may not retreat; it is captured.

17.74 Leaders never rout, although they may retreat with units that do rout.

17.75 An Enemy leader alone in a hex is instantly captured at any point if a Friendly unit is moved into that hex.

17.76 Leader Casualty Table
(see charts and tables)

17.8 BATTLEFIELD PROMOTIONS
Because of casualties, brigade and division commanders may have to be replaced from the lower ranks and other leaders promoted in their place. New leaders are placed on any unit of their command during the next Friendly Final Command Phase after the leader was removed from play.

17.81 If a brigade commander is killed, wounded, or captured, flip the Leader Counter over to reveal the Replacement Counter for that brigade. These represent brigade-level brigade commanders that take command when the original leader is lost.

17.82 If a replacement brigade commander is killed, wounded, or captured, the counter is not actually removed from the game. Instead it is simply redeployed on the map during the next Final Friendly Command Phase and the loss is recorded on paper. (The Replacement Counter then represents a different individual who has risen to brigade command.) There is no limit to the number of times a replacement leader may become a casualty and then be replaced. Victory Points are scored for the elimination of replacement leaders in the same manner as a regular brigade commander.

17.83 If a division commander is killed, wounded, or captured, a brigade commander that is subordinate to the eliminated leader is promoted in his place. A new leader would then replace the promoted brigade commander. In this case the promoted leader would be one of the anonymous brigade replacement leaders. This promotion happens during the Final Command Phase. Promotion priority is detailed in the Exclusive Rules.

17.84 All promotions take place at the end of the Friendly Final Command Phase of the Game-Turn in which the promotion is necessary, regardless of when the leader needing replacement was removed.
When a brigade commander is promoted to division commander, he has a Divisional Integrity Radius but no Command Points.

**[18.0] BRIGADE COMBAT EFFECTIVENESS**

**GENERAL RULE:**
Brigade Combat Effectiveness (BCE) is a numerical measure of the morale of each brigade.

A given brigade's BCE may be reduced by various factors (e.g., casualties, ammo depletion) as listed in the Exclusive Rules. Reduction of the BCE beyond a certain degree (which varies from brigade to brigade) will result in a unit, "losing BCE." The effects of BCE loss are described in the Exclusive Rules.

**PROCEDURE:**

<table>
<thead>
<tr>
<th>DICE</th>
<th>Morale Rating</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>4</td>
</tr>
<tr>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>4</td>
<td>1</td>
</tr>
<tr>
<td>5</td>
<td>4</td>
</tr>
<tr>
<td>6</td>
<td>2</td>
</tr>
<tr>
<td>7</td>
<td>3</td>
</tr>
<tr>
<td>8</td>
<td>1</td>
</tr>
<tr>
<td>9</td>
<td>3</td>
</tr>
<tr>
<td>10</td>
<td>2</td>
</tr>
<tr>
<td>11</td>
<td>5</td>
</tr>
<tr>
<td>12</td>
<td>4</td>
</tr>
</tbody>
</table>

Use two dice. See Case 13.14 for an explanation of how table is used.

Each brigade is listed on the OB Roster, and for each there are a number of blank boxes. Each time the strength of an infantry or cavalry unit of a given brigade is reduced, that brigade's BCE is reduced. The reduction is indicated by marking one (or more) box(es). When all the boxes to the left of the Victory Point award have been marked, that brigade has lost its Brigade Combat Effectiveness.

**[17.76] LEADER CASUALTY TABLE**

```
| Wounded: 6 5 3 - 2 |
| Killed: 2 or 12 2 or 12 2 - 12 |
| Captured: - - - 2.4 - |
```

Use two dice. The numbers listed are the numbers needed to be rolled on two dice in order for the listed result to apply.

**STANDARD GAME-TURN SEQUENCE OF PLAY**

1. **First Player-Turn**
   A. Initial Command Phase
   B. Movement Phase
   C. Defensive Fire Phase
   D. Offensive Fire Phase
   E. Retreat Before Melee Phase
   F. Melee Phase
   G. Ammunition Resupply Phase
   H. Rally Phase
   J. Final Command Phase

2. **Second Player-Turn**

3. **Game-Turn Record Interphase**

   **Note:** See the Exclusive Rules for additional Phases or Interphases.
### [9.16] FIRE COMBAT RESULTS TABLE

<table>
<thead>
<tr>
<th>Total Fire Strength Directed Into Hex</th>
</tr>
</thead>
<tbody>
<tr>
<td>3</td>
</tr>
<tr>
<td>---</td>
</tr>
<tr>
<td>Grapeshot</td>
</tr>
<tr>
<td>less</td>
</tr>
<tr>
<td>Small-arms and</td>
</tr>
<tr>
<td>Counter-battery</td>
</tr>
</tbody>
</table>

---

# = Lose indicated number of Combat Strength Points/guns and make a Morale Check for the affected unit(s). P/R = Pin or Rout. Roll one die; if result is equal to or lower than the units morale, unit is pinned; if higher, the unit routs. P or R = possible Pin or Rout respectively. Roll a die; if the roll is higher than the units morale then the unit is pinned or routed; if it is the same or lower, no effect. #* = Lose indicated number of Strength Points/guns and make a Morale Check. If unit passes the Morale Check, roll again; if the result is higher than the unit’s Morale, it is pinned; if lower, it is not pinned. = No effect.

---

### [8.35] DENSITY ADJUSTMENT CHART

<table>
<thead>
<tr>
<th>Number of Strength Points in Hex</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-2</td>
</tr>
<tr>
<td>---</td>
</tr>
<tr>
<td>Effect:</td>
</tr>
</tbody>
</table>

The effect is the number of column shifts applied to the Fire Combat Results Tables either to the left (−) or right (+). Note: A battery counts as one Strength Point for density purposes and a wagon counts as four.

---

### [11.34] AMMUNITION LOSSTABLE

<table>
<thead>
<tr>
<th>Fire Combat Result</th>
<th>DIF</th>
<th>1</th>
<th>2</th>
<th>3</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>0/1</td>
<td>1/2</td>
<td>2/3</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1/2</td>
<td>2/3</td>
<td>3/4</td>
</tr>
<tr>
<td></td>
<td></td>
<td>2/4</td>
<td>3/6</td>
<td>4/6</td>
</tr>
<tr>
<td></td>
<td></td>
<td>2/5</td>
<td>3/6</td>
<td>4/8</td>
</tr>
<tr>
<td></td>
<td></td>
<td>2/6</td>
<td>3/8</td>
<td>4/E</td>
</tr>
<tr>
<td></td>
<td></td>
<td>3/8</td>
<td>4/E</td>
<td>WE</td>
</tr>
</tbody>
</table>

Results to the left of the slash apply to the wagon’s small-arms supply; to the right its artillery supply. # = The number of ammunition points of that type lost. The loss is indicated by marking off that number of boxes on the wagon’s Supply Track on the OB Roster. E = All artillery ammunition is eliminated and marked off the wagon’s supply. WE = The supply wagon is eliminated and removed from play.

Procedure: Use the combat result number from the artillery fire on the wagon as the column on this table. Roll a die and cross-index the column with the die roll to determine the amount of ammunition lost.

---

### [12.98] MELEE COMBAT RESULTS TABLE

<table>
<thead>
<tr>
<th>Melee Strength Differential (Attacker minus Defender)</th>
<th>DIF</th>
<th>−4</th>
<th>−3</th>
<th>−2</th>
<th>−1</th>
<th>0</th>
<th>+1</th>
<th>+2</th>
<th>+3</th>
<th>+4</th>
<th>+5</th>
<th>+6</th>
</tr>
</thead>
<tbody>
<tr>
<td>Attacker: R2</td>
<td>−</td>
<td>Rpls</td>
<td>Eng</td>
<td>K</td>
<td>C1R2</td>
<td>C1R2</td>
<td>C1R2</td>
<td>C1R3</td>
<td>C2R3</td>
<td>C2R3</td>
<td>C2R3</td>
<td>C2R3</td>
</tr>
<tr>
<td>Defnder: R2</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Attacker: R2</td>
<td>−</td>
<td>Rpls</td>
<td>Eng</td>
<td>K</td>
<td>C1R2</td>
<td>C1R2</td>
<td>C1R2</td>
<td>C1R3</td>
<td>C2R3</td>
<td>C2R3</td>
<td>C2R3</td>
<td>C2R3</td>
</tr>
<tr>
<td>Defnder: R2</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Attacker: R2</td>
<td>−</td>
<td>Rpls</td>
<td>Eng</td>
<td>K</td>
<td>C1R2</td>
<td>C1R2</td>
<td>C1R2</td>
<td>C1R3</td>
<td>C2R3</td>
<td>C2R3</td>
<td>C2R3</td>
<td>C2R3</td>
</tr>
<tr>
<td>Defnder: R2</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Attacker: R2</td>
<td>−</td>
<td>Rpls</td>
<td>Eng</td>
<td>K</td>
<td>C1R2</td>
<td>C1R2</td>
<td>C1R2</td>
<td>C1R3</td>
<td>C2R3</td>
<td>C2R3</td>
<td>C2R3</td>
<td>C2R3</td>
</tr>
<tr>
<td>Defnder: R2</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Attacker: R2</td>
<td>−</td>
<td>Rpls</td>
<td>Eng</td>
<td>K</td>
<td>C1R2</td>
<td>C1R2</td>
<td>C1R2</td>
<td>C1R3</td>
<td>C2R3</td>
<td>C2R3</td>
<td>C2R3</td>
<td>C2R3</td>
</tr>
<tr>
<td>Defnder: R2</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Attacker: R2</td>
<td>−</td>
<td>Rpls</td>
<td>Eng</td>
<td>K</td>
<td>C1R2</td>
<td>C1R2</td>
<td>C1R2</td>
<td>C1R3</td>
<td>C2R3</td>
<td>C2R3</td>
<td>C2R3</td>
<td>C2R3</td>
</tr>
<tr>
<td>Defnder: R2</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Attacker = Effect on Attacker. Defender = Effect on Defender. K = Strength Point becomes a casualty. C1, 2, or 3 = That number of Strength Points is captured by the Enemy; R2 or 3 = Units must retreat that number of hexes, then perform a Morale Check. Eng = The units are Engaged; see 12.94. = No result against that side. Rpls = The units are Repulsed; see 12.95. Trenches and Leader Effects on Melee Combat; see 12.3 and 12.4. Retreats are always executed after losses; thus, a C2R2 means remove two Points which are captured, then retreat the remaining units two hexes. Differentials less than −4 are treated as −4; differentials greater than +6 are treated as +6.
## Cedar Mountain Counter Section Nr. 1 (200 pieces): Front

**Quantity of Sections of this identical type:** 1. **Total quantity of Sections (all types) in game:** 1.

### Army/Div Command

<table>
<thead>
<tr>
<th>Units</th>
<th>Command</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Union</strong></td>
<td></td>
</tr>
<tr>
<td>5 Ohio Grays</td>
<td>C. S. D. C.</td>
</tr>
<tr>
<td>7 Ohio Grays</td>
<td>C. S. D. C.</td>
</tr>
<tr>
<td>29 Ohio Grays</td>
<td>C. S. D. C.</td>
</tr>
<tr>
<td>66 Ohio Grays</td>
<td>C. S. D. C.</td>
</tr>
<tr>
<td>102 NY Princes</td>
<td>C. S. D. C.</td>
</tr>
<tr>
<td>109 Pa Princes</td>
<td>C. S. D. C.</td>
</tr>
<tr>
<td>111 Pa Princes</td>
<td>C. S. D. C.</td>
</tr>
<tr>
<td>8 + 12 US Indpt</td>
<td>C. S. D. C.</td>
</tr>
<tr>
<td>1 DC Greys</td>
<td>C. S. D. C.</td>
</tr>
<tr>
<td>78 NY Greys</td>
<td>C. S. D. C.</td>
</tr>
<tr>
<td>1 Me C Indpt</td>
<td>C. S. D. C.</td>
</tr>
<tr>
<td>1 NJc Indpt</td>
<td>C. S. D. C.</td>
</tr>
<tr>
<td>1 Pa c Indpt</td>
<td>C. S. D. C.</td>
</tr>
<tr>
<td>1 RIc Indpt</td>
<td>C. S. D. C.</td>
</tr>
<tr>
<td>3 Md Indpt</td>
<td>C. S. D. C.</td>
</tr>
<tr>
<td>4 Me Indpt</td>
<td>C. S. D. C.</td>
</tr>
<tr>
<td>6 Me Indpt</td>
<td>C. S. D. C.</td>
</tr>
<tr>
<td>4 M, 1 NY Indpt</td>
<td>C. S. D. C.</td>
</tr>
<tr>
<td>1 L, 2 NY Indpt</td>
<td>C. S. D. C.</td>
</tr>
<tr>
<td>5 E, Pa Indpt</td>
<td>C. S. D. C.</td>
</tr>
<tr>
<td>5 F, 4 US Indpt</td>
<td>C. S. D. C.</td>
</tr>
</tbody>
</table>

### Combat Units

<table>
<thead>
<tr>
<th>Units</th>
<th>Command</th>
</tr>
</thead>
<tbody>
<tr>
<td>F, 4 US Indpt</td>
<td>C. S. D. C.</td>
</tr>
<tr>
<td>4 Me Indpt</td>
<td>C. S. D. C.</td>
</tr>
<tr>
<td>6 Me Indpt</td>
<td>C. S. D. C.</td>
</tr>
<tr>
<td>M, 1 NY Indpt</td>
<td>C. S. D. C.</td>
</tr>
<tr>
<td>1 L, 2 NY Indpt</td>
<td>C. S. D. C.</td>
</tr>
<tr>
<td>5 E, Pa Indpt</td>
<td>C. S. D. C.</td>
</tr>
<tr>
<td>5 F, 4 US Indpt</td>
<td>C. S. D. C.</td>
</tr>
</tbody>
</table>

### Neutral Markers

<table>
<thead>
<tr>
<th>Units</th>
<th>Command</th>
</tr>
</thead>
<tbody>
<tr>
<td>5</td>
<td>C. S. D. C.</td>
</tr>
<tr>
<td>5</td>
<td>C. S. D. C.</td>
</tr>
<tr>
<td>5</td>
<td>C. S. D. C.</td>
</tr>
<tr>
<td>5</td>
<td>C. S. D. C.</td>
</tr>
<tr>
<td>1</td>
<td>C. S. D. C.</td>
</tr>
<tr>
<td>1</td>
<td>C. S. D. C.</td>
</tr>
</tbody>
</table>

### Confeder ate Command

<table>
<thead>
<tr>
<th>Units</th>
<th>Command</th>
</tr>
</thead>
<tbody>
<tr>
<td>2 Va Winder</td>
<td>C. S. D. C.</td>
</tr>
<tr>
<td>4 Va Winder</td>
<td>C. S. D. C.</td>
</tr>
<tr>
<td>31 Va Winder</td>
<td>C. S. D. C.</td>
</tr>
<tr>
<td>31 Va Winder</td>
<td>C. S. D. C.</td>
</tr>
<tr>
<td>41 Va Winder</td>
<td>C. S. D. C.</td>
</tr>
<tr>
<td>41 Va Winder</td>
<td>C. S. D. C.</td>
</tr>
<tr>
<td>42 Va Winder</td>
<td>C. S. D. C.</td>
</tr>
<tr>
<td>42 Va Winder</td>
<td>C. S. D. C.</td>
</tr>
</tbody>
</table>

### Combat Units

<table>
<thead>
<tr>
<th>Units</th>
<th>Command</th>
</tr>
</thead>
<tbody>
<tr>
<td>33 Va Ronald</td>
<td>C. S. D. C.</td>
</tr>
<tr>
<td>21 Va Garnet</td>
<td>C. S. D. C.</td>
</tr>
<tr>
<td>42 Va Garnet</td>
<td>C. S. D. C.</td>
</tr>
<tr>
<td>48 Va Garnet</td>
<td>C. S. D. C.</td>
</tr>
<tr>
<td>1 Va Bn Garnet</td>
<td>C. S. D. C.</td>
</tr>
<tr>
<td>1 Va Bn Garnet</td>
<td>C. S. D. C.</td>
</tr>
<tr>
<td>19 Va Tallaso</td>
<td>C. S. D. C.</td>
</tr>
<tr>
<td>19 Va Tallaso</td>
<td>C. S. D. C.</td>
</tr>
<tr>
<td>23 Va Tallaso</td>
<td>C. S. D. C.</td>
</tr>
<tr>
<td>23 Va Tallaso</td>
<td>C. S. D. C.</td>
</tr>
<tr>
<td>37 Va Tallaso</td>
<td>C. S. D. C.</td>
</tr>
<tr>
<td>37 Va Tallaso</td>
<td>C. S. D. C.</td>
</tr>
<tr>
<td>47 A1n Tallaso</td>
<td>C. S. D. C.</td>
</tr>
<tr>
<td>47 A1n Tallaso</td>
<td>C. S. D. C.</td>
</tr>
<tr>
<td>48 A1n Tallaso</td>
<td>C. S. D. C.</td>
</tr>
<tr>
<td>48 A1n Tallaso</td>
<td>C. S. D. C.</td>
</tr>
</tbody>
</table>

### Neutral Markers

<table>
<thead>
<tr>
<th>Units</th>
<th>Command</th>
</tr>
</thead>
<tbody>
<tr>
<td>5</td>
<td>C. S. D. C.</td>
</tr>
<tr>
<td>5</td>
<td>C. S. D. C.</td>
</tr>
<tr>
<td>5</td>
<td>C. S. D. C.</td>
</tr>
<tr>
<td>5</td>
<td>C. S. D. C.</td>
</tr>
<tr>
<td>5</td>
<td>C. S. D. C.</td>
</tr>
<tr>
<td>5</td>
<td>C. S. D. C.</td>
</tr>
<tr>
<td>5</td>
<td>C. S. D. C.</td>
</tr>
</tbody>
</table>

---

*Copyright © 1981, Simulations Publications, Inc., New York, N.Y., 10010*